



**EASTERN PAINTBALL LEAGUE (EPL)
GLOBAL PAINTBALL LEAGUE (GPL)**

5STAR SERIES

RaceTo-2/4 Rulebook

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5starseries.com

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A1. Reading the Rulebook

- A.1.1. The most recent edition of the rulebook is available at 5starseries.com
- A.1.2. It is the responsibility of the players and staff of any and all participating teams to know and understand the rules governing these sponsored events.
- A.1.3. If the meaning of any portion of this rulebook is unclear the simplest interpretation and the one most consistent with the body of the rules is most likely the correct one. Omissions are not loopholes and where examples are given they aren't intended to be the sum of all possibilities, but simply representative samples.
- A.1.4. All footnote notations appear at the end of the section to which they refer.

1. TOURNAMENT STRUCTURE

1.1. Preliminary Round Seeding

- 1.1.1. Teams in each division in the preliminary round will be seeded according to their rank as in [7.1] in the division they will be playing.
- 1.1.2. Teams will be seeded into preliminary round brackets according to Appendix A 1.1.3. In preliminary brackets of 5 teams, each team will play each other team in the bracket once.
- 1.1.4. In preliminary brackets of 6 teams, each team will play each other team in the bracket once, except the top-seeded team will not play the 6th-seeded team, the 2nd-seeded team will not play the 5th-seeded team, and the 3rd-seeded team will not play the 4th-seeded team. If a team played in a different division in the previous event, they are seeded according to their rank in the new division.

1.2. Advancing from the Preliminary Round

- 1.2.1. The same number of teams from each bracket will advance, except
- 1.2.2. If the number of teams advancing is not evenly divisible by the number of brackets, the number of wildcard teams necessary to meet the number of advancing teams will also advance.
- 1.2.3. Teams will first be selected on a per-bracket basis based on round score amongst teams in the same bracket, and then any wildcard teams will be selected based on score amongst remaining teams in all brackets. Same number of teams from each bracket.

1.3. Playoff Seeding

1.3.1. Teams advancing from a head-to-head match-up will be seeded based on the seed into the previous head-to-head round of the highest seeded team in the match-up.

1.3.2. Teams advancing from non-head-to-head brackets will be seeded based on performance compared to all other teams advancing from the same round.

1.3.3. Teams that did not play the immediately preceding round will always be seeded higher than teams that did play the immediately preceding round.

1.3.4. If four teams advance from two brackets, the top seeded team from one bracket plays the second seeded team from the other bracket. If 12 teams are advancing from the prelims, the top 4 teams will advance to the quarterfinals, leaving the 5th through 12th seeded teams to play off for the remaining four spots, with 5th playing 12th, 6th playing 11th, etc. According to this rule, the winner of the 5th vs 12th match-up gets the 5th seed, regardless of the margin of victory in the other playoff brackets. Basically, the top-seeded team in each match-up is 'defending' their seed from the lower-seeded team, and if the lower-seeded team wins, they get that seed – the teams are NOT reseeded after the head-to-head match-ups are played out. Teams with byes are seeded higher than teams without byes.

1.4. Playoff Bracket Schedule

1.4.1. Teams playing a head-to-head match-up will play one match with the winner of the match advancing.

1.5. Playoff Structure

1.5.1. In divisions of 2 teams, no playoffs will be played.

1.5.2. In divisions of 3 teams, the top two teams advance directly to finals.

1.5.3. In divisions of 7 or less teams,

1.5.3.1. The top team will advance directly to the finals, and

1.5.3.2. The 2nd and 3rd seeded teams will advance to the semifinals, where the winner will advance to play the top team in the finals.

1.5.4. In divisions of 8 to 10 teams,

1.5.4.1. The top four teams will advance to semifinals, where

1.5.4.1.1. If two teams are advancing from two brackets, the 1st place team from one bracket will play the 2nd place team from the other bracket, otherwise

1.5.4.1.2. The top-seeded team will play the 4th-seeded team, and the 2nd-seeded team will play the 3rd-seeded team, and

1.5.4.2. The winners of each semi-final match will play for 1st and 2nd place, and the losers of each semi-final match will play for 3rd and 4th place, except

1.5.5. In divisions of more than 10 teams, teams will advance into a single-elimination head-to-head seeded bracket leading to the four-team semifinals.

1.5.5.1. In divisions of 11 to 15 teams, the top six teams will advance

1.5.5.2. In divisions of 16 to 20 teams, the top eight teams will advance.

1.5.5.3. In divisions of 21 to 30 teams, the top 12 teams will advance.

1.5.5.4. In divisions of 31 to 40 teams, the top 16 teams will advance.

1.5.5.5. In divisions of 41 to 60 teams, the top 24 teams will advance.

2. MATCH STRUCTURE

2.1. RaceTo-2

2.1.1. Each match will consist of series of 5-minute points.

2.1.1.1. Points will be played in rotation amongst all opponents scheduled for a team in the current round of play.

2.1.2. The match ends if

2.1.2.1. A team has scored two points, or

2.1.2.2. Three points have been played, or

2.1.2.3. A team forfeits.

2.1.3. At the start of the first point of a match, the first team with a player at a starting station starts from that starting station. Teams switch starting stations for the second point of the match, and select starting stations by a mutually agreeable random method for the third point of the match.

2.1.4. The team that scores the most game points during the match wins the match.

2.1.5. If a preliminary match ends with the same number of points scored by each team, the match is a tie.

2.1.6. If a playoff match ends with one point scored per team, the team with the most game time remaining in the point they scored, minus any penalty minutes accrued during that match, wins the match.

2.1.6.1. If, after subtracting any penalty minutes accrued during the match, both teams have the same game time remaining, teams will play overtime as dictated in 2.1.7.

2.1.7. If a playoff match prior to the semifinal or final round ends with no points scored by either team, the teams will switch sides and play one additional 3-minute overtime point.

2.1.7.1. If neither team scores in the overtime point, both teams lose, neither team advances, and the team that would have played the winner of the match in the next round receives a bye.

2.1.8. If a playoff match in the semifinal or final round ends with no points scored by either team, the teams will first play one 3-minute overtime period and if that round ends with no points scored by either team they will proceed to the Shootout. For the complete rules pertaining to overtime see 2.3. With 4 opponents, a team will play one point against each of Opponents A, B, C then D; then play a second point against each opponent, then play third points as necessary.

2.2. RaceTo-4

2.2.1. Each match will consist of a series of points.

2.2.2. Each match will start with a limited amount of game time.

2.2.2.1. A RaceTo-4 match starts with 12 minutes of game time

2.2.3. Game time begins to decrement (count down) at the start of the first point of the match.

2.2.4. Each team starts the first point at the starting station on the opposite side of the field from the team's pit.

2.2.5. Teams switch starting stations after every odd point scored.

2.2.6. A break period follows the conclusion of each point.

2.2.6.1. Game time stops decrementing for the duration of the break period.

2.2.6.2. The break period is two minutes.

2.2.6.3. A team may extend the breakout period by calling a timeout.

2.2.6.3.1. Each team starts a match with one timeout.

2.2.6.3.2. A timeout extends the break period by two minutes.

2.2.6.3.3. A team's player or staff member may use a timeout by altering the scorekeeper/game clock operator.

2.2.6.3.4. A timeout may not be called with 10 seconds or less remaining in the break period.

2.2.7. If there is 10 seconds or less of game time remaining at the end of a point, game time expires.

2.2.8. In the prelims Race To-4 matches in which time expires and both teams have scored the same number of points, the game ends in a tie, and each team receives 1 match point.

