

**2017/2018
P7 FORMAT
RULE BOOK**



APPBF



PALS RULES P7 FORMAT

Official Paintball Asia League Series (PALS) Rules

Derived from M7 format of the Millennium and the Race To format of the PSP. We believe that this is the format currently best suited to the Asia and Asia Pacific region. Points and game time can be easily adapted to different environments, the logistic needs are manageable, and the format can be played with just two stop watches.

THIS DOCUMENT ONLY REFERS TO THE RULES RELEVANT TO THE P7 FORMAT. FOR BASIC RULES AND OTHERS, PLEASE REFER TO THE PALS GENERAL RULEBOOK.

MARKER RULING

Semi Auto OR PSP/Millennium Ramping Modes capped at 12 bps.

<i>Millisecond Range</i>		<i>Shots Per Second Range</i>		
	95ms	0 bps	12.0 bps	Legal
94.3ms	92.5ms	12.1 bps	12.4 bps	Major Penalty (2-4-1)
91.7ms	80.6ms	12.5 bps	12.9 bps	Major Penalty and Point for other team
80.0ms		13.0 bps		Major Penalty, Point for other team and Player Suspended from tournament

SIDES

Starting gates are predefined by the schedule via home and away.

HOME side is on the **left** of the scorekeeper's tent, **AWAY** side on the **right**.

TOTAL GAME TIME

Each game consists of

1 period of 10 minutes for Division 1

1 period of 8 minutes for Division 2

1 period of 6 minutes for Division 3

*This is only game time IN-FIELD, and does not include intervals between rounds/sets.

ROUNDS

Race to 4 points for Div 1. (4 rounds of wins)

Race to 3 points for Div 2. (3 rounds of wins)

Race to 2 points for Div 3, (2 rounds of wins)

OVERTIME

If two teams are tied at the end of the match regulation time a 5-minute 5-on-5 overtime is played.

The overtime period is sudden death; first team to score wins.

The "60 seconds rule" applies in the last sixty seconds of overtime.

If the 5 minute overtime results in a stalemate, the two teams will each select a player to compete in a One-on-One.

The One-on-One will be 2-minutes and is sudden death; the first player to eliminate the opposing player or hit the buzzer at the opponent's base will win the match.

If both players are still alive at the end of 2 minutes, the one nearest their opponents start base will win the match.

SWITCH SIDES

Teams will switch sides (starting gates only and not the whole crew) after every 2 points awarded for Div 1 and Div 2, and after EVERY point awarded for Div 3. This ONLY applies to teams playing in the field. Coaches and pit crews are to remain in their original team pit area.

INTERVALS

- There will be an interval of 2 minutes between each round, which will start as soon as the previous round finishes.
- Once a full game is finished, there will be an interval period of 2.5 minutes for new teams to take the pit areas for the next game.
- If the teams are ready to play even the interval time is still running, the headref can start the game.

ROUND POINTS AWARDED: (1 point per round won)

- a) Pressing buzzer or touching of opponent's base by a live player.
- b) Elimination of all opposing players
- c) Coach throwing towel (see "Towel Throw" section)
- d) If the player who presses the buzzer is found to be hit, a penalty will be assessed and imposed on any remaining live players. If there are **no other live players** remaining before the penalty is executed or if the penalty **exceeds** the remaining live players, the point will be automatically awarded to the opposing team, and the penalty will be carried over to the next round – the team will begin the next round with player/s short according to the penalty.
- e) If a team incurs a **2 for 1** or **3 for 1** penalty in the last **60 seconds** of regular game time or overtime, the point will be automatically awarded to the opposing team. Any teams who has been penalized from the previous rounds and had to play with **2** players or less, **CAN** continue with game. The game time of that particular round will not be reduced.
- f) Player with marker infraction

TOWEL THROW

A towel throw is defined by the coach pressing the buzzer in the pit area, or by the coach informing the timekeeper in the absence of a buzzer mechanism, with the intention of conceding the game to the opposition. A towel throw can only be executed by the designated coach of a team wearing a valid Coach ID tag and any other coach implements (e.g. vests) designated by the organizer. A towel throw by anyone other than a valid coach will not be recognized. A point will be automatically awarded to the opposing team upon a valid towel throw, and all towel thrown are final however if a penalty occurs before towel thrown, the calls in field will over-write the towel thrown made by the respective coach.

GAME POINTS AWARDED

For a Win - 1 point

For a Draw - 0.5 point

For a Loss - 0 point

- A win is awarded to the team that reaches the required round points first or who are ahead on round points at the end of game time.
- If the teams are tied on round points at the end of regular game time, a draw is awarded.

