



CPPPS RULEBOOK 2026

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 any CPPPS 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 CPPPS standard field size is 45x36 metres with a grid of 3x3 metres as per the NXL Worldwide standard.

1.2.2. A start base must be 2x1.2 metres wide and placed in the middle of the back boundary of the field.

1.2.3. Obstacles should be placed a minimum of 1.5 metres off the boundary. The order of the obstacles on the field should meet the official event layout.

1.2.4. To meet the X-Ball format requirements, fields should be provided with electronic scoreboards, base buzzers, operating console, and loud sound signals.

1.2.5.1. The official game time and score is kept with the scorekeeper.

1.2.5.2. Field scoreboards and pit scoreboards are meant to enhance the experience for the fans and players. In the case of a malfunctioning scoreboard or pit scoreboard the scorekeepers game time and score will be the official time and score.

1.2.6. 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 FIRING MODE ('NXL RAMP')

2.1 FIRE MODE REQUIREMENTS AND INFRACTIONS:

2.1.1. Markers may enter ramping on the fourth trigger pull following three semi-automatic trigger pulls, as long as the time between each trigger pull does not exceed 200 milliseconds (5 trigger pulls per second).

2.1.1.1. Markers may then remain in ramping until the time between any two consecutive trigger pulls exceeds 200 milliseconds.

2.1.2. If at any time the trigger is not pulled within 200 milliseconds of the previous trigger pull, the following three shots (minimum) must be in semi-automatic.

2.1.3. Markers shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time.

2.1.4. A player on the field of play whose marker fires two or more shots at 10.6 or faster will be assessed a major penalty.

THE REFEREES

3.1 REFEREE TEAM

3.1.1. The suggested Referee Team consists of:

- (a) Head referee on each field.
- (b) Field referees.
- (c) Scorekeeper.

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

- (a) 5 Field Referees, plus one Head Referee for 5v5 format.
- (b) 5 Field Referees, plus one Head Referee for the X-Ball format.

3.1.3. All Field Referees are under direct control of the Ultimate Referee.

3.2 OFFICIATING

3.2.1. Each field's Head Referee is the highest authority on that field.

3.2.2. The Ultimate Referee is the highest authority at an event in regard to play-of-the-game or on field disputes.

3.2.3. Any decision of the Ultimate Referee is FINAL.

3.3 REFEREE HAND SIGNALS, FLAGS AND YELLOW/RED CARDS

3.3.1. Eliminated – Referees 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 loudly 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 signal penalties by 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 by referees must remain consistent among all the referees during a match - all signals per twice-annual ref clinic demonstrations.

3.3.4. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by tossing a yellow penalty flag into the air. The referee will also verbally call the penalty. The referee will hold one arm in the air until the penalty is assessed. The referee will shout "OUT" to each of the eliminated players.

Millisecond Range Shots Per Second Range

95ms - 0 bps 10.5 bps - Legal

94.3ms or less - 10.6bps or faster - Major Penalty

Feet Per Second Range / Penalty

0 fps to 300 fps - Legal

301 fps to 314 fps - Minor Penalty

315 fps or higher - Major Penalty

3.3.5.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will hold two arms in the air, dropping them as penalties are assessed. The referee will shout "OUT" to each of the eliminated players.

3.3.6. 60 seconds remaining in the match – All referees will lift their hands, hitting with one fist hand repeatedly against the other flat stretched hand.

3.3.7. 10 seconds before the start of a point – Out of Courtesy, 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.

3.3.9 **RED and YELLOW Cards:** There is a Red/Yellow card system for general etiquette on and off field. If an Ultimate or member of senior staff deems it fitting, you will receive a Yellow and/or Red card. A Yellow card is a final warning, which will remain on the UK Paintball League database for the remainder of that day. A second Yellow card offence will result in an immediate Red card. A Red card is an automatic ban for the day and removal from the pits. A Red card will stay on record for the next event and any Yellow card at the next event will result in an immediate Red at the following event. These cards and the application thereof are at the total discretion of the Ultimate or senior event staff and will not be overturned for any reason.

