

2006 Rules

These guidelines will be used at all POWERPLAY tournaments and are recommended for all paintball play. POWERPLAY Paintball accepts no responsibility for any loss or injury sustained during any play using these rules. All players are required to show a photo ID to prove player eligibility and status.

A. Game time limit will be 5 minutes, unless otherwise specified by POWERPLAY prior to the day of the event. If POWERPLAY deems it necessary, the time of the games may be altered if darkness or dangerous weather is imminent.

B. All teams will consist of a maximum of THREE (3) players unless otherwise stated on the playing field at one time. Teams can have two alternates (maximum 6 players per team). All alternates must register. Any player under the age of eighteen must have written parental consent. Exceptions can be made for additional alternates; prior approval is needed.

C. Once a player plays for one team, whether his/her team or another, he/she can play only for that team for the duration of the tournament.

Teams will be advised of the format to be used at the captains meeting before each tournament. Preliminary Rounds. The number of games each team will play in the preliminary round will be at least six (6). The number of games may increase based on the number of teams participating in each class.

Finals. Will be top 5-6 teams playing each other giving each a fair shot at each other. May increase or decrease due to the total number of teams registered.

Tournament play will begin at the scheduled time. A Captains meeting will be held at 8:00 a.m. unless otherwise specified. Each team must send a representative to the meeting. Each team is required to be at its scheduled field of play five minutes prior to the game.

Only teams which have back-to-back games will be extended additional time of up to 10 minutes to prepare for their next game. Teams not prepared to take the field, don't show up, or forfeit will be disqualified from that game and the opposing team will be awarded their average of the points per game for that game. The head field referee will make this call.

At the beginning of each game all players will be chronographed, no gun will be allowed to be used if shooting over 290 FPS. That's why it's a good idea to have an extra gun ready in case of problems before a game.

Ramping, Debounce & Rebound. These modes are allowed in the H.O.T. TOURNAMENT up to 15 bps for the Rookie division. We will check for modes by shooting each gun approx. 20 shots before each game if the ref deems your gun as illegal it will not be allowed on the field. If your gun is performing illegally after the game starts, we will check it by filling the hopper and emptying it after the game. If it is found to be illegal, your team will lose 25 points and that gun will not be allowed back on the field.

Any player absent when his/her team takes the field will be counted as an elimination.

Total points at the end of preliminary play will determine finalists. In the event of a tie, advancement will be decided by the following criteria, in order.

1. Head-to-head record. (considering only the current round of current tournament)
2. Total number of flag pulls
3. Total points scored by opponents.
4. Five minute playoff game.

The top teams from the preliminary round will advance to the finals and play a round-robin, with their total points deciding tournament winners. Points are not carried over from the preliminary round.

Points will be scored as follows (maximum of 100 points).

Eliminated players = 10 points : First flag pull = 20 points : Flag Hang = 50 points

Teams are responsible for signing their score sheet, making sure they have all the points they should and the other team points are correct.

Penalties will be assessed as follows:

Non-legal gun- shooting anything other than what is allowed. -25 points 1st time, -100 points second time, total team elimination on the third time.

Overshooting a player by more than 6 breaking hits - 20 points (at referee's discretion)

Eliminated and continuing to play with UN-obvious hit - one for one (at referee's discretion)

Eliminated and continuing to play with obvious hit- two for one. (At referee's discretion)

Physical Contact - Player eliminated from the tournament and a 50 point penalty. Also additional actions can be assessed by the Head ref on field or field owner.

Player removing goggles during play - minus 50 points (at referee's discretion)

Wiping- three for one (at referee's discretion)

Unsportsmanlike use of a gun or conduct- elimination from tournament plus minus 0 to minus 50 points at referee's discretion)

Last player playing-on after obvious hit= minus 20 points

Any player or team found playing down or sandbagging- elimination of team from tournament-no refunds given

Notes: An obvious hit is any hit on the meaty part of the body or any hit, in the referee's opinion, that was acknowledged by the player.

Definition of a 1 for 1: The player that is taken out plus one more player from the same team.

Player Skill Level Ranking

Beginner: Never played in a Rookie event EVER. Never Placed 1st - 3rd in a beginner event prior to Feb 2007.

Rookie: Never played in a novice event in the last 12 months. Never placed 1st thru 3rd in three or more events since Dec 2005.

Novice Players: having placed in more than 3 events 3rd place or higher more than 3 times or played in any national events classified as D2 - D4.

Any player found to be sandbagging or playing at a level below what qualifies them under our Player Skill Level Rankings will be disqualified and no refunds given to the player or the team of which the player played on . The team that has the illegal player will not receive any prizes, points or ever allowed at another tournament hosted by PowerPlay paintball.