2.2.9. The match ends if

2.2.9.1. Game time has expired and one team has scored more points than the other team, or

2.2.9.2. A team forfeits, or

2.2.9.3. A team has scored 4 points in a RaceTo-4 match.

2.2.9.4. In a preliminary round Race To-4 match regulation match time ends with a tie score.

2.3. Overtime

2.3.1. Should any playoff match be tied at the end of regulation overtime will determine the match winner.

2.3.2. The first overtime period is a 3 minute period that will begin immediately after the game clock is reset and the 2 minute break period.

2.3.2.1. Should the overtime period also end in a tie score the next (and final) overtime option is the Shootout.

2.3.3. The Shootout is a series of 5 (five) 60 second long 1-on-1's separated by 1 minute break periods. The Shootout will begin immediately after the game clock is reset and after the standard 2 minute break period.

2.3.3.1. No player may compete more than once during the Shootout.

2.3.3.2. To score a point during the Shootout a player must hang the flag, which will be available in the same location as it was during the regulation portion of the match, or

2.3.3.2.1. as the result of a penalty.

2.3.3.3. The first team to hang the flag twice wins the match.

2.3.3.4. Any minor penalty called during the shootout results in the immediate elimination of that player, but

2.3.3.4.1. An active opponent must still grab the flag and hang it for purposes of recording the hang time.

2.3.3.5. Any major penalty called during the Shootout results in that player's elimination and an immediate 'flag hang' for the opposing team at the time of the infraction and concludes the match if it constitutes a second flag hang.

2.3.3.6. Should the Shootout end in a tie score the team that hung the flag in the shortest period of time wins the match, which includes 'flag hang' times that are the result of penalty.

2.3.3.7. Should the Shootout end with no flag hangs by either team the winner will be

2.3.3.7.1. The team that gained possession of the flag the most number of times; with 5 being the maximum number possible during the Shootout. A player is considered in possession of the flag when that player remains active for three seconds after picking up the flag.

2.3.3.7.2. If the competing teams are tied in number of flag possessions gained during the shootout the team that gained the flag in the shortest amount of time is declared the winner.

2.3.3.8. Should the Shootout end with no flag hangs and no flag possessions the team that scored first to begin the match is declared the winner.

3. SCORING

3.1. Point Score

3.1.1. A team scores one point each time

Note that this does not say any active player from the team scoring the point; players are welcome to hang flags for their opponents. A judge will avoid signaling a flag hang if a player who appears to be eliminated attempts to hang the flag. The judge will signal a point score once the player has been verified as active.

3.1.1.1. Any active player touches the point flag to the opposing team's starting station.

3.1.1.2. In a RaceTo-4 match, the opponent concedes, or

3.1.1.3. In any Race To-2/4 match, a player receives a major penalty that removes all active players on that team from the field.

3.2. Round Score

3.2.1. Teams in non-head-to-head rounds are ranked by the number of match points scored in that round.

3.2.1.1. A team scores 2 match points for each match won.

3.2.1.2. A team scores 1 match point for each match tied.

3.2.1.3. A team scores 0 match points for all other matches.

3.2.2. In the event of a tie in a non-head-to-head round, ties will be broken, in order, by

3.2.2.1. Number of matches won amongst the tied teams, followed by

3.2.2.2. Head-to-head competition amongst the tied teams **[1]**, followed by

3.2.2.3. Margin of victory in all matches in the current round, followed by

3.2.2.4. Total points scored in all matches in the current round, followed by

3.2.2.5. Greatest time remaining in games/matches won **[2]**, followed by

3.2.2.6. Least time remaining in games/matches lost **[3]**, followed by

3.2.2.7. Place in previous rounds, most recent round first, followed by

3.2.2.8. Seed into the tournament.

3.2.3. In any group of three or more tied teams, tiebreakers are successively applied until one team wins, or no team wins and one team loses the tiebreaker.

3.2.3.1. If one team wins a tiebreaker, that team is removed from the group and is ranked higher than all other teams in the group.

3.2.3.2. If no team wins and one team loses a tiebreaker, that team is removed from the group and is ranked lower than all other teams remaining in the group.

3.2.3.3. Once a team is removed from the group, tie-breaking the remaining teams in the group is restarted with the first tiebreaker, [3.2.2.1.] **[4]**

3.2.4. Teams eliminated in the same head-to-head round will continue to be ranked according to their place in the most recent non-head-to-head round.

[1] Head-To-Head tiebreakers are applied by comparing the group of all teams with the same match score and number of wins in the following manner: 1. A team wins the head-to-head tiebreaker if the team: a. Has, for any opponent played in the current round, won more matches in the current round against that opponent than lost; and b. Is, for any opponent not played in the current round, ranked ahead of that opponent in the remaining tiebreakers. 2. If no team wins the tiebreakers as in 1. a team loses the head-to-head tiebreaker if the team: a. Has, for any opponent played in the current round, lost more matches in the current round against that opponent than won; and b. Is, for any opponent not played in the current round, ranked behind that opponent in the remaining tiebreakers. 3. If no team wins or loses the head-to-head

tiebreakers as in 1. or 2. (for example, three teams have played each other and each won once), proceed to successive tiebreakers until a tiebreaker is reached where at least one team is not tied with the others: a. If one team wins that tiebreaker, they are removed from the tied group and the remaining teams in the tie should have their tie broken starting with the very first tiebreaker, otherwise b. If one team loses that tiebreaker they are removed from the tied group and the remaining teams in the tie should have their tie broken starting with the very first tiebreaker, otherwise c. Split the tied teams into two groups; the first group with all teams tied to win that tiebreaker, and the other group with the remaining teams, then break the ties for each group separately starting with the very first tiebreaker. All teams from the first group are ranked ahead of all teams from the second group. 4. Once a team has won or lost the tiebreaker, remove it from the group assigning it the highest rank for a win or the lowest rank for a loss, and then start back at step one with the remaining teams in the group, repeating until only one team remains.

[2] Total of time remaining in each game won in RaceTo-2, and each match won in RaceTo-4/5/7.

[3] Total of time elapsed in each game lost in RaceTo-2, and each match lost in RaceTo-4/5/7.

[4] Total point points scored minus total point points given up in all matches in the current round.

3.3. Forfeits

3.3.1. A match will be scored as a loss for any team that forfeits a match.

3.3.2. A match will be scored as a win for any opponent of a team that forfeits a match, if the opponent does not also forfeit the match.

3.3.2.1. If a RaceTo-2 team scores a match win by forfeit, the match will be scored with

3.3.2.1.1. 2 points won, with the point time remaining in each match the higher of

3.3.2.1.1.1. The average point time remaining in the team's other points won in the current round, or

3.3.2.1.1.2. The average point time remaining in points scored against the opponent in the current round, or

3.3.2.1.1.3. Zero.

3.3.2.1.2. 0 points lost

3.3.2.1.3. Any penalty minutes received during any points of the match played.

3.3.2.2. If a RaceTo-4/5/7 team scores a match win by a forfeit, the match will be scored with

3.3.2.2.1. Margin points equal to the higher of

3.3.2.2.1.1. The margin points of the match if the match was played, or

3.3.2.2.1.2. The average margin of the team's other matches in the current round, or

3.3.2.2.1.3. The average margin against the opponent in the opponent's other matches in the current round, and

3.3.2.2.2. Total points scored determined in the same manner, as the margin was determined in [3.3.2.2.1.]

3.3.3. The opponent of a RaceTo-2 team that forfeits a point will receive one game point with a point time remaining of the higher of zero or the game time remaining in any other point won by the team against the forfeiting team in the current round.

