

Updated major changes for 2018 (28 February 2018)

- i) 14.5 SPS500 Division 4 game duration will be changed from 7 minutes to 6 minutes in SPS2018.
- ii) 37.6 To be crowned the Overall Series Champion for SPS500 in all respective divisions, teams must participate in all events of SPS500 for the year.

* Not limited to all major changes listed above, SPS500-WPBO Rules and Regulations which are highlighted in red has been added, revised, re-edited or rephrased to enhance understanding and comprehension with reference to the previous version.



SPS500-WPBO Rules and Regulations

For Open Division, Division 3 and Division 4

(Version 1.3 dated 28 February 2018)

The SPS500-WPBO Rules and Regulations is the result of the Singapore Paintball Series (SPS) adoption of the finest paintball rules and regulations and practices from tournaments across the world. These revisions are made to meet specific requirements such as economic, climate and infrastructures of the Asia paintball community. It is **COMPULSORY** for Referees, team Coaches, team Players, team staff members and team pit crews participating in SPS to read and understand all rules and regulations stated on the SPS500-WPBO Rules and Regulations. For any queries, please email to events@singaporepaintballseries.com

Things to note when reading the SPS500-WPBO Rules and Regulations:

- 1) SPS500-WPBO Rules and Regulations is adopted from WPBO Rules and Regulations Version 1.4, 2016 and changed in accordance to best practices for the community.
- 2) SPS500-WPBO Rules and Regulations is unique to SPS500 events only and do not represent all paintball rules and regulations of other paintball events in the region.
- 3) It is compulsory for all SPS500 participants (e.g. Referees, team Coach, Players, pit crews) to read and understand all that is stated in the SPS500-WPBO Rules and Regulations. All supporters and visitors of associated teams must be aware of their do's and don'ts when supporting their associated teams. It is the responsibility of the team captain and appointed Coach to ensure that team supporters and visitors are well brief when spectating a match.
- 4) SPS500-WPBO Rules and Regulations will be periodically improved, changed, edited and rephrased without any prior notification. The latest version of the rules and regulations can be downloaded from www.singaporepaintballseries.com.
- 5) SPS500-WPBO Rules and Regulations which are highlighted in red has been added, revised, re-edited or rephrased to enhance understanding and comprehension with reference to the previous version.

SPS500-WPBO Rules and Regulations

Rules and regulations which are not found in the SPS500-WPBO Rules and Regulations are not a result of inconsistency but omitted with full intention for common sense to prevail when deciding on the best intention and purpose for the event to be organized in the most professional and just manner.

1. FIELD SIZE AND REQUIREMENTS

1.1 The SPS field size adopts the WPBO field size of 45x36 meters with a grid of 3x3 meters. There should be at least 44 obstacles (bunkers) used on a layout. Actual playing field size may differ from actual required WPBO field size.

1.2 A start base must be 2x1.2 meters wide and placed in the middle of the back boundary of the field. Actual dimension may differ.

1.3 The playing field boundary shall be marked clearly and placed a minimum of 1.5 meters off the netting. Actual dimension may differ.

1.4 Obstacles should be placed a minimum of 1.5 meters off the boundary. The order of the obstacles on the field should meet the official events layout. **Actual dimension may differ.**

1.5 Each field must be provided with 2 pit areas for the teams on each side of the field and a Referee's tent between the pit areas. **A coach tent on each side of the field will be provided for Division 4 games where coaching will be allowed. Please refer to Annex for permitted Coaching boundary for Division 4 games.**

1.6 To meet the WPBO format requirements, field should be provided with electronic scoreboards, base buzzers, operating console and loud sound signals. **If required items are not available, organizer has the option to use other replacement devices such as whistles, loudspeakers, etc or not electronic devices such as voice projection so as not to impede game flow.**

1.7 No Player or team member can change the playing field at any time. Altering the field layout during the game on purpose will lead to elimination of that Player. Any Player altering the field at any other time before or during the tournament will be suspended for that on-going tournament.

2. FIRING MODE/ RATE OF FIRE (ROF)

2.1 Any marker capable of ramping shall fire no more than one shot per press and release of the trigger unless,

2.2 The trigger has been pressed and released four times, and

2.3 The trigger has been pressed and released at least once every 200 milliseconds.

2.4 Shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time.

2.5 A Player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a 2 for 1 penalty.

2.6 A Player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a 2 for 1 penalty (assessed on the next point) and the point in which the infraction occurred would automatically go to the opposing team.

2.7 A Player on the field of play whose marker fires two shots above 12.5 bps will be assessed a 2 for 1 penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team. The Player who receives the penalty will be suspended for the next 3 SPS games **(not game points but fixtured games against opposing teams)** and into the next SPS event if suspension penalty cannot be taken.

ROF 0 – 10.5 bps = Legal.

ROF 10.6 – 10.8 bps = 2 for 1 penalty.

ROF 10.9 – 12.4 bps = 2 for 1 penalty and point to opponent.

ROF 12.5 bps and above = 2 for 1 penalty, point to opponent and Player suspension for next 3 SPS games and into the next SPS event if suspension penalty cannot be taken.

3. REFEREES

3.1 The Referees Team consists of:

- (a) Head Referee on each field;
- (b) Field Referees.

3.2 Each field is recommended to be staffed with a minimum of:

(a) 8 Field Referees, plus one Head Referee for **Division 4 RaceTo-2 format**;

(b) 10 Field Referees, plus one Head Referee for the **SPS500-WPBO Mercy Limit format**.

3.3 All Head Referees and all Field Referees and are under direct control of the Referee Manager who can be assigned as part of the Referee Team.

4. OFFICIATING

4.1 Each assigned Head Referee is the highest authority on their field.

4.2 Any call made by the Head Referee on their field is final.

4.3 If a Head Referee under unforeseen circumstances cannot be in the field to officiate a game, he can appoint a Field Referee to resume his role without prior notification to the playing teams.

4.4 Referee Manager will not overturn any on field calls by a Head Referee.

4.5 The Referee Manager is the highest authority at an event regarding on and off field decisions. A Referee Manager can also be appointed as a Head Referee.

4.5 Any decision of the Referee Manager is final.

5. REFEREES HAND SIGNALS

5.1 Eliminated – Referee will signal when a Player is eliminated by putting one hand on his head and pointing with the other hand stretched and flat at the eliminated Player. The Referee cannot put a Player back in after calling them eliminated with a hand signal. The Referee needs to shout loud and clearly **“OUT” to signal player elimination**.

5.2 Clean – A Referee will signal that a Player is clean of any valid hits and has not been eliminated by lifting a finger and moving it in a circular motion. The Referee may also voice out **“CLEAN”** or **“PLAY”** at his discretion.

5.3 1 for 1, 2 for 1 and 3 for 1 Penalty Signal

Referees will first signal the elimination of the Player who has committed the infraction. Then he will signal the penalty by a double fist up and down movement with both arms in front **or at the side** of the body of the additional Player(s) who are eliminated as part of a penalty committed by own their team mate. He will repeat the penalty signal for every additional Player counted as

eliminated due to the infraction. The Referee will also verbally shout “OUT” to each of the eliminated Players.

5.4 60 seconds – All Referees will lift their hands, hitting with one fist hand repeatedly against the other flat stretched hand.

5.5 10 seconds – All Referees will raise both hands with flat stretched hands facing the field at the 10-second buzzer sign. The Head Referee may shout “10 seconds”. All Referees will lower their arms immediately after the buzzer starts. The game will commence on the sound of the buzzer or by the game secretariat with an audio/**voice** projection.

5.6 Time – One or more Referees raise their hands forming a “T” above their heads with both flat stretched hands **to signal the stop of the game time.**

6. TEAM MEMBERS

6.1 Appointed Team Captain is responsible for the organization, supervising and discipline of the team members (e.g. Coach, Team Captain, Players, Pit Crews, Team Supporters, Team Visitors). It is the responsibility of the Team Captain to ensure that all related team members are aware of the tournament rules and regulations.