4 TEAMS

4.1 TEAM MEMBERS

4.1.1. Team Representative, Coach, Captain

- (a) Representative, as team leader, is responsible for the organisation, supervising and discipline of the team members.
- (b) The team representative is the only person authorised 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 fulfil the obligations of Team Representative and Coach at the same time.

4.1.2. Players

- (a) Only players in compliance with the tournament regulations can participate in the tournament.
- (b) Players must abide by the tournament rules and regulations.
- (c) Players may not interfere in the referee's 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.

4.2.2. Only people included in the team's UKPL roster as players have a right to play in the CPPS events, as a full time member, or as a guest player.

4.2.3. No player may appear on more than one team roster per format on the same event day. They may guest for a team on a different event day if permitted within the UKPL rulings and added as a guest to that roster.

4.2.4. All team captains must complete and submit their UKPL rosters prior to their first game. A player may not be removed from a team's roster after the start of the tournament.

4.2.5. A player that plays for two teams on the same event day will receive an immediate RED card and the team that they have illegally guested for will have their points removed for any games that they have played so far that day.

4.3 IDENTIFICATION CARDS

4.3.1. Every participant in the tournament in D5 and above must have a valid UKPSF Player ID and UKPL card. Players must be able to always produce their UKPL ID card on the tournament grounds when asked by any member of the organisation staff.

4.4 CLASSIFICATION & UKPL ID CARDS

4.4.1 All players competing in D5 and above MUST hold a valid UKPL ID card. Players will be classified appropriately when registering for their UKPL ID.

4.4.2 Pro players: Pro players may only play in the Elite division. Teams may roster up to 2 pro players, but only 1 pro player may take the field per match. Players may be rotated between matches.

4.4.3: Elite players can only move down 1 division (pro players excluded).

4.4.4 Maximum guests: A team may field a maximum of 2 guest players in total at any one event, regardless of direction or division.

Guesting up: Players from D5 through Elite may guest up to 2 divisions higher. A team may use up to 2 guest players under this rule. If a player guests for the same team more than twice in a season, they will be permanently moved onto that team's roster for the remainder of the season.

Guesting down: Players may guest down one division only (excluding pro players to D2). A team may accept only one higher-division player on their roster per event.

4.4.5 If a player guests for the same higher ranked team for more than 2 events, their ranking will then become that of the higher ranked division for the next event.

4.4.6 Players will be unable to guest for a team outside of the constraints specified in 4.4; if they attempt to circumvent the division restrictions, they will be punished with a RED card, and the team accepting them as a guest player will have their points deducted for those games.

4.4.7 Breakout Division and Rosters: Breakout teams can accept ONE guest player with an ID card from D5, but that player will be given a red armband to wear, and will not be allowed to press the buzzer to end the game. Therefore, if they're the last player alive at the end of the match, then the game will be a tie. That player will be allowed the full M500 paint allowance.

4.4.8: Elite teams may roster 1 "**ACTIVE**" NXL Pro player to their roster at each event as a guest. We classify an "Active" Pro player as someone with Pro player classification on the NXL ranking system, and someone who is currently competing/or has competed this season in NXL at a Pro level.

4.4.9 "**Moore's Rule**" is a new ruling for retired pro players from NXL. The decay on NXL ranking would mean that anyone retiring from Pro paintball would be limited to who they could play with if they decided to return to playing domestic events. "Moore's Rule" allows players who have retired from Pro the season before to then return as an Elite player without any further limitation as an NXL Pro player.

5 TOURNAMENT STRUCTURE

5.1 PRELIMINARY ROUND SEEDING DIVISIONALS

5.1.1. Teams in each division in the preliminary round will be seeded according to their rank in the division they will be playing.

5.1.2. Teams will be seeded into preliminary round brackets per the standard 'snake seeding' method unless otherwise stated. For the first event of the season, this will be based on last season's standings. After round 1, teams will be snake seeded based on their position in the previous round.

5.2 ADVANCING FROM THE PRELIMINARY ROUND

5.2.1. The same number of teams from each bracket will advance, except

5.2.2. Teams will first be selected on a per-bracket basis (Same number of teams from each bracket) based on round score amongst teams in the same bracket, and then any wildcard teams will be selected based on score amongst remaining teams in all brackets.

