



WPBO RULES

Version 1.2

2016

CONTENT

REGULATIONS

INFORMATION

FIELD SIZE AND REQUIREMENTS

WPBO FIRING MODE

Fire mode requirements and infractions:

THE REFEREES

REFEREE TEAM

OFFICIATING

REFEREES HAND SIGNALS AND FLAGS

TEAMS

TEAM MEMBERS

ROSTERS

IDENTIFICATION CARDS

EQUIPMENT

GENERAL REQUIREMENTS

GOGGLE

BARREL SOCK

CLOTHING

PROTECTIVE GEAR

PAINTBALLS

Other Equipment

PROHIBITED EQUIPMENT

PAINTBALL MARKER

AIR SYSTEM

MARKER

Barrel

LOADER (HOPPER)

MATCH STRUCTURE

GAME FORMATS

MILLENNIUM SERIES GAME TIMES AND MERCY LIMITS

NXL GAME TIMES AND MERCY LIMITS

Split deck system

SCORE SHEETS

THE GAME

PIT-AREA
PRE-GAME MARKER INSPECTION
GAME START
START PROCEDURE
ON FIELD CHRONOGRAPHING
PAINT CHECKS
TIMEOUT
GAME INTERRUPTION
BUZZER PUSH
TOWEL THROWING
LAST 60 SECONDS RULE
OVERTIME
GAME END
HITS AND ELIMINATIONS
DEFINITION OF A HIT
PLAYERS AND HITS
ELIMINATIONS
SCORING
POINTS
FORFEITS
TIE BREAKERS
PENALTIES
ASSESSMENT OF PENALTIES
NOT ENOUGH PLAYERS RULE
COLLUSION
SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT
ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT
CONFLICT IN THE RULES
DEFINITIONS
List of defined terms
APPENDIX

1 REGULATIONS

1.1 INFORMATION

- 1.1.1. It is the responsibility of the players and staff of any and all participating teams to know and understand the rules governing WPBO events.
- 1.1.2. If the meaning of any portion of this rulebook is unclear, the simplest interpretation and the one most consistent with the body of the rules is most likely the correct one. Omissions are not loopholes. When examples are provided they are not intended to be the sum of all possibilities, but simply representative examples.

1.2 FIELD SIZE AND REQUIREMENTS

- 1.2.1. The WPBO standard field size is 45x36 meters with a grid of 3x3 meters (Appendix 1). There should be at least 35 obstacles (bunkers) used on a layout.
- 1.2.2. A start base must be 2x1.2 meters wide and placed in the middle of the back boundary of the field.
- 1.2.3. The playing-field boundary shall be marked clearly and placed a minimum of 1.5 meters off the netting.
- 1.2.4. 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.
- 1.2.5. 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.
- 1.2.6. To meet the WPBO format requirements, field should be provided with electronic scoreboards, base buzzers, operating console and loud sound signals.
- 1.2.7. No player or team member is allowed to 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 WPBO FIRING MODE

2.1 FIRE MODE REQUIREMENTS AND INFRACTIONS:

- 2.1.1. Any marker capable of ramping shall fire no more than one shot per press and release of the trigger unless,
 - 2.1.1.1. The trigger has been pressed and released four times, and
 - 2.1.1.2. The trigger has been pressed and released at least once every 200 milliseconds.
- 2.1.2. Shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time.
- 2.1.3. A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.
- 2.1.4. A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred would automatically go to the opposing team.
- 2.1.5. A player on the field of play whose marker fires two shots above 12.5 bps and above will be assessed a major 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 remainder of the tournament.

Millisecond Range		Shots Per Second Range		
	95ms	0 bps	10.5 bps	Legal
94.3ms	92.5ms	10.6bps	10.8 bps	Major Penalty
91.7ms	80.6ms	10.9bps	12.4 bps	Major Penalty and Point for other team
80.0ms		12.5bps		Major Penalty, Point for other team and Player Suspension

3 THE REFEREES

3.1 REFEREE TEAM

- 3.1.1. The suggested Referees Team consists of:
- Head referee on each field;
 - Field Referees;
 - Ref Secretary.
- 3.1.2. Each field is recommended to be staffed with a minimum of:
- 8 Field Referees, plus one Head Referee for 5-Mman format;
 - 10 Field Referees, plus one Head Referee for the WPBO timed format.
- 3.1.3. All Field Referees and Head Referees are under direct control of the Referee Manager.

3.2 OFFICIATING

- 3.2.1. Each field's head referee is the highest authority on that field.
- 3.2.2. Any call made by the head referee on their field is final.
- 3.2.3. Referee Manager will not overturn any on field calls by a head referee.
- 3.2.4. The Referee Manager is the highest authority at an event in regards to play-of-the-game or on field disputes.
- 3.2.5. Any decision of the Referee Manager is final.

3.3 REFEREES HAND SIGNALS AND FLAGS

- 3.3.1. **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. At the same time the referee shouts loud and clearly "OUT".
- 3.3.2. **Clean** – A referee will signal that a player is clean of any valid hits and has not been eliminated, by lifting a finger or a towel in the air and moving it in a circular motion.
- 3.3.3. **Penalty signals**
- 3.3.3.1. Referees can signal penalties by one of two different ways.
 - A double fist up and down movement with both arms in front of body of the additional player(s),
 - Throwing either a yellow flag (minor penalty) or red flag (major or gross major penalty) into the air.

