



National Professional Paintball League, Inc.

Official Rule Book - 2004



NPPL * 417 Main St. Suite 201 * Huntington Beach, CA 92648 * Phone (714) 536 - 9050 * Fax (714) 536 - 0676

www.NPPL.tv

March 1, 2004



NPPL Table of Contents

Introduction

I. General information

1. Field size and requirements.....	4
2. Entry Fees.....	5
3. Player ID Cards and classification.....	5
4. Rosters.....	5
5. Ranking and Seeding.....	6
6. Number of Games.....	7
7. Officiating.....	7
8. Officials hand signals.....	8

II. Equipment

9. Clothing.....	9
10. Protective Gear.....	9
11. Markers.....	10
12. Other Equipment.....	11
13. Prohibited Equipment.....	11
14. Paintballs.....	11

III. The Game

15. Game Start.....	12
16. Game Stoppages.....	12
17. Checkout Procedures.....	13
18. Game End.....	13
19. Pre Game Chronographing.....	13
20. On Field Chronographing.....	14
21. Arm Bands.....	15
22. Flags.....	15
23. Flag Carriers.....	15
24. Flag Hangs.....	15
25. Eliminations (checkout).....	16
26. Paint Checks.....	17
27. Neutral Checks.....	17
28. Obvious Hits.....	18
29. Unobvious Hits.....	18

IV. Scoring

30. Points.....	19
31. Score Sheets.....	19
32. Forfeits.....	20
33. Tie Breakers.....	20

V. Penalties

34. Playing on.....	21
35. Wiping.....	21
36. Freight Training.....	21
37. Interference.....	21
38. Assessments of penalties.....	22
39. Additional Penalties.....	23
40. Suspensions, Ejections, Fines.....	24

VI. Miscellaneous

41. Decorum.....	25
------------------	----



Introduction

Introduction

The National Professional Paintball League, Inc. (NPPL) is committed to sanctioning safe, fair, competitive paintball tournaments worldwide. The NPPL will continue to work on making the sport of Paintball better for players, sponsors and the general public. The league will continue to modify and change rules as needed. A rules committee is in place to address all issues pertaining to the rules. The officials are in place to enforce the rules. The rules committee and officials will meet prior to every sanctioned NPPL event with the purpose of reviewing rules and standards insuring a safe, fair, competitive tournament for members, players, sponsors and spectators. The NPPL would like to thank all individuals committed to this sport and who help the league be all that it is.



I. General Information

I. General Information

The promoter will supply tournament information concerning entry fee, an itinerary and schedule of events, including time and place for the rules meeting and the captains' meeting, hotel information, a waiver and roster form and the NPPL rules, to any team having entered the competition.

A rules committee/officiating meeting will be held on the eve of each competition. The purpose of this meeting is for the officiating staff to review schedules, rules, and on-field assignments.

A captains' meeting will be held on the eve of the competition. The purpose of this meeting is to provide information to the captains of the teams attending concerning the organization, administration and non-field rules and regulations governing their participation in the tournament.

A complete schedule for preliminary round play consisting of each team's opponents, the fields it will play on, and its scheduled game times will be distributed during the day prior to the beginning of the competition and, thereafter, posted on the scoreboard.

All playing fields will be available for review by any team competing in the event for at least one day prior to the first day of play.

Teams may examine the fields to prepare for tournament play.

No team or member thereof shall in any way alter any playing field. No player or team shall play the fields prior to any event. If any team or player is found to have played the fields in advance of that event, that player and or team will not be allowed to play in that event.

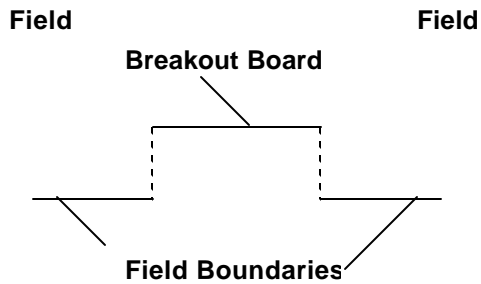
Only approved individuals will be allowed to film, photograph, tape, or record games. A Press pass will be assigned to approved individuals by the promoter. Photographers are not allowed on the playing field, and further will follow direction of referee if photographers' position impedes or influences the game.

1. Field Size and Requirements

1.01 NPPL Super 7 playing field size will be 180 feet by 100 feet. Bunkers will be placed a minimum 5 feet off the playing field boundary.

1.02 The break out boards will be constructed as such diagram.

Diagram 1



2. 2004 Entry Fees

2.01	Professional	\$2000.00
	Division I	\$1850.00
	Division II	\$1750.00
	Division III	\$1300.00

2.02 Entry fees are to be paid to the promoter of the NPPL sanctioned event.

3. Player Identification Cards and Classification

3.01 Players must have a valid NPPL player Identification Card (I.D.) to participate in any NPPL sanctioned event. Players must be able to produce their I.D. card at all times when on the tournament grounds.