5.3 PLAYOFF SEEDING

5.3.1. Teams advancing from a head-to-head matchup will be seeded based on the seed into the previous head-to-head round of the highest seeded team in the matchup. (If 8 teams are advancing from the prelims, the quarter finals will be seeded as 1 playing 8, 2 playing 7, etc.

5.3.2. Teams advancing from non-head-to-head brackets will be seeded based on performance compared to all other teams advancing from the same round.

5.3.3. If four teams advance from two brackets, the top seeded team from one bracket plays the second seeded team from the other bracket.

5.4 PLAYOFF BRACKET SCHEDULE

5.4.1. Depending on division, teams will potentially play ochos, quarter finals, semis and finals. This is calculated on team numbers in each division, and format played and will be displayed prior to the event on the schedule.

5.6 PRELIMINARY ROUND SEEDING (ELITE)

5.6.1. Teams will be seeded in the first event of the CPPS season based on their placing in the previous seasons standings.

5.7 ELITE PROMOTION AND RELEGATION

5.9.1. At the end of the CPPS season, the Elite team that finishes last place overall will be relegated to Division 1 for the following season.

5.9.1.1. If a team becomes relegated to Division 1, all the players that appear on the relegated teams R5 roster will be reclassified as Division 1.

5.9.2. At the end of the CPPS season, the Division 1 team that finishes first place overall will be promoted to the Elite division.

5.8 FILLING A VOID ELITE DIVISION SPOT

5.10.1. If an Elite division spot becomes available during the middle of the season, the current first place Division 2 team has the option to fill that spot.

5.10.1.1. If a Division 2 team is forced up to the Elite division during the middle of the season to fill a void Elite spot, there will be no relegation/promotion at the end of that season.

5.10.2. If an Elite division spot becomes available during the off season, the spot will be offered in this order.

1) 1st place Division 1 team (at the end of 2025, this will be a D2 team)

2) Elite team that is in relegation

3) 2nd place Division 1 team (at the end of 2025, this will be a D2 team)

4) 3rd place Division 1 team (at the end of 2025, this will be a D2 team)

5.10.2.1. Teams will have an appropriate timeframe to decide if they will accept the Elite division spot before the spot will be offered to the next team in the order.

5.10.2.2 The CPPS reserves the right to offer spots to European and other International teams ahead of the order set out in 5.11.2 should the appropriate opportunities present themselves.

6 EQUIPMENT

6.1 GENERAL REQUIREMENTS

6.1.1. The CPPS is authorised 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 CPPS to avoid potential suspension of tournaments.

6.1.2. Two live players may not exchange equipment during the game.

6.2 GOGGLE

6.2.1. 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 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 ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament.

6.2.2. 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

6.2.3. Violation of the rules in this section will result in an official warning and yellow card given to the captain of the player's team for the first offence. For the second offence, the offending team member will receive a red card from event staff. If the person can't be associated with any team, the person should be ejected from the site.

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

6.3 BARREL SOCK

6.3.1. 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 fulfil the requirements of this rule.

6.3.2. The only exceptions to this requirement are:

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

6.3.3. 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 receiving a yellow card from event staff for that tournament. If the person can't be associated with any team, the person should be ejected from the site.

6.4 CLOTHING

6.4.1. 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).

6.4.2. Players must wear full pants, and long sleeve jerseys as their outer layer.

6.4.3. Player uniforms may not contain the prohibited colour yellow, except that a player's jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow colouring is more than 0.25 cm from some other colour, and no more than 10% of any 5cm by 5cm square on clothing or item is yellow. Player uniforms containing white must be reasonably clean, if there is too much staining, a referee can demand a player change this part of the uniform.

6.4.4. Players' clothing including pants and jersey must be free from rips and tears, 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.

6.4.5. 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.

6.4.6. Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes.

6.4.7. Jerseys or tops must be fully tucked into the player's pants or harness.

6.4.8. Players may wear a single pair of padded gloves.

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

6.4.9.1. Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness.

6.4.10. If a player is found to be wearing illegal clothing during the game he will be eliminated.

6.4.11. Stickers are not allowed on clothing.

6.4.12. Vests and pouches may not be constructed in such a fashion that they constitute padding.

6.5 PROTECTIVE GEAR

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

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

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

6.5.4. 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 of clothing.