NULL & VOID ROUND

A round is declared “null and void” when

- Game time ends before a round is completed.
- All players of both team are eliminated from the round. Last players from teams are simultaneously eliminated.
- All live players walk out from the playing field without pressing the buzzer.
- If penalty equals the number of players in the field.
Eg. If there are two players from the same team remaining, and the one player who presses the buzzer is found to have been hit prior to pressing the buzzer for playing-on, the penalty will be assessed and imposed on the other remaining live players (if any), and the round will be declared null and void if there are no live players left after the penalty is imposed.
No points will be awarded for null and void rounds.

PLAYER ROSTER

Every team is allowed to roster up to 9 players' maximum for a single tournament (tournament roster). Out of the tournament roster, each team is allowed to roster up to 7 players for each game (game roster). The game roster will be fixed for the duration of the game, bar exceptional and/or unavoidable circumstances such as illness, injury or absence.

NUMBER OF PERSONS IN PIT AREA

Maximum of 12 roster members (9 players, 2 pit crew, 1 coach) per team may be in the pit. All persons must have ID tags while in Pit Area.

The next team staging in pit is not allowed to take part in the ongoing game in any way.

COACH

It is compulsory for each team to have a designated coach. The designated coach must stay in the coach area all the time. If the designated coach is a player, he can function as coach only from the coach area. Only the designated COACH may ask for an explanation of a call (only to the head ref, only if head ref is off the field and only during breaks.) Only the coach can call for a time out or “throw towel”. After the game, the coach must sign the score sheet to validate the scores.

Coaches should be designated BEFORE each game, and must remain in the coach tent during active game time.

COMMUNICATION (PLAYERS & PIT CREW)

Team members are communicate with own players (not with opponent players, not with refs). Radios, cell phones, cones, and any other devices to amplify sound are not allowed within the players area. Spectators are allowed to use manual (not electronic) devices such as cones to call out to players from the designated spectators' area. If found to have used, the person will be cautioned and for the 2nd offence, he will be ejected from the tournament ground.

Players from a team actively playing in the field are not allowed to call or spot from the spectators areas. Violations of this rule will result in a reprimand to the team captain for a first offense. A second offense will result in a suspension of the player in question.

Coach & All Team Members may call out to in-field players from within the areas they are placed in which is from inside the pit area from the fenced safety zone.

Players Area: Only players, coaches, and pit crew are allowed in the players' areas for their respective teams. No team members or coaches are allowed to crossed the 50 yards boundary into the opposing teams' area behind the time keeper tent.

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

TEAM DRAWS

Each team will be randomly drawn to play a minimum 4 preliminary games or to a maximum 7 preliminary games

LESS THAN 10 TEAMS

Each team will be randomly drawn to play a minimum 4 preliminary games or to a maximum 7 preliminary games. The Top 2 qualifiers from the preliminaries will playoff for the 1st and 2nd places .The 3rd and 4th qualifiers will playoff for the 3rd place.

MORE THAN 9 LESS THAN 15 TEAMS.

Teams will be drawn into 2 groups (A & B).Preliminaries played.

1st Qualifier from A Vs. 2nd Qualifier from B

1st Qualifier from B Vs 2nd Qualifier from A

to decide which teams playoff for 1st & 2nd and which teams playoff for 3rd.

15 to 19 teams

Teams will be drawn into 3 groups (A , B & C).Preliminaries played.

1st Top qualifier from Groups A, B &C Vs Best 2nd Qualifier from Groups A, B &C

2nd Top qualifier from Groups A, B &C Vs 3rd Top Qualifier from Groups A, B &C

to decide which teams playoff for 1st & 2nd and which teams playoff for 3rd.

20 to 24 teams

Teams will be drawn into 4 groups (A , B , C & D). Preliminaries played.

1st Top qualifier from Groups A, B, C &D Vs 4th Top qualifier from Groups A, B, C &D

2nd Top qualifier from Groups A, B, C &D Vs 3rd Top qualifier from Groups A, B, C &D

to decide which teams playoff for 1st & 2nd and which teams playoff for 3rd.

TIEBREAKERS

Positions of Teams in Preliminary Groups in P7 format (Division 1, Division 2 & 3)

1. Number of Game Points Scored
2. Higher number of Games Won
3. Result of Direct Match-Up (Face to Face Encounter) – where applicable
4. Difference between Round/set Points Won and Lost
5. Higher number of Round/set Points Won
6. Game time remaining.
7. Ranking

In all other rounds there is always the winner advancing, no ties possible.