6.2 Appointed Team Captain (only one person) is the only person authorized to represent his team when in discussion with the Head Referee or Tournament officials.

6.3 Appointed Team Captain/ team representative must be present at all captains or technical meetings if any held. Failure to attend such meetings will subject the team to lose its rights on decisions over subject matters during the competition. Team Captain/ team representative will not be able to contest their rights as the uninformed.

6.4 All Players must comply and abide with tournament Rules and Regulations when participating in the tournament. It is **COMPULSORY** for all related members of the team (e.g. Coach, Team Captain, Players, Pit Crews, Team Supporters, Team Visitors) to read and understand all tournament Rules and Regulations **before and during participation.**

6.5 The pit crews, team supporters and team visitors are considered as part of the team, and will be held responsible for assisting Players during the games irrespective of their actual involvement during the tournament. Pit crews are not allowed to play for the team, unless they are registered as Players. The pit

crew can only enter the field if the Referees allow it. Failure to do so will subject the team to being penalized with verbal warning or **actual game penalties**.

7. ROSTERS

7.1 All the Players participating in the event should be included into the team's roster. Open Division, Division 3 and Division 4 will be allowed to roster a team size of 9, 9 and 8 Players respectively.

7.2 Only team members who are registered as Players on the team's rosters will be eligible to participate in the tournament. With the acknowledgement of the **Tournament Director and/or organizing staff who oversees team rostering**, team roster may be revised and changed by the Team Captain before the team's first **fixtured** game of the tournament. No roster change will be allowed after the commencement of the team's first **fixtured** game. Any revision to the team roster can only be accepted after all related fees for the change have been completely paid.

7.3 No Player may appear on more than one team roster unless **they are participating in a different Division on a different event day with the possibility of a different game format in accordance to Player's eligibility and divisional status**.

7.4 A Player who plays in the same division under the same game format for 2 different teams will get immediate suspension from the tournament and all games which he has played will be also be declared as losses for the team.

8. IDENTIFICATION (I.D.) CARDS

8.1. Players must be able to produce their I.D. card at all times on the tournament grounds when asked by any member of the organization staff or referees. Players who are unable to produce a I.D. card when requested will not be allowed to enter the field to play. It is the responsibility of the Team Captain to ensure that all rostered players must have an I.D. card when entering the field for games. **Players without their I.D. card who commence the game will have all their played games declared as losses for the team.**

9. EQUIPMENT

9.1 Two live Players may exchange equipment during the game.

9.2 The goggle systems used by Players and all others must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed EC & ASTM Standards and produced by reputable paintball manufacturing companies. Players are strongly recommended to change to a new goggle lens before every tournament.

9.3 Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to playing fields, chronograph areas and shooting ranges. Violation of the rules will result in a first verbal warning given to the Captain of the Players' team. For the second verbal warning, the offending team member will be excluded from playing the tournament. If the person is identified to be not associated with any team, the person may be ejected from the competition site.

9.4 Anyone on the field must wear a full-face protection from the manufacturer in its original form. The face or ear protection of goggle systems will not be allowed to be turned or twisted upward or in any ways modified from their original form at any time or place where goggles are required.

9.5 Goggle fans and decorative additions that are not padded or absorbent are acceptable.

9.6 Barrel socks must be properly attached at all times to all markers with an air system attached anywhere in the vicinity of the tournament site. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fulfil the requirements of this rule. The only exceptions to this requirement are:

- (a) During velocity check at chronograph stations
- (b) During test shooting in locations set up for such purposes
- (c) On the field prior to the start of a game
- (d) While cleaning markers

9.7 Violation of deploying barrel socks will result in an official verbal warning given to the Captain of the Player's team for the first offence, for the second offence, the offending team member will be excluded from participating in the tournament. If the person is not associated with any team, the person may be

ejected from the site. Players will be given time provision to acquire an approved barrel socks however players will be refused entry to compete when re-entering for their next game **if without the deployment of a proper barrel blocking device such as a barrel sock.**

9.8 Each Player may only wear two layers of clothing (Each layer consists of a standard cotton T-Shirt garment with approximately 150g/m).

9.9 Players must wear long sleeve jerseys and full pants as their outer layer when competing.

9.10 Player uniforms may not contain the prohibited colour yellow (**reference to pantone chart**), except that a Player's jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow colouring is more than 0.25 cm from some other colour, and no more than 10% of any 5cm by 5cm square on clothing or item is yellow. Player uniforms containing white must be reasonable clean, if there is too much staining, a Referee can demand a Player to change uniform or wear the uniform inside out by inverting.

9.11 Players clothing including pants and jersey will have to be free from rips and tears, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made of highly absorbent material, such as felt or fleece, or of a highly padded or slick in nature material, such as nylon or rubber.

9.12 Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes. Turf shoes with short studs are highly recommended.

9.13 Jerseys must be tucked into the Player's pants or harness.

9.14 Players may wear a single pair of padded gloves.

9.15 Players may wear up to, but not exceeding, two items on their head.

9.16 Players may wear headgear that does not extend beyond 2cm below the shoulders.

9.17 Sweatbands are only allowed as headbands.

9.18 If a Player is found to be wearing illegal clothing and/or improperly attired during the game he will be eliminated.

9.19 Stickers are not allowed on clothing.

9.20 A Player's protective gear cannot be modified from the manufacturers' original form and must meet the international standards. Other protection is prohibited.

9.21 Vests and pouches cannot be constructed in a manner that they constitute to additional padding.

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

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

9.24 Players may wear one layer of chest protection manufactured for the use in paintball, provided that the padding has not been modified from the manufacturer's original form. Chest protectors total layers thickness must not exceed 2cm. A chest protector will count as one layer of the two allowed layers clothing.

9.25 Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.

9.26 Players may wear groin protection.

9.27 Players are encouraged to wear neck protection consisting of close fitting neoprene around the whole neck, with a total layers thickness not exceeding 2cm. Scarves and similar clothing are forbidden.

9.28 Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.

10. PAINTBALLS

10.1 Players may carry up to: 2 pods and 1 loader when they enter the field. At the start base before game commencement, Players can exchange the number of pods they carry upon game commencement.

Note: For 2017 & 2018, there will be no restriction on the size capacity of pods and loaders. Pods and loaders should not be modified from the manufacturer's original form.

10.2 Paintballs must be completely water-soluble.

10.3 Paintballs with RED, ORANGE and PINK fillings are prohibited.

10.4 Only authorized paintball manufacturers paint which are purchased at the event shall be shot at the event. Teams or Players caught using paintballs which are not purchase at the event **will be suspended and/or face a penalty of up to \$2000.00 fine from the event.** Paintballs which are surrendered or found but not purchase at the event will be disposed by the organizer and not return to the team and/or Players.

10.5 During the game, live Players can pick up used paintballs from the ground and NOT be eliminated. However, if paintballs are pick up from an abandoned and hit loader, the Player will be eliminated.

11. OTHER EQUIPMENT

11.1 Players may carry any number of pods and squeegees during the commencement of the game, but no pods that are padded or absorbent in nature.

11.2 Players may wear up only one pack, designed to carry pods.

11.3. 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 all Referees prior to play commencement in order to assure no calls are made by mistake.

12. PROHIBITED EQUIPMENT

12.1 Prohibited equipment includes:

Yellow (or any colour similar to Pantone color 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803) colour.

12.2 Listening devices, communication devices such as whistles, transmitting radio, headsets, ear plugs or any form of electronic surveillance device and/or voice enhancing device.

12.3 Incendiary devices or smoke-producing devices.

12.4 Paintballs with red, orange or pink fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in anyway.

12.5 Propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order.

12.6 Players with prohibited coloured equipment, communication devices or cylinders will not be allowed on the field. If found during the game, such Player will be eliminated.

12.7 Any other clothing or equipment not expressly permitted by the rules and regulations is prohibited unless permitted by the Head Referee. Players possessing prohibited clothing or equipment on the field of play will be assessed a 1 for 1 penalty.