- 3.3.3.2. The type of penalty signals used (fist movement or flags) by referees must remain consistent among all the referees during a match.
- 3.3.4. **Minor (One-for-one) penalty signal**
- 3.3.4.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by one of two ways,
- (a) A double fist up and down movement with both arms in front of body of the additional player(s), repeating the penalty signal for every additional player counted as eliminated due to the infraction. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.
 - (b) Tossing a yellow penalty flag into the air. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.
- 3.3.5. **Major (two-for-one) or Gross Major (three-for-one) penalty signal**
- 3.3.5.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by one of two ways,
- (a) A double fist up and down movement with both arms in front of body of the additional player(s), repeating the penalty signal for every additional player counted as eliminated due to the infraction. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.
 - (b) Tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.
- 3.3.6. **60 seconds** – All referees will lift their hands, hitting with one fist hand repeatedly against the other flat stretched hand.
- 3.3.7. **10 seconds** – All referees will raise both hands with flat stretched hands facing the field at the 10-second buzzer sign. The Head Ref may shout “10 seconds”. All referees shall lower their arms immediately after the buzzer starts.
- 3.3.8. **Time** – One or more referees raise their hands forming a “T” above their heads with both flat stretched hands.

4 TEAMS

4.1 TEAM MEMBERS

- 4.1.1. **Team Representative, Coach, Captain**
- (a) Representative, as team leader, is responsible for the organization, supervising and discipline of the team members.
 - (b) The team representative is the only person authorized to discuss questions with the Head Referee or Tournament officials.
 - (c) The representative must be present at the captains or technical meetings, if held.
 - (d) One person can fulfill the obligations of Team Representative and Coach at the same time.
- 4.1.2. **Players**
- (a) Only players complied with the tournament Regulations can participate on the tournament.
 - (b) Players must abide by the tournament Rules and Regulations.
 - (c) Players may not interfere in the referees work.
 - (d) Any spare player from the tournament roster can replace a basic or suspended player at any time during the tournament.
- 4.1.3. **Pit crew**
- (a) The pit crew is part of the team, and responsible for assisting players between the points and games.
 - (b) Pit crew members are not allowed to play for the team, unless they are registered as players.
 - (c) The pit crew can enter the field only if referees allow it.

4.2 ROSTERS

- 4.2.1. All the team`s players taking part in the event should be included in that team`s roster. More detailed definition of team`s rosters will be published on the WPBO affiliate league's website separately.
- 4.2.2. Only people included in the team's rosters as players have a right to play in the WPBO events.
- 4.2.3. No player may appear on more than one team roster.
 - 4.2.3.1. Except if the affiliate league allows players to be rostered in multiple formats in the same tournament.
- 4.2.4. All teams must submit complete rosters at the registration. A team's rosters cannot be changed after the start of the tournament. Team rosters will be accepted only after all applying fees have been completely paid.
- 4.2.5. A player that plays in the same tournament for 2 different teams will get immediately suspended from the tournament and all the games he has played will be declared as a loss.

4.3 IDENTIFICATION CARDS

- 4.3.1. Every participant in the tournament must have a valid Identification Card (I.D.) to participate in a WPBO sanctioned event. 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. No player will be allowed to play without showing his I.D. card to a referee before entering the field.
- 4.3.2. Only valid I.D. cards and proper credentials will be allowed to enter the "Athlete Restricted Area".

5 EQUIPMENT

5.1 GENERAL REQUIREMENTS

- 5.1.1. WPBO is authorized to publish a specific list of allowed or banned equipment from its tournaments. It is strongly recommended for players to use equipment allowed by the WPBO to avoid potential suspension of tournaments.
- 5.1.2. Two live players may exchange equipment during the game.

5.2 GOGGLE

- 5.2.1. 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. Goggle manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds EC & ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament.
- 5.2.2. Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:
 - Playing fields
 - Chronograph stations
 - Shooting ranges
- 5.2.3. Violation of the rules in this section will result in an official warning given to the captain of the players' team for the first offence. For the second offence, the offending team member will be excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.
- 5.2.4. Anyone on the field must wear full-face protection as it comes 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 anyway modified from their original form at anytime or place where goggles are required.
- 5.2.5. Goggle fans and decorative additions that are not padded or absorbent are acceptable.

5.3 BARREL SOCK

- 5.3.1. Barrel socks must be properly attached at all times to all markers with an air system attached at the tournament site, anywhere in the vicinity of the tournament site including, but not limited to, parking lots/car parks and at hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fulfill the requirements of this rule.
- 5.3.2. 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
- 5.3.3. Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member being excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.

5.4 CLOTHING

- 5.4.1. Each player may only wear two layers of clothing (Each layer consists of a standard cotton T-Shirt garment with approximately 150g/m), unless the temperature has been officially announced to be below 10°C (50°F) in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s).
- 5.4.2. Players must wear full pants, and long sleeve jerseys as their outer layer.
- 5.4.3. Player uniforms may not contain the prohibited color yellow, except that a player's jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow coloring is more than 0.25 cm from some other color, and no more than 10% of any 5cm by 5cm square on clothing or item is yellow. Player uniforms containing white must be reasonable clean, if there is too much staining, a referee can demand a player change this part of the uniform.
- 5.4.4. Players clothing including pants and jersey must be free from rips and tares, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick in nature material, such as nylon or rubber.
- 5.4.5. Quilting is defined as two layers of clothing stitched over each other. Quilting counts as two layers of clothing in the area that is quilted.
- 5.4.6. Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes.
- 5.4.7. Jerseys or tops must be fully tucked into the player's pants or harness.
- 5.4.8. Players may wear a single pair of padded gloves.
- 5.4.9. Players may wear up to, but not exceeding, two items on their head.
 - 5.4.9.1. Players may wear headgear that does not extend beyond 2cm below the shoulders.
 - 5.4.9.2. Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness.
- 5.4.10. If a player is found to be wearing illegal clothing during the game he will be eliminated.
- 5.4.11. Stickers are not allowed on clothing.
- 5.4.12. Vests and pouches may not be constructed in such a fashion that they constitute padding.

