



PSP Rulebook
[RaceTo-2 & RaceTo-4/5/7] February 27, 2013

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A—GENERAL INFO

A1. Reading the Rulebook

A.1.1. The most recent edition of the PSP rulebook is available at pspevents.com

A.1.2. It is the responsibility of the players and staff of any and all participating teams to know and understand the rules governing PSP-sponsored events.

A.1.3. If the meaning of any portion of this rulebook is unclear the simplest interpretation and the one most consistent with the body of the rules is most likely the correct one. Omissions are not loopholes and where examples are given they aren't intended to be the sum of all possibilities, but simply representative samples.

A.1.4. All footnote notations appear at the end of the section to which they refer.

A.2. Rule Changes (and additions) for 2013

A2.1. For 2013 a restructuring has taken place that has re-ordered the Table of Contents. Most of the prior ordering remains intact. See current TOC for changes. Otherwise many of the changes simply have applied to consistent numbering system to the core of the rules.

A2.2. This is a partial listing of the rule changes for 2013 and intended only as a quick reference guide to some of those changes with one exception.

A.2.2.1. The 60 second rule which allowed for a “swing point” at the end of regulation or in overtime has been removed from this edition of the rulebook.

A.2.2.2. For Dallas pros 6 teams will advance to Sunday play with top two seeds receiving a bye to semi-finals and the teams ranked 11th and lower relegated to Challengers for the second event. For info on the playoff structure in the pro brackets after Dallas read section, 1.5.4. & 1.5.6.

A.2.2.3. For information on changes to the overtime rules as it applies to Race To-2 see section(s)

2.1.7. & 2.1.8. For changes to overtime rules as it applies to Race To-4/5 preliminary play see 2.2.8.

and 2.2.9. for Race To-7 prelims. For the structure of overtime periods and play in any playoff situation

see section 2.3.

A.2.2.4. See 5.1. for rules change regarding layers of cloths, padding and (5.2.2.) formal recognition of slider shorts as a form of protective gear.

A.2.2.5. Section 5.1.9. has reduced from 3 to 2 the number of items that may be worn on the head.

A.2.2.6. Section 5.1.14. gives league mandated pro jersey requirements.

A.2.2.7. Section 5.5.3.3. outlines league mandated numbered hopper requirements for pro players.

A.2.2.8. Section 5.6.3. no longer allows shoes to have limited amounts of the protected color, yellow, on them. Shoes were removed from the list of worn items allowed trace amounts of the protected color yellow.

A.2.2.9. Section 6.1.2. outlines league intent for tighter security measures in 2013 and more severe penalties for violators.

A.2.2.10. Section 6.1.1.5.2. addresses non-verbal "communication" infractions from the pit to the field.

A.2.2.11 Section 6.4.1.1. covers "tagging up" on the breakout.

A.2.2.12. Section 6.4.2.2.1. provides for a Breakout Exception designed to reduce (or eliminate) unintentional or incidental backline boundary violations.

A.2.2.13. Section 6.5.1. restructures 'loss of possession' during a point in order to reduce the number of frivolous player eliminations based on incidental or accidental occurrences, like running out of a shoe or even unintentionally knocking the hopper off your marker.

A.2.2.14. Section 6.5.2. allows players to pick paint up off the ground and shoot it.

A.2.2.15. Section 7.2. Provides information regarding pro ranking.

A.2.2.16. Section 7.3. provides details of promotion and relegation between the pro brackets and between Challengers and D1.

A.2.2.17. Section 8.2. defines a rostered player and provides penalties for the use of non-rostered or otherwise illegal players.

A.2.2.18. Section 8.3.3. provides roster regulations and restrictions specific to Race To-7.

A.2.2.19. Section 8.4.3.2. changes the rostered player limit for Race To-7 teams to 12.

1. TOURNAMENT STRUCTURE

1.1. Preliminary Round Seeding

1.1.1. Teams in each division in the preliminary round will be seeded according to their rank as in [7.1] in the division they will be playing. **[1]**

1.1.2. Teams will be seeded into preliminary round brackets according to Appendix A

1.1.3. In preliminary brackets of 5 teams, each team will play each other team in the bracket once.

1.1.4. In preliminary brackets of 6 teams, each team will play each other team in the bracket once, except the top-seeded team will not play the 6th-seeded team, the 2nd-seeded team will not play the 5th-seeded team, and the 3rd-seeded team will not play the 4th-seeded team.

[1] If a team played in a different division in the previous event, they are seeded according to their rank in the new division.

1.2. Advancing from the Preliminary Round

1.2.1. The same number of teams from each bracket will advance, except

1.2.2. If the number of teams advancing is not evenly divisible by the number of brackets, the number of wildcard teams necessary to meet the number of advancing teams will also advance.

1.2.3. Teams will first be selected on a per-bracket basis **[2]** based on round score amongst teams in the same bracket, and then any wildcard teams will be selected based on score amongst remaining teams in all brackets.

[2] Same number of teams from each bracket.

1.3. Playoff Seeding

1.3.1. Teams advancing from a head-to-head match-up will be seeded based on the seed into the previous head-to-head round of the highest seeded team in the match-up [3]

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

1.3.3. Teams that did not play the immediately preceding round will always be seeded higher than teams that did play the immediately preceding round. [4]

1.3.4. If four teams advance from two brackets, the top seeded team from one bracket plays the second seeded team from the other bracket.

[3] If 12 teams are advancing from the prelims, the top 4 teams will advance to the quarterfinals, leaving the 5th through 12th seeded teams to play off for the remaining four spots, with 5th playing 12th, 6th playing 11th, etc. According to this rule, the winner of the 5th vs 12th match-up gets the 5th seed, regardless of the margin of victory in the other playoff brackets. Basically, the top-seeded team in each match-up is 'defending' their seed from the lower-seeded team, and if the lower-seeded team wins, they get that seed – the teams are NOT reseeded after the head-to-head match-ups are played out.

[4] Teams with byes are seeded higher than teams without byes.

1.4. Playoff Bracket Schedule

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

1.5. Playoff Structure

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

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

1.5.3. In divisions of 6 or less teams,

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

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

1.5.4. In divisions of 7 to 10 teams,

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

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

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

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

1.5.4.2.1. The losers of the semi-final matches in the Pro division will be awarded 3rd and 4th place based on performance in the preliminary round, with the team ranked highest after the preliminary round receiving 3rd place.

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

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

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

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

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

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

- 1.5.5.6. In divisions of 61 to 80 teams, the top 32 teams will advance.
- 1.5.5.7. In divisions of 81 to 120 teams, the top 48 teams will advance.
- 1.5.5.8. In divisions of 121 to 200 teams, the top 64 teams will advance.
- 1.5.6. Unique to the Champions pro bracket the 4th ranked team in group A will play the 5th ranked team in group B, and the 4th ranked team in group B will play the 5th ranked team in group A to determine which two teams will be relegated that event to the Challengers bracket. The team(s) that lose the relegation match-ups are the team(s) that will be relegated that event.

2. MATCH STRUCTURE

2.1. RaceTo-2

- 2.1.1. Each match will consist of series of 5-minute points.
 - 2.1.1.1. Points will be played in rotation amongst all opponents scheduled for a team in the current round of play. **[5]**
 - 2.1.2. The match ends if
 - 2.1.2.1. A team has scored two points, or
 - 2.1.2.2. Three points have been played, or
 - 2.1.2.3. A team forfeits.
 - 2.1.3. At the start of the first point of a match, the first team with a player at a starting station starts from that starting station. Teams switch starting stations for the second point of the match, and select starting stations by a mutually agreeable random method for the third point of the match.
 - 2.1.4. The team that scores the most game points during the match wins the match.
 - 2.1.5. If a preliminary match ends with the same number of points scored by each team, the match is a tie.
 - 2.1.6. If a playoff match ends with one point scored per team, the team with the most game time remaining in the point they scored, minus any penalty minutes accrued during that match, wins the match.
 - 2.1.6.1. If, after subtracting any penalty minutes accrued during the match, both teams have the same game time remaining, teams will play overtime as dictated in 2.1.7.
 - 2.1.7. If a playoff match prior to the semifinal or final round ends with no points scored by either team, the teams will switch sides and play one additional 3-minute overtime point.
 - 2.1.7.1. If neither team scores in the overtime point, both teams lose, neither team advances, and the team that would have played the winner of the match in the next round receives a bye.
 - 2.1.8. If a playoff match in the semifinal or final round ends with no points scored by either team, the teams will first play one 3-minute overtime period and if that round ends with no points scored by either team they will proceed to the Shootout. For the complete rules pertaining to overtime see 2.3.
- [5]** With 4 opponents, a team will play one point against each of Opponents A, B, C then D; then play a second point against each opponent, then play third points as necessary.