3.4. Score Sheets

3.4.1. Any judge or designated official may complete a score sheet. The head judge will show the score sheet to the captain of each team.

3.4.2. Any correction made to the score sheet must be initialed by a head judge, **[5]** unless the correction corrects an obvious mathematical error, the correction may also be initialed by a scorekeeper.

3.4.3. In the event that one or both team captains do not agree with the contents of a score sheet and thus will not sign the score sheet, the head judge may decide whether the score sheet must be amended and/or validate the score sheet himself.

3.4.3.1. A head judge or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time prior to the start of the next round of play. [6]

[5] This allows teams to do the “right thing” if they agree on a scoring error. If two teams are intentionally doing the wrong thing to fix the score, they should be dealt with as any other team intentionally fixing scores. [6] The scoreboard is ONLY the scoreboard - copying scores to the scoreboard wrong, or calculations in error on the scoreboard, will be corrected by scorekeepers. The scoreboard does NOT include score sheets.

4. OFFICIATING

4.1. Judges

4.1.1. Each field's head judge is the highest authority on that field.

4.1.2. Any call made by the head judge on their field is final.

4.1.3. The Ultimate Judge will not overturn any on-field calls by a head judge.

4.1.4. The Ultimate Judge is the highest authority at an event for resolving play-of-the-game or “on field” disputes.

4.1.4.1. Any decision of the Ultimate Judge is final.

4.1.5. The Promoter is the highest authority at an event for resolving “off field” and/or tournament-related disputes.

4.2. Velocity

4.2.1. A judge may chronograph a marker on the field of play at any time, including before, after, or between points.

4.2.2. No players marker may shoot any paintball in excess of 300 feet per second. [7].

4.2.2.1. A player on the field whose marker fires a shot between 301 and 310 feet per second will be assessed a minor penalty.

4.2.2.2. A player on the field whose marker fires a shot between 311 and 325 feet per second will be assessed a major penalty.

4.2.2.3. A player on the field whose marker fires a shot over 325 feet per second will be assessed a gross penalty.

[7]. 301-310 FPS = Minor Penalty. 311-325 FPS = Major Penalty. 326+ FPS = Gross Penalty

4.3.4. RaceTo-2 Penalties

4.3.4.1. A judge will eliminate an active player for each minor penalty received by a team.

4.3.4.2. A judge will eliminate two active players for each major or gross penalty received by a team.

4.3.4.2.1. A player receiving a gross penalty may not play for the next 3 points played by the team [8]

4.3.4.3. If a penalty is assessed against an active player, the player against whom the penalty is assessed must be one of the players eliminated.

4.3.4.4. If there are insufficient active players remaining on the field of play to satisfy the penalty, the team will be assessed a penalty minute against their total game time remaining for that match and round for each player unable to be eliminated.

4.3.4.5. If a penalty is assessed during the break period immediately prior to a point the team is scheduled to play, the team will start short one player for each player that would normally be eliminated by the penalty.

4.3.4.6. If a penalty is assessed neither during a point the team is playing nor during the break period prior to the team's next point, the team will be assessed a penalty minute for each player that would normally have been eliminated by the penalty. [9]

[8] Next three points regardless of opponent. The team does not play short if an alternate is available. **[9]** This includes penalties assessed to the flag carrier after the hang. Thus a team will be assessed two penalty minutes for a flag carrier who hangs with an obvious hit and one penalty minute for a carrier who hangs with an unobvious hit.

4.2.5. RaceTo - 4 Penalties

4.2.5.1. A referee will eliminate one active player for each minor penalty received by a team.

4.2.5.2. A referee will eliminate two active players for each major or gross penalty received by a team.

4.2.5.2.1. A player receiving a gross penalty may not play for the next 10 minutes of match time.

[9.1]

4.2.5.3. If a penalty is assessed against an active player, the player receiving the penalty must be one of the players eliminated.

4.2.5.4. If there are insufficient active players remaining on the field of play to satisfy the penalty, the team will be assessed a penalty strike for each player unable to be eliminated. **[9.2]**

4.2.5.4.1. A team starts a point one player short for each penalty strike a team has at the start of the point.

4.2.5.4.2. A limit of two penalty strikes are removed at the start of each point.

4.2.5.4.3. If at any time a team has five or more penalty strikes, three penalty strikes are removed and the opposing team scores one point.

4.2.5.5. If a penalty is assessed before a match or during a break period, the team will have a penalty strike assessed in lieu of each player that would otherwise have been eliminated. **[9.3]**

[9.1] If the current match ends prior to the expiration of the 10 minutes, the player serves the remainder during the subsequent match. **[9.2]** Note that there are no active players between points, so any penalties assessed after the end of the point become strikes for the next point. This includes specifically penalties for a player who hangs the flag dirty - the team starts down players the next point, even if they had bodies remaining this point. **[9.3]** This includes penalties assessed to the flag carrier after the hang. Thus a team will be assessed two penalty strikes for a flag carrier who hangs with an obvious hit and one penalty strike for a carrier who hangs with an unobvious hit.

5. EQUIPMENT

5.1. Clothing

5.1.1. Players must wear only one pair of full-length pants and only a long-sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of under-shorts and one short or long sleeve t-shirt.

5.1.1.1. Either the jersey or the undershirt may be padded as per 5.1.4. but not both.

5.1.2. Prohibited colors - any player/team found to be wearing clothing that may impede the judge's ability to make a proper call, may be asked to remove such clothing.

5.1.3. No part of a player may be covered by more than two layers of clothing.

5.1.4. Padding in jerseys is not limited to specific areas; provided that the thickness does not exceed 5 mm (0.197") Padding material is limited to an open cell foam and must not be modified from the manufacturer's original form.

5.1.5. No short sleeve or "sleeveless" vest type jerseys can be worn as the outer most layer.

5.1.6. Any layer of clothing that is thicker than a standard 100% cotton T-shirt is padding.

5.1.7. Players may not wear extremely oversized clothing. Clothing is oversized if, when tightly gathered about the body or limb with excess clothing pinched together and away from the body, the excess clothing extends more than 4 inches from the body or limb.

5.1.8. Players may not wear clothing that is made out of highly absorbent or slick material, such as felt, fleece, nylon or rubber.

5.1.9. Players may wear up to, but not in excess, of two items on their head. As an example, one sandanna and one beanie or one headband and one sandanna. Hats, caps and headbands may not be modified from the manufacturer's original form, and may not extend more than one inch below the collarbone or below the shoulder blades, and headbands may be no wider than two inches.

5.1.10. Players may wear one pair of socks. Socks may not extend higher than below the knee, and must not be of a quilted or padded nature, and count as one layer of clothing.