Only players with valid NPPL I.D. cards and proper credentials will be allowed to enter the "Athlete Restricted Area".

The price of the NPPL I.D. card is \$35.00 USD. Lost, Stolen, or replacements cards due to team or rank changes will cost \$10.00. I.D. fees are subject to change without notice.

Valid Millennium Series I.D. cards are acceptable I.D. cards for NPPL sanctioned events.

3.02 NPPL I.D. cards can be applied for on line at www.nppl.tv or onsite at NPPL sanctioned events.

3.03 NPPL I.D. cards are valid for one calendar season.

3.04 NPPL I.D. card must have the same team name on the card as the team name on the roster the player is registered under for that event.

4. Rosters

4.01 Teams may have up to 10 active players on their roster and 4 team supporters. Teams will field a maximum of 7 players in any one game. Only team players, team supporters and people with official credentials will be allowed in the Athlete Zone.

4.02 No player may appear on more than one team roster.

4.03 All players must be 18 years of age or older, except that players 10 through 17 years of age will be permitted to play with permission from a parent or legal guardian.

4.04 Team rosters for an NPPL Tournament will be accepted only after all fees have been paid in full.

4.05 Any player is allowed to play on a pro team roster. Only two Pro players are allowed on a Division I team roster. Only two Division I players are allowed on a Division II team roster. No players from any other class are allowed on a Division III team roster.

4.06 A player shall be a pro player if, he/she played on a NPPL pro team during the past two years in more than one NPPL sanctioned event. A player shall be Division I if he/she participates in any NPPL event as Division I. A player shall be deemed Division II if he/she has participated in any Division II event or has played Division III in five NPPL events.

4.07 All teams must submit complete rosters prior to play.

5. Ranking and Seeding

5.01 Team-ranking points are earned as follows:

(1) 50 points for first place;

(2) 46 points for second place;

(3) 43 points for third place;

(4) 40 points for fourth place;

(5) 24 points plus 1 point for every 25 game points earned in the semi final round for all semi finalists not in the final four; and

(6) 1 point for every 40 game points earned in the rounds preceding the semi finals for all teams not making the semi finals.

5.02 Pro teams will be seeded before Division I teams, Division I teams will be seeded before Division II teams and Division II teams will be seeded before Division III teams. For the first NPPL tournament of the season, teams will be seeded in accordance with ranking points earned during the previous season. In the case of teams that have no ranking points during the previous season, they will be seeded in alphabetical order, not taking into account city, state, country or other jurisdiction forming a part of the name and/or the words "the" and "team".

5.03 Any team that elects to change its status from Division I to Pro, from Division II to Division I or from Division III to Division II will keep a percentage of their points based on which tournament of the year that they move up.

After the first tournament: 80%

After the second tournament: 60%

After the third tournament: 40%

After the fourth tournament: 20%

6. Number of Games

6.01 Seven player teams will play eight preliminary round games. Such games will be played against teams within the defined division of such team. Game time is 7-minutes.

6.02 Divisional Play:

Pro teams will play other Pros, Division I and Division II teams.

Division I teams will play other Pros, Division I and Division III teams.

Division II teams will play Pros, Division II and Division III teams.

Division III teams will play Division I, Division II and Division III teams.

6.03 Teams will qualify for the quarter final round in the following manner:

Game time is 7-minutes.

If there are less than 8 teams in the classification there will be no quarter final round and the top four teams will qualify directly for the semifinal round.

If there are 8 to 20 teams in the classification, the top 8 teams therein will qualify and play in the quarter final round.

If there are 21 to 30 teams in the classification, the top 12 teams therein will qualify and play in the quarter final round.

If there are over 30 teams in the classification, the top 16 teams therein will qualify and play in the quarter final round.

The top two teams in each division of a two division quarter final round will qualify and play in the semi final round.

The top one team in each division of a three division's quarter final round and the highest scoring team of the teams who took second place in their division will qualify and play in the semi final round.

The top one team in each division of a four division quarter final round will qualify and play in the semi final round.

Team positions at the end of a round of play are determined by total points earned by the teams in such round.

6.04 After the quarterfinals the 1st place team plays 4th place in a semifinal whilst 2nd plays 3rd in a semifinal, both in best of three games 7 minute time limit. Then in the finals the winner of 1v4 plays the winner of 2v3 for 1st & 2nd place, whilst the losing teams compete for 3rd & 4th place in a best of three 7-minute time limit.

6.05 Team positions at the end of a round of play are determined by total points earned by the teams in such round, subject to the tie breaking provisions contained in Section 33.

7. Officiating

7.01 Each field will be staffed with a minimum of six field referees including one head official. All field referees and head referees are under direct control of the Ultimate referee.

7.02 Only referees authorized by the ultimate referee and assigned to each field may make calls on that assigned field.

7.03 All referees shall perform their duties and shall make decisions in an unbiased manner. If any referee is found to have been biased in his/her refereeing activities, for or against any team, such person shall be dropped from the referee staff for the remainder of the tournament. Any incident in question will also be presented to the disciplinary committee.