2.2. RaceTo-4/5/7

- 2.2.1. Each match will consist of a series of points.
- 2.2.2. Each match will start with a limited amount of game time.
 - 2.2.2.1. A RaceTo-7 match starts with 20 minutes of game time
 - 2.2.2.2. A RaceTo-5 match starts with 15 minutes of game time
 - 2.2.2.3. A RaceTo-4 match starts with 12 minutes of game time
- 2.2.3. Game time begins to decrement (count down) at the start of the first point of the match.
- 2.2.4. Each team starts the first point at the starting station on the opposite side of the field from the team's pit.

- 2.2.5. Teams switch starting stations after every odd point scored. **[6]**
- 2.2.6. A break period follows the conclusion of each point. **[7]**
- 2.2.6.1. Game time stops decrementing for the duration of the break period.
- 2.2.6.2. The break period is two minutes.
- 2.2.6.3. A team may extend the breakout period by calling a timeout. **[8]**
- 2.2.6.3.1. Each team starts a match with one timeout.
- 2.2.6.3.2. A timeout extends the break period by two minutes.
- 2.2.6.3.3. A team's player or staff member may use a timeout by approaching and informing the timekeeper.
- 2.2.6.3.4. A timeout may not be used with less than 10 seconds remaining in the break period.
- 2.2.7. If there is less than 10 seconds of game time remaining at the end of a point, game time expires.
- 2.2.8. In the prelims Race To-4/5 matches in which time expires and both teams have scored the same number of points, the game ends in a tie, and each team receives 1 match point.
- 2.2.9. In the prelims Race To-7 matches in which time expires and both teams have scored the same number of points, the result is a single 3 minute overtime period.
- 2.2.9.1. The overtime period is played immediately after the match clock is reset and at the end of the standard 2 minute break period. **[9]**
- 2.2.9.2. If the overtime point ends with no point scored or in a tie, the match will be declared a tie and each team will receive 1 match point.
- 2.2.10. The match ends if
- 2.2.10.1. Game time has expired and one team has scored more points than the other team, or
- 2.2.10.2. A team forfeits, or
- 2.2.10.3. A team has scored
- 2.2.10.3.1. 7 points in a RaceTo-7 match, or
- 2.2.10.3.2. 5 points in a RaceTo-5 match, or
- 2.2.10.3.3. 4 points in a RaceTo-4 match.
- 2.2.10.4. In a preliminary round Race To-4 or Race To-5 match regulation match time ends with a tie score.
- 2.2.10.5. In a preliminary round Race To-7 match the first overtime period expires with a tie score.
- 2.2.11. A team wins a match if they have not forfeited the match and the team has scored more points than their opponent at the end of the match.
- [6]** The sum of both teams scores is odd, i.e. 1-0, 4-3, 2-5, etc. Note that if no point is scored, teams do not switch sides.
- [7]** Including prior to any overtime points.
- [8]** It is permissible to use a timeout between regulation and overtime points, if a team has their timeout remaining from regulation time, but teams do not get additional timeouts for overtime. Teams may use their timeouts within the same break period.
- [9]** Teams do not switch sides for overtime periods. Any penalties from regulation time carry over to the overtime period.

2.3. Overtime

- 2.3.1. Should any playoff match be tied at the end of regulation overtime will determine the match winner.
- 2.3.2. The first overtime period is a 3 minute period that will begin immediately after the game clock is reset and the 2 minute break period.
- 2.3.2.1. Should the overtime period also end in a tie score the next (and final) overtime option is the Shootout.
- 2.3.3. The Shootout is a series of 5 (five) 60 second long 1-on-1's separated by 1 minute break periods. The Shootout will begin immediately after the game clock is reset and after the standard 2

minute break period.

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

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

2.3.3.2.1. as the result of a penalty.

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

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

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

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

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

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

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

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

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

3. SCORING

3.1. Point Score

3.1.1. A team scores one point each time

3.1.1.1. Any active player **[10]** touches the point flag to the opposing team's starting station, **[11]** or

3.1.1.2. In a RaceTo-4/5/7 match, the opponent concedes **[12]**, or

3.1.1.3. In a RaceTo-7 match, a player receives a penalty when there are already three players on the same team in the penalty box as in [4.3.6.2.3], **[13]**

[10] Note that this does not say any active player from the team scoring the point; players are welcome to hang flags for their opponents.

[11] A judge will avoid signaling a flag hang if a player who appears to be eliminated attempts to hang the flag. The judge will signal a point score once the player has been verified as active.

[12] As an alternative to the PSP buzzer system event promoters may decide to locate a single white flag tied to a fixed object at the midfield line between the two coaches and require coaches to tug this flag to surrender.

[13] RaceTo-7 only. As the penalty removes all "active" players from one team the field the result is a point concession.

3.2. Round Score

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

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

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

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

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

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

3.2.2.2. Head-to-head competition amongst the tied teams **[14]**, followed by

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

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

3.2.2.5. Greatest time remaining in games/matches won **[15]**, followed by

3.2.2.6. Least time remaining in games/matches lost **[16]**, followed by

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

3.2.2.8. Seed into the tournament.

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

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

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

3.2.3.3. Once a team is removed from the group, tie-breaking the remaining teams in the group is restarted with the first tiebreaker, [3.2.2.1.] **[17]**

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

[14] Head-To-Head tiebreakers are applied by comparing the group of all teams with the same match score and number of wins in the following manner:

1. A team wins the head-to-head tiebreaker if the team:

a. Has, for any opponent played in the current round, won more matches in the current round against that opponent than lost; and

b. Is, for any opponent not played in the current round, ranked ahead of that opponent in the remaining tiebreakers.

2. If no team wins the tiebreakers as in 1. a team loses the head-to-head tiebreaker if the team:

a. Has, for any opponent played in the current round, lost more matches in the current round against that opponent than won; and

b. Is, for any opponent not played in the current round, ranked behind that opponent in the remaining tiebreakers.

3. If no team wins or loses the head-to-head tiebreakers as in 1. or 2. (for example, three teams have played each other and each won once), proceed to successive tiebreakers until a tiebreaker is reached where at least one team is not tied with the others:

a. If one team wins that tiebreaker, they are removed from the tied group and the remaining teams in the tie should have their tie broken starting with the very first tiebreaker, otherwise

b. If one team loses that tiebreaker they are removed from the tied group and the remaining teams in the tie should have their tie broken starting with the very first tiebreaker, otherwise

c. Split the tied teams into two groups; the first group with all teams tied to win that tiebreaker, and the other group with the remaining teams, then break the ties for each group separately starting with the very first tiebreaker. All teams from the first group are ranked ahead of all teams from the second group.

4. Once a team has won or lost the tiebreaker, remove it from the group assigning it the highest rank for a win or the lowest rank for a loss, and then start back at step one with the remaining teams in the group, repeating until only one team remains.