12.8 Videos and images capturing devices such as mount-on cameras (e.g. GOPRO and similar) are not allowed to be used by players in the field.

13. MARKER AND AIR SYSTEM

All markers and air systems used during the tournament must not be physically and/or electronically modified from originally manufactured to meet the safety playing standards.

13.1 Only compressed air are permitted as gas propellants. The filling stations must meet the requirements of the specific type of gas filling. Must have fitted the relevant manufactures safety devices that are not to be modified in any manner. The maximum pressure permitted for air systems is 4500 psi or any local legal requirements if lower **or 3000 psi for rental tanks.**

13.2 Air system must be originally manufactured to meet the international safety standards. Using of the air system with an expired certification date is strictly forbidden. **Violation of this can lead to serious injury and possible death. Players caught using an expired tank will be suspended from the event.**

13.3 High pressure air system can be covered by neoprene for safety reasons.

13.4 A Player can enter the field with only one air system and it must be connected to a marker.

13.5. It is strictly forbidden to throw marker and air system to the ground for any reasons. Violation of this will cause suspension of Player from the event. Thrown air system (with or without an attached marker, can cause the air system to develop cracks on its surface thus leading to air system explosion which is highly dangerous and in severe situations may cause death.

13.6 Players may use a single marker of .68 caliber, which consists of a single barrel and a single trigger system. Double action triggers are prohibited.

13.7 The definition of a trigger is the moveable lever or button that comes in contact with the finger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.

13.8 The marker must have a trigger guard that is unaltered from the manufacturer's original grip frame. The trigger guard must protect the trigger of the marker.

13.9 Markers with electronic firing systems must be locked in a tournament mode. The Player cannot adjust dwell, de-bounce or shooting mode while on the field. A marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.

13.10 All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. All regulators require tournament caps such that they cannot be adjusted without a tool.

13.11 Players may not use cloth, neoprene or other blocking material to cover the paint loaders, barrels or markers.

13.12 No stickers of any form are allowed on markers.

13.13 A marker with no electronic components shall not fire more than one shot per press and release of the trigger and only fire a shot when the trigger is pressed.

13.13 Barrels may be equipped with porting, slots and/or rifling and inserts, but may not have a sound suppressor attached or integral to the construction of the barrel.

13.14 Only one barrel per Player will be allowed on the field.

13.15 Barrels with a control system modifying the ball curve are prohibited.

13.16 Barrels may not be covered with any kind of materials. Stickers are not allowed on the barrel.

13.17 Loaders cannot be clear in design and yellow in colour.

13.18 A solid colour loader is suggested but not required, solely to not impede with the Referees' judgment. A Head Referee has the right to ban a Player's hopper if he feels that the colours do impede with the Referees' judgment.

13.19 Loaders cannot be covered with any kind of materials. Violation of this may cause Player to be eliminated from the game. Stickers on loaders will not be allowed except for one 5 x 10 cm (2x4 inches) sticker on each side of the loader. Stickers cannot be in yellow colour.

13.20 Transparent lids on loaders are permitted.

13.21 Only one loader per Player will be allowed on the field.

14. GAME FORMAT

SPS500-WPBO **Mercy Limit** Format is for Open Division and Division 3.

SPS500-WPBO RaceTo-2 Format is for Division 4.

14.1 Each match will consist of a series of points

14.2 Each match will start with a limited amount of game time.

14.3 Game **duration** will differ between leagues; the specific leagues governing body or tournament organizer will determine game times.

14.4 Game **duration** can vary between divisions.

14.5 **Open Division and Division 3 will have** a point differential mercy limit rule; the specific leagues governing body or tournament organizer will determine the exact mercy point differential.

Division	Game Duration	Mercy Limit	Coaching
Open Division	8 Minutes	4 points lead	No
Division 3	7 Minutes	3 points lead	No
Division 4	6 Minutes	N.A	Yes

14.6 Division 4 will be conducted in a RaceTo-2 Format where the first team to score 2 points against their opponent will be the determined winner of the match.

15. SPLIT DECK SYSTEM

Events that use the split deck system will follow the normal WPBO Timed Race Format structure with the additions outlined below:

15.1 Teams A and B play a point followed by a break period. During the break period of teams A and B, Teams C and D will play a point.

15.2 A break period for a match (A and B) will be at least two minutes long (1 minute from entry of Teams C and D in previous game and 1 minute from entry into field when called upon).

15.3 The break time between the points of the two games being played in a **SPS500-WPBO** split deck format is 1 minute.

15.4 In the event that either match (A and B) or (C and D) ends, the remaining match will continue with the standard 2 minute break period.

16. SCORE SHEETS

16.1 Any Referee or designated official (e.g. Score Secretariat) may complete a score sheet.

16.2 Any correction made to the score sheet must be initiated by a Head Referee unless the correction corrects an obvious mathematical error, the correction may also be initiated by the game secretariat or the score keeper.

16.3 The appointed representative, (not limited to) Team Captain, Coach, Player, Pit Crew, Supporters who is responsible to sign on the score sheet at the end of each game **MUST** check and validate the result which is recorded on the score sheet. Once the score sheet has been validated and signed by the representative, the score will stand and will not be modified except by the Head Referee.

16.3 In the event that one or both team captains do not agree with the contents of a score sheet and choose not to sign the score sheet, the Head Referee may decide whether the score sheet must be amended and/or validate the score sheet themselves and proceed with the conduct of the event.

16.4 A Head Referee or a Game Secretariat official may correct clerical or mathematical errors on the scoreboard at any time.

17. PLAYERS PIT AREA

17.1 Each team will be provided with a Players Pit Area adjacent to the field of play.

17.2 No person appearing on the roster of a team may employ an electronic (e.g walkie talkie, mobile phone) or mechanical device or voice enhancing device like a megaphone to communicate with any other person during any of the team's points.

17.3. No communication is allowed by anyone from the Players 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.

17.4 Any such communication may result in a verbal warning or up to a 2 for 1 penalty. It is COMPULSORY for all related members of the team (e.g. Coach, Team Captain, Players, Pit Crews, Team Supporters, Team Visitors) to read and understand all tournament Rules and Regulations. The pit crews, team supporters and team visitors are considered as part of the team, and will be held responsible if there are any form of communication with Players during the games irrespective of their actual involvement during the tournament.

17.5 With the penalty to be assessed at the time of the infraction, the Referee making the call **can** impose the penalty on the nearest active Players of the team penalized.

17.6 Should a pattern of communication or reoccurrence of communication is determined, the team committing the infraction(s) is subject to match forfeiture.

17.7 Should there be **deliberate** incident of counter coaching (at any area of the event) which resulted in Players from an opposing team being penalized. The infringer (e.g. Coach, Team Captain, Players, Pit Crews, Team Supporters, Team Visitors) will be suspended and ejected from the event. If the person (e.g. Coach, Team Captain, Players, Pit Crews, Team Supporters, Team Visitors) is associated with any participating team, the team will forfeit the affected game point. **Deliberate counter coaching in this instance refers to the violation of the no coaching ruling for Open Division and Division 3 where the infringer aims to misrepresent their opposing team.**

17.6 Only authorized, rostered, and checked in persons will be permitted in the Players Pit Area. Teams are limited up to 3 pit crews members (inclusive of pod crews) in the Players Pit Area. Team with more than 3 pit crew members in the Players pit area will be asked to leave. Failure to comply after verbal warning will constitute to Players being eliminated in the field.

17.7 Circumventing staff (e.g. Organizers, Referees, Field Operators, etc) of the event may result in ejection from the event and even future events at the discretion of the event organizer.

17.8 The Players Pit Area should only have the following individuals: 1 x Coach, up to 9 Players and up to 3 Pit Crews.

18. COACH

18.1 Each team must have an appointed Coach who can also function as a Player of the team. Only the appointed Coach can throw the towel, ask for a timeout or ask for an explanation of a call (only to the Head Referee, only if Head Referee is off the field and only during breaks). The Coach is identified by an appointed person who wears a Coach I.D. card. The Coach I.D. card can be found in the Players Pit Area or handed over by the Game Secretariat.