7.04 Referees will not provide information to teams during the game, except with respect to safety concerns, warnings, neutrality, and eliminations.

7.05 Referees will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Referees will not impede the progress of the game.

8. Referees hand signals

8.01 Eliminated – Referee will signal when a player is eliminated by holding right hand on top of head and left arm pointing at player who is eliminated. Then pull armband. The referee cannot put a player back in after calling player eliminated with a hand signal.

8.02 Safe – Referee will signal safe by waving both hands in front of body. This “safe” signal indicates that a player is considered clean of a hit and is still an active part of the game.

8.03 Neutral – Referee will signal a player neutral by waving a white NPPL towel over head. Referee will then check player and make a safe or eliminated call. Neutral calls are at the discretion of the referees, and will only be made in extreme cases where it is difficult to check the player for hits.

8.04 One for One – Referee will call a player eliminated for a One for One using eliminated signal first followed by a double fist up and down movement by both arms in front of body. The referee then pulls armband and signals one for one again.

II. Equipment

9. Clothing

9.01 Each player may wear only one layer of underclothing consistent with the weather of the day for all but unseasonably cold weather. This shall consist of, at maximum, one pair of under-shorts and one short or long sleeve T-shirt.

9.02 Each player must wear only one pair of full-length pants and only a long-sleeved jersey. Players clothing including pants and jersey must be free from tears and rips. If clothing is torn or ripped during the course of a game the player must change any torn or ripped clothing prior to starting of next game.

9.03 Players must wear pants or shirts or jackets that fit well. Jerseys or tops must be tucked into player's pants or harness. Players may not wear oversized clothing or sweatshirts. If a judge deems that a player's clothing is oversized, the judge may require new attire or make temporary adjustments using tape, pins, etc.

9.04 Players may not wear jackets and or pants which are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber. If a player is found to be wearing such material, they will be pulled during the game.

9.05 Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.

9.06 Players may wear headgear that does not extend beyond 1 inch below the collarbone or below the shoulder blades.

9.07 Players may not wear metal cleats.

9.08 Players' uniforms may not contain orange or pink coloring, which are reserved as protected paint colorings.

10. Protective Gear

10.01 Players must wear goggles manufactured for use in paintball games in good repair and with lenses that are not damaged. These goggles must meet or exceed ASTM Standards. Goggle manufacturers must submit independent laboratory test results to the NPPL 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.

10.02 Players, officials and all on field must wear full-face protection as it comes from the manufacturer in its original form.

10.03 Players, officials and all on field must wear ear protection that is part of the goggle system that was made by the manufacturer for that goggle system.

10.04 Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.

10.05 Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.

10.06 Male players may wear groin protection, and female players may wear chest protection.

10.07 Players may wear nylon neck protection of a single layer.

10.08 Padding in garments will be limited to elbow, forearm, knee, shin, & hips, provided that the padding has not been modified from the manufacturer's original form. Any other soft padding in garments is prohibited.

11. Markers

11.01 Players may use a single, 68 caliber, pump or semi automatic paintball marker, which consists of a single barrel, a single trigger. Double action triggers and paintball markers capable of shooting in any other mode other than semi auto or pump mode are prohibited.

11.02 The definition of a trigger is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. A trigger pull requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every shooting cycle. Markers may shoot at any rate of fire, and may shoot any number of paintballs, provided that it shoots in semi auto or pump mode only, which means that no more than one paintball is discharged during each shooting cycle.

11.03 Markers with electronic firing systems must be locked or in a tournament mode. The player may NOT be able to adjust dwell, debounce, shooting mode etc. while on field. If the marker has a ball detection system on it (eye, COPS, etc.), the player may be able to turn the ball detection system on/off.

11.04 All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. Depending upon make or model of the markers, some may require beaver tails and/or tournament caps or may require multiple tournament caps. All regulators require tournament caps such that they cannot be adjusted without a tool with the marker gassed or degassed.

11.05 All markers are subject to inspection at any time during and within three days after an NPPL Tournament, provided that the markers are taken for inspection prior to such tournament's completion. The team of any player found to be using a marker in violation of sections 11.01 through 11.03 shall have all points amassed up to the point of such discovery removed, and such team will no longer be allowed to continue to participate in the tournament.

11.06 Marker barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or integral to the construction of the barrel. Only one barrel per player will be allowed on the field.

11.07 Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing.

11.08 Players may not use cloth, neoprene, or other material to cover the paint loaders or markers. Cloth and neoprene tanks covers will be allowed.

11.09 Markers must have a barrel sock over their barrel at all times the marker is in a goggle safe area.

11.10 Stickers on markers are limited to one 2" by 4" sticker on each side of marker. Colors of stickers may not contain protected paint colors of pink and orange.

12. Other Equipment

12.01 Loaders must be made of a solid color, and stickers on loaders or other feed devices will not be allowed except for one 2" by 4" sticker on each side of the loaders or other feeding devices in any color. Clear loaders are not permitted. (Note this rule will not be enforced until July 31st 2004) Clear lids on hoppers are permitted.