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

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

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

3.3. Forfeits

- 3.3.1. A match will be scored as a loss for any team that forfeits a match.
- 3.3.2. A match will be scored as a win for any opponent of a team that forfeits a match, if the opponent does not also forfeit the match.
 - 3.3.2.1. If a RaceTo-2 team scores a match win by forfeit, the match will be scored with
 - 3.3.2.1.1. 2 points won, with the point time remaining in each match the higher of
 - 3.3.2.1.1.1. The point time remaining if the match was played and the team won the match, or
 - 3.3.2.1.1.2. The average point time remaining in the team's other points won in the current round, or
 - 3.3.2.1.1.3. The average point time remaining in points scored against the opponent in the current round, or
 - 3.3.2.1.1.4. Zero.
 - 3.3.2.1.2. 0 points lost
 - 3.3.2.1.3. Any penalty minutes received during any points of the match played.
 - 3.3.2.2. If a RaceTo-4/5/7 team scores a match win by a forfeit, the match will be scored with
 - 3.3.2.2.1. Margin points equal to the higher of [18]
 - 3.3.2.2.1.1. The margin points of the match if the match was played, or
 - 3.3.2.2.1.2. The average margin of the team's other matches in the current round, or
 - 3.3.2.2.1.3. The average margin against the opponent in the opponent's other matches in the current round, and
 - 3.3.2.2.2. Total points scored determined in the same manner as margin was determined in [3.3.2.2.1.]
- 3.3.3. The opponent of a RaceTo-2 team that forfeits a point will receive one game point with a point time remaining of the higher of zero or the game time remaining in any other point won by the team against the forfeiting team in the current round.
 - 3.3.3.1. A RaceTo-2 team that forfeits two points in the same match forfeits the match.
 - [18] A team that has played no matches in the current round has NO average margin scored, NOT zero, and thus a negative margin cannot be replaced by a 0 if the forfeiting team has not played any other matches.
 - [19] If margin is based on the match played, then points scored is based on the match played; if margin is based on the team's average, then points played is based on the team's average; and if margin is based on margin against the forfeiting team, points are based on points scored against the opposing team.

3.4. Score Sheets

- 3.4.1. Any judge or designated official may complete a score sheet. The head judge will show the score sheet to the captain of each team.
- 3.4.2. Any correction made to the score sheet must be initialed by a head judge, [20] unless the correction corrects an obvious mathematical error, the correction may also be initialed by a scorekeeper.
- 3.4.3. In the event that one or both team captains do not agree with the contents of a score sheet and thus will not sign the score sheet, the head judge may decide whether the score sheet must be amended and/or validate the score sheet himself.
 - 3.4.3.1. A head judge or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time prior to the start of the next round of play. [21]
 - [20] This allows teams to do the "right thing" if they agree on a scoring error. If two teams are intentionally doing the wrong thing to fix the score, they should be dealt with as any other team intentionally fixing scores.
 - [21] The scoreboard is ONLY the scoreboard - copying scores to the scoreboard wrong, or calculations in error on the scoreboard, will be corrected by scorekeepers. The scoreboard does NOT include score sheets.

4. OFFICIATING

4.1. Judges

- 4.1.1. Each field's head judge is the highest authority on that field.
- 4.1.2. Any call made by the head judge on their field is final.
- 4.1.3. The Ultimate Judge will not overturn any on-field calls by a head judge.
- 4.1.4. The Ultimate Judge is the highest authority at an event for resolving play-of-the-game or “on field” disputes.
 - 4.1.4.1. Any decision of the Ultimate Judge is final.
- 4.1.5. The General Manager is the highest authority at an event for resolving “off field” and/or tournament-related disputes.

4.2. Velocity

- 4.2.1. A judge may chronograph a marker on the field of play at any time, including before, after, or between points.
- 4.2.2. No players marker may shoot any paintball in excess of 300 feet per second. **[23]**.
 - 4.2.2.1. A player on the field whose marker fires a shot between 301 and 310 feet per second will be assessed a minor penalty.
 - 4.2.2.2. A player on the field whose marker fires a shot between 311 and 325 feet per second will be assessed a major penalty.
 - 4.2.2.3. A player on the field whose marker fires a shot over 325 feet per second will be assessed a gross penalty.

[23]

FPS	Penalty
301 - 310	Minor Penalty
311 - 325	Major Penalty
326+	Gross Penalty

4.3. Penalties

- 4.3.1. Any judge may issue a penalty on the field of play. Any authorized event staff may issue penalties outside of the field of play.
- 4.3.2. Penalties are assessed to people. Action is taken against the penalized person and/or or the penalized person's team. A person's team is the team that has that person listed as a player or staff on its roster, or the team on whose behalf the player is acting if the person is not listed as a player or staff on any roster.
- 4.3.3. No more than one penalty may be assessed for a particular action by a player or team. In the event that a given action qualifies for more than one penalty, the most severe penalty will be assessed.

4.3.4. RaceTo-2 Penalties

- 4.3.4.1. A judge will eliminate an active player for each minor penalty received by a team.
- 4.3.4.2. A judge will eliminate two active players for each major or gross penalty received by a team.
 - 4.3.4.2.1. A player receiving a gross penalty may not play for the next 3 points played by the team **[24]**
- 4.3.4.3. If a penalty is assessed against an active player, the player against whom the penalty is

assessed must be one of the players eliminated.

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

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

4.3.4.6. If a penalty is assessed neither during a point the team is playing nor during the break period prior to the team's next point, the team will be assessed a penalty minute for each player that would normally have been eliminated by the penalty. **[25]**

[24] Next three points regardless of opponent. The team does not play short if an alternate is available.

[25] This includes penalties assessed to the flag carrier after the hang. Thus a team will be assessed two penalty minutes for a flag carrier who hangs with an obvious hit and one penalty minute for a carrier who hangs with an unobvious hit.

4.3.5. RaceTo-4/5 Penalties

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

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

4.3.5.2.1. A player receiving a gross penalty may not play for the next 10 minutes of match time. **[26]**

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

4.3.5.4. If there are insufficient active players remaining on the field of play to satisfy the penalty, the team will be assessed a penalty strike for each player unable to be eliminated. **[27]**

4.3.5.4.1. A team starts a point up to two players short for each penalty strike a team has at the start of the point.

4.3.5.4.2. Up to two penalty strikes are removed at the start of each point.

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

4.3.5.5. If a penalty is assessed before a match or during a break period, the team will have a penalty strike assessed in lieu of each player that would otherwise have been eliminated. **[28]**

[26] If the current match ends prior to the expiration of the 10 minutes, the player serves the remainder during the subsequent match.

[27] Note that there are no active players between points, so any penalties assessed after the end of the point become strikes for the next point. This includes specifically penalties for a player who hangs the flag dirty - the team starts down players the next point, even if they had bodies remaining this point.

[28] This includes penalties assessed to the flag carrier after the hang. Thus a team will be assessed two penalty strikes for a flag carrier who hangs with an obvious hit and one penalty strike for a carrier who hangs with an unobvious hit.

4.3.6. RaceTo-7 Penalties

4.3.6.1. A judge will eliminate an active player for each penalty assessed.

4.3.6.2. The penalized player must proceed to the penalty box to serve the penalty.

4.3.6.2.1. If there are two or more active players left on the penalized player's team, the player closest to the penalized player is eliminated.

4.3.6.2.2. If the team has less than two active players left **[29]**, and the penalty is a major or gross penalty assessed **[30]**,

4.3.6.2.2.1. If a point is in progress, the point ends immediately, **[31]** and

4.3.6.2.2.2. The opposing team scores one point, and
4.3.6.2.2.3. The penalized player is placed in the penalty box.
4.3.6.2.3. If a player is penalized when there are already 3 players from that player's team in the penalty box, **[32]**
4.3.6.2.3.1. If a point is in progress, the point ends immediately.
4.3.6.2.3.2. Of the four penalties, the penalty with the least time remaining will end and the remaining three players will be placed in the box at the start of the next point. **[33]**
4.3.6.2.3.3. The opposing team scores a point.
4.3.6.2.4. If both teams receive penalties that would cause their opponent to score a point, the points offset each other. **[34]**
4.3.6.3. If a penalty is assessed before or between points, it must be served in full at the start of the next point.
4.3.6.4. A minor penalty is 1 minute long.
4.3.6.5. A major or gross penalty is 2 minutes long.
4.3.6.6. A player who receives a gross penalty may not play for the next 10 minutes of point time. This carries over to the next match the player plays in, even if the match is in the next round or a different tournament. If the player receiving the gross penalty would normally be placed in the penalty box, the team must select another player to serve the player's penalty.
4.3.6.7. Penalty time begins running when the player serving the penalty enters **[35]** the penalty box.
4.3.6.8. Penalty time only runs when the match clock is running.
4.3.6.9. If an opposing team scores a point while a team has a player serving a minor penalty, the minor penalty with the least time remaining will end.
[29] Not counting the player being penalized; if there are two or more other live players left from the team on the field, this rule doesn't apply.
[30] If a team receives multiple penalties under 4.3.6.2.2 in the same point, the opposing team still only gets one point. (The point is for the point ending, not the penalties themselves.)
[31] The "end of point" happens immediately. This stops the point clock (to discourage players from playing on to burn time, or playing on to stay alive long enough for a teammate to come out of the box). Because the point is over when the penalty is called and the player is not in the box, this also prevents the player from having his penalty dropped when the opposing team scores - which would be no penalty at all. However, if there is another player already serving a minor penalty in the box, their minor penalty does end as normal when an opposing team scores.
[32] Note that if the point was already ended due to 4.3.6.2.2 and one of the penalties is a minor one, that penalty is ended and we have room for the new player. If all the players in the box were serving gross or major or double minor penalties, then we have to end the shortest penalty and award the opposing team an ADDITIONAL point to compensate them for letting someone out of the box early. Note that unlike with 4.3.6.2.2, the point is due to the penalty, not the end of the point, so the opposing team gets one point for each penalty.
[33] If by some calamity there are 3 players already in the box and the remaining two players get penalties at the same time, two of the 5 penalties would get discarded and the opposing team would score two points.
[34] If each team would get a point, they both get no points. Under no circumstances can a team score more than one point per point played.
[35] "enters" is when the player first touches the box, so long as they proceed to go all the way in it. This means they also may not leave the box once they've touched it without incurring a penalty for leaving the box early.