19. PRE-GAME MARKER INSPECTION

19.1 All games will be preceded by a pre-game marker inspection, all markers (including unused markers of the team in the Players Pit Area) will be chronographed and checked for compliance to the marker rules. Pre-game marker inspection will be performed on the field before the scheduled games.

19.2 The Referees may take a Player's marker and inspect it for the following:

- (a) Presence of foreign matter in the barrel, feed port or loader (hopper);
- (b) Any device, part, item, adjustment or lack thereof which would enable a Player to increase either the velocity of the marker or change the shooting mode on the game field without resorting to the use of tools.
- (c) For marker bounce, runaway, velocity, rate of fire and illegal modes.

19.3 Marker Checking Procedure:

(a) "Runaway" test - All markers will be checked for "runaway" triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that fires more than 1 additional shot after the final trigger activation, with a maximum delay of 100 ms (sound of possible shot after cease of trigger pull) will be deemed to be a "runaway" and will not be allowed on the field.

(b) Marker Velocity and rate of fire test - Markers can be chronographed anytime in the field and not limited to the start of the game. The maximum

velocity allowed will be 300 feet per second (fps). Markers rate of fire (rof) allowed will be 10.5 balls per second.

19.4 Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation if the time permits without impeding the game proceedings.

19.5 Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start on schedule, may choose to enter the playing field without their markers and play the game or stay in the Players Pit Area.

19.6 All markers are subjected to a more rigorous inspection at any time of the game at the discretion of the Head Referee to check for compliance with the marker rules.

20. GAME START

20.1 Team may start the point with up to 5 Players on the field. Game can commence with less than 5 Players at the start base.

20.2 Players start the point inside the playing field boundaries with the muzzle (tip) of their barrels (or touching with the hand if they play without marker) touching the start base.

20.3 Due to field limitation (in the case of events held at Red Dynasty Paintball Park), Players standing on the edge of the start base will be allowed to start the game behind the field boundaries (**NOT behind the start base bunker**). However, once the game has commenced with the start signal, Players (standing at the edge and outside of the field boundaries) **MUST** attempt to break into the field boundaries with their physical presence. Players whose unattempt physical presence (not limited to the act of running, shooting, diving, sliding, walking, standing and/or squatting) is outside of the field boundaries after the start signal will be eliminated by the Referee. **All field boundaries will be regulated after commencement of the game, penalty will be awarded for any infringement such as stepping out of boundary.**

20.4 Any Player false starting by removing the tip of the barrel of the gun (or hand) from the start gate before the start signal is given, will **NOT** be automatically pulled from the point, as long as they immediately return it to the start gate by touching back.

20.5 Even if the start signal goes before they have returned it, they may still return their barrel to the start gate by touching back and then continue in the game. If they fail to return the barrel to the start gate by touching back either before or after the start signal is given **and break out to commence the game**, they will be eliminated.

20.6 However, if a Player posts their marker (e.g. barrel pointing forward in the direction of opponent and/or oblivious to the start signal) or fires it before or after the start signal regardless as to whether they later touch back, they will be eliminated.

20.7 Players must carry all equipment to be used during the course of the game at the start of the game

20.8 Each team starts the first point of the match at the start gate on the same side of the field as the team's own pit area.

20.9 Teams will switch to the other side of the field that they start on after every point scored.

20.10 If a point is started but ends in a no point (neither team scores), the teams do not switch sides in the following point.

20.11 Each team will play the first point of the game on the side of the field where their pit is located. When the score of the both team adds up to an odd number, the teams will start on the far side of the field (1-0, 2-1, 3-0, etc.). When the score of the game adds up to an even number, the teams will start on the close (pit side) side (0-0, 2-0, 4-2, etc.).

20.12 Teams will start overtime on their pit side of the field.

20.13 A break period follows the conclusion of each point.

20.14 The game time stops counting down for the duration of the break period.

20.15 A standard break period is a minimum of two minutes (combination of previous field exit time and current field entry time).

20.16 A break period may exceed two minutes in a split-deck format mainly due to team's time out and technical time out.

20.17 The break time between the points of the two games being played in a split deck format is 1 minute. Playing teams will have 1 minute to enter the field and be ready at the start game for game commencement.

20.18 The official game time will be kept by the countdown timer on the electronic scoreboard and/or manually by timer by the Game Secretariat.

21. START PROCEDURE

21.1 When the electronic scoreboard system or audio speakers are not in used, game commencement can be given by a whistle or any other similar device. A clearly heard and recognizable signal (different from other sounds) should be given for the start of each point.

21.2 All the Referees will lower their hands to confirm the game commencement.

22. ON FIELD CHRONOGRAPHING

22.1 Chronographing on the field may be done at any time, at the discretion of any Field Referee to determine if a marker's velocity has risen above legal limits or the Rate of Fire Cap is exceeded. Field Referee can seek to perform on field chronographing in a manner which least interferes with game play at any time during the game.

22.2 Players with markers chronographed during a game at 300 feet per second or less and shoots less or equal than one ball in 95 ms (10.5 bps) will continue to play without elimination or penalty.

22.3 Players with markers which velocity is over 300 feet per second but less than or equal to 310 feet per second will be eliminated from play.

22.4 Players with markers which velocity is over 310 feet per second, but less than or equal to 324 feet per second will be eliminated from play and given a 2 for 1 penalty.

22.5 Players with markers which velocity is 325 feet per second or above will be eliminated from play and given a 3 for 1 penalty.

22.6 A Player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a 2 for 1 penalty.

22.7 A Player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a 2 for 1 penalty (assessed on the next point) and the

point in which the infraction occurred will automatically go to the opposing team.

22.8 A Player on the field of play whose marker fires two shots above 12.5 bps will be assessed a 2 for 1 penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team. The Player who receives the penalty will be suspended for next 3 SPS games and into the next SPS event if suspension penalty cannot be taken.

22.9 In all instances of on-field chronographing that results in a penalty, the Referee will show the chronograph result to the Player who was chronographed.

23. PAINT CHECKS

23.1 Paint checks are performed by Referees for the purpose of determining if a paintball has broken on and marked a Player.

23.2 Paint checks are performed by a Referee:

(a) When the Referee has observed a Player taking shots,

(b) When shots are directed into an area occupied by a Player that the Referee cannot directly observe,

(c) When the physical location that a paintball may have been broken on is not visible to the Referee,

(d) When the Referee is directed to do so by another Referee.

23.3 Referees may, but don't have to make a paint check after a Player has requested one.

24. TIMEOUT

24.1 Each team is entitled to ask for one timeout of 1 minute per match.

24.2 Appointed Coach must be the one to call timeouts. Timeouts can be made by informing either the Head Referee, the Game Secretariat or by using an electronic timeout system if available. The Coach is identified as the person who is wearing the Coach I.D. card.

24.3 Timeout cannot be taken in the last 10 seconds of the break time before the start of a point.

24.4 Teams may use their timeouts within the same break period.

24.5 A Timeout, if available can be used before the overtime period.

25. TECHNICAL TIMEOUT

25.1 Technical timeouts may be applied by maintenance staff or can be assigned by the Head Referee for technical reasons only if the technical timeout is deemed necessary.

25.2 Technical timeout can last as long as necessary for maintenance staff to solve technical problem on/off the field.

25.3 If technical timeout must be taken during 10 seconds, after technical issue is fixed, time counting automatically starts from 10 seconds.

25.4 Team Coach, **Team Players** and Pit Crews are fully responsible to ensure that all Players are ready to continue in the game after the technical timeout.

25.5 During a technical timeout, the Game Secretariat will make an official technical timeout announcement. Team Coach, **Team Players** and Pit Crews are to ensure that an official technical timeout call is awarded by the Head Referee or the maintenance staff before proceeding to address the technical issue otherwise all Players must be ready to continue in the game.

26. GAME INTERRUPTION

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

26.2 In a situation where a false start happens due to a Referee mistake or miscommunication, the Head Referee will stop the game and a restart of the game will follow suit as if the game had never started.

