

AMERICAN PAINTBALL LEAGUE

2003 STANDARD RULE BOOK FOR TOURNAMENT PAINTBALL

GENERAL GUIDELINES

1. The spirit and intent of these rules and the duty of the enforcing officials is to ensure safe play; to promote fair, unbiased competition; and to sustain the level of organization and good sportsmanship necessary to keep tournament-level paintball a positive activity.
2. The tournament producer is the final authority regarding these rules. The producer may designate an overall director of judging. The judging staff ("referees" or "marshals") also may include one or more ultimate judges, head field judges, field judges, chronograph judges, and other designated members of the judging staff.
3. Modifications to these rules may be required by particular situations, including but not limited to insurance requirements, laws, or regulations; in such instances, the tournament producer may modify these rules as necessary. Questions regarding modifications should be directed to the tournament producer or his designated representative before the tournament begins.

1.0 EQUIPMENT & SUPPLIES

1.1 Paint Markers & Power Systems: Markers must meet the following specifications to be allowed in competition:

A. Markers must meet manufacturer and insurance safety guidelines regarding triggering mechanisms, the trigger guard, and safety devices such as a barrel plug (a squeegee is not a barrel plug). Markers must have a barrel blocking device (plug) inserted in barrel at all times, except while on the playing field or in the shooting/chronograph range. PENALTY: 3 POINTS.

B. Each player may carry and use only one marker and barrel per game. Prior to each game, players are subject to equipment inspections. PENALTY: ELIMINATION +50 points.

C. No external velocity adjusting devices, which would allow a player to adjust the velocity of his marker without the use of tools or disassembly, are permitted. All velocity-affecting pressure regulators, which can be adjusted without the use of tools or by disassembly, must have locking rings or tournament caps. Beaver tails are required for all Auto Cocker markers. PENALTY: ELIMINATION +50 points.

D. Only pump or semi-automatic markers are allowed. No fully automatic markers are allowed, that is, markers which continue to cycle and fire as long as the trigger is held back. This rule does not prohibit pump marker auto-triggers or multi-barreled markers as long as multi-barrels can be accurately chronographed one barrel at a time. AUTO-RESPONSE triggers are not permitted. It is each player's responsibility to consult with the tournament producer prior to the event regarding definitions and limitations of this rule. PENALTY: PLAYER DISQUALIFICATION.

E. Marker Power Sources: All markers must use either CO₂ (carbon dioxide) or compressed air/nitrogen as the power source. Bottles with dip tubes (siphon or anti-siphon) must be marked to indicate dip tube position. All components (fittings, hoses, valves, cylinders, etc.) of the high-pressure system must meet the manufacturer's safety standards. PENALTY: MARKER DISQUALIFICATION.

F. There is no restriction on the type(s) or number of power sources a player may carry onto the field as long as they are configured in such a way as to allow the marker's velocity to be stabilized at 300 fps or lower. Multiple bottle systems will be chronographed individually. PENALTY: MARKER DISQUALIFICATION.

1.2 Goggle Systems:

A. It is mandatory for every person (judges, players and spectators) to wear goggles that meet or exceed ASTM standards when they are directly exposed to fields while games are in progress, or when they are directly exposed to any authorized shooting area while markers are being discharged.

B. Each goggle system must include an approved full facemask and ear protection made specifically for that model of goggle. The goggle system components shall not be altered from their original factory condition. All goggle systems are subject to safety inspection and approval. PENALTY: PLAYER ELIMINATED.

C. A player whose goggles are accidentally dislodged (sufficient to expose the eyes) during a game shall be eliminated from the game; if, when this occurs, the player whose goggles accidentally dislodged has already been eliminated, the judge shall not eliminate an active player.

D. GOGGLES MUST BE PROPERLY WORN IN "GOGGLES-ON" AREAS! An active player who deliberately removes his goggles (sufficient to expose the eyes) during a game, other than with the approval and under the direct supervision of a judge shall be eliminated from the game. Failure to wear approved eye protection or removal, including lifting above or below the eyes, or away from the face (i.e. so as to wipe moisture); other than with the approval and under the direct supervision of a referee, shall result in the following penalty. PENALTY: PLAYER ELIMINATED (if during game). If Penalty is incurred outside of a game, 6 penalty points will be assessed in the following game (if possible), or in the total team score for the current round of play (if necessary).

1.3 Clothing & Gear: It is the player's responsibility, and in his best interest, to wear clean unmarked clothing to the first game, and to verify in advance that his clothing is legal.

A. Players must wear full-length pants and a long-sleeve top (e.g., shirt, jacket or pullover). Arms and legs must be fully covered during play. Pants and shirtsleeves must be fully extended during game play to the ankles and wrists respectively. A player may wear only one layer of clothing underneath his exterior pants and top. The player's clothing may not resemble or be of a similar color to that of the judges, and it may not be of a color/pattern similar to that of the flag(s) or armbands being used at the event. A player may not wear or carry any multi-colored or patterned clothing and equipment that makes distinguishing a paint mark difficult for the judges. PENALTY: ELIMINATION.