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

6.5.6. Players may wear groin protection.

6.5.7. 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.

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

6.6 PAINTBALLS

6.6.1. Players playing in the Elite division may start each point with up to 4 pods and one loader of paintballs. All other Race divisions may start each point with 3 pods and one loader of paintballs, and 5man divisions with 2 pods and a loader of paintballs.

6.6.1.1. Loaders (hoppers) must not exceed a capacity of 280 paintballs or 1500ml.

6.6.1.2. Pods must not exceed a capacity of 140 paintballs or 800ml.

6.6.1.3. Eliminated players will not be allowed to intentionally drop pods that contain any paintballs on the field of play.

6.6.2. Paintballs used at any CPPS events must comply with our standards and meet the league's non-staining & environmental criteria and be purchased from the series or series vendor's official sponsor list.

6.6.3. Paintballs must be completely water-soluble.

6.6.4. Only yellow paintball fill is allowed at CPPS, and orange if requested by sponsors in specific circumstances which need to be arranged prior to the event.

6.6.5. Only authorised paintball manufacturers' paint shall be shot at CPPS events.

6.7 OTHER EQUIPMENT

6.7.1. Players playing Xball may carry any number of squeegees, but are limited to entering the field with a maximum of 3 or 4 pods (division dependent) that are not padded or absorbent in nature.

6.7.2. Players may wear up to, but not exceeding one pack, designed to carry pods.

6.7.3. Players may carry up to, but not exceeding one time keeping device.

6.7.4. 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.

6.8 PROHIBITED EQUIPMENT

6.8.1. Prohibited equipment includes:

- Yellow (or any colour similar to Pantone colour 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803) colour 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 fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in any way.
- 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.

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

6.8.3. 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 an immediate red card for the player(s) involved.

6.8.4. 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.

7 PAINTBALL MARKER

7.1 AIR SYSTEM

7.1.1. 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 manufacturer's safety devices that are not to be modified in any manner. The maximum pressure permitted for air systems is 4500 psi or lower. All date stamps must be in date for the entirety of an event.

7.1.2. Bottles must be originally manufactured to meet the international safety standards. Using bottles with an expired certification date is forbidden. Violation of this will cause suspension of the player from the event by means of a red card.

7.1.3. High-pressure bottles can be covered by neoprene for safety reasons.

7.1.4. A player may enter the field with only one bottle, and it must be connected to the marker.

7.1.5. It is strictly forbidden to throw the bottle to the ground (especially if connected to the marker body) for any reason. Violation of this will result in an immediate red card.

7.2 MARKER

7.2.1. Players may use a single paintball marker of .68 calibre, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.

7.2.2. 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.

7.2.3. 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.

7.2.4. 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.

7.2.5. 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.

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

7.2.7. Stickers on markers are limited to one 5x10 cm (2x4 inches) sticker on each side of the marker. Sticker colours may not contain yellow.

7.2.8. A marker with no electronic components

7.2.8.1. Shall not fire more than one shot per press and release of the trigger.

7.2.8.2. Shall only fire a shot when the trigger is pressed.

7.2.8.3. 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", "pneumatic trigger assists").

7.2.8.4. "Beaver tails" must be in place on any 'Autococker' based markers that use a cocking rod.

7.2.9. A pump marker may only be manually re-cocked between each shot, thus allowing for the hammer to reset.

7.2.9.1. This pump action must consist of one complete backward (pull) and return forward (push) cycle of the pump mechanism.

7.2.10. 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.

7.3 BARREL

7.3.1. 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.

7.3.2. Only one barrel per player will be allowed on the field.

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

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

7.4 LOADER (HOPPER)

7.4.1. Loaders cannot be clear.

7.4.2. A solid colour loader is suggested but not required, solely to not impede the referee's judgement. A head referee does have the right to ban a player's hopper if he feels that the colours do impede the referee's judgement.

7.4.3. Loaders cannot be covered with any kind of materials.

7.4.4. Stickers on loaders will not be allowed except for one 5 x 10cm (2x4 inches) sticker on each side of the loader. Sticker colours may not contain yellow.