26.3 **In the case of game stoppages**, Field Referees will note the locations of the Players at the time that the game is stopped. Once the game has been stopped, the Field Referees will insure that Players remain in those locations. Once the condition causing the game stoppage has been resolved, all the live Players are placed in the proper positions by the Field Referees, the Head Referee will then restart the game in accordance with the procedures specified in game start section.

26.4 The Referees calling "Time" will indicate game stoppages. Every Player must remain in the position he was in when the "Time" call is made.

26.5 In the event that a game has to be interrupted because of an emergency, the Head Referee will indicate to the Game Secretariat to stop the countdown timer. When the game is restart, the Game Start procedures will be used. Time will begin to run upon such restart.

26.6 In the event that a game has to be interrupted because of an emergency, the Head Referee may instruct all Player to place their markers on the ground until he deems that field of play is safe to continue.

27. BUZZER PUSH

27.1 There are buzzers installed at the start gate which may be placed on the start game or behind the start gate.

27.2 Any live Player can push the buzzer on the base.

27.3 When a Player pushes the buzzer on the opposite team's base and activated, the time on the electronic scoreboard will stop. If there is no scoreboard, then Referees will make a call "Time!" and the time is stopped by the Game Secretariat. The game will automatically freeze and no Player is allowed to leave his position. The Player who pushes the buzzer will be paint checked.

27.4 During the chronographing for velocity infractions only one shot should be made. For the second shot made without the Referee permission, the Player will be eliminated.

27.5 If the Player who presses the buzzer is found to have a hit on him or happens to be over the velocity limit of 300 fps, penalties will be assessed and given to the Player. If there are live Players left on the field, the Head Referee will continue the game with a call "Game on!"

27.5.1 A Player is subjected to a paint check, if the Player who presses the buzzer is shot before or during a paint check process by a Referee with the game time stopped by the Game Secretariat or "Time" as indicated by a Referee. The Referee will have a discretion on whether the player is Alive or Eliminated depending on the completion of the paint check procedures and the cause of the hit before/during/after the buzzer is pressed.

27.6. The Player who pushes the buzzer will be checked for paint hits in any case, even if this Player marks himself as eliminated after the buzzer push, accidentally or **deliberately**.

27.7 If the Player that presses the buzzer is declared clean by the Referee, a point will be awarded for that team.

27.8 If the Player who presses the buzzer receives a penalty and there are not enough Players **from the team** to pull **for elimination**, the result will be an automatic point for the opposing team. The team which was assessed the penalty will also have to start the following point minus the number of Players that will fulfil the penalty.

27.9 If the Player that presses the buzzer receives a penalty and the team has the exact number of active live Players to fulfil the penalty, leaving no active live Players on the field, it will result in a **“null and void”** and no point will be awarded to any team.

28. TOWEL THROWING

28.1 At anytime during the point, a team may decide to **conceal** the point by throwing in the towel and **awarding** a point to the opposing team.

28.2 If a Team Coach decides to throw in the towel, he/she must use the electronic “Towel Thrown” device provided by the organizer as the decision to conceal the game. However, if the electronic “Towel Thrown” device is not in used in due to faulty mechanism and/or unavailable, the notification to conceal the game (refers to throwing the towel) can be made by shouting the “Towel” call to the Game Secretariat with acknowledgement.

28.3 After the “Towel” call, the point will be automatically finished, and a point awarded to the opposing team. Referees will announce the “Towel” call loudly so that everyone is aware.

29. LAST 60 SECONDS RULE

29.1 The 60 seconds rule will be in regulation in last sixty seconds of the game time and overtime.

29.2 During this period any penalty of 2 for 1 Penalty and 3 for 1 Penalty stops the game time, and automatically gives point to the opposing team. The next point starts automatically according to the start procedure with penalty spill over from the previous game if there are no more live Players to fulfil from the previous game.

29.3 If in the last 60 seconds of regulation time a penalty is given, while the game time has been stopped, a point will not be awarded due to this penalty, but other effects will apply.

29.4 If the game time is stopped for any reason and there are less than 5 seconds left on the game clock, the game will not proceed and the Head Referee will call for the game to end with current score standing.

30. OVERTIME

30.1 Overtime will be in effect during the knockout stages of the tournament (e.g. Quarterfinals, Semifinals, Finals). Teams will start the overtime period on their pit side of the field.

30.2 If two teams are tied at the end of a match's regulation time, a 5 minutes 5-on-5 overtime is played with a penalty spill over from the previous game, if applicable.

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

30.4 The "60 seconds rule" applies in the last sixty seconds of overtime (applicable ONLY for Overtime game and NOT in 1vs1 games).

30.5 If the 5 minutes overtime results in a stalemate, the two teams will each select a Player to compete in a 1vs1 game.

30.6 The game duration for the 1vs1 game will be two minutes; the first Player to eliminate the opposing Player or hit the buzzer at the opponent's base will win the match.

30.7 If both Players are still alive at the end of 2 minutes, the one nearest their opponents start base will win the match. If Players are on the opposite "mirror" bunker of their opponents, the game will be considered as a "null and void".

30.8 The team with the highest Game Point (and whichever applicable in tie breaker) scored from the previous round will proceed to the next round.

31. GAME END

31.1 A game will be considered officially over when the Head Referee (NOT by any Referees or the Score Secretariat) announces the result after the occurrence of any of the game-ending situations. However, Players and their equipment can still be inspected until they exit the field.

31.2 Point-ending situations are any one of the following:

(a) A buzzer is pushed by a Player;

(b) "Throw Towel" by opposite appointed Coach;

(c) A penalty (2 for 1 or 3 for 1) in the last 60 seconds of regular time or in last 60 seconds of overtime;

(d) If team starts to play with more players (Appointed Coach's responsibility to start the game with the right number of Players allow in the field) than set by rules or infringed penalties from previous game point;

(e) If the last Player gets penalized for 1 for 1, 2 for 1 or 3 for 1 penalty. In that case the point goes to the opposite team and penalty spill over to next game if applicable;

(f) If a Player gets penalized for 1 for 1, 2 for 1 or 3 for 1 penalty, and the team does not have enough Players to pull. In that case the point goes to the opposite team and penalty spill over to next game if applicable;

(g) If regulation game time comes to an end.

31.3 Players may not re-enter the playing field without the permission of a Referee.

32. HITS AND ELIMINATIONS

32.1 Definition of a hit - A Player is eliminated if a paintball fired from a marker by a live Player strikes that Player or anything he/she is wearing or carrying and such paintball breaks and leaves a mark, regardless of the size of paint mark.

32.2 If the paintball strikes the Player or anything he is wearing or carrying but does not break and leave a mark, such Player is not eliminated.

32.3 If a Player is hit and marked by a paintball shot by an eliminated member of the opposing team, such Player is not eliminated.

32.4 If a paintball strikes another object first and breaks upon that object before marking a Player or anything he is wearing or carrying, such Player is not eliminated.

32.5 If the Referee did not see the source of a paint marking a Player has on him that resembles a hit, such Player will be declared eliminated (penalties may apply). Generally, if the paint marking is reasonably solid, appears to be a

direct hit - rather than smear, splatter, spray, paint from kneeled-on or sat-on paintballs, it will be considered as a valid hit.

32.6 In the event when two opposing Players are hit and marked simultaneously, or if the Referee cannot determine which Player was hit and marked first, both Players will be eliminated.

32.7 Referees will make every effort to wipe smear, splatter, spray, or paint from kneeled-on or sat-on paintballs off a Player at the time they are inspected. If a Player continues to play with such paint, the Player does so at the risk of being eliminated for wearing paint that resembles a valid hit whether if he/she is eliminated by the same or different Referee who performed the inspection.

32.8 Only Referees 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 Referee.

33. PLAYERS AND HITS

33.1 Players are responsible for becoming aware of hits **at all times during the game**. Failing to do so constitutes as playing on. Penalty can be awarded at discretion of the Referee.