4.3.6.10. Penalty Box

- 4.3.6.10.1. The penalty box is a designated area on the field of play where players serving a penalty must remain for the duration of the penalty.
- 4.3.6.10.2. The inward facing surface of the penalty box is in the field of play. The interior space is 'pending active' anytime a player is sent to the penalty box. **[36]**
- 4.3.6.10.3. Players in the penalty box are 'pending active'. (Eliminated and inactive players are never made active.) 'Pending active' means the player may re-enter the match or point as an active player.
- 4.3.6.10.4. Players in the penalty box may leave the penalty box:
- 4.3.6.10.4.1. When their penalty time has elapsed. A player whose penalty time elapses during a point and who enters the in-bounds area within 3 seconds of the end of the penalty and prior to the end of the point becomes an active player.
- 4.3.6.10.4.2. At the end of a point in which the opposing team scores a point, if
- 4.3.6.10.4.2.1. The player is serving a minor penalty, and
- 4.3.6.10.4.2.2. The player has the least amount of time remaining on their penalty of any players on their team also serving a minor penalty.
- 4.3.6.10.4.3. During the break period between points, but a minor penalty will be assessed to the player if they do not return to the penalty box prior to the start of the next point.
- 4.3.6.10.4.4. At the end of a match.
- 4.3.6.10.5. A player serving a penalty who leaves the penalty box at any time not specified in [4.3.6.10.4.] will receive a minor penalty. **[37]**
- [36]** Because a team may only have 5 players on the field of play during the point, and because the penalty box is connected to the field of play, players in the box count against the total number of players a team may have (5).
- [37]** An additional player should be pulled from the field of play to serve the penalty.

5. EQUIPMENT

5.1. Clothing

- 5.1.1. Players must wear only one pair of full-length pants and only a long-sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of under-shorts and one short or long sleeve t-shirt.
- 5.1.1.1. Either the jersey or the undershirt may be padded as per 5.1.4. but not both.
- 5.1.2. Prohibited colors - any player/team found to be wearing clothing that may impede the judge's ability to make a proper call, may be asked to remove such clothing.
- 5.1.3. No part of a player may be covered by more than two layers of clothing.
- 5.1.4. Padding in jerseys is not limited to specific areas; provided that the thickness does not exceed 5 mm (0.197") Padding material is limited to an open cell foam and must not be modified from the manufacturer's original form.
- 5.1.5. No short sleeve or "sleeveless" vest type jerseys can be worn as the outer most layer.
- 5.1.6. Any layer of clothing that is thicker than a standard 100% cotton T-shirt is padding.
- 5.1.7. Players may not wear extremely oversized clothing. Clothing is oversized if, when tightly gathered about the body or limb with excess clothing pinched together and away from the body, the excess clothing extends more than 4 inches from the body or limb. **[39]**
- 5.1.8. Players may not wear clothing that is made out of highly absorbent or slick material, such as felt, fleece, nylon or rubber.
- 5.1.9. Players may wear up to, but not in excess, of two items on their head. As an example, one sandanna and one beanie or one headband and one sandanna. Hats, caps and headbands may not be modified from the manufacturer's original form, and may not extend more than one inch below the collarbone or below the shoulder blades, and headbands may be no wider than two inches. **[40]**
- 5.1.10. Players may wear one pair of socks. Socks may not extend higher than below the knee, and

must not be of a quilted or padded nature, and count as one layer of clothing.

5.1.11. Players may wear one pair of footwear.

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

5.1.11.2. Must not include metal cleats or spikes, and

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

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

5.1.14. The jersey worn by players in the pro brackets must meet league specified standards.

5.1.14.1. Player choice is restricted to single or double digit numbers that should appear in 3 (three) places on the player's jersey; in 8in. high numerals centered on the back with a baseline no more than 16 in. down from the shoulder seam, and, on the centerline of each sleeve in numerals approx. 3.5 in. high with a baseline no more than 10 in. from the collar. Only the player's last name appears on the back of the jersey in letters approx. 3.5 in. high between the player's number and the collar in one of the approved font types: Compacta Blk, Serpentine D & Agency.

[39] The article of clothing should be grabbed at a single point and pulled away from the body or limb. Once this has been done, the clothing should be pinched on opposite sides of this point so that these two points are brought together next to the body or limb.

The clothing will then be tight around the body or limb, with any extra clothing pulled through the pinch and held at the original grab point.

[40] "Turtle" caps and headbands can be worn as the ONLY layer on the head. Players will be asked to remove any excess layers.

5.2. Protective Gear

5.2.1. Players must wear a complete goggle system that meets ASTM standards **[41]** and is in good repair and not otherwise damaged in a manner that affects their ability to protect the player **[42]**. A person who fails to wear an acceptable goggle system in a designated goggles-on area, including the field of play, will be assessed a minor penalty. **[43]**

5.2.1.1. No material may be removed from the manufacturer's original form. Items not of a padded or absorbent, or moisture resistant or repelling nature **[44]** may be added to the goggle system provided they do not adversely impact the ability of the goggle system to protect the player.

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

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

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

5.2.3. Players may wear one layer of padding and/or other protection on the elbow, forearm, knee or shin, provided that padding and/or protection has not been modified from the manufacturer's original form. **[45]**

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

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

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

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

[42] Cracks in the lens, however slight, affect the ability of the goggles to protect the player.

[43] A player may not ever remove their goggles once they enter the field of play. Note that if any player removes their goggles intentionally, they are automatically eliminated and a teammate must be

eliminated to satisfy the minor penalty. Because an elimination is NOT a penalty, the player eliminating themselves does not count as a penalty being assessed.

[44] Ex. Goggle Fans, but decorative additions that are not padded or absorbent are acceptable.

[45] Hits on padding are obvious. Players should not wear so much padding that they cannot feel hits.

5.3. Markers

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

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

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

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

5.3.4. A trigger is a movable lever that causes a marker to fire when force is applied directly to the trigger with a vector parallel and opposite to the vector the marker fires paintballs. **[46]** A marker that can be caused to fire by any other means is illegal.

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

5.3.6. A marker with any electronic components **[47]**

5.3.6.1. May fire no more than one paintball within any 80 millisecond period (12.5 bps) **[48]**

5.3.6.1.1. A player on the field of play whose marker fires two shots within 15 milliseconds less than the minimum shot interval will be assessed a minor suspension.

5.3.6.1.2. A player on the field of play whose marker fires two shots within 10 milliseconds less than the minimum shot interval will be assessed a gross penalty.

5.3.6.1.3. A player on the field of play whose marker fires two shots within 5 milliseconds less than the minimum shot interval will be assessed a major penalty.

5.3.6.1.4. A player on the field of play whose marker fires two shots within the minimum shot interval **[49]** will be assessed a minor penalty.

5.3.6.2. May fire no more than three shots per press and release of the trigger, and no more than three shots between presses of the trigger. **[50]** A player, who carries a marker onto the field of play that fires more than three shots per press and release of the trigger, or more than three shots between two presses of the trigger, will receive a gross penalty and a minor suspension.