TOURNAMENT RANKING (P7 FORMAT)

1. Ranks 1-4 decided by Finals outcome
2. Losers of prelims are ranked by
 - a. Number of Game Points Scored
 - b. Difference between Round Points Won and Lost
 - c. Higher number of Rounds Points Won
 - d. Higher number of Games Won
 - e. Result of Direct Match-Up (Face to Face Encounter) – where applicable
 - f. Seeding

POINT SYSTEMS

Overall ranking of teams in P7 format (Division 1)

1. Teams get points for the overall ranking according to the Division 1 point table respectively :

$$R = (\text{Position of the Team} : \text{Number of Participating Teams}) [(1-R) \times 200] + 5 = \text{points}$$

For up to 16 teams:

(Placing – Points)

1 -100, 2 -88, 3 -80, 4 -72, 5 -64, 6 -56, 7 -48, 8 -40, 9 -32, 10 -28, 11 -24, 12 -20, 13 -16, 14-12, 15 -8, 16-4

For up to 32 teams:

(Placing –Points)

1 -100, 2 -94, 3 -88, 4 -84, 5 -80, 6 -76, 7 -72, 8 -68, 9 -64, 10 -60, 11 -56, 12 -52, 13 -48, 14 -44, 15 -40, 16 -36, 17 -32, 18 -30, 19 -28, 20 -26, 21 -24, 22 -22, 23 -20, 24 -18, 25 -16, 26 -14, 27-12, 28 -10, 29 -8, 30 -6, 31 -4, 32 -2

2. Teams tied in points are ranked by the highest number of highest rank in all tournaments of season
3. If still tied, they are ranked by the highest number of next highest rank and so on
4. If still tied, they are ranked by the better result achieved from the last tournament

*For Smaller Leagues/Series with less than 10 teams in the division.

The formula used for points earned (Ranking) will be:

$$(\text{Number of Participating Teams} + 1) \text{ less } (\text{Position that the Team finished in}) \\ = \text{Points Earned.}$$

THE P7 GAMEPLAY

I) THE START OF THE GAME

- Teams are given 2.5 minutes to take their place in the pit area once they are called to the field or when the game prior to theirs have ended. It is recommended that the players are already geared up for the 1st round of their game when they enter the pit area.
- A 2.5 minutes countdown to the 1st round will start. The timekeeper will announce the time left to the start of the game in set intervals – 2 minutes, 1 minute, 30 seconds, and 10 seconds, prior to the start of the round.

At the 10 seconds call, marshals will raise both of their arms. The round starts the moment the marshals drop their arms or the horn/buzzer is sounded or equivalent and the timekeeper will start the game time.

In the count of 10 second count, **NO Time-Out** can be called.

Team can only call the time-out call after the 1st set.

II) PRE-GAME

- **Inspection Procedure.**
Each team must report to the Chrono-Station at least one (1) minute (60 seconds) before the game is scheduled to begin. Each player's clothing and ID cards will be inspected and markers will be chronographed by a Chrono-Ref in a designated area inside of the field prior to each game.

III) THE ROUNDS

- The competing teams will attempt to **PRESS THE BUZZER** or **TOUCH THE BASE OF THEIR OPPONENT OR ELIMINATE ALL OPPOSING PLAYERS**. If a team successfully touch the opponent's base, the marshals will announce "time" and will inspect the player/players for hits. If the player is clean, the headref will announce "SET goes to team or Round goes to team..... - 2 minutes!"
- If either of the above is achieved, the marshals shall call out "FREEZE" OR "TIME". The game timer will be stopped by the timekeeper. The marshals will quickly inspect the remaining players in the field of play and assess penalties if there are any. Upon completion, the Head Ref will declare "ROUND OVER". No towel thrown is allowed during this process.

The timekeeper shall start the break time timer for the 2 minutes break. From the "FREEZE" call till the "ROUND OVER" call, it should take no more than 30 seconds.

- For the subsequent rounds, the timekeeper will only be announcing 2 minute, 1 minute, 30 seconds and 10 seconds. Time keeper is allowed to speed up the time if all players are ready to play in the field although there is time during the interval.
- Penalties: PALS Rules for penalties are used. (1-4-1, 2-4-1 and 3-4-1). If there are not enough players on the field, team plays short for next points.

IV) LOCKDOWN (The Final 60 Seconds Of Game Time)

In the final 60 seconds of regular GAME TIME, the time keeper will announce “1 MINUTE” and the marshals will signal and with one fist punching their palm over their heads.

Any **2 FOR 1** or **3 FOR 1** penalties incurred by either team after this announcement will result in the round point being automatically awarded to the opposing team and **the team will play the remaining time of the Game if the set is not over.**

This is to prevent blatant playing on and overshooting and is in particular directed towards players charging forward with total disregard of having been marked. The rule of having altered the course of the round will be interpreted very strictly against such a player and a 2 FOR 1 penalty will be given out.

The moment such a penalty is sighted, the head referee will announce “FREEZE” or TIME and quickly inspect to confirm the penalty sighted. During this time, the game timer is stopped. If the penalty is confirmed, the head referee will announce “SET OVER”. During any time of "FREEZE" or "TIME", coach cannot throw towel to concede defeat.