33.2 If being hit a Player must immediately cease play and signal his elimination. Failing to do so constitutes as playing on. Penalty can be awarded at discretion of the Referee.

33.3 If a Player gets shot at and he is unable to perform a check for hit by himself at areas out of his visibility (e.g. visor, throat, back, harness, head, parts of the mask, etc) he must immediately cease play and call for a paint check by a Referee. Failing to do so constitutes as playing on, penalty can be awarded at discretion of the Referee. When calling for a paint check, the Player must cease all play.

33.4 Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between them and the nearest opponent. Otherwise they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover the Player must immediately check himself for hits. Shooting, posting to shoot, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if

indeed hit, will constitute as playing on. Penalty can be awarded at discretion of the Referee.

33.5 Players who are hit in areas that can be self-checked **must** not call for a paint check. Calling for a paint check under such circumstances constitute as playing on. Penalty can be awarded at discretion of the Referee.

33.6 Players who get shot in non-abandoned equipment (except squeegees and pods) to which they are separated less than 2 meters are considered hit.

The act of playing on for eliminated player includes but not limited to:

- (a) Continuing to remain in the field even when not shooting or posting.
- (b) Continue shooting or engaging the opponents.
- (c) Continue to remain in the field with no intention and/or delaying to leave the field.
- (d) Communicating thus impeding the progress of the game.
- (e) Hampering a referee from making a paint check or judgement.
- (f) Not putting a hand on the head when eliminated.
- (g) Discharging, degassing or providing a live Player with equipment.

34. ELIMINATIONS

34.1 Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary.

34.2 Players will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered as in-bounds.

34.3 Players will be eliminated if they lose their goggles.

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

34.5 Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees, pods, harnesses and loaders will be immediately eliminated.

34.6 Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.

34.7 Players that engage in unsportsmanlike conduct will be eliminated. Unsportsmanlike conduct includes, but is not limited to:

- (a) Failure to obey a Referee's call.
- (b) Deliberate avoidance of a Referee in a manner that prevents a Referee from chronographing a marker on the field or prevents him from making a call.
- (c) Shooting at Referees.
- (d) Shooting a clearly eliminated Player with malicious intent to injure or intimidate.
- (e) Excessive shooting which is defined as shooting a Player more than is reasonably enough to effect elimination.
- (f) Requesting paint checks to distract Referees from checking themselves or teammates or to use Referees to locate opposition Players.

34.8 Players are responsible for removing old hits and/or bringing the same old hits stains to the attention of a Referee prior to game time, so that they maybe dealt with in a manner that would not result in the elimination of the Players.

34.9 Players that get eliminated, shall do following immediately after:

- (a) Stop playing;
- (b) Signal their elimination by putting one hand on their head;
- (c) Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off-field or any other route directed by a Referee. Players who approached routes that are 1) not the most direct, 2) meant to conceal from the other team of Players' eliminations, 3) Players who refuse to follow a Referee's direction on leaving the field or 4) **Players who are slow in exiting their bunker/ from the field will be considered as "playing on"**. Penalty can be awarded at discretion of the Referee.

35. SCORING

35.1 Points are awarded for:

- (a) Pressing buzzer of opposing base as live Player;
- (b) "Throw Towel" by opposing Coach **to conceal point**;
- (c) A 2 for 1 penalty or 3 for 1 penalty in the last 60 seconds of regular time or in last 60 seconds of overtime;

(d) Opposing team starts with more Players than set by the Rules or penalty infringement given by the Head Referee.

(e) If any time in a game when the opposing team receives a 1 for 1 penalty, 2 for 1 penalty or 3 for 1 penalty and does not have enough live Players to be eliminated.

(f) The last Player of opposing team gets a 1 for 1 penalty, 2 for 1 penalty or 3 for 1 penalty.

(g) Opposite team has used a marker that is firing above 10.8bps.

35.2 A point is awarded at the conclusion of the point played ONLY by the Head Referee (NOT by any Referees or the Score Secretariat). The Score Secretariat is only responsible to announce the result to the teams once the Head Referee has confirmed the point awarded.

36. FORFEITS

36.1 A forfeit will be declared for each game that a team fails to report in a timely fashion (subjected to Head Referee and/or event organizer's discretion) for its pre-game chronographing or for any game in which a team refuses to take the field. If both teams fail to show for its pre-game chronographing or both teams are unwilling to take the field, both teams will have forfeited that game.

36.2 Any team that is scheduled to oppose a team that has forfeited a game will receive maximum points and the maximum point difference according to the format (The mercy rule differential for the division will determine the maximum points). The forfeited team will receive the opposite score for that game.

36.3 Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand except if the reason for having missed the game was a fault from the organization staff and the relevant round is not over yet.

36.4 All scheduled timings of game fixtures are subjected to changes without prior notification by the organizers. Teams are solely responsible to ensure that all Players are ready to play when called upon to enter the field by the Score Secretariat.

37. TIE BREAKERS

37.1 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.

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

37.3 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.

37.4 Once a team is removed from the group, tie-breaking the remaining teams in the group are restarted with the first tiebreaker.

37.5 In the event of a tie during the Qualifying Round and/or Group Stages (if applicable), ties will be broken in order, by:

(a) Number of Game Points Scored (Win=1, Draw=0.5, Lose=0) – Column A of scoring table;

(b) Number of Sets Won – Column B of scoring table;

(c) Result of Direct Match-Up (Face to Face Encounter, if applicable);

(d) Difference between Round/set Points Won and Lost – Column C of scoring table;

(e) Least points scored against – Column D of scoring table;

(f) Number of Round/set Points Won (Number of games won);

(g) Number of Mercy Rule won based on maximum mercy limit;

(h) Previous Round Ranking (if applicable) – Based on current year;

(i) Refer to event organizer.

37.6 To be crowned the Overall Series Champion for SPS500 in all respective divisions, teams must participate in all events of SPS500 for the year.

38. PENALTIES

38.1 Verbal Warnings

Referees will issue verbal warnings for the following infractions (not limited to):

- (a) First offence of failure to obey a Referee's instructions.
- (b) First offence to put their hand on their head after being eliminated.

38.2 Elimination

Referees will eliminate Players on the field for the following infractions (not limited to):

- (a) Abusive calls for paint checks.
- (b) Use of inappropriate language (verbal and/or physical) per incident.
- (c) Subsequent and/or failure to obey a Referee's instructions.
- (d) Going out of bounds or moving the boundary tape
- (e) Marked with a valid hit.
- (f) Failure to make a touch back while not having the barrel tip touching the front of the base at the start signal.
- (g) Posting of the marker or firing it after the start signal regardless as to whether they later touch back.
- (h) Failure to wear goggles inside the field during the game period.
- (i) Failure to present Player ID card at the request of a Referee during the game.
- (j) Interference or communication during the game in the Players Pit Area and/or **around the perimeter of the playing field (for Open Division and Division 3)** by a person affiliated (not limited to visitors, supporters and spectators) with the team.
- (k) Excessive shooting (shooting a Player more than is reasonably enough to effect elimination).
- (l) Altering the playing field in game on purpose.

(m) A Player forcing themselves between two bunkers that have been positioned together to create one bunker structure which is made up of a few bunkers for example the “snake” bunker.

(n) Using a marker that is chronographed on the field between 301 and 310 feet per second.

(o) Physical contact between Players is not allowed during the game. All affected Players will be eliminated from the game.

(p) Intentionally or unintentionally knocking over a bunker off its 90 degrees’ axis.

(q) Shooting while sticking barrel though in between gaps of 2 bunkers (in the case of a “snake” and “elbow” structured bunkers.

38.3 1 for 1 Penalty (removal of the Player who committed the infraction and a teammate). Assessment of the 1 for 1 penalty to Players on the field will take place for the following infractions (not limited to):

(a) Continuing to play with a hit in any part of a body or equipment (e.g. shooting, posting, talking, moving forward, slow in exiting bunker and/or field, etc). Penalty can be awarded at discretion of the Referee.