5.1.11. Players may wear one pair of footwear.

5.1.11.1. Footwear must not be modified from the manufacturer's original form, and

5.1.11.2. Must not include metal cleats or spikes, and

5.1.12. A player who continues to play with illegal clothing will be assessed a gross penalty.

5.1.13. Any head judge may prohibit a particular item of clothing.

5.2. Protective Gear

5.2.1. Players must wear a complete goggle system that meets ASTM standards **[10]** and is in good repair and not otherwise damaged in a manner that affects their ability to protect the player **[11]**. A person who fails to wear an acceptable goggle system in a designated goggles-on area, including the field of play, will be assessed a minor penalty. **[12]**

5.2.1.1. No material may be removed from the manufacturer's original form. Items not of a padded or absorbent, or moisture resistant or repelling nature **[13]** may be added to the goggle system provided they do not adversely impact the ability of the goggle system to protect the player.

5.2.1.2. Players must wear the full-face protection provided with the goggle system as it is designed and sold by the manufacturer.

5.2.1.3. Players must wear the ear protection provided with the goggle system as designed and sold by the manufacturer.

5.2.2. Considered optional protective gear players may also wear slider shorts as long as they are unaltered from the manufacturer's original form and do not overlap with any other allowed protective gear.

5.2.3. Players may wear one layer of padding and/or other protection on the elbow, forearm, knee or shin, provided that padding and/or protection has not been modified from the manufacturer's original form. **[14]**

5.2.4. Players may wear a single pair of gloves. Gloves may not have material in addition to the manufacturer's original form.

5.2.5. Players may wear neoprene neck protection of a single layer not to exceed 0.5 cm in thickness.

5.2.6. Male players may wear groin protection and female players may wear breast protection.

[10] Goggle manufacturers must submit independent laboratory test results to the promoter at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds ASTM standards for any system such manufacturer wishes to be allowed for use during that tournament.

[11] Cracks in the lens, however slight, affect the ability of the goggles to protect the player. **[12]** A player may not ever remove their goggles once they enter the field of play. Note that if any player removes their goggles intentionally, they are automatically eliminated and a teammate must be eliminated to satisfy the minor penalty. Because an elimination is NOT a penalty, the player eliminating themselves does not count as a penalty being assessed. **[13]** Ex. Goggle Fans, but decorative additions that are not padded or absorbent are acceptable. **[14]** Hits on padding are obvious. Players should not wear so much padding that they cannot feel hits.

5.3. Markers

5.3.1. Players may carry a single, .68 caliber, pump or semi-automatic paintball marker that includes a single barrel and a single trigger.

5.3.2. Prohibited colors - any player found to be using a marker whose color may impede the judge's ability to make a proper call, may be asked to discontinue the use of that marker.

5.3.2.1. This includes the "protected" (or restricted) color, yellow, as described in [5.6.3.] & [5.6.3.1.]

5.3.3. A marker covered in whole or in part by a material of a padded or an absorbent, or moisture resistant or repelling nature is illegal.

5.3.4. A trigger is a movable lever that causes a marker to fire when force is applied directly to the trigger with a vector parallel and opposite to the vector the marker fires paintballs. **[15]** A marker that can be caused to fire by any other means is illegal.

5.3.5. A trigger guard that is unaltered from the grip frame manufacturer's original form must protect the trigger of the marker.

5.3.6. A marker with any electronic components **[16]**

5.3.6.1. **RaceTo-4** Shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time **[17]**

5.3.6.1.1. A player on the field of play whose marker fires two shots at 10.6 to 11.0 bps will be assessed a minor penalty.

5.3.6.1.2. A player on the field of play whose marker fires two shots at 11.1 to 12.4 bps will be assessed a major penalty.

5.3.6.1.3. A player on the field of play whose marker fires two shots at 12.5 to 13.0 bps will be assessed a gross penalty.

5.3.6.1.4. A player on the field of play whose marker fires two shots above 13.1 bps will be assessed a minor suspension **[18]**.

5.3.6.2. **RaceTo-2** Shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time **[17]**

5.3.6.2.1. A player on the field of play whose marker fires two shots at 10.6 to 11.0 bps will be assessed a minor penalty.

5.3.6.2.2. A player on the field of play whose marker fires two shots at 11.1 to 12.4 bps will be assessed a major penalty.

5.3.6.2.3. A player on the field of play whose marker fires two shots at 12.5 to 13.0 bps will be assessed a gross penalty.

5.3.6.2.4. A player on the field of play whose marker fires two shots above 13.1 bps will be assessed a minor suspension **[18]**.

5.3.6.3. May fire no more than three shots per press and release of the trigger, and no more than three shots between presses of the trigger. **[19]** A player, who carries a marker onto the field of play that fires more than three shots per press and release of the trigger, or more than three shots between two presses of the trigger, will receive a gross penalty and a minor suspension.

5.3.6.4. May fire no more than one shot per press and release of the trigger unless

5.3.6.4.1. The trigger has been pressed and released four times, **[20]** and

5.3.6.4.2. The trigger has been pressed and released at least once per second since the first of the four trigger pulls.

5.3.6.5. Any person who carries a marker onto the field of play that will fire more than one shot per press and release of the trigger before the trigger has been pressed and released at least four times after not having been fired for at least one second will receive a gross penalty and a minor suspension.

5.3.7. A marker with no electronic components

5.3.7.1. May not fire more than one shot per press and release of the trigger, **[21]** and

5.3.7.2. May only fire a shot when the trigger is pressed, and

5.3.7.3. May not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools. **[22]**

5.3.8. A pump marker may only be manually re-cocked between each shot, thus allowing for the hammer to be reset.

5.3.8.1. This pump action must consist of one complete backward (pull) and return forward (push) cycle of the pump mechanism.

5.3.8.2. "Beaver tails" must be in place on any 'Autococker' based pump markers

5.3.8.3. The trigger may consist of one of two types:

5.3.8.3.1. A standard which requires a pull and release for each pump cycle, or

5.3.8.3.2. An auto-trigger, which consists of a trigger which can be held in the 'pull' position while cycling the pump mechanism.

5.3.9. A marker with settings, whether mechanical, pneumatic, or electronic, that may be adjusted without the use of tools to allow the marker to operate in an illegal manner is illegal. **[23]** A player who operates buttons, switches, valves or other adjustable device on a marker on the field of play without the permission of a judge will be assessed a minor penalty. A player who operates buttons, switches, valves or other adjustable device on a marker on the field of play after being instructed to provide the marker to an official, or prior to being instructed to do so, will receive a gross penalty and that player will receive a minor suspension.

5.3.10. Marker barrels may be equipped with porting, but may not have a sound suppressor attached or integral to the construction of the barrel.

5.3.11. A marker with any valve, expansion chamber, or other item or device except a barrel or screw-- in air source **[24]** that may be adjusted on the field of play to increase or decrease velocity without the use of tools is illegal.

5.3.12. Any person possessing a marker that is attached to an air source, does not have a barrel sock properly installed over the end of the barrel, is not at a designated chronograph station being chronographed and is not on the field of play during, in the 10 seconds prior to, or the 10 seconds immediately after a point, **[25]** will be assessed a minor penalty.

5.3.13. Any illegal marker is not allowed on the field of play. Players carrying an illegal marker on the field of play will be assessed a gross penalty. A player bringing an illegal marker onto the field of play after being informed by a judge that the marker is illegal will be assessed a gross penalty and a minor suspension.