A. Eliminated Player

1. A player is eliminated if he/she sustains a hit on any part of the body or equipment.
2. A hit is defined as a nickel-size or larger paint mark, shell or no shell. Shell fragments by themselves do not constitute a hit.

Players are responsible for removing old hits before their next game.

3. Players may not mark by touch. No hand-to-hand combat.
4. Any attempt to appear as an eliminated player, including the use of a barrel plug, vocally indicating a hit or raising hands over shoulders is considered eliminated.
5. An eliminated player is required to place their hand on the top of their head or place gun above their shoulders and exit to the "dead-box" at each field. Any player not putting their hand on top of their head may be considered as "playing on" and subject to continuation of play. With a 1 for 1 penalty.
6. All eliminated players must exit to the dead box in the shortest route. They must not interfere with any active player by blocking or attempting to draw attention as they exit. Any of these activities will be considered continuation of play and a 1 for 1 penalty may be taken.
7. Any team or player that plays with the intent to throw a game or the intention to give points to allow another team to profit from this action will result in the immediate ejection from the tournament. The teams that are still to play the ejected team or teams will receive an average score of their previous games for the game they would play against the ejected team(s).
8. Leaving usable equipment behind or more than 5 feet from the player: (Ex: full pods, hopper, barrel, flag)

B. Paint Checks.

1. A player may call for a paint check on themselves or another player during a game. If a player calls for a check on themselves that player is not neutral until a referee touches the player and calls the player neutral: opposing players may not advance, attempt to advance, or mark the neutral player.

C. Freeze

1. A freeze will be used by a referee when the game is out of control or when he believes a flag carrier is marked. Once a freeze is called all play in the area is to halt and the players are to hold in their position until play is resumed. No advancements toward the flag station is to happen. Only those players not in the area of the freeze move to cover as long as the move is not an advancement. Play will resume only by the call of the referee.

D. Flag Carriers

1. A flag is pulled when it is removed from its station and held by an un-marked player. If the player is shot after the pull, points are awarded to the first flag puller.
2. A flag carrier cannot fold, roll or otherwise conceal the flag. The flag is to be carried in plain view.
3. Unmarked players may pass the flag to other unmarked players. If a pass is made by a marked player to an unmarked player, that unmarked player then eliminated, unless the marked player becomes the flag station.
4. Should a player be marked while carrying the flag, the player must stand in place holding the flag for any active player to retrieve. At referee's discretion, the marked flag carrier may place the flag on a bunker or rehang at flagstation as long as the flag is in plain sight and exit to the field's "dead box."
5. If the flag is hung by a marked player and the mark is unobvious no points are awarded for the flag hang; if the flag is hung by a marked player and the mark is obvious the points are awarded to the opposing team.

E. Boundaries

1. Should a player have any part of their body or equipment extend outside the boundary line during a game, that player is eliminated.

F. Dead Box

1. Once a player is marked they must go to the dead box and place the gun on the ground and sit or kneel on the ground.

You cannot talk to players still on the field or in the dead box, if this happens, a 1 for 1 can be given at ref's discretion

Guns and Equipment

A. Goggles must be worn at all times while on or near the playing fields or any area designated as goggles on area. Goggles are to include full face and ear protection. Lenses may not have any cracks at all, the goggles must be manufactured for paintball sports and no other types may be substituted.

1. All paintguns will be 68 caliber gas or liquid powered bolt, pump action or semi-automatic. Semi-auto is defined as that which one valve action per trigger pull. No full auto allowed other than for the NO LIMITS TOURNAMENT.
2. Maximum velocity will be 285 FPS with 3 shots fired across a chronograph with the average not going over the limit
3. One gun per player on the field
4. No tools of any type are permitted on playing field.
5. No artificial sound devices allowed.
6. Only paint purchased from inside PowerPlay Paintball, the day of the tournament, may be used.
7. Barrel covers are required for all guns and shall be in use when not on the playing field.
8. All web gear, harnesses, loaders, belts and equipment must be worn on the outside of the players uniform.
9. Player uniforms are to include no more than 2 layers, no soft padding or water repellent clothing is allowed. Protective clothing such as athletic supporter, bra will not count toward layers. Unless weather permits otherwise and at ref's discretion.
10. The outer uniform is to be of a material which will hold a paint mark.
11. Shorts, short sleeve shirts, and hoodies will be allowed only if weather is appropriate and at the discretion of PowerPlay Paintball.
12. Close toed shoes must be worn. Metal cleats are not permitted.

PowerPlay Paintball reserves the right to update or change the rules before and/or on the day of the event without notice.