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

5.3.6.3.1. The trigger has been pressed and released four times, **[51]** and

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

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

5.3.7. A marker with no electronic components

5.3.7.1. May not fire more than one shot per press and release of the trigger, **[52]** and

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

5.3.7.3. May not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools. **[53]**

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

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

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

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

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

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

5.3.9. A marker with settings, whether mechanical, pneumatic, or electronic, that may be adjusted without the use of tools to allow the marker to operate in an illegal manner is illegal. **[54]** A player who operates buttons, switches, valves or other adjustable device on a marker on the field of play without the permission of a judge will be assessed a minor penalty. A player who operates buttons, switches, valves or other adjustable device on a marker on the field of play after being instructed to provide the marker to an official, or prior to being instructed to do so, will receive a gross penalty and that player will receive a minor suspension.

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

5.3.11. A marker with any valve, expansion chamber, or other item or device except a barrel or screw--in air source **[55]** that may be adjusted on the field of play to increase or decrease velocity without the use of tools is illegal.

5.3.12. Any person possessing a marker that is attached to an air source, does not have a barrel sock properly installed over the end of the barrel, is not at a designated chronograph station being chronographed and is not on the field of play during, in the 10 seconds prior to, or the 10 seconds immediately after a point, **[56]** will be assessed a minor penalty.

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

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

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

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

[47] Batteries, circuit boards, chips, wires, etc.

[48]

Millisecond Range		Shots Per Second Range		
80 ms	80 ms	0 bps	12.5 bps	Legal
79 ms	79 ms	12.51 bps	13.33 bps	Minor Penalty
74 ms	70 ms	13.34 bps	14.29 bps	Major Penalty
69 ms	65 ms	14.29 bps	15.38 bps	Gross Penalty
64 ms	64 ms	15.38 bps		Suspension

[49] A measurement of 80 milliseconds or higher is acceptable. A measurement of 79.9 milliseconds or lower will be penalized.

[50] Shots may not be buffered past trigger pulls - if you pull the trigger, the marker fires, and you pull the trigger again, the marker may only fire three more times, not five.

[51] If the trigger is pulled one, two or three times, the marker may fire no more than the number of times the trigger is pulled. The marker may fire up to three balls per pull after that. If the marker is not fired for a second, the trigger must again be pulled three times before the marker may fire more than one shot per pull.

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

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

a result of the marker firing.

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

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

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

5.4. Paintballs [57]

5.4.1. Players may carry any number of paintballs.

5.4.2. Paintballs must be completely water-soluble.

5.4.3. Paintballs may NOT contain PINK, RED, or ORANGE fill.

5.4.4. Paintballs must not stain. **[58]**

[57] Only authorized paintball manufacturers paint may be shot at PSP events. Participating vendors will be identified at each event's captains meeting.

[58] See Appendix A for tests used to determine if specific paint stains.

5.5. Other Equipment

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

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

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

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

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

5.5.3. Players may carry one hopper.

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

5.5.3.2. Hoppers used in divisional play are allowed to have one (1) 2 inch by 6 inch sticker on each side only. The sticker may contain the colors Red, White, Blue, Gray, and Black.

5.5.3.3. Hoppers used in pro play should be black and are subject to league specified requirements.

5.5.3.3.1. which include displaying a one or two digit personal player number in 3.5 in. high white numerals in one of the three approved font types provided by the PSP. (Alternative hopper color(s) and numbers may be allowed but is not recommended. The PSP provides a template of authorized number styles.)

5.5.4. Players may carry any number of batteries.

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

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

5.5.7. Players must carry a barrel sock.

5.5.8. Players may carry one time keeping device.

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

5.5.10. Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, as long as such objects are not unnecessarily padded or absorbent. It is the player's responsibility to bring the use of such items to the attention of the refereeing crew prior to play

beginning in order to assure no calls are made by mistake.

5.6. Prohibited Equipment

5.6.1. Shoes with rigid, pointed spikes of any material or edged metal spikes **[59]** are prohibited. Players on the field of play with such shoes will be assessed a gross penalty.

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

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

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

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

[59] Similar "spikes" are often found on baseball cleats.

6. GAME STRUCTURE

6.1. Staging Area

6.1.1. Each team will be provided with a staging area adjacent to the field of play. Team players and staff must remain in the team's designated staging area during any of their match points on the field of play, except:

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

6.1.1.2. To travel directly to and from a place where paintballs may be purchased, or

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

6.1.1.4. With permission of the Head judge.

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

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

6.1.1.5.2. No communication is allowed by anyone from the designated staging area to the active field of play during any team points or matches. "Communication" at the referee's discretion may be determined to be non-verbal as in sounds, signals, physical gestures, etc.

6.1.1.5.3. Any such communication can result in a simple warning or up to a major penalty assessed on the pit,

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

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

6.1.2. Only authorized rostered personnel will be permitted in the paddock and/or staging area(s).

6.1.2.1. All players, staff and authorized personnel must possess and display upon request their PSP

I.D. Failure to do so may result in access to paddock and/or staging area(s) being denied, no exceptions.

6.1.2.1.1. Circumventing paddock and/or staging area security may result in fine(s), suspensions or ejection from the event and even future events at the discretion of the General Manager of the PSP.

6.2. Field of Play

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

6.2.12. Any person on the field of play outside of field-walking times designated by the promoter or immediately before, during or after a point in which the person is listed as a player or staff member of a competing team without the permission of a judge or authorized event staff may be assessed a major penalty. **[60]**

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

6.3. Point Start

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

6.4. Player Status [61]

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

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

the player's status. **[62]**

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

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

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

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

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

6.4.2.3. Has an unobvious hit, or

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

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

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

6.4.4. An "eliminated" **[63]** player is any player

6.4.4.1. With an obvious hit; or

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

6.4.4.3. Who has signaled their elimination by

6.4.4.3.1. Removing their goggles, or

6.4.4.3.2. Saying "hit" or "out", or

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

6.4.4.3.4. Placing their barrel sock on their barrel; or

6.4.4.4. Who has been eliminated by a judge.

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

6.4.5.1. In the Race To-7 format a player sent to the penalty box is not active, inactive or eliminated.

The player serving the time penalty is 'pending active' or neutral.

6.4.5.1.1. The player remains 'pending active' for the duration of the penalty. When the penalty period expires the 'pending active' player must re-enter the field of play through the in-bounds netting within 3 seconds or be automatically eliminated.

6.4.6. A player aware of an approaching official may not advance. Players who advance to avoid an official will be assessed a minor penalty. Any additional infractions made while avoiding the referee will merit additional penalties be assessed by the referee. **[64]**

[61] During a point, a player is always active, inactive, or eliminated. Inactive is when a player is out of the point and his shots should not count, but the player would not be expected to know he is out of the point (i.e. the player's foot touches tapeline, then the player bunkers two people - the player should be eliminated with no penalty and the two people bunkered should be left in).

Eliminated is when a player should know they should not still be playing, either because a judge has told them they are eliminated, or because they have an obvious hit, or because they were never on the field at the start of the point to begin with. Thus, when assessing appropriate penalties, a judge must only determine whether the player was active, inactive, or eliminated when the infraction was committed.

In Race To-7 a player in the penalty box is neutral or 'pending active' as that player will regain 'active' status at the end of the penalty period.

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

[63] Note that in these rules, the phrases "is active" and "is eliminated" means the player's status is IMMEDIATELY and AUTOMATICALLY changed to inactive or eliminated, respectively, without any

action by the judge. The phrase “eliminated by a judge” means the player maintains their current status until a judge informs them that they are eliminated, either verbally or by signal.

[64] The minor penalty is in addition to any eliminations/playing on penalties. If the player is not hit and avoided the official, that player is eliminated. If the player is inactive and avoided, they are eliminated (for being inactive) and a teammate is eliminated (for the minor penalty). If the player has an obvious hit, they are eliminated, a teammate is eliminated (playing on) and another teammate is eliminated (official avoidance).

If the referee determines the player was unaware of the official's approach there is no avoidance penalty.

6.5. Occupation, Possession and Exchange

6.5.1. Every item of equipment or gear on a player's person upon entering the field of play is considered to be in the player's possession. Items subject to 'loss of possession' must remain in the player's possession **[65]** for the duration of the point while items not subject to 'loss of possession' **[66]** may be discarded, intentionally or unintentionally.