7.4.5. Transparent lids on loaders are permitted.

7.4.6. Only one loader per player will be allowed on the field.

8 MATCH STRUCTURE

8.1 GAME FORMATS

8.1.1. Xball Format:

Elite, 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 may vary between divisions.
- Matches will have a point differential race and/or mercy rules.
- Match mercy point differential may vary between divisions.

8.2 CPPS GAME TIMES AND MERCY LIMITS

Division Game Time Race/Mercy Limit

Elite: 10 Minutes, Race 4

Division 2: 8 Minutes, Race 3

Division 3: 7 Minutes, Race 3

Division 4: 6 Minutes, Race 3

Division 5/Breakout: 5 Minutes, 5man rulings.

8.2.1. The match ends if,

- The game time has expired and one team has scored more points than the other team, or
- A team forfeits, or
- A team has scored 4 points in the Elite Division.
- A team has scored the Race limit of 3 points in Division 2, Division 3, or Division 4.

8.3 SPLIT DECK SYSTEM

8.3.1. Events that use the split deck system will follow the normal Xball format structure with the additions outlined below.

8.3.2. 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.

8.3.3. A break period for a match (A and B) will be at least two minutes long.

8.3.4. The break time between the points of the two games being played in a split deck format is 30 seconds.

8.3.5. 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.

8.4 SCORE SHEETS

8.4.1. Any referee or designated official may complete a score sheet. The scorekeeper may show the scoresheet to the captain of each team.

8.4.2. Any correction that is made to the score sheet must be initialled by a head referee, unless the correction corrects an obvious mathematical error, the correction may also be initialled by a scorekeeper.

8.4.3. 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 scoresheet themselves.

8.4.4. A head referee or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time.

9 THE GAME

9.1 PIT-AREA

9.1.1. Each team will be provided with a staging area adjacent to the field of play.

9.1.2. 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.

9.1.3. 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.

9.1.3.1. Any such communication may result in a simple warning or up to a red card or major penalty.

9.1.3.2. 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 penalised.

9.1.4. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or match forfeiture.

9.1.5. Rostered players and staff must not loiter in opposing teams' pit-area during the match.

9.1.5.1. Any such loitering may result in a simple warning or up to a red card.

9.1.5.2. Rostered players and staff will be allowed to quickly pass through the opposing teams pits if necessary, during the match time.

9.1.6. Only rostered and checked in players are permitted to wear team jerseys in the pit-area.

9.1.7. All players, staff, and authorised personnel must possess and display upon request their UKPL ID Card. Failure to do so will result in access to the staging area being denied, no exceptions.

9.1.8. Circumventing paddock and/or staging area security may result in ejection from the event and even future events at the discretion of the event organiser.

9.1.10. Coach.

9.1.10.1. 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 Referee and only during breaks).

9.1.11. Choosing side

9.1.11.1. The starting bases should be the same as written in the games schedule as viewed from the scorer's box.

9.1.12. **SMOKING:** We ask that any smokers please go outside of the tented/sheltered pit areas to smoke.

9.2 PRE-GAME MARKER INSPECTION

9.2.1. 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.

9.2.2. The referees may take a player's marker and inspect it for the following:

(a) Presence of foreign matter in the barrel, feedport 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.

9.2.3. After a marker passes the above inspection, such marker may then be checked for bounce, runaway, velocity, rate of fire and illegal modes.

9.2.4. 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.

9.2.5. 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.

9.2.6. 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.

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

9.3 GAME START

9.3.1. Teams may start the point with a short squad.

9.3.2. 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. The exception to this is Breakout division, where as long as one foot is touching the back line within the boundary and the marker is pointing towards the start gate.

9.3.3. 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 (touchback).

9.3.4. 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.

9.3.5. However, if a player posts their marker or fires it before or after the start signal regardless as to whether they later touchback, they will be eliminated in the normal manner.

9.3.6. Players must carry all equipment to be used during the course of the game on their person at the start of the game.

9.3.7. Players may remove their barrel socks after entering the field.

9.3.8. The game time will begin to countdown at the start of the first point of the match.

9.3.9. Each team starts the first point of the match at the starting station on the same side of the field as the team's own pit area, or as per the schedule shows.

9.3.10. All players and team staff members who are above the number of players that are allowed to play in a point must be past the out of bounds line closest to the team's pits at the start of the point.