5.3.14. Any player whose marker has been modified from the manufacturer's original form to disguise its mode of operation or to allow the player to change the mode of operation on the field without the use of tools will receive a major suspension.

5.3.15. A marker may be confiscated for inspection at any time, and may be kept for up to three days following the conclusion of the event.

[15] They may operate if and only if the trigger is pulled, and may not fire if it is hit, dropped, shaken or sneezed on.

[16] Batteries, circuit boards, chips, wires, etc. **[17] RaceTo-4** 0-10.5 BPS = Legal. 10.5-11.0 BPS = Minor Penalty. 11.1-12.4 BPS = Major Penalty. 12.4-13.0 = Gross Penalty. 13.1+ BPS = Suspension. **[17.5] RaceTo-2** 0-10.5 BPS = Legal. 10.5-11.0 BPS = Minor Penalty. 11.1-12.4 BPS = Major Penalty. 12.4-13.0 = Gross Penalty. 13.1+ BPS = Suspension. **[18]** RaceTo-4 player shall not play for the remainder of the match and the next match, even if the next match is in the next round or tournament. **[19]** Shots may not be buffered past trigger pulls - if you pull the trigger, the marker fires, and you pull the trigger again, the marker may only fire three more times, not five.

[20] If the trigger is pulled one, two or three times, the marker may fire no more than the number of times the trigger is pulled. The marker may fire up to three balls per pull after that. If the marker is not fired for a second, the trigger must again be pulled three times before the marker may fire more than one shot per pull. Both PSP 3 and Millennium modes (capped at 10.5) are allowed.

[21] Once the marker is fired, the player must reduce the force applied to the trigger and allow the trigger to travel forward past the firing point and then reapply the force on the trigger and bring the trigger back past the firing point before the marker may fire again, i.e., no bounce.

[22] No reactive triggers. The trigger force may change as the position of the trigger changes, but the force exerted against the trigger finger at any given trigger position should not change, for example, as a result of the marker firing.

[23] Essentially, anything that can adjust velocity, shot mode, de-bounce, etc, must be locked-

[24] This exception only applies to screwing in or unscrewing the air source - any settings on the air tank itself must not be adjustable without the use of tools.

[25] Players will be given a reasonable amount of time (10-15 seconds) to install barrel condoms after a point ends.

5.4. Paintballs [26]

5.4.1. Players may carry any number of paintballs.

5.4.2. Paintballs must be completely water-soluble.

5.4.3. Paintballs may NOT contain RED fill.

5.4.4. Paintballs must not stain.

[26] The 5STARSERIES is an event paint only league. All paintballs used at 5STARSERIES events must be purchased from the 5STARSERIES. Any player who uses non-sanctioned paintballs will be ejected from the event. Paint shells and colors will be changing each event. Paintballs from previous events will NOT be allowed for use at future 5STARSERIES events. Any attempt to use paintballs purchased from a prior event will be deemed as using a non-sanctioned paintballs.

5.5. Other Equipment

5.5.1. Players may carry one constant air or CO2 tank, including any tank attached to the player's marker, or any number of disposable CO2 cartridges.

5.5.1.1. Constant air or CO2 tanks may have a neoprene or plastic protective cover, provided no material has been added to the protective cover's original form.

5.5.1.2. Constant air and CO2 tanks may not have any stickers not present on the tank at the time of original sale.

5.5.1.3. All constant air and CO2 tanks must have a DOT stamp, and must be within the DOT-certified hydro-testing certification date. Players using uncertified or out-of-date tanks will be fined \$100 and receive a major penalty.

5.5.2. Players may carry any number of pods and squeegees, but no pods that are padded or absorbent in nature.

5.5.3. Players may carry one hopper.

5.5.3.1. Hoppers may not be covered by any absorbent or padded material.

5.5.4. Players may carry any number of batteries.

5.5.5. Players may wear one pack, designed to carry pods and/or an air source.

5.5.6. Players may carry one remote line that connects their air source to their marker.

5.5.7. Players must carry a barrel sock.

5.5.8. Players may carry one time keeping device.

5.5.9. Stickers may be affixed to equipment other than an air source. A judge may require that stickers be removed if the judge believes the stickers interfere with their ability to officiate.

5.5.10. Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, as long as such objects are not unnecessarily padded or absorbent. It is the player's responsibility to bring the use of such items to the attention of the refereeing crew prior to play beginning in order to assure no calls are made by mistake.

5.6. Prohibited Equipment

5.6.1. Shoes with rigid, pointed spikes of any material or edged metal spikes are prohibited. Players on the field of play with such shoes will be assessed a gross penalty.

5.6.2. Any operable electronic signaling or communication device is prohibited. Players with such a device will be assessed a gross penalty.

5.6.3. The color yellow is prohibited on any players equipment or clothing, except that a player's jersey, pants or gloves may have yellow, so long as no part of the yellow coloring is more than 0.25 cm from some other color, and no more than 10% of any 5cm by 5cm square on clothing or item is yellow.

5.6.3.1. For reference purposes, 'yellow' is any color similar to Pantone colors 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803, although any head judge may prohibit any equipment they believe interferes with the judges' ability to officiate effectively.

5.6.4. Any other clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Ultimate Judge. Players possessing prohibited clothing or equipment on the field of play will be assessed a minor penalty

6. GAME STRUCTURE

6.1. Staging Area

6.1.1. Each team will be provided with a staging area adjacent to the field of play.

6.1.1.1. Players and staff may be on the field of play during the break period directly before or after such point, or

6.1.1.2. Players and staff may travel directly to and from a place where paintballs may be purchased

6.1.1.3. Players and staff may travel directly to and from the nearest place where air tanks may be filled, if fills are not currently available in the team's designated staging area

6.1.1.4. No person appearing on the roster of a team may employ an electronic or mechanical device or voice enhancing devices like a megaphone to communicate with any other person during any of the team's points or matches.

6.1.1.4.1. No team may engage non-rostered persons to employ electronic or mechanical devices or voice enhancing devices like a megaphone to communicate with any other person(s) during any of the team's points or matches in order to relay information to the players or staff.

6.1.1.4.2. No communication is allowed by anyone from the Dorito side of the field during any points or matches. "Communication" at the referee's discretion may be determined to be non-verbal as in sounds, signals, physical gestures, etc.

6.1.1.4.3. Any such communication can result in a simple warning or up to a major penalty.

6.1.1.4.4. with the penalty to be assessed at the time of the infraction, the referee making the call will impose the penalty on the nearest active players of the team penalized.

6.1.1.4.5. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or match forfeiture.

6.1.2.1. All players, staff and authorized personnel must possess and display upon request their Player I.D.

6.2. Field of Play

6.2.1. The field of play will consist of a level rectangular area called the “in-bounds” area, and any area between the in-bounds area and the netting surrounding the in-bounds area.

6.2.2. The field of play will be free of any undue obstacle or hazard to participants or officials.

6.2.3. The edge of the in-bounds area will be marked by a boundary line. The boundary line and any object or ground outside of the boundary line is out-of-bounds.

6.2.4. The in-bounds area will include at least 40 obstacles arranged symmetrically across the midpoint or the midline of the in-bounds area.