12.02 Players may carry any number of pouches, pods, or tubes.

12.03 Two live players may exchange equipment.

12.04 Vests and pouches may not be constructed in such a fashion that they constitute padding.

12.05 Players may carry a single hand towel or washcloth. Players may carry multiple squeegees and or swabs. Players may carry anti-fog cloths or spray.

13. Prohibited Equipment

13.01 Prohibited equipment includes listening devices, communication devices and any form of electronic surveillance device, incendiary devices, smoke producing devices, red paintballs, paintballs which are toxic or not biodegradable or indelible or paintballs which has a shell, fill or both altered or augmented in any way. Teams found using forbidden paintballs or carry forbidden paintballs in their pods or hoppers or with an open box of such paintballs will have to pay a fine of \$500.00 USD. The team will also be ejected from the tournament and all points taken away from that round of play. Paintballs will be tested in accordance to the testing criteria located on the official NPPL website www.nppl.tv

13.02 Anything not specified in Sections 9 through 14, inclusive, as permitted shall be prohibited unless allowed by the NPPL Scrutineer.

14. Paintballs

14.01 Paintballs must be purchased on site from an NPPL registered paintball sponsor. All paintballs used at the NPPL Super 7 World Series event must have a Material Safety Data Sheet on file with the NPPL. Paintballs used at the NPPL must comply with ASTM standards and meet NPPL non-staining criteria.

III. The Game

15. Game Start

15.01 Team flag stations on field of play for preliminary rounds and quarter finals will be determined by a coin toss prior to the start of the game. Team flag stations in the semi final and final rounds best of three will be determined by a coin toss for the first game; the second game teams will switch sides. The flag stations for the third game will be determined by a coin toss.

15.02 Players must have one foot in their flag station prior to the start of the game. Any player without one foot in the flag station at the start of the game will be eliminated.

15.03 Players may not shoot over the break out boards. Player's markers must be in the down position prior to start of game.

15.04 Players may not shoot their markers at poles, bunkers and netting prior to the start of the game. Players may not shoot their markers after the game has ended.

15.05 Players must carry all paintball, gas or air and equipment to be used during the course of the game on their person at the start of the game.

15.06 The head referee on the field will begin game by giving a ten-second warning so that each team may hear clearly such warning. The Head Referee will give such warning with a countdown of "Three, two, one, ten-seconds." Thereafter, the game will start by the Head Referee shouting so that each team may hear, by radio or otherwise, either, "Game on", or "Go, go, go".

15.07 In the event of an emergency situation, the referee discovering the emergency will request that all referees stay off the radios. Other referees on the field will immediately cause all action to stop. Game time will also be halted for the duration of the emergency.

16. Game Stoppages

16.01 Game stoppages will only occur in case of an emergency, dangerous weather conditions, other "acts of God" or a physical altercation on the game field.

16.02 In a situation where a false start happens due to a Referee mistake or miss-communication the Head Referee will stop the game and restart as if the game had never started.

16.03 Only the Head Referee may declare the game stopped.

16.04 All field referees will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the field referees will insure that players remain in those locations. Referees will check all players and will remove any players who are eliminated prior to the game being stopped. Referees will confer to review the sequence of events prior to the game stoppage. If penalties need be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the field referees determine, in their discretion, that a player

was eliminated as a direct result of illegal actions, which led directly to the game stoppage. Once the condition causing the game stoppage has abated or been resolved, all the live players and flags are placed in proper positions by the field referees, the Head referee will restart the game in accordance with the procedures specified in game start section.

17. Checkout Procedures

17.01 Players that are eliminated, immediately upon elimination, must exit the field by the most direct route or as directed by a field referee. Players that take routes that are not the most direct and are meant to conceal from the other team such players' eliminations or players that refuse to follow a referee's direction on leaving the field constitute playing on and appropriate penalties may be assessed.

17.02 All live players at the end of a game must present themselves to a field referee for inspection. At this time, a field referee will inspect the player for hits, and if any are found, the Head Referee will be notified, and proper penalties will be assessed.

17.03 Players may not re-enter the playing field without the permission of a field referee.

18. Game End

18.01 A game will end only by the head referee on the field announcing, "Game over."

18.02 A game will end by (i) a successful flag hang, (ii) the elimination of all players on the game field, or (iii) 7 minutes after the start of the game.

18.03 When the game time has expired or a flag referee declares a flag carrier clean and the hang completed, the head referee will communicate to all referees "Game over"

18.04 Official game time will be kept by the Head Referee or a field referee appointed thereby, but in no event shall the official game time be kept by a flag referee. In the event that a game is to be interrupted because of a medical emergency, or otherwise, the Head Referee will mark the time or cause the field referee appointed thereby to keep the official game time to mark the time. The Head Referee will restart the game, and the time will begin by a ten second warning followed by the game on signal as specified in Section game start hereof. Time will begin to run upon such restart.