B. Knee, shin, and elbow pads, and neck protectors must be worn on the outside of the player's clothing. Harnesses, vests, pouches or similar gear must be worn on the outside of all clothing. Tops must be tucked into the pants. PENALTY: ELIMINATION.

C. Clothing must be sized to fit the player. A player may not wear oversized, draping and/or excessively baggy clothing. Clothing may not be made of overly absorbent cloth or highly padded cloth, nor of water repellant cloth/material that allows a paint mark to be wiped away quickly and cleanly. Ghillie-type material, which makes paint marks difficult to locate and identify quickly, may not be worn or attached to the player's equipment or goggles. PENALTY: ELIMINATION.

D. Prohibited Devices. Players shall not use and/or carry onto the playing field: artificial sounding devices (e.g., whistles, clickers, horns); shielding devices; artificial light sources; heat generators (e.g., matches, lighters, heat packs); weapons, flares, paint grenades, paint mines, or any form of pyrotechnic devices; tools and spare parts capable of affecting a marker's velocity; silencers or sound suppressers; slingshots, blowguns or any device capable of propelling a paintball other than the single approved marker per player; radios and similar communication, signaling or listening devices; or items that might be mistaken for a flag. PENALTY: ELIMINATION.

1.4 Paintballs: A player only may use paintballs that remain in fresh, unaltered, untreated factory condition as per the manufacturer's specifications. No "blood-red" colored fill is allowed. All paintballs used at the tournament must be purchased from the APL. No carry-on paintballs allowed. PENALTY: TEAM DISQUALIFICATION.

Paintballs may not be coated with powders, sprays or any substances such as graphite, silicon, etc. Frozen or hardened treated paintballs are prohibited. PENALTY: ELIMINATION.

1.5 MARKER POWER SOURCES: CO2 and compressed air must be purchased at the tournament. No carry-on CO2 or other propellant gas is allowed. PENALTY: TEAM DISQUALIFICATION.

1.6 INSPECTION: Each player must be available and must submit themselves and their equipment to an inspection at any time while within the staging area or on the field, and at such other times as may be deemed appropriate by the Ultimate Referee. Players failing an inspection prior to entering the field shall be allowed to correct any violation, provided that no game shall be delayed to wait for a player who has not yet passed inspection. Players failing an inspection after entering the field to play a scheduled game shall be assessed penalties as set forth in these rules.

1.7 RULINGS ON EQUIPMENT: All rules set forth in this section are subject to modification by the ultimate referee on the grounds that a piece of equipment is detrimental to safety or fair play.

2.0 SITE & FIELD SET UP

2.1 There shall be only two flag stations on a field for dual flag games, and only one flag station for single flag ("center flag") games.

2.2 Field boundaries must be clearly and continuously marked.

2.3 CHECK-IN AND CAPTAINS MEETING:

A. At the meeting, captains will receive any final instructions and written notice (if practical) of any "last minute changes" in tournament format or rules.

B. Each team must have at least one but not more than two representatives in attendance. Any questions regarding tournament rules and format should be made at this time.

C. Every player must, and is assumed to, have full knowledge of the rules and format for the times and places they will be playing. The team captain or designated representative is responsible for passing this information on to his teammates. The APL will post the information at least one centrally located, readily accessible area. Ignorance of the rules or tournament format shall not affect the assessment of penalties.

2.4 WAIVERS: Every person listed on the team rosters shall sign an APL waiver (sent out to registered teams in the tournament packet). Waivers must be turned in to the APL at the captains' meeting.

A team will be DISQUALIFIED FROM THE TOURNAMENT if any player enters or attempts to enter a playing field for a game without having signed a waiver.

3.0 ELIGIBILITY/GENERAL:

3.1 PLAYER CLASSIFICATION: Players must be 10 years of age or older. Players 10-17 years of age must have an APL Underage Waiver Form with parent or guardian's signature. Players with health problems are to consult their physician before participating.

The APL classifies individual players according to the number of seasons they have competed in tournament paintball. Recreational playing time is not included. After a player participates in his/her first tournament, their classification as a "Rookie" is established and continues through December 31st of that year.

Paintball seasons run from January 1st to December 31st of each year. Rookie players cannot have played in any tournaments prior to this season (before January 1st of the current year). Rookie, Novice and Amateur players cannot stay at or move back to a lower division by not playing for one or more seasons (example: play '97, play '98, skip '99, then try to stay a Novice player for the '00 season). Pro players may move back to a lower division by not playing as a Pro for 12 consecutive months. With the exception of Pro level, you may play at higher levels without losing your status. Example: A Rookie could play on Novice and/or Amateur teams during a season without losing his Rookie classification. But as soon as he plays on a Pro team, his classification changes to Pro for a minimum of 12 months. The classification levels are:

A. **Pro**-Anyone who has played in a tourney on a Pro team during the previous 12 months.

B. **Amateur**-A player with three or more seasons of tournament experience, who has not played as a Pro during the previous 12 months.