9.3.11. 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 teams 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.

9.3.12. 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.
- D1, D2, D3, D4 - The minimum break time between the points of the two games being played in a split deck format is 30 seconds.
- Elite Division - The minimum break time between the points of the two games being played in a split deck format is 30 seconds.

9.3.13. The Scorekeeper will keep the official game time with the countdown timer on the electronic scoreboard.

9.4 START PROCEDURE

9.4.1. 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 in use, the start must be given by a whistle or any other similar device.
- Referees lower their hands to confirm the point start by means of courtesy only.

9.5 ON FIELD CHRONOGRAPHING

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

9.5.2. 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.

9.5.3. Players with markers of which the velocity is over 300 feet per second but less than or equal to 314 feet per second will be eliminated from play and given a Minor penalty.

9.5.4. Players with markers of which the velocity is over 314 feet per second, but less than or equal to 329 feet per second will be eliminated from play and given a Major penalty.

9.5.5. Players with markers of which the velocity is 330 feet per second or above will be eliminated from play and given a Gross Major Penalty.

9.5.6. 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.

9.5.7. 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 would automatically go to the opposing team.

9.5.8. 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 would automatically go to the opposing team. The player who receives the penalty will receive a yellow card.

9.5.9. 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.

9.6 PAINT CHECKS

9.6.1. Paint checks are performed by referees for the purpose of determining if a paintball has broken on and marked a player.

9.6.2. 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.

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

9.7 TIMEOUT

9.7.1. 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.

9.7.2. 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 problems 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.

9.8 GAME INTERRUPTION

9.8.1. 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.

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

9.8.3. 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 ensure 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 the game start section.

9.8.4. The referees calling "Time" will indicate game stoppages. Each player has to remain in the position he was in when the time call was made.

9.8.5. 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 a restart.

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

9.9 BUZZER PUSH

9.9.1. There are buzzers installed on the bases.

9.9.2. Any live player can push the buzzer on the base.

9.9.3. 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.

9.9.4. If the player that presses the buzzer is declared clean by the referee, a point will be awarded for that team.

9.9.5. If the player that presses the buzzer is found to have a hit on them, penalties will be assessed.

9.9.6. A team cannot win a point if their player who hits the buzzer is found to have a hit on them.

9.9.7. 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.

9.9.8. If the player that presses the buzzer has been hit, they will receive a minor penalty. If there are enough players on the team to fulfil the penalty, it will be a no point. If they are the last player alive, then it will be a reverse point.

9.9.9. If the player that presses the buzzer receives a Minor Penalty but there are any number of players left alive on the opposing team, then it will be a reverse point.

9.9.10. If a player presses the buzzer but then proceeds to travel over the start gate bunker due to momentum, they will not be eliminated and the button press will count.

9.10 TOWEL THROWING

9.10.1. At any time during the point, a team may decide to finish the point by throwing the towel and giving a point to the opposing team.

9.10.2. If a designated coach decides to throw the towel, he should loudly call “Towel” to the Head referee or Scoreboard operator.

9.10.3. 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.

9.10.4. Fields may be equipped with an electronic system that can be used to “throw the towel”.

9.11 LAST 60 SECONDS RULE

9.11.1. The 60 seconds rule is about the last sixty seconds of the match time and overtime.

9.11.2. During this period any penalty of Major or Gross Major stops the game time, and automatically gives the point to the opposing team.

9.11.3. The team that receives the penalty must start down one player in the following point, unless the penalty is assessed on the team's last active player, then the team must start the following point down two players.

9.11.4. 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.

9.12 OVERTIME

9.12.1. Overtime matches are only played in knockout/playoff stages.

9.12.2. Should any playoff match be tied at the end of regulation, overtime will determine the match winner.

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

Overtime (Elimination Rounds: Quarterfinals, Semifinals, Finals, etc.)

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

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

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

9.12.7. If the 5-minute overtime results in a stalemate (expiration of game time or neither team having any active players), the two teams will each select a player to compete in a One-on-One.

9.12.8. The One-on-One will be 5-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.

9.12.9. If in case of a stalemate (expiration of game time or neither team having any active players) 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.

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

9.12.11. No player may compete in more than One-on-One unless every player on a team's roster has competed in a One-on-One.