6.2.5. Obstacles will be at least 1 meter away from any boundary line.

6.2.6. The field of play will include a portion of the starting station in the center of and parallel to the boundary line at each end of the in-bounds area consisting of

6.2.6.1. A vertical rectangular surface one meter high by two meters wide, or

6.2.6.2. An inflatable obstacle one meter high by two meters wide, or

6.2.6.3. A netted penalty box 2 meters wide and at least 2 meters high.

6.2.7. The inward facing surface of the starting station and penalty box netting is in-bounds.

6.2.7.1. The space within the penalty box is neither in-bounds or out-of-bounds, it is 'pending active'.

6.2.8. Each team may field up to 5 players for each point. Any team that has more than 5 people on the field of play during a point will be assessed a minor penalty.

6.2.9. Teams will be permitted to examine the field of play during field-walking times designated by the promoter.

6.2.10. Any person who intentionally alters the field of play will be assessed a minor suspension.

6.2.11. Any team whose player, staff or affiliated member alters the field of play may be subject to a fine.

6.2.11.1. Any team discovered to show a pattern of disregard for the rules will be subject to a fine and/or a suspension and may be ejected from the event.

6.2.12. Any person on the field of play outside of field-walking times designated by the promoter or immediately before, during or after a point in which the person is listed as a player or staff member of a competing team without the permission of a judge or authorized event staff may be assessed a major penalty. **[27]**

[27] This effectively establishes a major penalty for entering the field of play at any time without a judge's approval or checking in.

6.3. Point Start

6.3.1. Points will be preceded by a break period. The point starts when the break period ends. The point start will be signaled by the scoreboard buzzer or other sound generating device.

6.4. Player Status **[28]**

6.4.1. An “active” player is any player in the in-bounds area at the start of the current point whose barrel is touching the starting station at the sound of the buzzer or horn that signals the start of a point and has not subsequently become inactive or eliminated.

6.4.1.1. If a player leaves the starting station early (prior to the buzzer or horn sounding) or accidentally fails to touch their barrel to the starting station prior to the start of the point the player may retroactively “tag up” and play out the point on the condition no actions occurred in between to alter the player's status. **[29]**

6.4.2. An “inactive” player is a player who has not been eliminated by an obvious hit or a referee’s decision but is subject to elimination due to one of the following,

6.4.2.1. An attempt to enter the field of play after the start of a point, or

6.4.2.2. Player discharged a marker downfield and/or in the general direction of their opponent prior to the point start, or prior to “tagging up”, or

6.4.2.2. Has touched any ground, area or object outside the in-bounds area, unless the Breakout Exception applies,

6.4.2.2.1. The Breakout Exception allows “active” players to make incidental contact with the back boundary lines and out-of-bounds within ten feet of the start station at the beginning of a point.

6.4.2.3. Has an unobvious hit, or

6.4.2.4. Has lost possession of any item of mandatory equipment like a marker, goggle system, or harness (pod pack), [6.5.1.2.] or

6.4.2.5. Has passed between two bunkers that were in physical contact with each other.

6.4.3. An inactive player will be eliminated by a judge.

6.4.4. An “eliminated” **[30]** player is any player

6.4.4.1. With an obvious hit; or

6.4.4.2. Who was not on the field of play at the start of the point; or

6.4.4.3. Who has signaled their elimination by

6.4.4.3.1. Removing their goggles, or

6.4.4.3.2. Saying “hit” or “out”, or

6.4.4.3.3. Raising their marker or an open hand above their head, or

6.4.4.3.4. Placing their barrel sock on their barrel; or

6.4.4.4. Who has been eliminated by a judge.

6.4.5. Under no circumstances may an eliminated player be made inactive or active or may an inactive player be made active.

6.4.6. A player aware of an approaching official may not advance. Players who advance to avoid an official will be assessed a minor penalty. Any additional infractions made while avoiding the referee will merit additional penalties be assessed by the referee. **[31]**

[28] During a point, a player is always active, inactive, or eliminated. Inactive is when a player is out of the point and his shots should not count, but the player would not be expected to know he is out of the point (i.e. the player’s foot touches tapeline, then the player bunkers two people - the player should be eliminated with no penalty and the two people bunkered should be left in). Eliminated is when a player should know they should not still be playing, either because a judge has told them they are eliminated, or because they have an obvious hit, or because they were never on the field at the start of the point to begin with. Thus, when assessing appropriate penalties, a judge must only determine whether the player was active, inactive, or eliminated when the infraction was committed. In Race To-7 a player in the penalty box is neutral or 'pending active' as that player will regain 'active' status at the end of the penalty period.

[29] Leaving early and failing to touch your barrel to the start station prior to the start of a point both result in a change of status to “inactive” and liable to be eliminated by the referee. “Tagging up” restores a player’s active status but does not undue any subsequent results, for example, player is hit and eliminated making the effort to return to start station and “tag up.”

[30] Note that in these rules, the phrases “is active” and “is eliminated” means the player's status is IMMEDIATELY and AUTOMATICALLY changed to inactive or eliminated, respectively, without any action by the judge. The phrase “eliminated by a judge” means the player maintains their current status until a judge informs them that they are eliminated, either verbally or by signal.

[31] The minor penalty is in addition to any eliminations/playing on penalties. If the player is not hit and avoided the official, that player is eliminated. If the player is inactive and avoided, they are eliminated (for being inactive) and a teammate is eliminated (for the minor penalty). If the player has an obvious hit, they are eliminated, a teammate is eliminated (playing on) and another teammate is eliminated (official avoidance). If the referee determines the player was unaware of the official's approach there is no avoidance penalty.

6.5. Occupation, Possession and Exchange

6.5.1. Every item of equipment or gear on a player's person upon entering the field of play is considered to be in the player's possession. Items subject to 'loss of possession' must remain in the player's possession **[32]** for the duration of the point while items not subject to 'loss of possession' **[33]** may be discarded, intentionally or unintentionally.

6.5.1.1. 'Loss of possession' occurs when any object previously in the player's control passes out-of-bounds or is separated from the player by more than 5 feet or in the case of goggles become dislodged and expose any part of the player's head and/or face normally covered and protected.

6.5.1.1.1. Any player whose goggles become dislodged is eliminated. (For safety reasons.)

6.5.1.2. Items subject to 'loss of possession' are marker(s), goggles and harness (pod pack).

6.5.1.3. Items like squeegees, pods, paint, hats or caps, hoppers and flags are not subject to 'loss of possession.'

6.5.2. Players may not possess any equipment during a point that was not in their or their teammate's possession at the start of the point **[34]**, except that players may take possession of the flag or loose paintballs on the ground or by transfer between active teammates.

6.5.2.1. When transferring items players may pass items not subject to 'loss of possession' to active teammates by hand or by tossing such items in the general direction of the intended recipient.

6.5.2.2. Players who take possession of any discarded equipment whether it was discarded intentionally or unintentionally will be subject to a minor penalty.

6.5.2.2.1. 'Discarded' refers to items or equipment left or abandoned on the field of play but not to an ineffectual or poor effort to transfer an item or equipment to an active teammate.

6.5.3. Players on the field of play who lose possession of any item subject to 'loss of possession' will be eliminated, **[35]** except that a judge may take equipment from a player and an eliminated player may discard equipment out-of-bounds.