C. **Novice**-A player with fewer than three seasons of tournament experience, who has not played as a Pro or Amateur during the previous 12 months.

D. **Rookie**-A player with less than one season of tournament experience, who has never played as a Pro, Amateur, or Novice.

APL PLAYER ID CARDS ARE OPTIONAL FOR ALL PARTICIPATING PLAYERS.

3.2 TEAM CLASSIFICATION: Players must provide adequate I.D. if requested, and must sign a waiver pursuant to these rules. A team may be DISQUALIFIED FROM THE TOURNAMENT for violating eligibility requirements.

3.3 PRO TEAMS: - a team in which any member has competed in a tournament registered in any "Pro" division.

3.4 AMATEUR TEAMS:

A. **Amateur** teams may field one pro player.

B. **Amateur** teams are limited to a seven-person roster. Players must provide adequate I.D. if requested, and must sign a waiver pursuant to these rules.

C. A maximum of only 5 players may be on the field during a game. During game play, teams may not make any player substitutions for any reason.

3.5 NOVICE TEAMS:

A. **Novice teams may field one amateur player.**

B. **Novice** teams are limited to a seven-person roster. Players must provide adequate I.D. if requested, and must sign a waiver pursuant to these rules.

C. A maximum of only 5 players may be on the field during a game. During game play, teams may not make any player substitutions for any reason.

3.6 ROOKIE TEAMS:

A. **Rookie teams may field one novice player.**

B. **Rookie** teams are limited to a five-person roster. Players must provide adequate I.D. if requested, and must sign a waiver pursuant to these rules.

C. A maximum of only 3 players may be on the field during a game. During game play, teams may not make any player substitutions for any reason.

3.7 ROSTERS: A player may not be on more than one roster per event, and a player cannot change rosters during an event. Reserve players should be left off rosters until they are needed. Players may be added to a team's roster at any time during an event as long as the added player(s) reports to the APL staff at the scoring table before participating in a game.

Rosters and waivers must be filled out (legibly and completely) and handed in to APL staff at the scoring table before playing your first game. Failure to turn in or update your roster and waivers will result in zero points for all games played before the roster and waivers are corrected or turned in to APL staff.

APL PLAYER ID CARDS ARE OPTIONAL FOR ALL PARTICIPATING PLAYERS.

3.8 FIELD ASSIGNMENTS: Computer generated schedules will be given out at the Captain's meeting. Field assignments, colors, and field ends for the first round are pre-assigned in a totally fair way. There are no coin flips for goals. Teams must stage in the exact holding area for their field and color.

3.9 TIME SCHEDULE: The schedule will be strictly adhered to. There will be a master clock at the scoreboard. Although the tournament staff will attempt to announce times and schedules, it is the responsibility of the teams to be aware of the schedule. Even if there is no announcement or reminder, if a team arrives at the staging area after it is closed, the team will forfeit their game.

3.10 REFEREES AND JUDGES: Decisions by referees and judges are final and unarguable. If arbitration is required, the team captain must sign the scorecard under protest, and the Ultimate Judge will consider the appeal before the score is posted. Appeals resulting from referee judgment calls will not be considered unless there is a history of referee bias (two previous complaints during the tournament), or there is another eyewitness referee who disputes the call.

4.0 CHRONOGRAPHING & CHRONOGRAPH PENALTIES:

4.1 The maximum allowable velocity is 300 FPS at all times. All markers will be chronographed after every game.

4.2 The "official" chronographs will be open only to teams coming off from games. The practice chrono near the staging area will be open at all times for marker adjustments between games.

4.3 All markers are subject to chronographing after a game. The player will fire a single shot over a RADAR chronograph. If that shot does not exceed 300 FPS, the player will be passed through. However, if the test shot exceeds 300 FPS, the marker will be taken by the chrono official, and the official will fire three more shots across the RADAR. The initial test shot will not be recorded, and will serve as a clearing shot. The three shots taken by the chrono official will be recorded, and if the average exceeds 300 FPS, a penalty will be assessed. Example: 1st shot is 334 FPS, 2nd shot is 307 FPS, and 3rd shot is 295 FPS The total of these three shots is 936. The total allowable sum is 900, and a HOT MARKER PENALTY of one point for every FPS over the 900 total maximum would result in a 36 point penalty being assessed. If a ball breaks or a ball does not feed during the initial test shot, the official will take the marker and fire three shots as outlined above. No additional clearing shots will be permitted.

4.4 Specific procedures may be established for testing specific marker designs, if the head chrono official deems it necessary. Liquid operating systems will be rapid-fired prior to the initial test shot, in order to guarantee liquid CO2 status.