9.13 GAME END

9.13.1. 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.

9.13.2. 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 than set by rules or by Head referee;
- (e) If the last player gets penalised Minor, Major or Gross Major. In that case the point goes to the opposite team.
- (f) If a player gets penalised 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 a player gets penalised a Major or Gross Major, and the penalty removes all that team's remaining players.
- (h) If regulation game time comes to an end.

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

9.13.4. In case of any technical malfunction, the referee crew will have the final say if a buzzer was pressed before the final game horn sounds or not.

9.14 REPLAY (ELITE DIVISION)

9.14.1. Any point in a match is subject to a review if sanctioned by the Head Referee only.

9.14.2. A review will not result in a restart or continuation of a point that is reviewed.

9.14.3. A call made on the field will only be overturned if the video evidence is indisputable.

10 HITS AND ELIMINATIONS

10.1 DEFINITION OF A HIT

10.1.1. 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.

- 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 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.

10.1.2. 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.

10.1.3. 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.

10.1.4. 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, a player does so at the risk of being eliminated for wearing paint that resembles a valid hit.

10.1.5. 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.

10.2 PLAYERS AND HITS

10.2.1. Players are responsible for becoming aware of hits.

10.2.2. If being hit a player has to immediately cease play and signal his elimination. Failing to do so constitutes playing on.

10.2.3. 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.

10.2.4. 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.

10.2.5. 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.

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

10.3 ELIMINATIONS

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

- a) Abusive calls for paint checks.
- b) Subsequent failure to obey a referee's instructions.
- c) Going out of bounds or moving the boundary tape.
- d) Marked with a valid hit.
- e) Failure to make a touchback while not having the barrel tip touching the front of the base at the start signal.
- f) Posting of the marker or firing it after the start signal regardless as to whether they later touchback.
- g) Failure to wear goggles inside the field during the game period.
- h) Interference or communication during the game in the pit-area by a person affiliated with the team.
- i) Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
- j) Altering the playing field in game on purpose.
- k) A player forcing themselves between two bunkers that have been positioned together to create one bunker.
- l) 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.
- m) Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 metres, except squeegees, pods, harnesses and loaders will be immediately eliminated.
- n) Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.

10.3.2. 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.

Depending on severity, these infractions may be subject to either a Yellow or Red card.

10.3.3. 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.

10.3.4. 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".

10.3.5 Dead Man's Walks in any form are NOT permitted at CPPS and will result in an immediate Red card (see 3.3.9 on Yellow/Red cards).

11 SCORING

11.1 POINTS

11.1.1. Points are awarded for:

- (a) Pressing the buzzer of the opposing base as an active player.
- (b) "Throwing the towel" by the opposing coach.
- (c) A penalty Major or Gross Major, the last 60 seconds of regular time or in the last 60 seconds of overtime.
- (d) The 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 any time 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 the opposing team gets a Major or Gross Major.
- (g) The opposing team has used a marker that is firing above 10.8bps.

(h) If opposing team player who presses the buzzer is found to have been eliminated, and the team that did not hit the buzzer has any number of active players

11.1.2. A point scored is awarded at the conclusion of the point played, by the Head Referee.

11.2 FORFEITS

11.2.1. 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.

11.2.2. Any team that is scheduled to oppose a team that has forfeited a game will receive a game win and the average margin of maximum points scorable.

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

11.3 ROUND SCORE

11.3.1. Teams in rounds are ranked by the number of match points scored in that round.

- A team scores three match points for each match won.
- A team scores one match point for each match tied.
- A team scores 0 match points for all other matches.

11.4 TIE BREAKERS

11.4.1. Tie Breakers for overall standings in prelims will be decided by overall points, then by ED/PD, then Head-to-Head, then least Points/Eliminations Conceded, then most points scored, Then Seeding (For Round 1, last season's final standings form the seedings, For future rounds, the previous round standing is the seeding used).

11.5 TOURNAMENT RANKING

11.5.1. All tournament rankings are calculated by the CPPS event software.

12 PENALTIES

12.1 ASSESSMENT OF PENALTIES

12.1.1. Penalty Enforcement

12.1.1.1. Any penalties assessed before the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the current point.

12.1.1.2. Any penalties assessed after the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the following point.

12.1.1.3. Any penalties assessed after a point is conceded will be assessed in the following point.

12.1.2. 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.