5.5 PROTECTIVE GEAR

- 5.5.1. A Player's protective gear cannot be modified from the manufacturers' original form and must meet the international standards. Other protection is prohibited.
- 5.5.2. 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.
- 5.5.3. 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.
- 5.5.4. 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.
- 5.5.5. Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.
- 5.5.6. Players may wear groin protection.
- 5.5.7. 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.
- 5.5.8. Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.

5.6 PAINTBALLS

- 5.6.1. Players may carry any number of paintballs.

- 5.6.2. Paintballs used at the WPBO affiliated events must comply with EC & ASTM standards and meet the league's non-staining & environmental criteria.
- 5.6.3. Paintballs must be completely water-soluble.
- 5.6.4. Paintballs with RED, ORANGE or PINK fillings are prohibited.
- 5.6.5. Only authorized paintball manufacturers paint shall be shot at WPBO affiliated events.

5.7 OTHER EQUIPMENT

- 5.7.1. Players may carry any number of pods and squeegees, but no pods that are padded or absorbent in nature.
- 5.7.2. Players may wear up to, but not exceeding one pack, designed to carry pods.
- 5.7.3. Players may carry up to, but not exceeding one time keeping device.
- 5.7.4. Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, as long as such objects are not unnecessarily padded or absorbent. It is the player's responsibility to bring the use of such items to the attention of the refereeing crew prior to play beginning in order to assure no calls are made by mistake.

5.8 PROHIBITED EQUIPMENT

- 5.8.1. Prohibited equipment includes:
 - Yellow (or any color similar to Pantone color 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803) color equipment (hopper, marker, jersey, pants etc.);
 - Listening devices, communication devices or any form of electronic surveillance device;
 - Incendiary devices or smoke-producing devices;
 - 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;
 - Propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order and / or have had safety warnings removed or covered.
- 5.8.2. Players with prohibited colored equipment, devices or cylinders will not be allowed on the field. If found during the game, such player will be eliminated.
- 5.8.3. Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will be subject to suspension and or fine.
- 5.8.4. Any other clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Ultimate Referee. Players possessing prohibited clothing or equipment on the field of play will be assessed a minor penalty.

6 PAINTBALL MARKER

6.1 AIR SYSTEM

- 6.1.1. Only air and CO² 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. All date stamps must be in date for the entirety of and event.
- 6.1.2. Bottles must be originally manufactured to meet the international safety standards. Using of the bottles with an expired certification date is forbidden. Violation of this will cause suspension of player from the event.
- 6.1.3. High-pressure bottles can be covered by neoprene for safety reasons.
- 6.1.4. A player may enter the field with only one bottle, and it must be connected to the marker.

- 6.1.5. It is strictly forbidden to throw the bottle to the ground (especially if connected to the marker body) for any reasons. Violation of this will cause suspension of player from the event.

6.2 MARKER

- 6.2.1. Players may use a single paintball marker of .50 or .68 caliber, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.
- 6.2.2. 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.
- 6.2.3. 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.
- 6.2.4. Markers with electronic firing systems must be locked in a tournament mode. The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball 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.
- 6.2.5. 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.
- 6.2.6. Players may not use cloth, neoprene or other material to cover the paint loaders, barrels or markers.
- 6.2.7. Stickers on markers are limited to one 5x10 cm (2x4 inches) sticker on each side of marker. Sticker colors may not contain yellow.
- 6.2.8. A marker with no electronic components
- 6.2.8.1. Shall not fire more than one shot per press and release of the trigger.
 - 6.2.8.2. Shall only fire a shot when the trigger is pressed.
 - 6.2.8.3. Shall not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools ("reactive trigger").
 - 6.2.8.4. "Beaver tails" must be in place on any 'Autococker' based markers.
- 6.2.9. A pump marker may only be manually re-cocked between each shot, thus allowing for the hammer to reset.
- 6.2.9.1. This pump action must consist of one complete backward (pull) and return forward (push) cycle of the pump mechanism.
 - 6.2.9.2. "Beaver tails" must be in place on any 'Autococker' based pump markers.
- 6.2.10. The trigger may consist of one of two types:
- (a) A standard trigger that requires a pull and release for each pump cycle.
 - (b) An auto-trigger, which consists of a trigger that can be held in the 'pull' position while cycling the pump mechanism.

6.3 BARREL

- 6.3.1. 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.
- 6.3.2. Only one barrel per player will be allowed on the field.
- 6.3.3. Barrels with a control system modifying the ball curve are prohibited.
- 6.3.4. Barrels may not be covered with any kind of materials. Stickers are not allowed on the barrel.

6.4 LOADER (HOPPER)

- 6.4.1. Loaders cannot be clear.
- 6.4.2. A Solid color loader is suggested but not required, solely to not impede with the referees judgment. A head referee does have the right to ban a player's hopper if he feels that the colors do impede with the referees judgment.
- 6.4.3. Loaders cannot be covered with any kind of materials.

- 6.4.4. Stickers on loaders will not be allowed except for one 5 x 10 cm (2x4 inches) sticker on each side of the loader. Sticker colors may not contain yellow.
- 6.4.5. Transparent lids on loaders are permitted.
- 6.4.6. Only one loader per player will be allowed on the field.
- 6.4.7. Loaders in the Professional division are subject to league specific requirements.
 - 6.4.7.1. A 3.5-inch high, white, single or double digit number shall be prominently displayed on both sides of the hopper in one of the three approved font by the WPBO (Compacta Blk, Serpentine D or Agency).