(b) Checking in as a live Player at the end of a game with a hit

(c) Using a marker that is chronographed on the field at 311-324 feet per second.

(d) Communicating to anyone after being eliminated.

(e) Possessing prohibited clothing or equipment on the field of play.

(f) Any person who shoots towards the spectator sideline, opponent’s start gate, **Score Secretariat tent, Coach and Players Pit** during a break period.

(g) Any person who engages in aggressive or insulting behaviour towards another person except for Referees **and game officials (e.g. organizers, score secretariat, field staff, security, score keeper, etc).**

(h) Unsportsmanlike behaviour (not limited to Elimination) at the discretion by the Head Referee.

38.4 2 for 1 Penalty (removal of the Player who committed the infraction and two teammates with suspension on offender, if applicable). Assessment of the

2 for 1 penalty to Players on the field will take place for the following infractions (not limited to):

(a) Playing on that materially influences the course of the game giving the offending Player's team a significant advantage.

(b) A hit or eliminated Player who shoots at an opposing Player from in-bounds.

(c) Using a marker that is chronographed on the field at 325 feet per second or above and ROF 10.6 or above.

(d) Unsportsmanlike behaviour (not limited to Elimination) at the discretion by the Head Referee.

38.5 3 for 1 Penalty (removal of the Player who committed the infraction and three teammates with suspension on offender, if applicable). Assessment of the 3 for 1 penalty to Players on the field will take place for the following infractions (not limited to):

(a) Wiping. Wiping means that a Player is deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a Referee's call. **The action of wiping is not restricted to an actual physical wiping of paint markings but extended to the action of a slide, dive and/or playing behind a bunker.**

(b) Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit to avoid elimination or avoid a Referee's call shall be penalized for wiping.

(c) A hit or eliminated Player who shoots at a Player from out-of-bounds.

(d) Re-entering the field after elimination to interfere in the on-going game without being asked by a Referee.

(e) Tampering with one's marker during the game of play. Using any tool or adjusting setting during the game is forbidden, including from the time the point starts until the time the Player exits the field and re-enters the pit area. Excluding turning the marker on and off, and turning the vision system of the marker on and off.

(f) Any person who engages in aggressive or insulting behaviour towards a Referee and game officials (e.g. organizers, score secretariat, field staff, security, score keeper, etc).

(g) Any person who throws any equipment on the field of play other than an air system or disposable equipment. Penalty is awarded at discretion of the Referee.

39. NOT ENOUGH PLAYERS RULE

39.1 Assessments of 1 for 1, 2 for 1 and 3 for 1 penalties when not enough live Players are left:

- (a) The point is stopped and the point is awarded to the opposing team,
- (b) The opposing team does not need to have any active Players to be awarded the point.

(c) The team which was penalized starts with fewer Players in order to completely fulfil the assessed penalty.

39.2 If the last Player of a team gets a 1 for 1, 2 for 1 or 3 for 1 penalties, point automatically goes to the opposite team.

39.3. When there are no more live Players left to fulfil the penalty assessment of 1 for 1, 2 for 1 and 3 for 1 penalties and the opposing team does not have any active Players left. The point will end with a null and void. No point will be awarded to any team.

40. COLLUSION

40.1 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team being on their roster will be (but not limited to) suspended from the remainder of the event and surrender all points in that event.

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

41.1 Responsibility of team members - Teams are responsible for the conduct of everyone on their roster which includes (and not limited to) Coach, Players, pit crews, supporters, visitors, spectators etc. During the event the following may apply to fines, suspensions and ejections. When game suspensions are issued to a Player, the team must play short if they do not have a substitute Player on their roster.

41.2 Responsibility of spectators - Any spectator engaging in unsportsmanlike conduct to any other event participant or impede in any of the event and/or

game procedure will be forced to leave the site. Spectators are forbidden to communicate, signal, or interfere at any time with the game of play. If a spectator does communicate, signal or interfere with the game of play they might be subjected from a verbal warning to an ejection from the site. The exact way the interference of a spectator is enforced and penalized is upon the event organizer.

41.3 Players' suspension - Head Referee may issue a suspension on the field of play. Any authorized event staff (e.g. Score Secretariat, etc) may refer a person outside the field of play to the event organizer for suspension. Any person who engages in any minor acts of unsportsmanlike behaviour may be assessed a 1 for 1 or a 2 for 1 penalty in the field by the Head Referee. Any person who engages in other major or severe acts of unsportsmanlike behaviour may be assessed a minor or major suspension in the field by the Head Referee.

41.4 Players' ejection - Players will be ejected from the tournament grounds for the following infractions:

- (a) Intentional hostile physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar, punching, choking, pulling, etc).
- (b) Failure to surrender a marker upon request by a Referee or activation of a switch, button or trigger when requested to surrender marker.
- (c) Any applicable marker infraction in section "Markers".
- (d) Abusive language directed at any Player, Referee or spectator.
- (e) Deliberately shooting from outside the field or boundary.
- (f) Deliberately shooting Referees.
- (g) Re-entering the field after elimination in order to interfere in the on-going game without being asked by a Referee.

41.5 Minor Suspension

A Player who receives a Minor suspension

- (a) Shall not play for the remainder of the match and the next 3 SPS games, even if the next match is in the next round or tournament if suspension penalty cannot be taken.

(b) Must be present for all points and matches played by their team and must silently remain in an area designated by the Head Referee for the duration of the match.

(c) Player whose marker fires two shots above 12.5 bps will be assessed a 2 for 1 penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team.

41.6 Major Suspension

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

(a) May not be on-site at any event for the duration of the suspension, and

(b) Maybe suspended up to a year by the event organizer, and

(c) Maybe assessed a fine of up to SIN\$1000. A person may not play any further events until such fine is paid.

41.7 Players who have been suspended must surrender their Player ID card to the Head Referee who assesses the penalty.

42.8 If a Player refuses to hand out his Player ID card, the team will forfeit the next game automatically. The Player ID card will be returned to the Player when the penalty time is over.

41.9 Major suspensions include but are not limited to:

(a) 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.

(b) Any person who engages in intentional physical contact with game official and/or Player.

(c) Any person who throws an air system, whether attached to a marker or not.

(d) Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system.

***When necessary, governing authorities may be called upon by the event organizer to assist in resolving any hostile physical conflict.**

42. Team Ejections

(a) Only the event organizer and/or highest appointed Referee authority may eject a team from an event.

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

(c) Teams ejected for having an illegal roster or playing with ineligible Players will forfeit all matches in that event. Teams will forfeit all remaining matches.

43. CONFLICT IN THE RULES

43.1 In case of a situation not covered by the SPS500-WPBO Rules and Regulations or any conflict between two sections of this rules, the authorized officials (**Tournament Director, Head Referee, Referee Manager and two other ad-hoc appointed players (not from affected teams)** from the highest divisional games) will make its decision based on the laws and common sense.

43.2 Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.

44. DEFINITIONS

LIST OF DEFINED TERMS

44.1.1 Paintball (simply called "paint") is a spherical gelatin capsule, filled with a non-toxic and water-soluble dye. This set must not deteriorate the environment where this activity occurs. It must also be entirely biodegradable in a short period of time under the specific meteorological standards where paintball has been played.

44.1.2 Marker body: object, containing paintball shooting mechanism.

44.1.3 Trigger: part of the marker, which Player activates to shoot a paintball.

44.1.4 Air system: portable container, used to stock the gas that the marker needs to shoot a paintball.

44.1.5 Loader: balls tank, fixed to the marker.

44.1.6 Pod: Plastic container to carry a limited number of paintballs.

44.1.7 Harness (backpack): Equipment to hold the pods.

44.1.8 Barrel: tube, where the ball is shot through.

44.1.9 Marker: paintball gun, composed with air system, marker body, barrel and loader (also known as hopper or feeder). Technical requirements related to paintball guns are detailed in a specific department. Every paintball gun must fit these requirements to be allowed for use on a field.