18.05 The flag referee will be assigned to inspect live players at the flag station after the game is over.

19. Pre Game Chronographing

19.01 All games will be preceded by a pre-game chronographing session, pursuant to which each player on each team will be chronographed. Each team is expected to report to the chrono station for the applicable game field at least 10 minutes prior to the scheduled start of the game.

19.02 A chronograph will be used for as an official game chronograph. Multiple chronographs may be designated for each playing field so that in the event that a chronograph is not working, one which was available to the teams can be substituted.

19.03 The chrono referee will take a marker from a player and inspect it for the following:

(1) The presence of foreign matter in the barrel, feed port or loader;

- (2) tightness of screws, barrel, tank and other working parts which can increase or decrease velocity;
- (3) presence of valves or expansion chambers which can be turned on or off; all valves will be placed in the fully open position;
- (4) presence of external velocity adjusters which are not covered or fixed in place; and
- (5) any other device, part or item which would enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools; and
- (6) to make sure electronic markers are locked so that dwell, debounce and shooting modes etc... may not be adjusted on field.

19.04 Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation, time permitting.

19.05 Players whose markers pass such inspection will step to the chronograph, and the chronograph referee shall chronograph the marker as it would or could be shot effectively on the game field at its maximum velocity. The chrono referee will shoot three shots over the chronograph.

19.06 Markers will pass inspection if no one shot is greater than 300 feet per second.

19.07 Players whose markers do not pass such inspection will be so informed and will be given an opportunity to remedy the situation, time permitting.

19.08 All players whose markers have not passed the chronograph may elect to enter the field without a marker or be counted as eliminated.

19.09 Players who have passed the chronograph will be stationed in a controlled area adjacent to the chronograph area. This area will be supervised by a referee or other tournament official. Players who have passed the chronograph may not leave this area, except to enter the field with a referee. Players in this area may not be handed markers or tools.

19.10 Players are responsible for removing old hits or bringing the same to the attention of a field referee prior to game time, so that they may be dealt with in a manner that would not result in the elimination of the players.

20. On Field Chronographing

20.01 Chronographing on the field may be done at any time at the discretion of any field referee to determine if a marker's muzzle velocity has risen above legal limits. Referees will seek to perform on field chronographing in a manner which least interferes with play. Players will not be subject to chronographing after checkout. (See checkout procedures)

20.02 Players with markers chronoed on the field during a game at 300 feet per second or less (one two or three shots at the discretion of the field referee) will continue to play without elimination or penalty.

20.03 Players with markers which are shooting over 300 feet per second but less than or equal to 310 feet per second will be eliminated from play.

20.04 Players with markers, which are shooting over 310 feet per second, will be eliminated from play and given a one-for-one penalty.

20.05 Players who are observed working on their markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately removed from play.

21. Armbands

21.01 Armbands must be at least 2 inches in width and long enough to fit around the upper arm and constructed so that they are adjustable in length and can be firmly affixed to the arm.

21.02 Each player will be given an armband in a distinctive team color. Players are responsible for putting their own arm bands on.

21.03 The sets of armbands will be of contrasting colors so as to be easily distinguishable.

21.04 Armbands shall be worn on the left arm.

22. Flags

22.01 Flags will be a minimum of 12 inches wide and a minimum of 24 inches long.

23. Flag Carriers

23.01 Once a team flag is hung in its flag station prior to the start of a game, it is not to be touched by its own team.

23.02 Players carrying flags must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.

23.03 Flags may be passed from live players to live players.

23.04 A player eliminated while in possession of a flag will remain on the field of play, holding the flag at arms length and at eye level, until that flag is recovered by another player, from player's team.

24. Flag Hangs

24.01 When a player breaks the plane of a team's flag station, the flag referee immediately calls time and the time of the call is recorded. The flag referee then paint checks the flag carrier.

24.02 If the flag carrier breaking the plane of a flag station hereof is found to have a hit on he/she, the flag referee will radio his counterpart to re-hang the flag. The replacement flag will be immediately hung in the flag station.

24.03 If the flag carrier breaking the plane of his flag station with his opponent's flag is found not to have a hit on he /she, then the hang will be successful and the game will be declared over as of the time the flag carrier broke the plane.

25. Eliminations

25.01 A player is eliminated if a paintball shot out of a paintball marker by a live member of the opposing team or such player's team strikes that player or anything he is wearing or carrying and such paintball breaks upon the object struck. If the paintball strikes the player or anything he is wearing or carrying but does not break and leave a mark, such player is not eliminated. If a player is hit and marked by a paintball shot by an eliminated member of the opposing team or such player's team, such player is not eliminated. If a paintball strikes another object first and breaks upon that object before marking a player or anything he is wearing or carrying, such player is not eliminated. If a referee does not see a paintball shot by a live member of the opposing team or a player's team strike that player or another object, but that player has paint on he/she or anything he/she is wearing or carrying that resembles a hit, such player will be eliminated by referee. Generally, if the paint marking is reasonably solid and at least the size of a quarter, it will be considered a valid hit. If two opposing players are hit and marked, as provided in this Section simultaneously, or if the referee cannot determine which player was hit and marked first, both players will be eliminated. Referees will wipe splatter or non-valid hits off a player at the time they are inspected. No player will be allowed to continue play with paint that is considered non-valid until it is wiped clean by a referee.