7 MATCH STRUCTURE

7.1 GAME FORMATS

7.1.1. WPBO Timed Race Format:

Professional, Semi-Pro, D1, D2, D3, D4

- Each match will consist of a series of points
- Each match will start with a limited amount of game time.
- Match times will differ between leagues; the specific leagues governing body or tournament organizer will determine game times.
- Match times may vary between divisions.
- Matches will have a point differential mercy rule; the specific leagues governing body or tournament organizer will determine the exact mercy point differential.
- Match mercy point differential may vary between divisions.

7.2 MILLENNIUM SERIES GAME TIMES AND MERCY LIMITS

Division	Game Time	Mercy Limit
Professional	15 Minutes	5 point lead
Semi-Pro	10 Minutes	4 point lead
Division 1	10 Minutes	4 point lead
Division 2	10 Minutes	4 point lead
Division 3	8 Minutes	2 point lead
Division 4	8 Minutes	2 point lead

7.3 NXL GAME TIMES AND MERCY LIMITS

Division	Game Time	Mercy Limit
Professional	16 Minutes	7 point lead
Semi-Pro	15 Minutes	5 point lead
Division 1	15 Minutes	5 point lead

Division 2	12 Minutes	4 point lead
Division 3	12 Minutes	4 point lead

7.4 SPLIT DECK SYSTEM

- 7.4.1. Events that use the split deck system will follow the normal WPBO Timed Race Format structure with the additions outlined below.
- 7.4.2. 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.
- 7.4.3. A break period for a match (A and B) will be at least two minutes long.
- 7.4.4. The break time between the points of the two games being played in a split deck format maybe from 30 seconds till 2 minutes depends on the specific affiliate league rules.
- 7.4.5. 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.

7.5 SCORE SHEETS

- 7.5.1. Any referee or designated official may complete a score sheet. The scorekeeper may show the score sheet to the captain of each team.
- 7.5.2. Any correction made to the score sheet must be initialed by a head referee, unless the correction corrects an obvious mathematical error, the correction may also be initialed by a scorekeeper.
- 7.5.3. In the event that one or both team captains do not agree with the contents of a score sheet and thus will not sign the score sheet, the head referee may decide whether the score sheet must be amended and/or validate the score sheet themselves.
- 7.5.4. A head referee or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time.

8 THE GAME

8.1 PIT-AREA

- 8.1.1. Each team will be provided with a staging area adjacent to the field of play.
- 8.1.2. No person appearing on the roster of a team may employ an electronic or mechanical device or voice enhancing device like a megaphone to communicate with any other person during any of the team's points.
- 8.1.3. No communication is allowed by anyone from the designated staging 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.
 - 8.1.3.1. Any such communication may result in a simple warning or up to a major penalty.
 - 8.1.3.2. With the penalty to be assessed at the time of the infraction, the referee making the call will impose the penalty on the nearest active players of the team penalized.
- 8.1.4. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or match forfeiture.
- 8.1.5. Only authorized, rostered, and checked in persons will be permitted in the staging area.
- 8.1.6. All players, staff, and authorized personnel must possess and display upon request their WPBO I.D. Failure to do so will result in access to staging area being denied, no exceptions.
- 8.1.7. Circumventing paddock and/or staging area security may result in ejection from the event and even future events at the discretion of the event organizer.
- 8.1.8. **Coach.**

- 8.1.8.1. Each team must have a designated coach. The designated coach must stay in the pit area all the time. If the designated coach is a player, he can function as coach only from the pit area. Only the designated coach may throw the towel, ask for a timeout or may ask for an explanation of a call (only to the Head ref, only if Head referee is off the field and only during breaks).

8.1.9. **Choosing side**

- 8.1.9.1. The starting bases should be the same as written in the games schedule.

8.2 **PRE-GAME MARKER INSPECTION**

- 8.2.1. All games will be preceded by a pre-game marker inspection, pursuant to which each player's marker 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.
- 8.2.2. 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.
- 8.2.3. After a marker passes the above inspection, such marker may then be checked for bounce, runaway, velocity, rate of fire and illegal modes.
- 8.2.4. Marker Checking Procedure:
 - (a) **"Runaway Guns" 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, will be deemed to be a "Runaway Gun" and will not be allowed on the field.
 - (b) **Marker Velocity and rate of fire test** - All markers will be chronographed prior to going onto the field. The maximum velocity allowed will be 300 feet per second. Markers rate of fire will be tested prior but not limited to the start of the match. The maximum rate of fire allowed will be 10.5 balls per second.
- 8.2.5. 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.
- 8.2.6. Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start according to schedule, may choose to enter the playing field without their markers and play the game or stay in the pit area.
- 8.2.7. All markers are subject to a more rigorous inspection in anytime of the game at the discretion of the Head Referee to check for compliance with the marker rules.

8.3 **GAME START**

- 8.3.1. Team may start the point with a short squad.
- 8.3.2. 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 front of the base.
- 8.3.3. 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 gate (touch back).
- 8.3.4. Even if the signal goes before they have returned it, they may still return their barrel to the gate (touch back) and then can continue. If they fail to return the barrel to the gate (touch back) either before or after the start signal is given, they will be eliminated.
- 8.3.5. However, if a player posts their marker or fires it before or after the start signal regardless as to whether they later touch back, they will be eliminated in the normal manner.
- 8.3.6. Players must carry all equipment to be used during the course of the game on their person at the start of the game.
- 8.3.7. Players may remove their barrel socks after entering the field.
- 8.3.8. The Game time will begin to countdown at the start of the first point of the match.
- 8.3.9. Each team starts the first point of the match at the starting station on the same side of the field as the teams own pit area.