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

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

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

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

6.5.2. Players may not possess any equipment during a point that was not in their or their teammate's possession at the start of the point **[67]**, except that players may take possession of the flag or loose paintballs on the ground or by transfer between active teammates.

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

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

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

6.5.3. Players on the field of play who lose possession of any item subject to 'loss of possession' will be eliminated, **[68]** except that a judge may take equipment from a player and an eliminated player may discard equipment out-of-bounds.

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

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

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

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

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

6.6. Flags and Flag Carriers

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

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

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

6.7. Eliminated Players

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

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

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

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

6.7.4. An eliminated player who shoots at an opposing player from in-bounds will be assessed a major penalty and may be subject to a minor suspension. **[69]**

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

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

6.8. Hits

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

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

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

6.8.4. A valid hit is any hit that is not an invalid hit. If a valid hit is removed from an in-bounds player by any means other than by a judge, or a player attempts to remove a valid hit, that player will be assessed a gross penalty. **[70]**

6.8.5. An obvious hit is any valid hit that leaves a mark and that the receiving player should have seen, heard or felt, including, but not limited to, any valid hit anywhere other than the player's mask, pack and its contents, gun, hopper and tank. **[71]** A player with an obvious hit is eliminated. **[72]**

6.8.6. A player with an obvious hit that is in a location that the player cannot verify may ask a judge or teammate to verify the hit before proceeding as otherwise required by 6.7.1, but may take no other action. **[73]**

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

6.8.8. A player who asks a teammate or judge to verify a hit that the player could have verified unassisted will be assessed a major penalty. **[74]**

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

6.8.9.1. An player determined by a judge to be "inactive" due to an unobvious hit not observed by the

judge will be eliminated.[75]

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

[70] The chances of a player receiving a hit, not feeling, seeing or hearing the hit, and accidentally removing the hit are so small that it is preferable to rarely assess a gross penalty in such a case to prevent players from removing hits on a frequent basis via slides, rubbing bunkers, etc.

[71] If it hits the hopper and sprays on your goggles, it's obvious. If it smacks into your ear flap, it's obvious. If it hits your facemask and sprays on your face, it's obvious. If it hits your elbow pad and that pad is 2" thick and you don't feel it, it's still obvious – players should not wear padding so thick that they cannot feel hits. If it grazes off the side of your hopper where you can't see the hit or it's in your pack then it may not be obvious if the judge does not have any reason to believe you should know a paintball hit you there.

[72] It is much better if players have to rarely stop playing for a few seconds to get hits checked than it is to have players regularly playing on because "The hit might have bounced" and they can keep playing until a ref drags them off the field, so players are eliminated when an obvious hit is received without any action from a judge being required. A player who is shot in the back and continues to shoot will receive a major penalty. A player making a bunker move who is shot and runs another 5 feet to complete the move will be assessed a major penalty and an additional minor penalty for shooting a player while eliminated.

[73] If you're not sure if a hit broke, and you can't check it yourself, you can ask a ref or teammate to check it without penalty before exiting the field of play, so long as you take no other action. You may choose to continue to play, HOWEVER, if it turns out that the hit was valid, you will be assessed a major penalty plus a minor penalty for any opponents you shoot because you were playing with an obvious hit, so you should consider carefully whether the risk of the penalty is worth continuing to play prior to getting it checked.

[74] It is the player's responsibility to call themselves out when they have an obvious hit. It is the ref's job to penalize players who continue to play with an obvious hit, so if you call a ref over to check a hit you could have checked yourself, expect a penalty too.

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

6.9. Point Stoppages

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

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

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

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

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

6.9.2.2. Any outstanding penalties will be assessed, and

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

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

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

6.10. Point Completion

- 6.10.1. A point will end at the earliest of:
 - 6.10.1.1. A judge signaling a flag hang **[76]**, or
 - 6.10.1.2. The elimination of all players, or
 - 6.10.1.3. A team pushing the concede button, **[77]** or
 - 6.10.1.4. The end of point time in a RaceTo-2 match, or
 - 6.10.1.5. The end of match time in a RaceTo-4/5/7 match.

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

[77] RaceTo-4/5/7 only (use of a surrender flag in the event that there are not concede buttons at the field)

7. RANKING AND SEEDING*

7.1. Season Ranking

- 7.1.1. Each team will be ranked in the last division played.
- 7.1.2. Teams will be ranked by the sum of their event scores as computed in 8.1.1.1.1, except
 - 7.1.2.1. Scores earned in a higher division than the last division played will be reduced by 50% for each division higher than the last division played, and **[78]**
 - 7.1.2.2. Scores earned in a RaceTo-2 division are reduced by 50% when counted towards a RaceTo-4, RaceTo-5, or RaceTo-7 ranking.
 - 7.1.2.3. Scores earned in the Champions & Challengers bracket(s) are standardized and assigned as per [7.2.]
- 7.1.3. A team that plays in a division other than the division they last played in will be seeded into the next event based on their ranking in the division they will be playing.
- 7.1.4. A team may only include scores from multiple events in their ranking if a minimum number of players are the same from one event to the next. **[79]**
 - 7.1.4.1. At least 4 players must remain the same from one event to the next in RaceTo-7, RaceTo-5, and RaceTo-4 divisions, except
 - 7.1.4.1.1. in the pro bracket(s) where more stringent roster rules apply. See [8.2.3.]
 - 7.1.4.2. At least 3 players must remain the same from one event to the next in RaceTo-2 divisions.
 - 7.1.4.3. At least 2 players must remain the same from one event to the next in divisions where fewer than 5 players are fielded.
 - 7.1.5. If there is a tie in the number of ranking points,
 - 7.1.5.1. The team with the highest number of ranking points earned in events in which the team appeared in the finals of events in that division in the current season will be ranked higher.
 - 7.1.5.2. If the first tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the semifinals of events in that division in the current season will be ranked higher.
 - 7.1.5.3. If the second tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the quarterfinals of events in that division in the current season will be ranked higher.
 - 7.1.5.4. If the third tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the finals of events in that division in the current season will be ranked higher.
 - 7.1.5.5. If the fourth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the semifinals of events in that division in the current season will be ranked higher.
 - 7.1.5.6. If the fifth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the quarterfinals of events in that division in the current season will be ranked higher.
 - 7.1.5.7. If the sixth tiebreaker fails to break the tie, the team with the highest margin of victory in all rounds events in that division in the current season will be ranked higher.
 - 7.1.5.8. If the seventh tiebreaker fails to break the tie, the team with the highest ranking at the end of

the preceding season will be ranked higher.

7.1.5.9. If the eighth tiebreaker fails to break the tie, the team whose name is first in alphabetical order will be seeded higher, spelling out any numerals in word form and ignoring any non-alphanumeric characters and any instances of the words “the” or “team.”

[78] For purposes of determining pro ranking Champions & Challengers is one division.

[79] The minimum number of the same player requirement on applies from event to event, not for the whole season. For example, a RaceTo-4 team may change 8 of 12 players from the 1st to 2nd event, and another 8 of 12 players from the 2nd event to the 3rd event, and count all three events, even though there may be no players in common between the 1st and 3rd events.

7.2. Pro Ranking

7.2.1. Ranking points in the Champions & Challengers bracket(s) will have a fixed value assigned to each place, 1-20. **[80]**

7.2.2. Teams receiving ranking points retain those points unadjusted across both brackets, Champions and Challengers, in the case of promotion and/or relegation.

7.2.3. Should either pro bracket contain fewer than 10 teams at any event (after Dallas 2013) **[81]** the points awarded will remain consistent from the top down and the lack of ninth or tenth place team in either bracket will not cause a recalculation of points awarded, so that

7.2.3.1. For example, seventh place in Champions always receives 130 ranking points and fifth place in Challengers always receives 60 ranking points.

[80] From first through twentieth the ranking points awarded are as follows: 1= 200, 2= 186, 3= 173, 4= 161, 5= 150, 6= 140, 7= 130, 8= 121, 9= 112, 10= 104, 11= 96, 12= 88, 13= 79, 14= 70, 15= 60, 16= 50, 17= 39, 18= 27, 19= 14, 20= 10. First place Champions will receive 200 ranking points and first place Challengers will receive 96 ranking points, and so on.