4.5 Players may not adjust, disassemble, or otherwise alter or tamper with their marker's velocity regulating system or power source until their team has completed the post-game chronograph check. Tampering includes, but is not limited to: twisting anti-siphon bottles, adjusting back-bottle systems, or any purposeful system adjustment which results in changing the liquid/gas status of the CO2. PENALTY: ELIMINATION +50 PTS.

4.6 NO CLEARING SHOTS ARE PERMITTED AFTER A PLAYER IS ELIMINATED OR AFTER A GAME IS OVER. PENALTY: 6 POINTS PER CLEARING SHOT. This is to guarantee that the initial shot is fired over the official chrono.

4.7 During a game, if a player suspects his marker is shooting over the chronograph limit, he may call himself out by reporting to a referee on the field and stating the reason he is calling himself out. A player who invokes this rule will not be assessed penalty points for having a marker operating over the velocity limit unless the player waits to eliminate himself after: (A) a critical situation in the game ("critical" being determined by a referee), (B) a referee has requested a chronograph check, (C) the game is over, (D) he has been eliminated, or (E) under any such similar circumstances.

4.8 Players are subject to on-field chronograph and metal detector inspections. If a player is chronographed on-field, he will not be required to chronograph his marker again after that game. The same penalty points will be assessed for the on-field chrono as for the post-game chrono test. A single clearing shot will be fired and, if that shot exceeds 300 FPS, three subsequent shots will totaled. If the sum of those three shots exceeds 900, PENALTY: SUM OVER 900 AND PLAYER ELIMINATED.

5.0 ELIMINATIONS & MARKINGS

5.1 A player is eliminated from the game when he is ordered off the field or eliminated by a judge, or when a player signifies his elimination whether marked or not. A player's first priority when fired upon should be to check himself to determine if he has been marked before continuing aggressive action.

5.2 Out of bounds: Should any part of a player's body, marker or attached equipment accidentally or deliberately extend beyond the vertical plane of the boundary, he is immediately eliminated and must so signal and leave the game. PENALTY: PLAYER ELIMINATED. Referees MAY (no obligation) warn players that they are in danger of going out of bounds.

Should a player intentionally push out or pull in a boundary line, he will be immediately eliminated. Merely brushing against a boundary line is not considered an intentional alteration of the boundary. PENALTY: ELIMINATION.

5.3 A player who deliberately shoots at another player across a boundary or from out of bounds commits an infraction. When witnessed by a judge, a player marked by a paintball from across a boundary will be returned to active status. PENALTY: ELIMINATION

5.4 A player who climbs on a tree, a bunker, a structure or a prop will be eliminated. PENALTY: ELIMINATION

5.5 A player who deliberately alters terrain or structures, or tampers with a bunker, will be eliminated. PENALTY: ELIMINATION

5.6 A player who deliberately uses a non-participant or a movable object as a shield will be eliminated. PENALTY: ELIMINATION

5.7 Start of Game. The countdown and "game-on" signals will be issued to both teams simultaneously. No more than the prescribed number of players may be on the playing field when the game-on signal is given or at any time during the game. A team may start the game with fewer than the prescribed number of players. Games will not be delayed for late players or for equipment malfunctions. A referee will eliminate any player who is not within his team's starting area when the game-on signal is given or who leaves the starting area before the "game-on" signal. PENALTY: ELIMINATION

5.8 Each player must maintain possession of any equipment or clothing (including his armband) that he carried onto the field except for the following disposable items: paint pods/loading tubes, squeegees, paper towels, and spent 12-gram cartridges. Intentionally discarding equipment is an infraction. Unintentionally losing possession of non-disposable equipment for more than five seconds also is an infraction. Any equipment more than 3 feet away from the player is considered discarded equipment. PENALTY: ELIMINATION

5.9 A player is eliminated from the game when he is marked anywhere on his body, clothing or equipment with a quarter-sized or larger splat caused by a direct hit from a single paintball. The size of the paint mark is cumulative. If two splat marks (e.g., one on the loader and one on the goggle) are from the same paintball break and are larger than a quarter when combined, then the player is eliminated. PENALTY: ELIMINATION

5.10 A player is eliminated from the game when he is marked anywhere on his body, clothing or equipment with a quarter-sized or larger splat caused by an indirect (when a paintball breaks against a secondary object and splatters/sprays the player) hit from a single paintball, except when the indirect splatter was witnessed by a judge. PENALTY: ELIMINATION

5.11 If two or more players are marked simultaneously, both shall be eliminated. A judge will decide which player(s) is eliminated when the players involved do not agree on the order in which they were marked.

5.12 It is the player's responsibility to notify a judge and receive the judge's acknowledgment when he is marked other than by a shot (e.g., by kneeling on a paintball, from cleaning his marker, from leaning against a paint-stained object, etc.). If the judge determines the mark was not from a hit, the **judge** will wipe off the mark.

5.13 It is each player's responsibility to check himself and call himself out when he has been marked from an obvious hit. An "obvious" hit is a direct impact that leaves a quarter-sized or larger splat and that, in the judge's determination, the player should physically sense.