8.3.10. **Switch ends**

- Teams will switch which side of the field that they start on after every point scored.
- If a point is started but ends in a no-point (neither team scores), the teams do not switch sides in the following point.
- 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.).
- Teams will start overtime on their pit side of the field.

8.3.11. **Break period (Pit-stop)**

- A break period follows the conclusion of each point.
- The game time stops counting down for the duration of the break period.
- A standard break period is a minimum of two minutes.
- A break period may exceed two minutes in a split-deck format.
- The break time between the points of the two games being played in a split deck format maybe from 30 seconds till 2 minutes depends on the specific affiliate league rules.

8.3.12. The official game time will be kept with the countdown timer on the electronic scoreboard by the Ref Secretary.

8.4 **START PROCEDURE**

8.4.1. **Point start.**

- A clearly heard and recognizable signal (different from other sounds) should be given for the start of each point. When there is no electrical system using, start must be given by a whistle or any other similar device.
- All the infield referees lower their hands to confirm the point start.

8.5 **ON FIELD CHRONOGRAPHING**

- 8.5.1. Chronographing on the field may be done at anytime, 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 being exceeded. Referees will seek to perform on field chronographing in a manner which least interferes with play.
- 8.5.2. 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.
- 8.5.3. 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.
- 8.5.4. 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 Minor penalty.
- 8.5.5. Players with markers which velocity is 325 feet per second or above will be eliminated from play and given a Major penalty.
- 8.5.6. A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.
- 8.5.7. A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team.
- 8.5.8. A player on the field of play whose marker fires two shots above 12.5 bps will be assessed a major 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 rest of the tournament.
- 8.5.9. 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.

8.6 PAINT CHECKS

- 8.6.1. Paint checks are performed by referees for the purpose of determining if a paintball has broken on and marked a player.
- 8.6.2. 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.
- 8.6.3. Referees may, but don't have to, make a paint check after a player has requested one.

8.7 TIMEOUT

8.7.1. Game timeout

- (a) Each team is entitled to ask for one timeout of 1 minute per match.
- (b) Designated Coaches should be the ones to call timeouts, made by informing either the Head Referee, the Scoreboard Operator, or by an electronic system.
- (c) Timeout cannot be taken in the last 10 seconds before the start of a point.
- (d) Teams may use their timeouts within the same break period.
- (e) A Timeout, if available can be used before the overtime period.

8.7.2. Technical timeout

- (a) Technical timeouts may be applied by maintenance staff or can be assigned by the Head referee for technical reasons.
- (b) Technical timeout lasts as long as necessary for maintenance staff to solve technical problem on the field.
- (c) If technical timeout must be taken during 10 seconds, after technical issue is fixed, time counting automatically starts from 10 seconds.

8.8 GAME INTERRUPTION

- 8.8.1. 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.
- 8.8.2. In a situation where a false start happens due to a Referee mistake or miscommunication the Head Referee will stop the game and restart as if the game had never started.
- 8.8.3. All 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 restart the game in accordance with the procedures specified in game start section.
- 8.8.4. The referees calling "Time" will indicate game stoppages. Every player has to remain in the position he was in when the time call was made.
- 8.8.5. In the event that a game has to be interrupted because of an emergency, or otherwise, the Head Referee will stop the countdown timer. When the game is restarted the "Start" procedure of these rules will be used. Time will begin to run upon such restart.
- 8.8.6. 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 once again safe.

8.9 BUZZER PUSH

- 8.9.1. There are buzzers installed on the bases.
- 8.9.2. Any live player can push the buzzer on the base.

- 8.9.3. When a player pushes the buzzer on the opposite team`s base, the time on the electronic scoreboard stops. If there is no scoreboard, then referees make a call “Time!” and the time is stopped. The game will automatically freeze and no player is allowed to leave his position. The player who pushes the buzzer will be paint checked.
- 8.9.4. During the chronographing for velocity infractions only one shot should be made. For the second shot made without the ref permission player will be eliminated.
- 8.9.5. If the player that 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 if there are any live players left the Head Referee will continue the game with a call “Game on!”
- 8.9.6. 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 on purpose.
- 8.9.7. If the player that presses the buzzer is declared clean by the referee, a point will be awarded for that team.
- 8.9.8. If the player that presses the buzzer receives a penalty and there are not enough players to pull, the result will be an automatic point for the opposing team. The team who was assessed the penalty will also have to start the following point minus the amount of players that will fulfill the penalty.
- 8.9.9. If the player that presses the buzzer receives a penalty and the team has the exact number of active players to fulfill the penalty, leaving no active players on the field, it will result in a “no point” and no point will be awarded to any team.

8.10 TOWEL THROWING

- 8.10.1. At anytime during the point, a team may decide to finish the point by throwing the towel and giving a point to the opposing team.
- 8.10.2. If a designated coach decides to throw the towel, he should loudly call “Towel” to the Head referee or Scoreboard operator.
- 8.10.3. After the “Towel” call the point will be finished automatically and a point awarded to the opposing team. Head referee announces the “Towel” call loudly so everyone is aware.
- 8.10.4. Fields may be equipped with an electronic system that can be used to “throw the towel”.