[81] Of the competing pro teams in Dallas 2013 only those earning a Champions spot will receive ranking points. Teams in the Challengers bracket beginning with the second event will receive 4 event scores for the 2013 season plus a fifth score that will be the average of the 4 event scores. Should any Challengers compete in D1 in Dallas those scores will be discarded for purposes of determining 2013 Challengers series winner. Challengers who compete in D1 in Dallas will have their season ranking determined by the same method as all other Challenger teams; 4 event scores plus a fifth score average of the prior 4 event scores.

7.3. Relegation and Promotion

7.3.1. Only applies to teams competing in D1 and the pro brackets of Champions & Challengers.

7.3.2. At the completion of the season the top two D1 teams are eligible for promotion into the Challengers pro bracket as the 9th and 10th seeded Challengers (or 19th & 20th ranked pros overall) for the following season,

7.3.3. While the two lowest ranked Challengers are relegated to D1 for the following season as the first and second ranked D1 teams.

7.3.4. At the completion of each event the top two Challengers bracket teams are promoted to the Champions pro bracket and seeded 9th & 10th,

7.3.5. While the two lowest seeded Champions bracket teams are relegated to the Challengers bracket and seeded 1st & 2nd .

8. CLASSIFICATION & ROSTERS

8.1. Player Class

8.1.1. Players will be assigned a class based on a classification rating computed from previous tournament participation history and performance data.

8.1.1.1. Each player earns an event score for each roster upon which they are listed as a player.

8.1.1.1.1. For all formats except Race To-7 the event score earned is determined by the formula

$$90 \times \frac{\text{Number Teams competing -- Team's place}}{\text{Number of Teams competing -- 1}} + 10$$

8.1.1.1.2. In Race To-7 a predetermined event score is assigned to each place, 1-20. **[82]**

8.1.1.2. Each event score is multiplied by a division multiplier based on the division the player competed in.

8.1.1.2.1. Professional event scores are multiplied by 32.

8.1.1.2.2. Division 1 event scores are multiplied by 16.

8.1.1.2.3. Division 2 event scores are multiplied by 8.

8.1.1.2.4. Division 3 event scores are multiplied by 4.

8.1.1.2.5. Division 4 event scores are multiplied by 2.

8.1.1.2.6. Division 5 event scores are multiplied by 1.

8.1.1.2.7. Division 6 or Beginner event scores are multiplied by one half.

8.1.1.3. Scores from older events are reduced in value

8.1.1.3.1. An event score that is more than one season old will be reduced by 10%.

8.1.1.3.2. An event score that is more than two seasons old will be reduced by 30%.

8.1.1.3.3. An event score that is more than three seasons old will be reduced by 50%.

8.1.1.3.4. An event score that is more than four seasons old will be reduced by 65%.

8.1.1.3.5. An event score that is more than five seasons old will be reduced by 75%.

8.1.1.4. If a team plays in a division with fewer than 10 teams, the score will be reduced by 5% for each team less than 10.

8.1.1.5. If a player is at least 41 years of age, the value of scores at least 3 seasons old will be reduced by 5% for each year of age over 40, with a maximum possible reduction of 50% at 50 years of age or older.

8.1.1.6. Scores earned in events where a team fields less than five players at a time will be reduced by 25% for each player less than five fielded.

8.1.1.7. If complete results are not available for an event, the event will be scored based on the data available.

8.1.1.7.1. If no data is available, the event will be scored as a 55.

8.1.1.7.2. If data is available for the round where the team was eliminated from the event, then the team will receive a score based on their final place in the event. **[83]**

8.1.1.7.3. If data is not available for the round where the team was eliminated from the event, then the team will receive the average score for all places for teams eliminated in that round. **[84]**

8.1.1.8. A player's classification rating is the sum of up to three scores, however

8.1.1.8.1. If the player has one score, their rating is reduced by half,

8.1.1.8.2. If the player has two scores, their rating is reduced by the value of their largest score from Division 4 or lower, or

8.1.1.8.3. If the player has three scores, their rating is reduced by the larger of

8.1.1.8.3.1. Half their highest score, or

8.1.1.8.3.2. Their highest score from Division 4 or lower.

8.1.1.8.4. The rating of a player with four or more scores is the sum of their second, third and fourth highest scores.

8.1.1.9. A player's class is determined by their classification rating.

8.1.1.9.1. A player who had a classification rating higher than 3936 at the end of the previous season

is at least a Semi-Pro player.

8.1.1.9.2. A player who had a classification rating higher than 1974 at the end of the previous season is at least a Division 1 player.

8.1.1.9.3. A player who had a classification rating higher than 984 at the end of the previous season is at least a Division 2 player.

8.1.1.9.4. A player who had a classification rating higher than 492 at the end of the previous season is at least a Division 3 player.

8.1.1.9.5. A player who had a classification rating higher than 100 at the end of the previous season is at least a Division 4 player.

8.1.1.9.6. A player who had a classification rating higher than 20 at the end of the previous season is at least a Division 5 player.

8.1.1.10. A player's classification may be raised mid-season if a player plays in a division higher than their current classification.

8.1.1.10.1. A player who plays in the professional division and whose classification rating then exceeds 4800 will immediately be promoted to at least Semi-Pro and if that player has played at least two professional events will immediately be promoted to Pro.

8.1.1.10.2. A player who plays in Division 1 and whose classification rating then exceeds 2400 will immediately be classified as Division 1.

8.1.1.10.3. A player who plays in Division 2 and whose classification rating then exceeds 1200 will immediately be classified as Division 2.

8.1.1.10.4. A player who plays in Division 3 and whose classification rating then exceeds 600 will immediately be classified as Division 3.

8.1.1.10.5. A player who plays in Division 4 and whose classification rating then exceeds 300 will immediately be classified as Division 4.

8.1.1.10.6. A player who plays in Division 5 and whose classification rating then exceeds 75 will immediately be classified as Division 5.

8.1.1.11. Any player who has played at least two professional events within the last two seasons and whose classification rating exceeds 4800 at the end of the season is a Pro player.

8.1.1.12. Any player who has played at least 2 professional events within the past 2 seasons whose classification rating exceeds 3541 at the end of the season is a Semi-Pro player.

[82] The event score for teams competing in the Race To-7 format are as follows: 1= 100, 2= 96.5, 3= 93, 4= 89.5, 5= 86, 6= 82.5, 7= 79, 8= 75.5, 9= 72, 10= 68.5, 11= 65, 12= 61.5, 13= 58, 14= 54.6, 15= 51, 16= 47.5, 17= 44, 18= 40.5, 19= 37, 20= 33.5. This breaks down to increments of 3.5 points from 100 to 33.5.

[83] For example, if only prelim scores are available, and a team was eliminated in the prelims, then the team will receive a score based on their final place in the prelims.

[84] For example, if only the prelim scores are available, and 8 teams advanced from the prelims, and a team advanced but their final place is not known, the player will be awarded the average of the 1st through 8th place scores.

8.2. Rosters

8.2.1. A team may list a person on the team's roster as either a player or a staff member.

8.2.1.1. Persons listed as players or staff members may be present in the team staging area or on the field of play during and preceding the team's matches, except

8.2.1.2. Any team fielding a competitor **[85]** on the field of play who is not listed as a player on the team's roster will be ejected from the tournament and the offending person will receive a one-year major suspension.

8.2.2. A person is not considered listed on a team's roster until that person has signed the team's roster at the event registration table.

8.2.3. Subject to limits on the number of players and staff that may appear on a team's roster a team

may add a player or staff member to their roster at any time up to the conclusion of the team's last match of an event.

8.2.4. A team may not remove a player from the team's roster after the start of the team's first match of an event.

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

8.3. Rosters Classification Limits

8.3.1. RaceTo-2

8.3.1.1. Any number of Division 2 or lower players and up to one Division 1 player may appear on a Division 2 RaceTo-2 roster.

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

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

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

8.3.2. RaceTo-4/5

8.3.2.1. Any number of Semi-Pro or lower players and up to two Pro players may appear on a Division 1 RaceTo-5 roster.

8.3.2.2. Any number of Division 2 or lower players may appear on a Division 2 RaceTo-5 roster, plus

8.3.2.2.1. Up to two Division 1 players, or

8.3.2.2.2. Up to one Division 1 player and up to 1 Semi-Pro/Pro Player with a classification rating no higher than 5904, provided the sum of the classification ratings of the top two players on the roster is no higher than 7872.

