

Whatz-Up Paintball Speedball Tournament Rules

(Rules subject to change without notice and the final call is always up the head referee)

Markers

Marker Specifications

Players may use a single, 68 caliber, pump or semiautomatic paintball marker, which consists of a single barrel and single trigger.

Trigger

A “trigger” is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. A trigger pull requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every shooting cycle. Markers may shoot at a maximum of 12.5 balls per second, firing modes will be limited to semi-auto, PSP (Pre-Programmed), and ramping.

External Adjusters

Markers with electronic firing systems must be locked in a tournament mode. The player may NOT be able to adjust dwell, debounce, shooting mode, rate of fire etc. while on the playing field.

Players must surrender their marker immediately upon the request of any Referee at anytime. Players may not alter, pull the trigger, turn on or off, push any buttons or make any other movement that might cause a firing mode to change.

Marker Velocity

Markers may not exceed a maximum velocity of 290FPS for 3-man competitions and 300FPS for 5-man (feet per second). All markers must be chronographed at a chrono station prior to start of each game.

Barrels

Players may only bring one barrel on the playing field. The barrel must be attached to the marker. Every marker must have a barrel cover when not in play.

Barrel Blocking Devices

Markers must have a barrel sock on their barrel at all times when the marker is not on the field.

Referee

On Field Chronographing

Chronographing on the field may be done at any time at the discretion of any referee to determine if a marker's muzzle velocity has risen above legal limits.

Paint Checks

Paint checks are performed by referees for the purpose of determining if a paintball has broken on and marked a player. Paint checks are performed by a referee when the referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the Referee, or when the Referee is directed to do so by another referee. The head referee reserves the right to inspect all equipment, and deny the use of anything found to be unsafe.

- (1) Player Requested Paint Checks: Referees may, but are not obligated to perform a paint check after a player has requested one.
- (2) Flag Carriers: No flag carrier will ever be stopped for the purposes of performing a paint check, unless requested by the flag carrier.
- (3) Not Easily Verifiable: Players, who are hit in obvious locations, which are not easily verifiable, such players may call for a paint check.

Eliminated

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

(4) Safe: Referee will signal safe by waving both hands in front of his body. This "safe" signal indicates that a player is considered clean of a hit and is still an active part of the game.

(5) One-for-One: Referee will call a player eliminated for a One-for-One using the eliminated signal first followed by a double fist up and down movement both arms in front of his body. Referee will then pull a player and again signal a One-for-One. The double fist up and down movement may be repeated as necessary for Two-for-One and Three-for-One eliminations.

(6) Flag Hang: Referee will signal a flag hang by placing both arms over his/her head and holding the left wrist with the right hand.

(7) Game End and Stoppages. The head referee will signal the game end or game stop by waving both hands overhead so that the wrists cross.

Emergencies

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

Pre-Game

Inspection Procedure

Each team must report to the Chrono-Station at least 10 minutes before the game is scheduled to begin.

Chronographing

The Chrono-Ref shall chronograph each marker as it would be shot effectively on the game field at its maximum velocity. The Chrono-Ref will shoot a minimum of three shots over the chronograph. Markers will pass inspection if no one shot is greater than of 290FPS for 3-man competitions and 300FPS for 5-man.

Old Hits

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

Game Start

Markers

Players must have the barrels of their markers touching or breaking the plane of the Flag Station. Players must also start in front of the break out board with Marker touching or breaking the plane of the Flag Station.

Game Start

The Head Ref will give such warning with a countdown of get ready for 10 second warning then 5 seconds in "Three, two, one, ten-seconds." Thereafter, the game will start by the head ref shouting so that each team may hear, by radio or otherwise, either, "Game on", or "Go, go, go".

Time

Official game time will be kept by the head ref or a field ref appointed hereby. In the event that a game is to be interrupted because of a medical emergency, or otherwise, the head ref will mark the time or cause the field ref appointed thereby to keep the official game time to mark the time.

Game Stoppages

False Start

In a situation where a false start happens due to a referee mistake or miscommunication the head ref will stop the game and restart as if the game had never started.

Reasons for Game Stoppage

Only the head ref may declare the game stopped. 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.