44.2.1 Markers are classified as Semi-automatic: Semi-automatic paintball guns are characterized by the fact that another paint ball is automatically fed after each shot. Shots cannot be automatic using a single pressure on the trigger.

44.2.2 Velocity (fps): The speed in which a paintball travels in the measurement of feet per second.

44.2.3 Ramping, Rate Of Fire – ROF (bps): quantity of paintballs shoot per second.

44.2.4 WPBO Timed Race Format: The goal is to touch the opposite base without being marked but you need to perform this goal multiple times in a certain set game time.

44.2.5 Obstacles are built from one or many parts. When an obstacle is built from more than one part, these parts then must be stuck together, so that it leaves as little free space as possible.

44.2.6 Safety materials: goggle and barrel sock are part of the safety material.

44.2.7 Protective gear: all the elements that Players wear in a clothing manner to protect the body.

44.2.8 Accessories: barrel cleaning tools, backpack (harness) and the paint ball pods.

44.2.9 Standard thickness for clothing and underwear is defined as a standard cotton piece not exceeding 150g/m².

44.3.1 Out of order gun should meet the following requirements:

(a) No paint ball in the marker (feeder included) or its loader.

(b) Air system is shut off when it is technically possible (e.g. “de-gassing”) and no air pressure inside the marker.

(c) Electrical switch is on OFF position when it is technically possible.

(d) The barrel is not mounted on the marker or, if the barrel is mounted on, it is necessarily covered with a barrel sock. Any other tool or equipment cannot replace the use of a barrel sock (except for pump markers where barrel plugs are permitted).

44.3.2 False start can be considered if any of the following terms occur:

(a) The barrel is not touching the starting base at start signal or immediately after start signal, unless Player have been shooting or posting towards opponents between start signal and touching the starting base (so called touch-back).

(b) Any part of Player's body is in contact with the area (either ground or netting) outside of the field boundaries with the exception of games held in Red Dynasty Paintball Park (refer to section on GAME START).

(c) The Player has made one or multiple shot(s) directly towards the opposite between the 10 seconds signal and the start of the game.

44.3.3 Hit – Impact: Player is eliminated in case of being hit (personally or to any of his equipment) by a paintball, shot from paintball gun (with/without attached barrel) by a live Player. This is called a hit.

44.3.4 Elimination: Player is eliminated when the paintball left some paint on him (valid hit). Paint traces on the Players clothing that are not resulting from a hit are not considered as elimination. Referee can declare Player clean if he (the Referee) considers that the hit is not valid (e.g. Player is marked by eliminated opponent) and therefore must wipe the hit off as soon as possible.

44.3.5 Paint check is performed by Referees for the purpose of determining if a paintball has broken on and marked a Player. This action also can be done by Player himself, or he can ask a Referee when it is not possible to do it personally.

44.3.6 Clean Player: Player is clean when he has no valid hits.

44.3.7 Playing on consists on continuing to act as a live Player in the game after being eliminated. Playing on includes, but is not limited to:

(a) Continuing to shoot or otherwise engage an opposite Player;

(b) Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a Referee;

(c) Talking, signalling or otherwise communicating, either to a Referee, opposing Players, spectators, visitors, pit crew, Coach or teammates;

(d) Impeding the progress of opposition Players or a Referee;

(e) Hampering a Referee in making a paint check or a call;

(f) Discharging or degassing the marker or providing teammates with paintballs or equipment;

(g) Absence of elimination signal (hand on head) by the Player.

The penalty for playing on is the removal of a team-mate in a 1 for 1 call, unless in the Referee's opinion such playing on has materially influenced the course of the game giving the offending Player's team an advantage, in which case the **penalty for playing on is the removal of two team-mates in a 2 for 1 call.**

44.3.8 Virtual elimination: a penalty is given to a non-playing person (e.g.: invalid Coaching).

(a) The Referee makes the visual signal for elimination but no real elimination can be done.

(b) Virtual eliminations are always accompanied by a penalty applied to one of the live Players and will be applied as if it was a standard penalty.

(c) Virtual eliminations should only be applied by the Head Referee.

44.3.9 Abandon: in order to abandon an object, or a part of it, a Player must not use or wear it anymore and must separate himself 2 meters from it.

44.4.1 Unsportsmanlike behaviour occurs when any gesture or talking demonstrates the loss of control in a sporting way. This includes, but not limited to, the willing to hurt, insulting words or gestures towards anybody (Players, Referees, organization representatives, spectators) and any kind of deterioration, etc.

(a) As a principle, the paintball Player behaviour must be blameless and be considered as an example of control, which is mandatory with the use of paintball guns.

(b) Any kind of misconduct will be considered as unsportsmanlike behaviour.

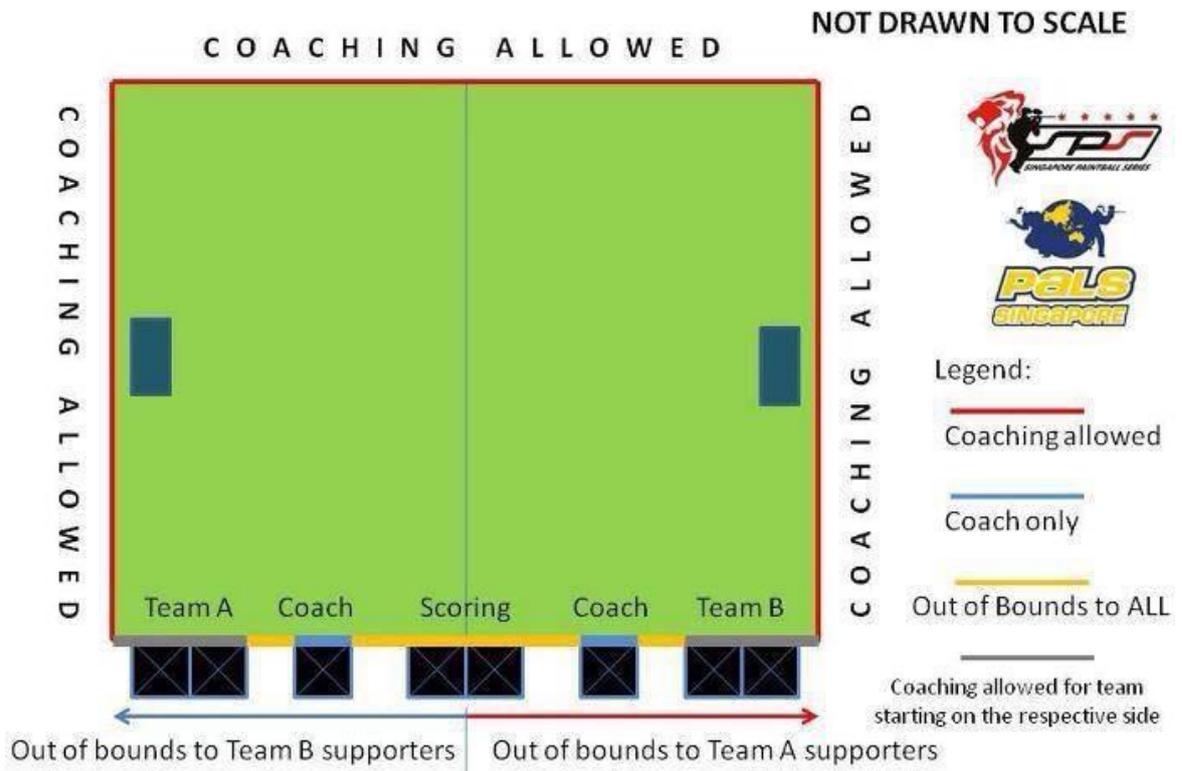
Annex

			A	B	C	D
Game 1			TOTAL POINT	TOTAL SET WIN	SET WIN - SET LOSE	TOTAL SET LOSE
POINT	SET WIN	SET LOSE				
			0	0	0	0
			0	0	0	0
			0	0	0	0
			0	0	0	0
			0	0	0	0

Score Table



Prohibited Pantone Colour



Coaching Boundary for Division 4