8.11 LAST 60 SECONDS RULE

- 8.11.1. The 60 seconds rule is about the last sixty seconds of the match time and overtime.
- 8.11.2. During this period any penalty of Major or Gross Major stops the game time, and automatically gives point to the opposing team. The next point starts automatically according to the start procedure.
- 8.11.3. If in the last 60 seconds of regulation time a penalty is given, while the game has been stopped, a point will not be awarded due to this penalty, but other effects will apply.

8.12 OVERTIME

- 8.12.1. If a tournament decides to use an overtime period to determined a winner, three different overtime formats can be choose from.
- 8.12.2. The overtime format in which a WPBO tournament chooses to use must be determined and published before the start of the tournament.
- 8.12.3. If no overtime is used and if at the end of regulation time the teams are tied, the game will end in a tie.
- 8.12.4. Teams will start the overtime period on their pit side of the field.

Overtime 1 (Prelims)(Elimination Rounds) (Quarterfinals, Semifinals, Finals, etc.) (Millennium Series)

- 8.12.5. If two teams are tied at the end of a match`s regulation time, a 5-minute 5-on-5 overtime is played.
- 8.12.6. The overtime period is sudden death; first team to score wins.
- 8.12.7. The “60 seconds rule” applies in the last sixty seconds of overtime.
- 8.12.8. If the 5-minute overtime results in a stalemate, the two teams will each select a player to compete in a One-on-One.

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

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

Overtime 2 (Elimination Rounds) (Quarterfinals, Semifinals, Finals, etc.) (NXL PRO Division)

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

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

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

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

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

8.12.15. If incase of a stalemate in the One-on-One there will be a break time of one minute and the teams must choose a different player to compete in a second One-on-One.

8.12.16. This will be repeated until a team wins a One-on-One.

8.13 GAME END

8.13.1. A game will officially be considered over when the Head Referee 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.

8.13.2. Point-ending situations are any one of the following:

(a) A buzzer is pushed by a player;

(b) "Towel thrown" by opposite coach;

(c) A penalty (two-for-one or more) in the last 60 seconds of regular time or in last 60 seconds of overtime;

(d) If team starts to play with a bigger number of players then set by rules or by Head referee;

(e) If the last player gets penalized Minor, Major or Gross Major. In that case the point goes to the opposite team.

(f) If a player gets penalized Minor, Major or Gross Major, and the team does not have enough players to pull. In that case the point goes to the opposite team.

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

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

9 HITS AND ELIMINATIONS

9.1 DEFINITION OF A HIT

9.1.1. A player is eliminated if a paintball fired from a paintball marker by a live player strikes that player or anything he is wearing or carrying and such paintball breaks and leaves a mark, regardless of the size.

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

- 9.1.2. 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 a valid hit.
- 9.1.3. In the event 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.
- 9.1.4. 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 such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.
- 9.1.5. 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.

9.2 PLAYERS AND HITS

- 9.2.1. Players are responsible for becoming aware of hits.
- 9.2.2. If being hit a player has to immediately cease play and signal his elimination. Failing to do so constitutes playing on.
- 9.2.3. If a player gets shot at and he cannot check for a hit by himself at certain locations (for example visor, throat, back, harness) he has to immediately cease play and call a referee for a paint check. Failing to do so constitutes playing on.
- 9.2.4. 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, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.
- 9.2.5. Players who are hit in locations that can be self-checked, may not call for a paint check. Calling for a paint check under such circumstances constitutes playing on.
- 9.2.6. Players who get shot in non-abandoned equipment to which they are separated less than 2 meters (except squeegees and pods) are considered hit.

9.3 ELIMINATIONS

- 9.3.1. 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.
- 9.3.2. Players will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered to be in-bounds.
- 9.3.3. Players will be eliminated if they lose their goggles.
- 9.3.4. 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.
- 9.3.5. 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.
- 9.3.6. Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.
- 9.3.7. 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.
- 9.3.8. Players are responsible for removing old hits or bringing the same to the attention of a referee prior to game time, so that they may be dealt with in a manner that would not result in the elimination of the players.
- 9.3.9. 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 that take routes that are not the most direct and that are meant to conceal from the other team such players' eliminations or players that refuse to follow a referee's direction on leaving the field will be considered to be "playing on".

10 SCORING

10.1 POINTS

- 10.1.1. Points are awarded for:
- (a) Pressing buzzer of opposing base as live player;
 - (b) “Throwing the towel” by opposing coach;
 - (c) A penalty Major or Gross Major 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 (regular 5 players) or by the Head referee (start with less number of players).
 - (e) If at anytime in a game the opposing team receives a penalty Minor, Major or Gross Major, and doesn't have enough players to pull.
 - (f) The last player of opposing team gets a penalty Minor, Major or Gross Major.
 - (g) Opposite team has used a marker that is firing above 10.8bps.
- 10.1.2. A point scored is awarded at the conclusion of the point played, by the Head Referee.

10.2 FORFEITS

- 10.2.1. A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre- game chronographing or for any game in which a team refuses to take the field. In the event that 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.
- 10.2.2. 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.
- 10.2.3. 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.
- 10.2.4. Games will be scheduled so that there is a certain minimum between start of any teams games. No forfeits will be given during this period.