Procedure

Field refs will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the field refs will insure that players remain in those locations. Referees will check all players and will remove any players who were eliminated prior to the game being stopped. Players may not reload or refill air during this time. Referees will confer to review the sequence of events prior to the game stoppage. If penalties need to be assessed, they will be assessed at such time. Players with hits may be reinstated into the game if the field referees determine, at their discretion, that a player was eliminated after the game was declared stopped or as a direct result of illegal actions, which led directly to the game stoppage.

Restart

Once the condition causing the game stoppage has abated or been resolved, all the live players and flags are placed in proper positions by the field refs, the head ref will restart the game

Game End

Inspection

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

Game End

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

Flags

Carrying the Flag

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

Passing the Flag

Flags may be passed from live players to live players.

Eliminated while Carrying Flag

A player eliminated while in possession of a flag will be eliminated and the flag dropped in place.

Flag Hangs

Calling Time

When a player touches the opposing team's flag station with the flag, the ref immediately calls time and the time of the call is recorded. The flag-ref then paint checks the flag carrier.

Bad Hang

If the flag carrier is found to have a hit after the hang is made no points are awarded for the hang.

Forfeiture

Forfeiture

A forfeit will be declared for each game that;

- (1) A team fails to report in a timely fashion for its pre-game chronographing.
- (2) A team that has been disqualified from the event
- (3) For any game in which a team refuses to take the field.
- (4) In the event that both teams fail to show for a game or are unwilling to take the field, both teams will have forfeited the game.

Scoring

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

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 due to the schedule.

Marked with Paint

Marked with Paint

A player will be eliminated if such player is marked with paint.

- (1) A player is marked with paint if a paintball shot out of a paintball marker by any live player, including members of the opposing team or a player's own team strikes that player or anything he or she is wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark.
- (2) If a Referee does not see a paintball shot by a live member of the opposing team or the player's own team strike that player or anything he or she is wearing or carrying, but that player or that player's equipment is marked with paint, then such player will be eliminated. Generally, if the paint marking is reasonably solid and the size of a quarter, it will be considered a valid hit. If the referee witnesses the ball hit and break and leaves less than a quarter size mark, it will be considered a valid hit.
- (3) Conversely, a player will not be eliminated if a player is hit and marked by a paintball shot by an eliminated member of the opposing team or if a paintball strikes the player or anything he is wearing or carrying but does not break or if a paintball strikes another object first and breaks upon that object before marking a player or anything he/she is wearing or carrying.
- (4) Referees will wipe splatter or non-valid hits off a player at the time they are inspected. Players playing with paint that is considered non-valid will do so at their own risk, until it is wiped clean by a Referee.
- (5) Players who are in motion while hit in obvious locations, which are easily verifiable, will immediately turn their motion away from the opposition, and stop. If two opposing players are hit and marked, as provided in this rule simultaneously, or if the Referee cannot determine which player was hit and marked first, both players will be eliminated.

Obvious Hits

Obvious hits are those which impact and break on observable places on the body or equipment. Players who are hit in an obvious location are expected to immediately signal their elimination by announcing "HIT" or "OUT" at the time of such elimination. Such players must then remove their armbands, and go straight to elimination box.

No Wiping

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

Modification of Markers

Players may not modify markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports.

Spectator Interference

Spectators may be allowed to observe games and the activities on a field but may not:

- (1) Issue instructions to players on the field,
- (2) Make comments about play which are likely to be heard by players on the field,
- (3) Have markers in their possession, or
- (4) Otherwise interfere with play in any manner whatsoever.
- (5) Team members and associates of the competing teams who interfere or communicate with the play of that game will immediately receive a penalty as if a player played-on.

Protected Colors

Protected colors are yellow and orange. No yellow or orange equipment, stickers, clothing, etc. that can be used to hide a hit. For questions about if your equipment is acceptable see the head ref before the games begin. Preferably at the beginning of the event long before games begin.

Assessment of Penalties

Verbal Warnings

Referees may issue verbal warnings on the field for the following reasons:

- (1) First Offenses: First offenses for wrongfully calling for a paint check, or use of inappropriate language.
- (2) Verbal Warning may be given for not having a barrel blocking device on in goggle safe area.
- (3) Player leaving the dead box during a game.