12.1.3. Elimination

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

- (a) Abusive calls for paint checks.
- (b) Subsequent failure to obey a referee's instructions.
- (c) Going out of bounds or moving the boundary tape.
- (d) Marked with a valid hit.
- (e) Failure to make a touchback while not having the barrel tip touching the front of the base at the start signal.
- (f) Posting of the marker or firing it after the start signal regardless as to whether they later touchback.
- (g) Failure to wear goggles inside the field during the game period.
- (h) Failure to wear or fasten goggles chinstrap during the game period.
- (i) Interference or communication during the game in the pit-area by a person affiliated with the team.
- (j) Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
- (k) Altering the playing field in game on purpose.
- (l) A player forcing themselves between two bunkers that have been positioned together to create one bunker.
- (m) 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.
- (n) Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 metres, except squeegees, pods, harnesses and loaders will be immediately eliminated.

12.1.4. 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 on 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 301-314 feet per second.
- (d) Communicating to anyone after being signalled eliminated by a referee.

- (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 behaviour towards another person, except a referee.
- (h) Having any players or team staff members who are above the number of players that are allowed to play in a point not past the out of bounds line closest to the team's pits at the start of the point.
- (i) Any eliminated player intentionally placing a pod containing paintballs on the field of play in limited paint divisions.

12.1.5. 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 Eliminating a player after being marked with a valid hit.
- (b) Passing multiple bunkers after being marked with a valid hit.
- (c) First offence of a player carrying an illegal marker on the field of play.
- (d) Using a marker that is chronographed on the field at 315-329 feet per second.

12.1.6. Gross Major Penalty (removal of the player who committed the infraction and three teammates).

Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):

- (a) 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.
- (b) 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 penalised for wiping.

12.1.7. Suspension (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a Red card (suspended for the remainder of the event, but not limited to). Assessment of the Suspension rule to players on the field will take place for the following infractions (not only limited to):

- (a) An eliminated player who shoots at a player from out-of-bounds 
- (b) Re-entering the field after elimination in order to interfere in the on-going game without being asked by a referee.
- (c) Overshooting a player with the malicious intent to injure a player.
- (d) Tampering with one's marker during the game of play. Using any tool or adjusting setting during the game is forbidden, including from the time the point starts until the time the player exits the field

and re-enters the pit area. Excluding a player turning the marker on and off, and turning the vision system of the marker on and off.

(e) Any person who engages in aggressive or insulting behaviour towards a referee.

(f) Any person, who throws a marker setup including air source.

(g) Any player who once eliminated, shoots under the arm in order to eliminate, or attempts to eliminate another player.

(h) Any player who attempts a “dead man’s walk”.

12.2 NOT ENOUGH PLAYERS RULE

12.2.1. 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 penalised starts with fewer players in order to completely fulfil the assessed penalty.

12.2.2. Assessments of Minor or Major penalty when the exact number of live players are left to fulfil the penalty, and the opposing team does not have any active players. The point will end and no point will be awarded to any team.

12.3 COLLUSION

12.3.1. 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.

12.4 CONFLICT IN THE RULES

12.4.1. In case of a situation not covered by this Rulebook or any conflict between two sections of this Rulebook, the authorised officials will make its decision based on the laws and commonsense.

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

12.4.3. Any situation within the bounds of this section shall be passed to the CPPS event staff as soon as possible. The CPPS event staff maintains the right to modify or amend these rules even if this amendment would go against the decision originally taken.

13 MISCELLANEOUS

13.1 MAINTENANCE AND CLEANUP

13.1.1. All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and cleanup of the event facility.

13.1.2. All persons will dispose of all rubbish they generate in designated waste receptacles.

13.1.3. Teams must leave their pit areas in a serviceable state following the end of their current bracket(s).

13.1.4 Players must stay off the grass unless instructed otherwise by a senior member of event staff.

13.1.5. Any person that fails to adhere to rules and regulations contained in section 13.1 or promulgated by the promoter may be issued a Red card.

If you have any queries regarding rules please contact us directly: admin@okpb.co.uk