5.14 When a player receives an "obvious" hit that the player can visually verify, he must signify his elimination immediately. A player may seek reasonable cover in the immediate area if he is unable to visually verify an obvious hit and if remaining in his current position while waiting to be paintchecked will leave the player exposed.

5.15 Blatantly shooting a player after he has signified his elimination is an infraction. PENALTY: ELIMINATION

5.16 A player who fails to continuously call for a paint check after an obvious hit which the player cannot visually verify commits an infraction. PENALTY: 1+1

5.17 A player who receives an obvious hit and continues aggressive play (shooting, advancing, communicating with teammates, handing off supplies, etc.) commits an infraction. PENALTY: 1+1

5.18 A "questionable" hit is a mark that, in the determination of a judge, the player probably did not physically sense. A player who receives a questionable hit will be eliminated from the game but has not committed an infraction. If, however, a judge determines that the player became aware of a questionable hit and then continued to play, the player has committed an infraction by continuing aggressive play after an obvious hit. PENALTY: 1+1

5.19 A player who has been eliminated and/or signals himself eliminated, and who then shoots at an opponent from on or off the field, commits an infraction. PENALTY: 1+2

5.20 A player who deliberately hides, removes, or conceals a paint mark commits an infraction. PENALTY: 1+2

5.21 Any arguments, abusive, or obscene language with players, referees, or judges on or off the field. PENALTY: 1+1.

5.22 Aggressive physical contact with an opponent including grabbing markers. PENALTY: 1+1 and as determined by Ultimate Judge.

5.23 Deliberately shooting at a referee, judge, spectator or eliminated player. PENALTY: 1+1.

5.24 Shooting another player at pointblank range and deliberate shooting at the unprotected head, neck or groin areas. This penalty would not apply if it occurs under regular game conditions where a close range shot is required to eliminate a player. PENALTY: ELIMINATION + OPPONENT STAYS IN.

5.25 Caught adjusting a marker's velocity regulating system. PENALTY: ELIMINATION +50 PTS.

5.26 During game play, a player marked by a paintball shot by himself or by his own teammate is eliminated.

5.27 Hand marking is not permitted. PENALTY: 1+1.

6.0 PROCEDURES FOR ELIMINATED PLAYERS

6.1 Immediately upon determining that he has been marked, an eliminated player must remove his armband, raise his marker over his head, and exit the field immediately and in such a way that he does not interfere with live play. In

addition, IF THE PLAYER ELIMINATES HIMSELF from the game, he may announce a single time that he is eliminated. The player is only permitted to announce that he is hit if he calls HIMSELF out of the game. The player must make no vocal sound or unnecessary noise if a referee eliminates him. PENALTY: 1+1.

6.2 An eliminated player must exit the field as quickly and directly as possible, following the directions of the judges. A player should insert a barrel plug into his marker's barrel when he crosses the field boundary. An eliminated player who fails to proceed promptly and directly to the field's holding station, without stopping to spectate, commits an infraction. PENALTY: 1+1.

6.3 An eliminated player who communicates with his teammates, verbally or visually, commits an infraction. With the exception of a single audible announcement when a player calls himself out, eliminated players must leave the field without signaling, verbally or otherwise, to teammates, opposing players, eliminated players, or spectators. PENALTY: 1+1.

6.4 An eliminated player who discards or passes off equipment or supplies commits an infraction. PENALTY: 1+1.

6.5 A player who fails to call for a paintcheck and waits until after the game ends to signify his elimination, and/or who has an obvious hit but attempts to report as "live" (active) after a game, commits an infraction. The offending player shall be counted as an elimination; additionally, the judge will assess a POINTS PENALTY of -20 points (20 points will be deducted from the team's score).

6.6 Continuing to play after the accidental loss of an armband during a game will result in a penalty. PENALTY: 1+1.

6.7 Use of elimination signals as a deceptive tactic is a violation. (For example: verbally signifying your elimination OR purposely removing your armband, and then returning to live play.) PENALTY: 1+1.

6.8 Eliminated players may not pass equipment or supplies to a teammate. Any player who receives passed equipment will also receive a penalty. PENALTY: ELIMINATION.

6.9 Once a player signifies he is eliminated through use of any audible or visual elimination signal, whether the player is marked or not, the player is eliminated.

6.10 Each eliminated player must report promptly to officials at the "official chrono" as soon as he leaves the field. Failure to report in a prompt manner will result in assessment of penalty points. PENALTY: 20 POINTS. This means that chronograph no-shows after a game are 20 points each! If an entire team misses chrono after a game, the total penalty would be 100 points.

6.11 Spectating by an eliminated player is not permitted. PENALTY: 10 POINTS.

6.12 Any person directly associated with a team playing in an event (coach, sponsor, reserve player, player on roster, etc.) who deliberately speaks, gestures or otherwise signals such that would communicate any pertinent game information to active players on any field, shall incur a penalty against the team with which the person is associated. If the person's team is playing on the field where the violation occurs, penalty points shall be assessed against the team in that game. If the violation occurs elsewhere, penalty points shall immediately be assessed against the person's team. PENALTY: 10 POINTS.