6.5.4. Players who lose physical control of any equipment that has a valid hit, except equipment taken by a judge, will be assessed a gross penalty.

[32] Merely touching equipment does not establish physical control. Generally, any equipment that will advance with the player if the player advances can be considered to be in the physical control of the player. This includes bunkers - so if you move a bunker because you accidentally run into it, you're ok, but if you intentionally move the bunker, you're eliminated.

[33] If you start the point with an item or are transferred it, you possess it, and if any such item is hit by a paintball that breaks the player is subject to elimination.

[34] Taking possession of any item in any other manner results in a minor penalty.

[35] Once you lose possession of any of your equipment subject to 'loss of possession' you're eliminated. If you're eliminated on the field of play and you lose possession of any of your equipment prior to exiting the field of play one of your teammates will be pulled.

6.6. Flags and Flag Carriers

6.6.1. Each point will start with a single point flag placed at a flag station located equidistant from the two starting stations in the in-bounds area of the field.

6.6.1.1. A player in possession of the point flag who hides or attempts to hide the point flag from plain view will be assessed a minor penalty.

6.6.1.2. If a player is eliminated while possessing the point flag, the player will drop the point flag at the point of elimination. A judge may hang the point flag on a nearby bunker.

6.7. Eliminated Players

6.7.1. An eliminated player must immediately and swiftly raise their marker or an open hand above their head and proceed out-of-bounds by the most direct route or as directed by a judge.

6.7.1.1. An eliminated player who fails to follow the procedure in [6.7.1], except as provided in [6.8.6], will be assessed a minor penalty.

6.7.2. An eliminated player who fires or otherwise operates or adjusts their marker or air system prior to exiting the field of play will be assessed a major penalty.

6.7.3. An eliminated player who intentionally re-enters the in-bounds area during the point will be assessed a gross penalty.

6.7.4. An eliminated player who shoots at an opposing player from in-bounds will be assessed a major penalty and may be subject to a minor suspension. **[36]**

6.7.5. An eliminated player who shoots a player from out-of-bounds will be assessed a gross penalty and may be subject to a minor suspension.

[36] This means that in addition to getting a one-for-one for playing on, an additional player should be pulled for any opponent the playing-on player manages to shoot, whether the opponent is erroneously eliminated by a judge or not.

6.8. Hits

6.8.1. A paintball is live from the time it is shot from a paintball gun in the possession of an active player until the paintball comes to rest.

6.8.2. Any live paintball striking and breaking on a player or any equipment in a player's possession, or any mark indicating such a strike occurred, is a hit.

6.8.3. An invalid hit is any hit that a judge observes is not from a live paintball striking and breaking on a player. Only judges will remove invalid hits, except that a player may remove an invalid hit on the lens of their goggle system with the permission of a judge.

6.8.4. A valid hit is any hit that is not an invalid hit. If a valid hit is removed from an in-bounds player by any means other than by a judge, or a player attempts to remove a valid hit, that player will be assessed a gross penalty.

6.8.5. An obvious hit is any valid hit that leaves a mark and that the receiving player should have seen, heard or felt, including, but not limited to, any valid hit anywhere other than the player's mask, pack and its contents, gun, hopper and tank. A player with an obvious hit is eliminated.

6.8.6. A player with an obvious hit that is in a location that the player cannot verify may ask a judge or teammate to verify the hit before proceeding as otherwise required by

6.7.1, but may take no other action.

6.8.7. Players who are in motion when they receive an obvious hit in a location they cannot verify themselves may proceed to the nearest cover while waiting for a judge or teammate to verify the hit as in 6.8.6.

6.8.8. A player who asks a teammate or judge to verify a hit that the player could have verified unassisted will be assessed a major penalty.

6.8.9. Unobvious hits are any valid hit that is not obvious. A player with an unobvious hit is inactive and will be eliminated by a judge.

6.8.9.1. Any player determined by a judge to be "inactive" due to an unobvious hit not observed by the judge will be eliminated.**[37]**

6.8.10. A player who becomes aware of an unobvious hit on themselves or equipment in their possession is eliminated

[37] If a judge observes a player receive an unobvious hit, the judge should eliminate that player immediately and without penalty. If a judge finds an unobvious hit on a player, the judge should simply eliminate that player but may, at the referee's discretion, assess a minor penalty.

6.9. Point Stoppages

6.9.1. If a point must be stopped due to injury, a point stoppage will be signaled by the buzzer and judges will instruct players to remain in their current positions.

6.9.1.1. Once the cause of the point stoppage has been resolved, a 10-second break period will be placed on the scoreboard and the point will be restarted.

6.9.1.2. A player who fails to touch their barrel to the ground after the buzzer restarting the point sounds but prior to pointing their gun downfield or at any opponent will be eliminated.

6.9.2. If a point is stopped due to any other reason,

6.9.2.1. The point stoppage will be signaled by the buzzer, and

6.9.2.2. Any outstanding penalties will be assessed, and

6.9.2.3. "Active" players will return to the start box, and

6.9.2.4. A 10-second break period will be placed on the scoreboard and the point will be restarted as normal except only players who were live when the point was stopped may restart the point.

6.9.3. Players must put barrel socks on their markers when a point is stopped and keep their goggles on, unless given permission to remove them by a judge.

6.9.4. If a staff member or player who was not playing the current point, enters the field of play prior to a completed point, the point will end immediately. The offending team will be assessed a minor penalty and the point will be awarded to the opposing team.

6.10. Point Completion

6.10.1. A point will end at the earliest of:

6.10.1.1. A judge signaling a flag hang **[38]**, or

6.10.1.2. The elimination of all players, or

6.10.1.3. The end of point time in a RaceTo-2 match

[38] A judge should not signal a flag hang if an inactive or eliminated player attempts to hang the flag.

7. RANKING AND SEEDING*

7.1. Season Ranking

7.1.1. Each team will be ranked in the last division played.

7.1.2. Teams will be ranked by the sum of their event scores as computed in 8.1.1.1.1, except

7.1.2.1. Scores earned in a higher division than the last division played will be reduced by 50% for each division higher than the last division played, and

7.1.3. A team that plays in a division other than the division they last played in will be seeded into the next event based on their ranking in the division they will be playing.

7.1.4. A team may only include scores from multiple events in their ranking if a minimum number of players are the same from one event to the next.

7.1.4.1. At least 3 players must remain the same from one event to the next in RaceTo-2 divisions.

7.1.4.3. At least 2 players must remain the same from one event to the next in divisions where fewer than 5 players are fielded.

7.1.5. If there is a tie in the number of ranking points,

- 7.1.5.1. The team with the highest number of ranking points earned in events in which the team appeared in the finals of events in that division in the current season will be ranked higher.
- 7.1.5.2. If the first tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the semifinals of events in that division in the current season will be ranked higher.
- 7.1.5.3. If the second tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the quarterfinals of events in that division in the current season will be ranked higher.
- 7.1.5.4. If the third tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the finals of events in that division in the current season will be ranked higher.
- 7.1.5.5. If the fourth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the semifinals of events in that division in the current season will be ranked higher.
- 7.1.5.6. If the fifth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the quarterfinals of events in that division in the current season will be ranked higher.
- 7.1.5.7. If the sixth tiebreaker fails to break the tie, the team with the highest margin of victory in all rounds events in that division in the current season will be ranked higher.
- 7.1.5.8. If the seventh tiebreaker fails to break the tie, the team with the highest ranking at the end of the preceding season will be ranked higher.
- 7.1.5.9. If the eighth tiebreaker fails to break the tie, the team whose name is first in alphabetical order will be seeded higher, spelling out any numerals in word form and ignoring any non-alphanumeric characters and any instances of the words "the" or "team."