25.02 Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing boundary. If the playing boundary also uses tape or fencing as a line, such boundary marking cannot be pushed out.

25.03 Players will be eliminated if they are not wearing armbands issued thereto prior to the start of the game, fully exposed on their left arms.

25.04 Players that are found with tools or other prohibited equipment on the field or those working on their markers in violation of the provisions specified in marker section will be immediately eliminated.

25.05 Players that separate from any piece of equipment or clothing that they brought onto the game field by more than 5 feet, except squeegees, rags or pods used in holding paintballs will be immediately eliminated. A player hit on a pod and then disposing the pod will be eliminated.

25.06 Players that engage in un-sportsman like conduct, including, but not limited to, failure to obey a referee's directions with respect to moving on a neutral player, deliberate avoidance of a referee in a manner to prevent a referee from chronographing a marker on the field or prevent him from making a call, shooting at referees, excessive shooting with intent to injure an eliminated player, the requesting of paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players or verbal abuse of opposition players, spectators or referees will be eliminated.

25.07 Players that take action which would cause members of the opposing team to reasonably believe that such players have been eliminated, including calling themselves out or hit, hiding their armbands, holding the markers in positions above the shoulders, placing objects in the

barrels of the markers and carrying them in view of members of the opposing teams or walking in groups of eliminated players, will be eliminated.

25.08 Players whose markers shoot on the field in excess of 300 feet per second will be eliminated in accordance with the provisions of marker section.

25.09 Players may be eliminated as the result of a penalty called by a referee for infractions committed by teammates pursuant the provisions contained herein.

25.10 Eliminated players will surrender their armbands to the closest referee and proceed directly to the elimination box. The players are to remain in the box until directed to leave by a referee.

25.11 Players who are eliminated must exit the field with all equipment they were carrying when they were eliminated.

26. Paint Checks

26.01 Paint checks are performed by referees for the purpose of determining if a paintball has broken on and marked a player.

26.02 Paint checks are performed by a referee when the referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the referee, or when the referee is directed to do so by another referee.

26.03 Referees may, but are under no obligation to, make a paint check after a player has requested one.

27. Neutral Checks

27.01 Referees will make every effort to perform a paint check without calling a player neutral. However, a referee, at his/her discretion, may declare a player neutral.

27.02 No flag carrier will ever be stopped and declared neutral for the purposes of performing a paint check.

27.03 A referee calling a player neutral will indicate the same to all players on the field by standing over the player, shouting, "Neutral", and holding his/her arm above his/her head and waving towel overhead and shouting neutral.

27.04 A player declared neutral cannot be eliminated from the game or moved on, either by opposing team members or his/her own teammates, while in the state of neutrality.

27.05 A referee may move a neutral player's equipment and or request that such player expose additional areas for examination.

27.06 Players not declared neutral may be eliminated while being checked.

28. Obvious Hits

28.01 Obvious hits are those which impact and break on observable places on the body or equipment being carried or those that have been felt by the player. A judge will determine whether a player felt a hit by where that paintball impacted his body and whether he reacted upon being hit.

28.02 Players who are hit in an obvious location are expected to immediately signal their elimination by announcing "HIT" or "OUT" at the time of such elimination.

28.03 Such players must then remove their armbands, install barrel sock and go straight to elimination box by the most direct routes or upon the instructions of a field referee, if given.

28.04 Players, who are hit in obvious locations, which are easily verifiable, by such players may not call for a paint check. Calling for a paint check under such circumstances constitutes continuing to play on.

28.05 Players who are in motion while hit in obvious locations, which are easily verifiable, will immediately turn their motion away from the opposition, and stop.

28.06 Players with obvious hits in areas which are not easily verifiable, such as the back, may continue to play, but must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate whether or not such player was eliminated. The teammate must respond immediately, and if the hit player was eliminated, he must cease play, signal his elimination and exit the field. Failure to call on such teammate for verification or failure of such teammate to respond immediately constitutes playing on by the hit player. If no such teammate is available for verification, such player may continue to play, but must immediately call for a paint check by a field judge. Failure to call for such a paint check immediately will constitute playing on by such player.

29. Unobvious Hits

29.01 Un-obvious hits are those which impact and break on player's harnesses & tubes located on players back. Any part of the harness located in front players hips are considered obvious.

29.02 Players with un-obvious hits will be eliminated but will not be penalized.

29.03 Should a player with an un-obvious hit become aware, through his/her own actions or through information provided by teammates that he has been validly marked, such hit at such time shall then be deemed to constitute and shall constitute an obvious hit.