V) TIME OUT

- Each team has only 1 (one) time-out call during their game.
- ONLY the coach can call a timeout – a call for timeout by any other individual will NOT be acknowledged. Only one timeout can be called during each interval.
- No timeout can be called by anyone within the 10-second countdown prior to each round.
- No time-out will be called before a game.
- No overlapped of time-out. If two teams called for a time out overlapped, the latter team time out will be added to the existing time out call. Teams must plan their time-out wisely.

VI) THE END OF THE GAME

- One team has scored all Round Points required.
- The game time is has ended in normal game schedule.
- The end of the game is when the buzzer is automatically sounded by the digital time and not when the score time is 0

SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

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

When game suspensions are issued to a player, such player’s team must play short if they do not have a substitute player on their roster. Player suspensions will carry over from tournament to tournament until the term of the suspension is fulfilled. Players who have been suspended must surrender their ID card to the Head Referee who assesses the

penalty. If a player refuses to hand out his ID card, the team will forfeit the next game automatically. The ID card will be returned to the player when the penalty time is over. If suspended or banned players are found playing after they have been suspended/banned, their team will forfeit all games in which the suspended/banned player participated, and the scores for those games will be overturned and maximum points will be awarded to the opposing team(s).

Suspended player cannot become a Coach, pit-crew or pod caddy with the teams. They cannot wear the teams jersey to become a spotter. Anybody suspended player who violates this rule will be suspended for the next tournament.

PLAYERS WILL BE EJECTED FROM THE TOURNAMENT GROUNDS FOR THE FOLLOWING INFRACTIONS:

- Abusive language directed at an opponent, referees or spectators
- Intentional physical contact (including contact using a marker, chest bump, grabbing, pushing, spitting or similar)
- Leaving the dead box in discontent or lack of contentment before being told to by a referee
- Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
- Any applicable marker infraction in section 11 of the P5 rules
- Deliberately shooting from outside the field or boundary and the dead box
- Deliberately shooting referees purposely
- Re-entering the field after elimination in order to interfere in the ongoing game without being asked by a referee.

PLAYERS WILL BE EJECTED FROM THE TOURNAMENT GROUNDS AND SUSPENDED FROM THE NEXT TOURNAMENT FOR THE FOLLOWING

- Throwing marker and/or air system in the ground
- Aggressive physical contact that could possibly be construed as assault and battery
- Shooting a clearly eliminated player or any referee with malicious intent to injure and/or intimidate.

If a player gets suspended for a second time in one season for whatever reasons, he will be banned for at least one more event. This penalty may carry over to the next season if the player is suspended in the final league or series of the tournament.

Fines will be imposed in the event a person or persons involved in an ejection or suspension continues to act in an unsportsmanlike manner. These fines must be paid in full before entry fees will be accepted for such player's(s') team for any subsequent PALS event.

Fines will be a minimum of USD \$250 and not to exceed USD \$1000 per occurrence. The Disciplinary Committee will determine which fines may be applicable and such decisions will be sent in writing to the offending person(s) and the captain of said team.

MISCELLANEOUS

Decorum

Teams and their players shall refrain from wearing or otherwise displaying offensive pictures, words or logos at the tournament site.

Teams and their players shall refrain from engaging in any conduct that would likely bring the league, the tournament, the promoter or any sponsor into disrepute, including - but not limited to - the trashing of hotel rooms, the discharge of loaded markers in public, the willful destruction of private property, engaging in physical altercations (except in defense of one's person against an unprovoked aggressor) or the commission of a criminal act.

Any person or team that fails to adhere to the rules and regulations specified in this section will be prohibited from competing in PALS tournaments for a period of one year from the date of the infraction.

All teams shall adhere to the tournament-specific administrative rules and regulations put forth by the promoter(s) of each respective event.

All teams shall properly dispose of all trash they generate while at the tournament site or in the parking area.

Any team that fails to adhere to the rules and regulations contained in this section will be subject to and pay a USD \$250 fine to the promoter, and such team will be prohibited from competing in any future event until such fine has been fully paid.

Rules Modifications

For exceptional reasons a tournament organizer may decide to modify one or more rules for the duration of the event. Such modifications must take place only when they are impossible to avoid. The organizer must obtain the agreement of the rules commissioner, and must inform the teams of the reasons and of the modifications during the captains' meeting at the latest. Should any reasons for a modification arise during the tournament, a captains' meeting will immediately be called and no game will be started until the meeting is over.

The PALS Rules Commission consists of the PALS rules commissioner, PALS Referee Manager and a designated member of the PALS players committee. Should a problem not dealt herein require a decision, that commission will be in charge of issuing such a decision, and that decision will be final and further integrated into the rules.

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*Asiaref reserves the right to make changes to these rules.