8. CLASSIFICATION & ROSTERS

8.1. Player Class

- 8.1.1. Players will be assigned a class based on a classification rating computed from previous tournament participation history and performance data.
- 8.1.1.1. Each player earns an event score for each roster upon which they are listed as a player.
- 8.1.1.1.1. For all formats, the event scores earned is determined by the APPA Classification formula.

8.2. Rosters

- 8.2.1. A team may list a person on the team's roster as either a player or a staff member.
- 8.2.1.1. Persons listed as players or staff members may be present in the team staging area or on the field of play during and preceding the team's matches, except
- 8.2.1.2. Any team fielding a competitor **[39]** on the field of play who is not listed as a player on the team's roster will be ejected from the tournament and the offending person will receive a one-year major suspension.
- 8.2.2. A person is not considered listed on a team's roster until that person has signed the team's roster at the event registration table.
- 8.2.3. Subject to limits on the number of players and staff that may appear on a team's roster a team may add a player or staff member to their roster at any time up to the conclusion of the team's last match of an event.
- 8.2.4. A team may not remove a player from the team's roster after the start of the team's first match of an event.

[39] A competitor is any person present on the field of play equipped to compete in a team's match and exhibiting an association with the competing team.

8.3. Rosters Classification Limits

8.3.1. RaceTo-2

8.3.1.1. Any number of Division 3 or lower players and up to one Division 2 player may appear on a Division 3 RaceTo-2 roster.

8.3.1.2. Any number of Division 4 or lower players and up to one Division 3 player may appear on a Division 4 RaceTo-2 roster.

8.3.1.3. Any number of Division 5 or lower players and up to one Division 4 player may appear on a Division 5 RaceTo-2 roster.

8.3.1. RaceTo-4

8.3.2.1. Any number of Division 3 or lower players may appear on a Division 3 roster plus

8.3.2.1.1 Up to two Division 2 players, or

8.3.2.1.2 Up to one Division 2 player and up to one Division 1 player with a classification rating no higher than 2952, providing the sum of the classification ratings of the top two players on the roster is no higher than 3936.

8.3.3.1. Any number of Division 4 or lower players may appear on a Division 4/5 roster on plus

8.3.3.1.1 Up to one Division 3 player.

8.4. Roster Size Limits

8.4.1. RaceTo-2

8.4.1.1. There may be no more than 12 people on a RaceTo-2 roster.

8.4.1.2. There may be no more than 8 players on a RaceTo-2 roster.

8.4.1.3. There may be no more than 5 staff members on a RaceTo-2 roster.

8.4.1. RaceTo-4

8.4.1.1. There may be no more than 17 people on a RaceTo-4 roster.

8.4.1.2. There may be no more than 12 players on a RaceTo-4 roster.

8.4.1.3. There may be no more than 5 staff members on a RaceTo-4 roster.

9. INTERFERENCE, SPORTSMANSHIP, SUSPENSIONS AND EJECTIONS

9.1. Interference and Sportsmanship

9.1.1. Any person who shoots towards the spectator sideline or opponent's end line during a break period will be assessed a minor penalty.

9.1.2. Any person who engages in aggressive or insulting behavior towards another person, except a judge, will be assessed at least a minor penalty.

9.1.3. Any person who engages in aggressive or insulting behavior towards a judge will be assessed at least a gross penalty.

9.1.4. Any person who engages in hostile physical contact with another person, including shooting another person who is not participating in a point or shooting from outside the field of play will be assessed a major suspension.

9.1.5. Any person who engages in intentional physical contact with an official will be assessed a major suspension.

9.1.6. Any person who throws an air source will be ejected from the tournament and will serve a suspension banning them from the next scheduled event.

9.1.7. Any person who throws any equipment on the field of play other than an air source, disposable equipment, or a flag will be assessed a gross penalty.

9.1.8. Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system will be assessed a major suspension.

9.1.9. Any person who engages in other minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty.

9.1.10. Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed a minor or major suspension by a head judge.

9.1.11. Every player on any team that intentionally gives up points to an opponent or plots to set scores with opponents will be assessed a major suspension.

9.2. Suspensions

9.2.1. Any head judge may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the Ultimate Judge or Promoter for suspension.

9.2.1.1. A player who receives a minor suspension

9.2.1.1.1. May not play

9.2.1.1.1.1. For the next 4 points when on a RaceTo-2 roster

9.2.1.1.2. Must be present for all points and matches played by their team and must silently remain in an area designated by the head judge for the duration of the match. **[40]**

9.2.1.2. A person who receives a major suspension will be ejected from the event and

9.2.1.2.1. May not be on-site at any event for the duration of the suspension, and

9.2.1.2.2. Will have a major penalty assessed against their team, and

9.2.1.2.3. May be suspended up to a year by the Ultimate Judge, and

9.2.1.2.4. May be assessed a fine of up to \$100. A person may not play any further events until such fine is paid.

9.2.1.3. The team of any player who receives a suspension will be assessed a major penalty.

9.2.2. The team of any person who receives a major suspension will have their prize package for the event reduced by one fifth per player suspended.

9.2.3. Any team who has three or more players suspended in any event will be ejected from that event.

[40] The area will be near the registration area. This is to prevent suspended players from becoming sideline coaches.

9.3. Ejections

9.3.1. Only the Ultimate Judge may eject a team from an event.

9.3.2. A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.

9.3.3. Teams ejected for having an illegal roster or playing with ineligible players will forfeit all matches in that event. Teams will otherwise forfeit all remaining matches.

9.4. Fines

9.4.1. A person who has been assessed a fine will forfeit their ID card and event pass until such fine is paid.

9.4.2. No person with an outstanding fine may appear on or be added to any roster for any future event.

10. MISCELLANEOUS

10.1. Maintenance and Cleanup

10.1.1. All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and cleanup of the event facility.

10.1.2. All persons will dispose of all trash they generate in designated trash receptacles.

10.1.3. Teams will remove paint boxes from any enclosed team pit areas.

10.1.4. Any person that fails to adhere to rules and regulations contained in section 10.1 or promulgated by the promoter may be fined up to \$250 by authorized personnel.

10.2. Appeals

10.2.1. Calls made on the field of play may be appealed to the head judge of the field.

10.2.2. No judge may overturn eliminations.

10.2.3. The decision of the head judge of a field is final, except for suspensions and ejections.

10.2.4. Any player or team subject to a suspension may appeal the imposition of that suspension to Promoter immediately.

10.2.5. A team may file a written grievance with the Ultimate Judge regarding the decision of authorized personnel, a scoring official, a judge, or a head judge.

10.3. Rules Modifications

10.3.1. Judges have the authority to interpret, extend and apply the rules to situations not already covered by the rules.

10.3.2. Should, under exceptional circumstances, any reasons for a modification arise during the tournament, the Ultimate Judge may issue a modification to the rules, upon which time a captain's meeting will be called to inform the teams of the change or teams will be informed at the field of competition prior to their next match.