



PSP 5-man X-Ball - Addendum

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In the case of a conflict between PSP General Rules and PSP 5-man X-Ball rules, the 5-man X-Ball rules shall prevail.

1. Roster Limits

1.1. *Roster Classification Limits*

- 1.1.1.1. Any number of Division 3 or lower players and up to one Division 2 player may appear on a Division 3 5-man X-Ball roster.
- 1.1.1.2. Any number of Division 4 or lower players and up to one Division 3 player may appear on a Division 4 5-man X-Ball roster.

1.2. *Roster Size Limits*

- 1.2.1. There may be no more than 8 people listed on a roster.

2. Structure

2.1. *Match Structure*

- 2.1.1. Each match consists of a series of games.
- 2.1.2. Each game starts with 5 minutes of game time.
- 2.1.3. A team scores
 - 2.1.3.1. 50 points for successfully hanging the flag
 - 2.1.3.2. 20 points for being the first team to pull the flag¹

¹ The first team to possess the flag

- 2.1.3.3. 4 points per opposing player eliminated
- 2.1.3.4. 2 points per active player on the team at the end of the game
- 2.1.4. A match ends at the earliest of:
 - 2.1.4.1. The end of the third game of the match
 - 2.1.4.2. The end of any game where one team has scored at least 180 game points during the match²

2.2. Scoring

- 2.2.1. Each team scores a number of match points equal to the sum of the team's highest two game scores in the match.
- 2.2.2. In the event of a tie, ties will be broken by
 - 2.2.2.1. Head-to-head competition³, followed by
 - 2.2.2.2. Fewest games played, followed by
 - 2.2.2.3. Most opponents eliminated, followed by
 - 2.2.2.4. Fewest players eliminated, followed by
 - 2.2.2.5. Scores in preceding rounds, most recent round first, followed by
 - 2.2.2.6. Seed into the tournament

2.3. Tournament Structure

- 2.3.1. Teams will be seeded into preliminary round brackets of 5 teams⁴.
 - 2.3.1.1. Each team will play a match against each other team in their bracket⁵.
 - 2.3.1.2. Each team will play each of their games in round robin format, playing their first game against each opponent first, followed by their second game against each opponent in the same order, followed by their third game against each opponent, if necessary.
- 2.3.2. If there are 30 or fewer teams competing in a division, 8 teams will advance directly to the quarterfinal round. If there are more than 30 teams competing, 16 teams will advance to a second preliminary round. 8 teams will advance from that round to quarterfinals.
 - 2.3.2.1. The team with the highest average match score from each preliminary round bracket plus the teams with the next highest average match scores will advance.
 - 2.3.2.2. Teams will be seeded into two brackets of four teams.
 - 2.3.2.3. Each team will play one game against each other team in the same quarterfinal round bracket in round-robin format.
- 2.3.3. The top two teams in each quarterfinal bracket will advance to semifinals.
 - 2.3.3.1. Teams will be seeded into semifinals.
 - 2.3.3.1.1. The 1st seeded team will play one match against the 4th seeded team.
 - 2.3.3.1.2. The 2nd seeded team will play one match against the 3rd seeded team.
- 2.3.4. The winners of the semifinals matches will play each other for 1st and 2nd place in the Championship match. The losers of the semifinals matches will play each other for 3rd and 4th place in the Consolation match.

2.4. Overtime Games

- 2.4.1. If a semifinal or final match⁶ ends in a tie, the match will be extended into overtime.
 - 2.4.1.1. The teams will play a one-on-one overtime game.
 - 2.4.1.2. There will be a 60-second timeout between the previous game and a one-on-one overtime game.
 - 2.4.1.3. There will be a 60-second game time.
 - 2.4.1.4. Each team will select one player to take the field who has not already played a one-on-one overtime game in the current match.

² Not counting penalty points.

³ Comparison of total points scored by one team against the other in the current round

⁴ In the case where we have more teams than are evenly divisible by 5, a sixth team may be added to a prelim bracket.

⁵ If a bracket contains 6 teams, each team will only play 4 of the 5 other teams within this bracket, determined by seeding.

⁶ These are matches played in an elimination format. Matches played in a round-robin format will be ties.

- 2.4.1.5. The first team to eliminate the other team or to successfully hang the flag wins the match.
- 2.4.1.6. If a team receives a penalty, the opposing team wins the match.
- 2.4.1.7. If the game ends without a team winning the match, another one-on-one overtime game will be played.
- 2.4.1.8. If a team does not have any players who have not already played a one-on-one overtime game in the current match, the team with the highest seed going into the match will win the match.

2.5. Forfeits

- 2.5.1. A team that forfeits a game forfeits the match.
- 2.5.2. A team that forfeits a match will receive 0 points for the match.
- 2.5.3. If the forfeiting team's opponent does not also forfeit the match, the opponent receives the highest of:
 - 2.5.3.1. The average number of match points the opponent scored in their other matches in the current round⁷
 - 2.5.3.2. The average number of match points scored by other teams against the forfeiting team in the current round⁸

3. Penalties

3.1. Game Penalties⁹

- 3.1.1. A player who receives a penalty is eliminated.
- 3.1.2. If an eliminated player receives a minor penalty, a judge eliminates one of the player's teammates.
- 3.1.3. If a player receives a major penalty, two of the player's teammates are eliminated.
- 3.1.4. If a player receives a gross penalty, three of the player's teammates are eliminated.

3.2. Non-Game Penalties¹⁰

- 3.2.1. Non-game penalties are assessed against the match score of the most recent game played by the penalized team, or the next game if prior to the start of teams first game in the current round.
- 3.2.2. A team will have 10 match points deducted for a minor penalty.
- 3.2.3. A team will have 20 match points deducted for a major penalty.
- 3.2.4. A team will have 50 match points deducted for a gross penalty.
- 3.2.5. If an in-game penalty is assessed with insufficient active players remaining to satisfy the penalty, the penalized team will have 20 match points deducted per player to be eliminated in excess of the number of active players.

3.3. Suspensions

- 3.3.1. A player who receives a minor suspension may not play for the remainder of the round in which the suspension occurred and the duration of the following round.

⁷ Not counting other forfeited matches

⁸ Not counting other forfeited matches

⁹ Penalties assessed during a game a team is playing

¹⁰ Penalties assessed outside of game time.