6.13 MUTUAL ELIMINATION: If two or more players mark each other simultaneously, all must be eliminated. A referee will decide who is to be eliminated when two or more players are marked, and when the players involved do not agree on the order in which they were marked. Players who are observed to obviously shoot or advance after being "mutually eliminated" will be assessed a penalty. The APL does not tolerate "Takin' one with ya" play. PENALTY: 1+1

7.0 PAINTCHECKS

7.1 Paintchecks may be requested by any active player any time during a game, but judges are not required to respond to superfluous and/or distracting requests. Nor will judges answer questions regarding game situations (e.g., time remaining, location of flags, disposition of active players, etc.). The time clock is not stopped for paintchecks.

7.2 Judges may visually check a player without performing a "neutral" paintcheck (without "calling him neutral"). During these non-neutral paintchecks, play continues across the field without restrictions to shooting and movement.

7.3 Neutral Paintchecks: A judge will perform a "neutral" paintcheck if, in the performance of the check, he will expose the player to hits or interfere with normal game activity. A player becomes neutral only when a judge gets close enough to touch the player, calls out "This Player is Neutral", and signals the player's neutrality to the rest of the field. However, until the referee has called the player being checked "neutral", play continues. Failure to cease firing and/or movement toward a neutral player constitutes a violation. PENALTY: ELIMINATION

A player who calls for a paintcheck on himself remains in play unless and until a judge performs a "neutral" paintcheck on him.

7.4 When a judge performs a "neutral" paintcheck, he must signal the player's neutrality to the rest of the field by 1) calling out "This Player is Neutral" or 2) raising one arm/hand high above the player's head.

7.5 A judge may signal a player "eliminated" by outstretching one arm/hand to point at the player and putting his other hand on his head. A judge may signal a player "clean" by outstretching one arm out to each side.

7.6 An active player shall not shoot or advance directly toward a neutral player, and shall not enter a 25-foot (25') radius around the neutral player. PENALTY: ELIMINATION

7.7 A neutral player becomes active when the judge tells him he is clean/may resume play, and signals to the rest of the field that the player is now active.

7.8 Judges, not the player, will wipe off indirect spatter and wrongful hits, such as when players are hit after being called neutral.

7.9 A player who attempts to remove paint splatter and/or spray off his clothing or equipment commits an infraction. However, the exception is a player's goggle lens; a player may wipe off his lens only after receiving direct permission from a judge.

8.0 SPECTATORS

8.1 Unless spectator coaching/cheering is allowed by the event producer, spectators shall not point at nor communicate with active players, nor shall they distract judges and/or interfere with the game.

8.2 Spectators must follow the directions of the judges. Non-playing spectators must have in their possession some type of picture ID, and they must show it to a judge upon request.

9.0 FLAGS & FLAG CARRIERS

9.1 A flag is designated as "pulled" or "secured" when it is removed from its station and held in the possession of an active player.

9.2 A player shall not be eliminated for taking possession of a flag with quarter-sized or larger paint marks on it. A quarter-sized or larger hit to the flag while it is in a player's possession must be witnessed by a judge to be deemed an elimination of the flag carrier.

9.3 The flag may be handed off between active players. A flag may not be handed off or relayed from an eliminated player to an active player. PENALTY: BOTH PLAYERS ELIMINATED AND FLAG RETURNED.

9.4 Any active player may pick up a dropped or discarded flag, but in a dual flag game, players may not intentionally touch, move, shoot or disguise their team's own flag. A player is presumed to know which flag is his own team's flag.

9.5 A flag carrier must carry the flag in plain view of referees and other players on the field. He may carry the flag openly in his hand or around his neck, but must not use the flag as a shield, nor may he intentionally discard or hide the flag. PENALTY: PLAYER ELIMINATED AND FLAG RETURNED TO CENTER STATION.

9.6 FLAG HANG: The game will end when the flag carrier TOUCHES THE OPPONENT'S GOAL WITH THE FLAG and the player is found to be clean (unmarked). The flag carrier must have physical possession of the flag, and be free of elimination marks for any flag hang to be valid. The flag may not be thrown. The carrier will be checked by the referee after any hang or capture.

9.7 A flag carrier automatically becomes neutral when he breaks the plane of the station or touches the opponent's goal. A judge will check him for paint marks. If the flag carrier is clean, the game ends. Should game time expire during the check of the flag carrier, the flag hang will be awarded if the carrier is clean. If the flag carrier was marked prior to breaking the plane or touching the opponent's goal and game time did not expire during the check, the judge

will eliminate the carrier and move the flag out of the station approximately 25 feet (in the direction it came from) and the game continues.