IV. Scoring

30. Points

30.01 Scoring for games will be conducted on a 100 point system and will be awarded as follows:

- i. A team will be awarded 3 points for every player on the opposing team eliminated;
- ii. A team will be awarded 1 point for every player on such team not eliminated;
- iii. A team will be awarded 32 points if it pulls its opponents' flag. A team is not required to pull its opponents flag first. Only one pull per team will be awarded during any game.
- iv. A team will be awarded 40 points when the opposition flag is hung in the flag station of the team awarded the points.

30.02 Points are awarded at the conclusion of the game by the Head Referee.

31. Score Sheets

31.01 Score Sheet Procedures:

- i. The score sheet will be filled out by the head referee of the field and shown to both team captains.
- ii. Nothing on the score sheet must be crossed out nor written over
- iii. It is the responsibility of each team captain to check the score sheet. If a team captain finds mistake on the score sheet, a new one will be filled out.
- iv. When both team captains agree on the score sheet, they will sign it and the score sheet will not be modified even if mistakes are discovered afterwards with the exception of mathematical errors.
- v. If a team captain refuses to sign the sheet because of a disagreement on the information it bears, an Ultimate Referee will be called. The Ultimate Referee will talk with the head referee of the field and with both team captains. He will decide whether the score sheet must be amended, and if the team captain still refuses to sign the sheet, the ultimate referee will validate the score sheet himself.
- vi. Score sheets will be filled out in duplicate. The duplicate copy will go to the scores table via runner and the original copy will stay with the head referee. No player or captain will ever take a score sheet from the field.

31.02 Clerical or mathematical errors may be corrected at any time prior to the start of the next round of play.

31.03 Only clerical and mathematical errors may be corrected after the score has been posted on the scoreboard.

32. Forfeits

32.01 A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game chronographing, or for any game in which a team refuses to take the field. In the event that both teams fail to show for a game or both teams are unwilling to take the field, both teams will have forfeited that game.

32.02 Any team which is scheduled to oppose a team that has forfeited a game will receive 95 points or the average of all their games in that round, whichever is higher and the forfeited team will receive zero points for that game.

32.03 Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand, except if the reason for having missed the game was completely beyond the control of the team declared to have forfeited that game, such as travel or weather related delays.

33. Tie Breakers

33.01 In case of a tie score among teams, such tie will be broken, first, by head to head competition, the winner of such contest advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the previous round scores, the team with the greatest score in the previous round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the next previous round scores, the team with the greatest score in such next previous round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the eliminations scored against the teams in the round, the team with the least elimination in such round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the eliminations scored against the teams in the previous round, the team with least elimination in such round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the eliminations scored against the teams in the next previous round, the team with the least elimination in such round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by NPPL ranking.

V. Penalties

34. Playing On

34.01 Playing on entails continuing to act as a player in the game after being eliminated. Playing on includes, but is not limited to, continuing to shoot or otherwise engage the opposition, continuing to move, except with respect to exiting the field by the most direct route or at the direction of a referee, talking, signaling or otherwise communicating, either to a referee, opposing players or teammates, except that a player may say, "Hit" or, "Out" or something to that effect once, impeding the progress of opposition players or a referee, hampering a referee in making a paint check or a call, discharging or degassing the marker or providing teammates with paintballs or equipment.

34.02 The penalty for playing on is the removal of a teammate in a one-for-one call, unless in the referee's opinion such playing on has materially influenced the course of the game giving the offending player's team an advantage, in which case the penalty for playing on is the removal of two teammates in a two-for-one call.

35. Wiping

35.01 Wiping is defined as the active and deliberate removal of paint by a player in order to avoid elimination or avoid a referee's call.

35.02 Wiping is penalized by the immediate removal of the player from the game and the simultaneous removal of three additional players from the same team.

36. Freight Training

36.01 Freight training is the act of utilizing multiple players who move and act in such a manner so that the lead players after being marked and eliminated impede or prevent the timely elimination of other players in the train.

36.02 Referees will allow a freight train to continue, but will remove one player for each instance of continuing to play by any of the freight-training players. When the freight train stops, the players who took multiple hits will also be removed from play.

37. Interference

37.01 Spectators may be allowed to observe games and the activities on a field but may not (i) issue instructions to players on the field, (ii) make comments about play which are likely to be

heard by players on the field, (iii) have markers in their possession, or (iv) otherwise interfere with play in any manner whatsoever.

37.02 Team members and associates of the competing teams who interfere or communicate with the play of that game will immediately receive a penalty as if a player “played on” on the field and will result in the removal of one or more players from the associated team.

38. Assessment of Penalties

38.01 Referees must assess the penalty proscribed for playing on or wiping.

38.02 Referees will issue verbal warnings for the following infractions:

- (1) first offense failure to observe a neutral call;
- (2) failure to use a barrel sock;
- (3) first offense abuse of calling for paint checks;
- (4) first offense on the use of inappropriate language; and

38.03 Referees will eliminate players for the following infractions:

- (1) second offense failure to observe a neutral call;
- (2) second offense abuse of calling for paint checks;
- (3) second offense on the use of inappropriate language;
- (4) aggressive movement during a neutral call
- (5) a player going out of bounds or moving the boundary tape;
- (6) a player hit in an unobvious location;
- (7) not having one foot inside the flag station area at the start of the game;
- (8) failure to wear goggles; and
- (9) checking in as a live player at the end of a game with an un-obvious hit.