8.3.2.3. Any number of Division 3 or lower players may appear on a Division 3 RaceTo-4 roster, plus

8.3.2.3.1. Up to two Division 2 players, or

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

8.3.2.4. Any number of Division 4 or lower players may appear on a Division 4 RaceTo-4 roster, plus

8.3.2.4.1. Up to two Division 3 players, or

8.3.2.4.2. Up to one Division 3 player and up to 1 Division 2 Player with a classification rating no higher than 1476, provided the sum of the classification ratings of the top two players on the roster is no higher than 1974.

8.3.3. RaceTo-7

8.3.3.1. Players of any division are eligible to appear on a Pro Race To-7 roster, except

8.3.3.1.1. Any player listed on a roster when that team is relegated from Champions to Challengers is not eligible to appear on a Champions roster again that season, unless

8.3.3.1.2. That player subsequently appears on a roster when that team is promoted from Challengers to Champions.

8.3.3.2. After the first event of the season a pro team may only roster players who last played a PSP event for the same team, except

8.3.3.2.1. A team may roster a player who last played on a different pro team up to two times per season, and

8.3.3.2.2. A team may roster any player who has not previously been listed on a pro roster that season.

8.3.3.3. Pro teams must submit their World Cup roster by September 1 and no additions to the team's roster may be made after September 1.

8.4. Roster Size Limits

8.4.1. RaceTo-2

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

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

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

8.4.2. RaceTo-4/5 [86]

8.4.2.1. There may be no more than 17 people on a RaceTo-4/5 roster.

8.4.2.2. There may be no more than 12 players on a RaceTo-4/5 roster.

8.4.2.3. There may be no more than 12 staff members on a RaceTo-4/5 roster.

8.4.3. Pro RaceTo-7

8.4.3.1. There may be no more than 20 people on a Pro RaceTo-7 roster.

8.4.3.2. There may be no more than 12 players on a Pro RaceTo-7 roster.

8.4.3.3. There may be no more than 15 staff members on a Pro RaceTo-7 roster.

[86] Masters is subject to the same roster limits as Race To-4/5

9. INTERFERENCE, SPORTSMANSHIP, SUSPENSIONS AND EJECTIONS

9.1. Interference and Sportsmanship

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

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

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

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

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

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

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

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

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

minor or a major penalty.

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

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

9.2. Suspensions

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

9.2.1.1. A player who receives a minor suspension

9.2.1.1.1. May not play

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

9.2.1.1.1.2. For the remainder of the match and the next match when on a RaceTo-4/5/7 roster, even if the next match is in the next round or tournament.

9.2.1.1.2. Must be present for all points and matches played by their team and must silently remain in an area designated by the head judge for the duration of the match. **[87]**

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

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

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

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

9.2.1.2.4. May be assessed a fine of up to \$1000. A person may not play any further events until such fine is paid.

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

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

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

[87] The area will be near the scoring table. This is to prevent suspended players from becoming sideline coaches.

9.3. Ejections

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

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

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

9.4. Fines

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

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

10. MISCELLANEOUS

10.1. Maintenance and Cleanup

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

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

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

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

10.2. Appeals

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

10.2.2. No judge may overturn eliminations.

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

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

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

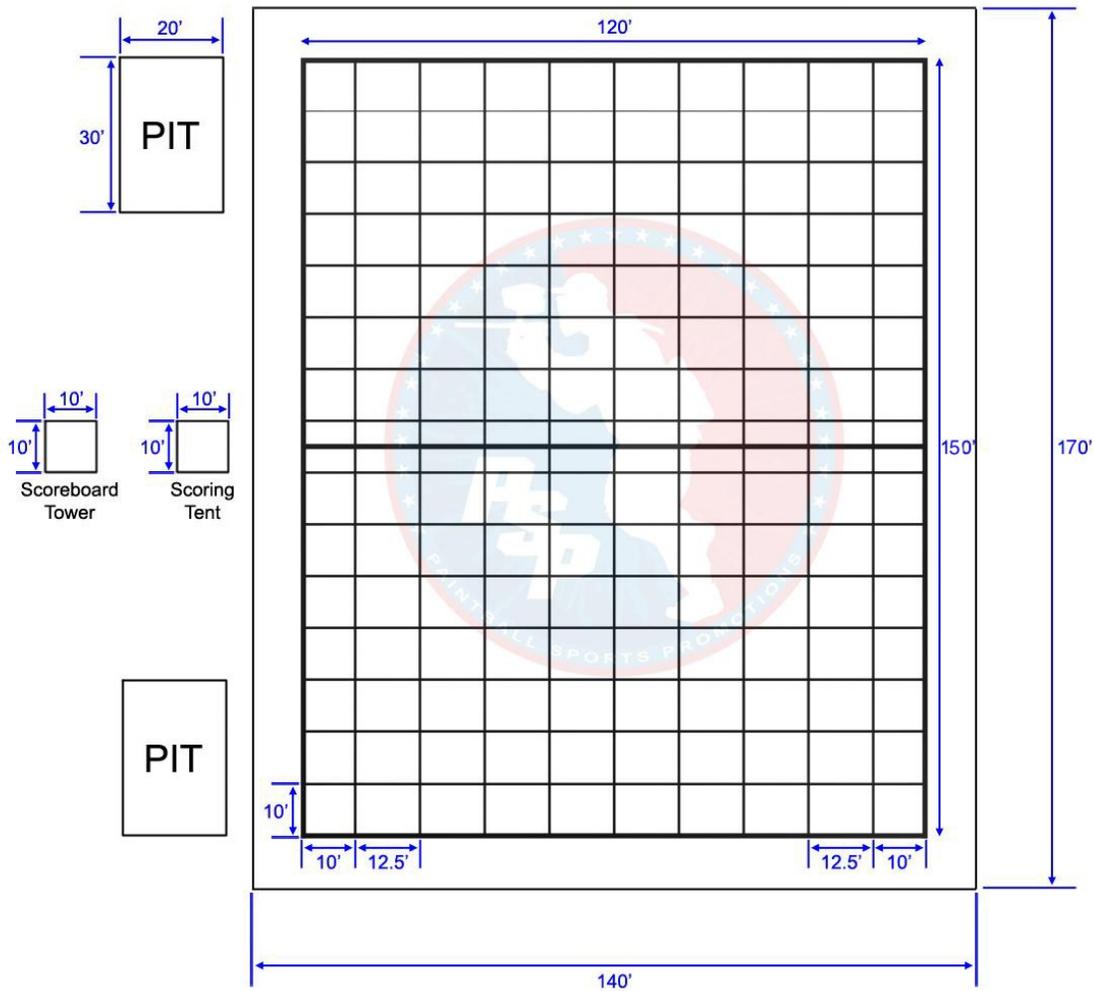
10.3. Rules Modifications

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

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

□

10.4. Field Layout



10.5. APPENDIX A

Number of Teams	5-Team Brackets	6-Team Brackets	Number of Teams	5-Team Brackets	6-Team Brackets
5	1		33	3	3
6		1	34	2	4
7	RR		35	1/7*	5/0*
8	RR		36	0/6*	6/1*
9	RR		37	5	2
10	2		38	4	3
11	RR		39	3	4
12		2	40	8	
13	RR		41	7	1
14	RR		42	6/0*	2/7*
15	3		43	5	3
16	2	1	44	4	4
17	1	2	45	3/9*	5/0*
18		3	46	2/8*	6/1*
19	RR		47	1/7*	7/2*
20	4		48	0/6*	8/3*
21	3	1	49	5	4
22	2	2	50	10	0
23	1	3	51	9	1
24		4	52	8	2
25	5		53	7	3
26	4	1	54	6	4
27	3	2	55	11	0
28	2	3	56	10	1
29	1	4	57	9	2
30	6		58	8	3
31	5	1	59	7	4
32	4	2	60	12	0

RR: Single-Bracket Seeded Round-Robin Schedule

RR: Single-Bracket Seeded Round-Robin Schedule

* The first number reflects the preferred schedule; however, if necessary due to scheduling reasons, PSP may instead split teams into brackets as reflected by the second number.