10.3 TIE BREAKERS

- 10.3.1. 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.
- 10.3.2. If one team wins a tiebreaker, that team is removed from the group and is ranked higher than all other teams in the group.
- 10.3.3. 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.
- 10.3.4. Once a team is removed from the group, tie-breaking the remaining teams in the group are restarted with the first tiebreaker.
- 10.3.5. In the event of a tie in a head-to-head round, ties will be broken, in order, by:
- Number of matches won, followed by
 - Number of matches won amongst the tied teams, followed by
 - Head-to-head competition amongst the tied teams, followed by
 - Margin of victory in all matches in the current round, followed by
 - Least points scored against in all matches in the current round, followed by

- Greatest time remaining in games/matches won (total of time remaining in each match won), followed by
 - Least time remaining in games/matches lost (total of time elapsed in each match lost), followed by
 - Seed into the tournament.
- 10.3.6. In the event of a tie in a non-head-to-head round, ties will be broken, in order, by:
- Number of matches won, followed by
 - Margin of victory in all matches in the current round, followed by
 - Least points scored against in all matches in the current round, followed by
 - Greatest time remaining in games/matches won (total of time remaining in each match won), followed by
 - Least time remaining in games/matches lost (total of time elapsed in each match lost), followed by
 - Seed into the tournament.
- 10.3.7. **Tournament ranking:**
- (a) Ranks 1-4 decided by final games. Unless a third and fourth place game is not played, in that case the rankings for third and fourth place will be determined by the following,
- (b) Losers of quarterfinals and octo-finals are ranked by:
- Difference between points won and lost
 - Higher number of points won
 - Result of latest direct match-up in tournament
 - Higher number of games won in whole tournament
 - Difference between points won and lost in whole tournament
 - Higher number of points won in whole tournament
 - Result of latest direct match-up in tournament
 - Seeding
- (c) Losers of prelims are ranked by:
- Number of games won
 - Result of direct match-up in tournament
 - Difference between points won and lost
 - Higher number of points won
 - Result of direct match-up in tournament
 - Seeding

11 PENALTIES

11.1 ASSESSMENT OF PENALTIES

11.1.1. Verbal warnings

Referees will issue verbal warnings for the following infractions (not only 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

11.1.2. Elimination

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

- (a) Abusive calls for paint checks.
 - (b) Use of inappropriate language per incident (other penalties may apply).
 - (c) Subsequent 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 WPBO ID card at the request of a referee during the game.
 - (j) Interference or communication during the game in the pit-area by a person affiliated 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.
 - (n) Using a marker that is chronographed on the field between 301 and 310 feet per second.
- 11.1.3. **Minor penalty** (removal of the player who committed the infraction and a teammate). Assessment of the one-for-one penalty to players on the field will take place for the following infractions (not only limited to):
- (a) Continuing to play with a hit in any part of a body or equipment (e.g.: shooting, posting, talking, moving forward).
 - (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 or opponent's end line during a break period
 - (g) Any person who engages in aggressive or insulting behavior towards another person, except a referee.
- 11.1.4. **Major Penalty** (removal of the player who committed the infraction and two teammates). Assessment of the two-for-one rule to players on the field will take place for the following infractions (but not only limited to):
- (a) Playing on that materially influences the course of the game giving the offending player's team a significant advantage.
 - (b) An 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.
- 11.1.5. **Gross Major Penalty** (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a minor suspension (suspended for the remainder of the game and the teams next game). Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):
- **Wiping.** Wiping means that a player is actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.
 - Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized for wiping.
 - An eliminated player who shoots at a player from out-of-bounds
 - **Re-entering the field** after elimination in order to interfere in the on-going game without being asked by a referee.
 - Tampering with ones 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 a player turning the marker on and off, and turning the vision system of the marker on and off.
 - Any person who engages in aggressive or insulting behavior towards a referee
 - Any person, who throws any equipment on the field of play other than an air source or disposable equipment

11.2 NOT ENOUGH PLAYERS RULE

- 11.2.1. Assessments of Minor, Major and Gross Major penalties when not enough live players are left:
- The point is stopped and the point is awarded to the opposing team,
 - The opposing team does not need to have any active players to be awarded the point.
 - Next point the team that was penalized starts with fewer players in order to completely fulfill the assessed penalty.
- 11.2.2. If the last player of a team gets a penalty Minor, Major or Gross Major penalty, point automatically goes to the opposite team.
- 11.2.3. Assessments of Minor, Major, or Gross Major penalties when the exact number of live players are left to fulfill the penalty, and the opposing team does not have any active players.
- 11.2.3.1. The point will end and no point will be awarded to any team.

11.3 COLLUSION

- 11.3.1. 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 seed points in that event.

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

12.1 ASSESMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

- 12.1.1. **Responsibility of team members.**
Teams are responsible for the conduct of everyone on their roster which includes players, pit- crew and supporters. 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.
- 12.1.2. **Responsibility of spectators.**
Any spectator engaging in unsportsmanlike conduct to any other event participant will be forced to leave the site.
Spectators are forbidden to communicate, signal, or interfere at anytime with the game of play. If a spectator does communicate, signal or interfere with the game of play they might be subject from a warning to an ejection from the site. The exact way the interference of a spectator is enforced and penalized is upon the specific league or tournament officials.
- 12.1.3. **Players' suspension.**
Any head referee may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the Ultimate Referee for suspension.
Any person who engages in any minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty
Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed a minor or major suspension by a head referee.
- 12.1.4. **Players' ejection**
Players will be ejected from the tournament grounds for the following infractions:
- (a) Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar).
 - (b) Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.