38.04 Assessment of the one-for-one penalty (the removal of the player committing the infraction and a teammate) will take place for the following infractions:

- (1) a player having tools on the field;
- (2) freight training, applied for each infraction;
- (3) continuing to play with a hit in an obvious location;

(4) reentering the field after elimination;

(5) interference during the course of the game by a person affiliated with the team not playing in the game;

(6) playing on;

(7) engaging in physical contact with another person on the field in a hostile manner; and

(8) checking in as a live player at the end of a game with an obvious hit.

38.05 Assessment of the two-for-one rule (the removal of the player committing the infraction and two teammates) will take place for the following infractions:

(1) continuing to play, hit in an obvious location, which results in an alteration of the course of the game; and

(2) use of a marker in violation of the provisions of marker section hereof.

38.06 Assessment of the three for-one rule (the removal of the player committing the infraction and three teammates) will take place for the following infractions:

(1) wiping; and

(2) shooting after acknowledging your elimination.

39. Additional Penalties

39.01 A field referee may assess additional one-for-one penalties for the following infractions:

(1) each time a player fails to obey a referee's instructions; and

(2) fighting or other hostile physical contact.

39.02 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 pull and hang automatically.

39.03 Assessments of one-for-one, two-for-one and three-for-one penalties when no live players are left will result in the opposing team being credited with that number of live players that would have been eliminated from the offending team had there been players available for such enforcement, until such opposing team would be credited to full strength.

39.04 A player prohibited from playing on a team, because his name appears on another team's roster, or otherwise, a team playing with an ineligible player according to the roster section here within will cause the forfeiture of all the games of such team

39.05 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team playing at the time of the infraction shall be eliminated from the remainder of event and surrender all seed points in that event.

39.06 Referee's calls during a game will stand and cannot be changed after a game except in extreme situations with the overall Head Referees approval.

40. Suspensions, Ejections, Fines

40.01 Teams are responsible for the conduct of everyone on their roster which includes both players and supporters. During the event the following will apply to fines, suspensions and ejections.

40.02 When game suspensions are issued to a player, the team for which that player plays will have to play short as though that player was eliminated from all games played by that team in the tournament in which the suspension was authorized during the term of such suspension. Player suspensions will carry over from tournament to tournament until suspension is fulfilled.

40.03 Players will be ejected and the team will play short for six games for the following:

1. Throwing gun/air system
2. Physical contact (Punch/Kick)
3. Shooting from Dead Box
4. Shooting from outside the field or boundary
5. Deliberately shooting of NPPL Referees

40.04 Players will be suspended and the team will play short for three games for the following infractions:

1. Throwing equipment (pods, goggles, harness) in an unsportsmanlike like manner
2. Physical contact (chest bump/head butt/grabbing, pushing / spitting)
3. Coming out of the dead box before being told to by field referee
4. Verbal abuse of the referees or NPPL staff
5. Abusive language and physical threats directed at an opponent, field referee or spectator.
6. Over shooting another player with intent to injure.

40.05 Fines will be imposed in the event a person or persons involved in an ejection or suspension continues to act in an unsportsmanlike like manner during and after the said ejection or suspension is being enforced. These fines must be paid prior to accepting entry into the next event. The team which fines have not been paid will not be allowed to compete in the NPPL until fines are paid in full.

40.06 Fines will be a minimum of \$250.00 and not to exceed \$1000.00 per occurrence, The discipline committee will determine fine and said findings will be sent in writing to the offending person or persons and the captain of said team.

VI. Miscellaneous

41. Decorum

41.01 Teams and players thereon attending an NPPL sanctioned tournament shall refrain from wearing or otherwise displaying offensive pictures, words or logos at the site where the tournament is taking place.

41.02 Teams and players thereon attending an NPPL sanctioned tournament shall refrain from engaging in any conduct that would bring the NPPL, the tournament, the promoter or any sponsor into disrepute, including, but not limited to, the trashing of hotel rooms, the discharge of loaded markers in un-goggled trafficked areas, the willful destruction of private property, engaging in physical altercations, except in defense of one's person against an unprovoked aggressor, or the commission of a criminal act.

41.03 Any person or team that fails to adhere to the rules and regulations specified in this Section shall be prohibited from competing in an NPPL sanctioned event for a period of one year from the date of the infraction.

41.04 All teams shall adhere to the administrative rules and regulations promulgated by the promoter of the tournament with respect thereto.

41.05 All teams shall police and dispose of all trash generated thereby within the parking area, the staging area and/or the compound.

41.06 Any team that fails to adhere to the rules and regulations contained in this Section shall be subject to and pay a \$250.00 fine to the promoter, and such team will be prohibited from competing in any future NPPL event until such fine has been fully paid.