9.8 An eliminated flag carrier must immediately drop the flag, call himself out, remove his armband, and raise his marker and arms above his head to signify his elimination and immediately leave the field. PENALTY: FLAG RETURNED AND 1+1.

10.0 GAME END, ARBITRATION & EMERGENCIES

10.1 GAME END SIGNAL: A game-end signal will be sounded if:

A. The flag is hung. ONE WHISTLE BLAST FOR FIELD ONE, TWO BLASTS FOR FIELD TWO, three for three, ETC.

B. The time period for the game expires. A horn will sound simultaneously for all fields.

All shooting must cease at the game end signal, and players on the field should install barrel plugs. A player shall not discharge his marker after the game-end signal has been given until he shoots over the official post-game chronograph. PENALTY: 6 POINTS PER SHOT.

10.2 A player who signals the end of a game commits an infraction.

10.3 APPEALS: If a player has a dispute concerning the rules, the behavior of another player, or a referee's call, he must wait until after the game has ended to seek out a referee for an explanation. Failure to abide by the referee's decision after one warning constitutes an argument and will result in penalty points being assessed.

After the game, team captains should verify the game scores at the splat table where they will be announced by the head field judge within four minutes of the scheduled completion of the game. Signatures are not required if the captain agrees with the outcome. If a captain disagrees with the score or penalty assessments, he **MUST SIGN THE SCORE CARD UNDER PROTEST!** Failure to sign a scorecard will result in team acceptance of the score with no appeal permitted. The captain must proceed directly to his next scheduled game after protesting the score. The Ultimate Judge will schedule an appointment with the captain at a later time, when the captain's team is not scheduled to play. One additional team representative will be permitted when the Ultimate Judge hears the appeal. Protested scores will not be posted until after the Ultimate Judge has resolved them.

10.5 EMERGENCIES: In the event a player is injured or becomes ill during a game, any referee may signal play to stop. Play in the area of the injured player will cease and all players affected must stop firing and hold their position while the injured player receives assistance. PENALTY: 25 POINTS.

A referee, at his discretion, may stop play on the entire field for an injury, illness, or an emergency (such as lightning). Unless otherwise directed by a referee, if a game is stopped for any emergency, all players must hold position until the head field judge writes down their exact locations. The head field judge must also record the exact time that the play was disrupted. The time clock cannot be stopped for an injury or illness, but at the Ultimate Referee's discretion, the game may be restarted or replayed at a later time.

11.0 UNSPORTSMANLIKE CONDUCT

11.1 A person may not argue with a judge, hinder/interfere with a judge's performance, and/or disregard a judge's warning during a game. PENALTY: 1+1

11.2 A person may not engage in loud arguing, cursing or insulting name-calling regardless of where or to whom it is directed (toward a judge, player, spectator, self, etc.). PENALTY: 1+1

11.3 Engaging in confrontational arguing or severe, abusive cursing or name-calling, and/or threatening physical harm to another person, is an infraction. If the offending player is active, the judge will eliminate him; if the offending player has been eliminated, the PENALTY is 1+1. In either case, the judge also will assess a POINTS PENALTY of -50 (50 points are subtracted from the team's score).

11.4 Making belligerent physical contact with another person by deliberate bumping, pushing, shoving, use of an object, etc., is an infraction. When this occurs, the judge will **END THE GAME** and the offending player's team shall forfeit the game. Additionally, the judge will assess a POINTS PENALTY of -100 (100 points are subtracted from the team's score). If a player from each team commits this infraction, both teams shall forfeit and the POINTS PENALTY of -100 shall be deducted from each team's score. PENALTY -100 POINTS

12.0 SCORING

12.1 The point system consists of three parts: game points, penalty points, and tiebreakers. Game points are earned by teams according to their performance. They are also used to rank contestants throughout the league.

Event	3 player	5 player	7 player	10 player
Active players at game end	3 each	2 each	1 each	1 each
Opponents eliminated	7 each	4 each	3 each	2 each
First flag pull	20 points	20 points	22 points	20 points
Flag hang	50 points	50 points	50 points	50 points
TOTAL	100 points	100 points	100 points	100 points

12.2 A team can play short-handed, but points are automatically given to the opposing team as though they had eliminated the player(s) that were not playing.

12.3 The team with the highest point score at the end of the game, after penalty points are assessed, will be declared the winner whether or not the flag has been captured. In the event of a tie, both teams will be scored as a tie.

12.4 NO-SHOW/FORFEITURE: Should a team fail to report the staging area, chronograph check, or goal station in time for their scheduled game(s), the absence shall constitute a forfeiture at the discretion of the Ultimate Judge. A team whose opponent forfeits a game will not go onto the field for that game. Instead, they will be awarded a win for that game and will receive a score equal to the average of all the game points they earn in the entire round being played, or the average points scored against the forfeiting team in the entire round being played, or 80% of the maximum allowable points for a single session... whichever is greater.