- (c) Any applicable maker 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.
- 12.1.5. **Minor Suspension**
A player who receives a Minor suspension
- (a) Shall not play for the remainder of the match and the next match, even if the next match is in the next round or tournament.
 - (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) Any Gross Penalty will also result in a Minor Suspension.
- 12.1.6. **Major Suspension**
A person who receives a major suspension will be ejected from the event and
- May not be on-site at any event for the duration of the suspension, and
 - Maybe suspended up to a year by the Ultimate Referee, and
 - Maybe assessed a fine of up to \$1000 or €1000. A person may not play any further events until such fine is paid.
- 12.1.7. Players who have been suspended must surrender their ID card to the Head Referee who assesses the penalty.
- 12.1.8. If a player refuses to hand out his ID card the team will forfeit the next game automatically. The ID card will be returned to the player when the penalty time is over.
- 12.1.9. Major suspensions include but are not limited to:
- 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
 - Any person who engages in intentional physical contact with an official
 - Any person who throws an air source, whether attached to a marker or not
 - Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system
- 12.1.10. **Team ejections**
- Only the Referee Manager may eject a team from an event.
 - A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.
 - Teams ejected for having an illegal roster or playing with ineligible players will forfeit all matches in that event. Teams will otherwise forfeit all remaining matches.
- Players' ejection, Player fines, and Players' suspension from several events**
- 12.1.11. Reasons for ejection, fines, and players' suspensions may differ between WPBO leagues and affiliates. Fine amounts, suspension times are also specific to leagues and tournaments. Please see affiliate leagues supplemental rulebooks for clarification.
- 12.1.12. All league and tournament suspensions are subject to WPBO suspensions; all suspensions if deemed serious enough will be reviewed by the WPBO rules committee to determine if further actions need to be applied.

12.2 CONFLICT IN THE RULES

- 12.2.1. In case of a situation not covered by this Rules or any conflict between two sections of this.
- 12.2.2. Rules, the authorized officials will make its decision based on the laws and common sense.
- 12.2.3. Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.
- 12.2.4. Any situation within the bounds of this section shall be passed to WPBO Rules Committee as soon as possible. This Committee has a right to modify or amend these Rules even if this amendment would go against the decision originally taken.

13 DEFINITIONS

13.1 LIST OF DEFINED TERMS

- 13.1.1. **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.
- 13.1.2. **Marker body:** object, containing paintball shooting mechanism.
- 13.1.3. **Trigger:** part of the marker, which player activates to shoot a paintball.
- 13.1.4. **Air system:** portable container, used to stock the gas that the marker needs to shoot a paintball.
- 13.1.5. **Loader:** balls tank, fixed to the marker.
- 13.1.6. **Pod:** Plastic container to carry a limited number of paintballs.
- 13.1.7. **Harness (backpack):** Equipment to hold the pods.
- 13.1.8. **Barrel:** tube, where the ball is shot through.
- 13.1.9. **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.
- 13.1.10. **Markers** are divided in the following types regarding to their autonomy and recharging mode:
 - (a) Stock class: Stock class guns do not exceed autonomy of firing of 11 balls, considering one ball is ready to be shot and the other 10 are stocked in a dedicated hopper.
 - (b) Pump: Pump paintball guns needs a manual recharging system using a pump located on or under the barrel and its run must fit «minimal» the size of the paint ball used.
 - (c) 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.
- 13.1.11. **Velocity (fps):** The speed in which a paintball travels in the measurement of feet per second.
- 13.1.12. **Ramping, Rate Of Fire – ROF (bps):** quantity of paintballs shoot per second.
- 13.1.13. **Game formats:**
 - (a) **5-man:** The goal is to touch the opposite base without being marked. Doing so only one time is enough to win the match.
 - (b) **WPBO Timed Race Format:** The goal is the same but you need to perform this goal multiple times in a certain set game time.
- 13.1.14. **Game types:** Each WPBO-affiliated League or Organization is free to adopt one or any amount of formats. These formats can be named by those Organizations, but detailed description of each format should be provided to players.
- 13.1.15. **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.
- 13.1.16. **Safety materials:** goggle, bottle cover and barrel sock are part of the safety material.
- 13.1.17. **Protective gear:** all the elements that players wear in a clothing manner to protect the body.
- 13.1.18. **Accessories:** barrel cleaning tools, backpack and the paint ball pods.
- 13.1.19. **Standard thickness** for clothing and underwear is defined as a standard cotton piece not exceeding 150g/m²
- 13.1.20. **Out of order gun** should meet the following requirements:
 - (a) No paint ball in the marker (feeder included) or its loader.
 - (b) Gas feeding system is shut off when it is technically possible 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).
- 13.1.21. **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.
 - (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.
- 13.1.22. **Hit – Impact:** player is eliminated in case of being hit (personally or to any of his equipment) by a paintball, shot from paintball gun by live player. This is called a hit.
- 13.1.23. **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.
- 13.1.24. **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 («paint check request»).
- 13.1.25. **Clean player:** player is clean when he has no valid hits.
- 13.1.26. **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, signaling or otherwise communicating, either to a referee, opposing players, spectators 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 one-for-one 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 two-for-one call.
- 13.1.27. **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 in game players and will be applied as if it was a standard penalty.
 - (c) Virtual eliminations should only be applied by the head referee
- 13.1.28. **Game** – Competition of two teams on the field during a predetermined period of time (game time) and format with one or more rounds. When the format has more than one round it may have one or more time breaks.
- 13.1.29. **Point** – Period of time between buzzer start or time break (according to the game format) with playing action that will finish when any situation of Section 12.1 is met.
- 13.1.30. **Point Scored (or Valid Point)** – every time a round finishes and any situation of Section 10.1 is met.
- 13.1.31. **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.
- 13.1.32. **Unsportsmanlike behavior** occurs when any gesture or talking demonstrates the loss of self-control in a sporting way. This includes, but not only, 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 behavior must be blameless and be considered as an example of self-control, which is mandatory with the use of paintball guns.
- (b) Any kind of misconduct will be considered as unsportsmanlike behavior.

14 APPENDIX