Eliminations

Referees will eliminate players for the following reasons:

- (1) Hit. Player is marked with paint.
- (2) Out-of-Bounds. Player, any part of player's body touches the line or goes out-of-bounds (irrespective of whether the boundary tape, if any, is moved).
- (3) Second Offenses: Second offense for wrongfully calling for a paint check, or use of inappropriate language.
- (4) Surrender. Player without being hit raises marker above head, or shouts "hit" or "out", walks with eliminated player(s) or otherwise creates the appearance of having been hit.
- (5) Faulty Start. Player's marker barrel is not touching or breaking the plane of the flag station at the game start. Players that leave early may return and touch the flag station, without penalty.
- (6) Abandoned Equipment or Uniform. Player abandons equipment (other than squeegees, the game flag, rags, or full or empty pods), on the field by more than five feet.
- (7) Compressing Bunkers. Players found to be altering a bunker to gain an advantage for elimination, such as pushing the marker or body between two bunkers, compressing the shapes, stepping or jumping on, or moving the bunker off its axis will be eliminated. The initial contact of the hand on the bunker will be allowed provided it does not compress the shape excessively or move it off its axis. Players may also not use pods or equipment to fill gaps between bunkers.
- (8) Faulty check-out. Live player checks-out at game end with an unobvious hit.
- (9) Dead Man Walks are prohibited: as defined herein: Players that take such action that would cause members of the opposing team or field referees to reasonably believe that such players have been eliminated, including but not limited to, calling themselves hit or out, holding their marker above the shoulder, placing objects in the barrel, walking with eliminated player(s), turning away from oncoming aggressive player(s). Players who have been marked by a player doing a dead man walk will be reinstated in the game by a referee.
- (10) Player is hit in an obvious location.
- (11) Failure to wear goggles, goggles up or off on the field.
- (12) Velocity Violation. Shooting over 2 feet per second (FPS) above max is a violation.
- (13) Players who are observed working on their markers during the course of the game, with the exception of cleaning paint out of the barrel, loader, or feed port, will be immediately removed from play.
- (14) Absolutely NO blind fire! Look where you are aiming.

One-for-One

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

- (1) Playing-On. A player that continues to play after an obvious hit is Playing-On, but does not materially influence the course of the game.
- (2) Disobedience. Player fails to obey a direct instruction of a referee (discretionary).
- (3) Physical Aggression. Player attempts physical contact with another person on the field in a hostile manner.
- (4) Affiliated Spectator Interference: A spectator that is known to be affiliated with a team or player and provides strategic advice.
- (5) Tools. Player possesses, but does not use tools on playing field.
- (6) Velocity Violation: Shooting over 10FPS above max FPS.
- (7) Faulty Check-Out. Live player checks-out at game end with an obvious, not easily verifiable hit.
- (8) Distraction Tactics - requesting paint check to distract a Referee from a hit on player or a player's teammate.
- (9) Freight training, applied for each infraction

Two-for-One

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

- (1) Playing-On. Player continues to play after an obvious hit and materially alters the course of the game.
- (2) Faulty Check-Out. Live player checks-out at game end with an obvious hit.

Elimination of Last Player

Assessments of the 1, 2 or 3-for-1 penalties where there are not enough live players left on the field, will result in the opposing team being awarded the pull and the hang. In addition, for every player that cannot be pulled out the opposing team will receive a live player back on the score sheet.

Finality of Calls

Referee's calls during a game will stand and cannot be changed after a game except in extreme circumstances when the head referee becomes involved.

Tie Score

In the event of a tie game, one that is critical upon movement to the next round or winning, the match will go into sudden death. It provides a victor for the contest without a specific amount of time being required, by making the first team scoring in the additional time of play the winner.

Format

Game Format

At the start of the game a single flag will be placed in the center of the field. The object of the game is to capture the flag and hang it in the opposing teams' flag station. Game time will be limited to 5 minutes. Each player may only play for one team in the tournament.

3-Man Game Scoring

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

Maximum Score:	100 points
Flag Hang:	40 points
First Flag Pull:	30 points
Eliminations:	5 points per player
Surviving players:	5 points per player

5-Man Game Scoring

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

Maximum Score:	100 points
Flag Hang:	30 points
First Flag Pull:	20 points
Eliminations:	5 points per player
Surviving players:	5 points per player

Progression of games

The first round will consist of a round robin format (everyone plays everyone) with the best moving on to the finals. Depending on the number of teams attending the event and the allotted time for games some alterations to the round robin may have to be made (cutting down the total number of games). The finals will consist of double elimination brackets.