12.5 TIE-BREAKER CALCULATIONS: Score ties shall be broken by the following considerations, in the listed order. Individual games that end in a tie remain a draw and will not be broken. Except for fewest total accumulated penalties (the number 1 tiebreaker), criteria used to break ties do not carry forward from one round to another.

1. Fewest total accumulated penalties from all previous games for entire tournament.
2. Most total wins in round being played based on final point totals.
3. Head-to-head game scores in round being played.
4. Fewest points given up to opponents in round being played.
5. Most flag hangs in round being played.
6. Highest rank from previous round of games.

Should teams remain in a tie after all tie-breaking calculations have been made, head-to-head matches shall be played until a clear winner is determined.

13.0 PENALTIES

13.1 This Tournament Rules Book is not an exhaustive reference regarding rules, infractions and penalties. Penalties may be increased, decreased, or declined by the director of judging or an ultimate judge, at his discretion, in particular circumstances.

13.2 It is each player's responsibility to consult with the tournament producer prior to the event regarding definitions and limitations of the rules.

13.3 A violation of these specific rules, as well as a violation the spirit and intent of these rules, is an infraction.

13.4 Each player must immediately submit his equipment, his paint, and himself for an inspection whenever requested by a judge.

13.5 Players must follow all of the directions of the judges. Since the instructions of the judges supercede these rules, a player shall not be penalized for following the directions of a judge.

13.6 Appeals. All decisions by the judges are final. Questions or appeals may be addressed by the team captain(s) to the head judge of the field immediately after the players have chronographed off after the game.

13.7 A "1+1" signifies that the judge will eliminate one active teammate of the offending player. A "1+2" signifies that the judge will eliminate two active teammates of the offending player.

13.8 Successive or continuing infractions are grounds for successive penalties. Example: the offending player is an active player and commits the infraction of arguing with a judge; the judge eliminates him from the game. He continues to argue with a judge; the judge eliminates an active player from his team. If he continues to argue, the judge eliminates another active player from his team.

13.9 Certain infractions result in Penalty Points. Successive or continuing infractions are grounds for successive penalties.

13.10 When a "1+1" or a "1+2" penalty eliminates the last player from a team, the other team will be awarded the flag hang automatically. First pull also will be awarded if one has not occurred earlier in the game.

13.11 If a team captain disagrees with the ruling of a Head Field Judge, he may sign the scorecard "under protest," and the Ultimate Judge will later schedule an appointment with the team captain(s) involved to consider the disputed score. One additional team representative may be present during the review.

13.12 In addition to assessing penalty points pursuant to these rules, the Ultimate Judge may eliminate a player or players, forfeit a game, disqualify a player or team from a game, or suspend a player or team from all APL tournaments for severe or multiple violations. Suspension of an entire team from all APL Tournaments requires the concurrence of the Ultimate Judge and the director of the APL.

13.13 REPLAYING A GAME: The Ultimate Judge has the discretion to call a game for darkness, weather conditions, injury or illness, protracted player infractions or any other circumstances which dictate the game should be stopped. Any replay may be reconstructed or may be in full with teams taking the same flag stations. If it is impossible to replay the game, the score including penalty points assessed at the time the game was called, shall constitute the final score of the game.

To the fullest extent possible, a team representative will be provided the unofficial game scores for all games played.

13.14 DEFINITIONS

1. PENALTY: All penalties are per incident.

2. ELIMINATED: Ejected from game by referee.

3. TEAM DISQUALIFIED: Team can no longer participate in tournament.

4. ELIMINATION = The elimination of the player committing the infraction.

1+1 = The elimination of the player plus one more player.

1+2 = The elimination of the player plus two more players.

1+3 = The elimination of the player plus three more players.

An ultimate judge may assess additional one-for-one penalties during the game or successive 10 point penalties off the field for the following infractions:

- (1) Each time a player fails to obey a judge's instructions.
- (2) Fighting or other hostile physical contact.
- (3) Un-sportsman like conduct

If a penalty is called that results in the removal of the last player from a team, the other team will be awarded the flag hang automatically

Assessments of one-for-one, two-for-one and three-for-one penalties when no live players are left will result in the following penalty points being assessed against the offending team:

- (1) 12 penalty points in lieu of a one-for-one penalty.
- (2) 18 penalty points in lieu of a two-for-one penalty.
- (3) 24 penalty points in lieu of a three-for-one penalty.

14.0 SUSPENSIONS & EXPULSIONS

14.1 The producer or his designated representative is the only person authorized to penalize a player with probation, suspension, and/or expelling a person from a tournament.

14.2 A person expelled or suspended from a tournament must leave the premises and not return.

14.3 Where ID cards are required by the tournament producer, a person who refuses to show his ID card to a judge will be expelled from the tournament. If his teammates refuse to identify the player, every person on the team's roster will be expelled from the tournament.

15.0 PRODUCER FORMATTING: Tournament and event producers may have specific formatting (e.g., game time limit, size of playing field, limited paint, pump markers only, Rookies only, etc.).

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