

2009

Official UK Masters series Rules

(Version 2.0 . JAN 2009)

I. General Information

General Information

The UK Masters Series website www.uk-masters.co.uk is the most up-to-date source of information regarding each UK Masters Series paintball event. Information about the latest UK Masters Series paintball rules, entry fees, prize packages and of course each event can be found on the website.

The UK Masters Series will publish the following information about each tournament a minimum of 30 days prior to the start of each tournament:

- The venue used for the tournament, including directions

- A car pass if required

- Information about hotels

A referees meeting will be held on the morning of each tournament and the time and location of this meeting will be 0800hrs on the morning of the tournament. The purpose of this meeting is for the officiating staff to review schedules, rules, and on-field assignments.

A mandatory captains meeting will be held on the morning of the tournament at 0830hrs and will be located outside the marquee. The purpose of this meeting is to provide information to the captains of the teams attending, on organization, general regulations and important rules governing their participation in the tournament.

A complete schedule for the day's games - consisting of each teams opponents, the fields they will play on, and their scheduled game times - will be distributed to each team upon their registration.

All playing fields will be available for review by any team competing in the event at least 12 hours before the start of the first games.

Only approved individuals will be allowed to film, photograph, tape, or record games. Media personnel must apply at the administration table at each event.

Photographers are required to do their work in cooperation with the referees and other personnel, especially if it regards the possibility of impeding or influencing a game.

1. Field Size and Requirements

1.01 A playing field is defined as being a flat, level area, surfaced to minimize injury and completely surrounded by league approved netting to ensure safety.

7 Man: 55 x 33 meters, at least 25 to 35 obstacles

5 Man: 40 x 25 meters, at least 20 to 25 obstacles

1.02 A Start Gate is at least 2 meters wide and placed in the middle of the back boundary of the field.

1.03 No team or member thereof shall in any way alter any playing field at any time. Altering the field in 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 ongoing tournament.

2. 2007 Entry Fees

2.01 Deposits must be paid prior to attending the UK Masters in order to secure your teams place.

2.02 Entry fees for each season will be announced on the UK Master's website.

2.03 Remaining balance of entry fees are to be paid on the day of the tournament prior to lunchtime. Also all issued paperwork and disclaimers must be returned prior to lunch.

3. Ranking and Scoring

3.01 The ranking and scoring will be worked out on the points scored as per each of your games played during the day. If you receive a Bye you will be issued full points for that Bye.

4. Games

4.01 Five man series will play between 7 and 11 games in a day depending on how many teams have entered into there Divisions.

4.02 Game time is 6 minutes. (see separate section for X-Ball Lite game times)

4.03 Team positions at the end of a day's play are determined by total points earned by the teams in each game.

4.04 Series positions at the end of a round of play are determined by the position earned by the teams in such round, subject to the tie breaking provisions contained in below.

5. Referee

5.01 Each field will be staffed with a minimum of five Field Referees one Referee will act as the field Ultimate. All Field Referees and Ultimate's are under direct control of the Head Referee's located outside the field.

5.02 Referees will wear UK Masters Referee Shirts that will distinguish the referees from the players.

5.03 Only referees authorized by the Ultimate of each field will be allowed to make calls on that field.

5.04 All referees shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as referees. All referees shall perform their duties and shall make decisions in an unbiased manner. If any referee is found to have been bias in his refereeing activities, for or against any team, such person shall be dropped from the referee staff for the remainder of the tournament. Any incident in question will also be presented to the UK Masters Series Organiser.

5.05 Referees will not provide information to teams during the game, except with respect to safety concerns, warnings, neutrality, and eliminations.

5.06 Referees will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Referees will not impede the progress of the game.

5.07 All calls and judgments on a field are subject to the review of the Field Ultimate for that field. All calls and judgments made or approved by the Ultimate are final, and are not subject to further review and may not be changed except by him/her.

6. Referees hand signals

6.01 Eliminated. Referee will signal when a player is eliminated by placing hand on head and pointing at eliminated player.

6.02 The referee cannot put a player back in after calling player eliminated with a hand signal.

6.02 Safe/Clean. A referee will signal that a player is clean of any valid hits and has not been eliminated, by lifting a hand or a towel in the air and moving it in a circular motion

6.03 Neutral Referee will signal a player neutral by touching such player, shouting neutral and holding the other arm above his head showing his hand to the opponents team in a Stop! Gesture. The referee will then check player and make a safe or eliminated call.

Neutral calls are at the discretion of the referees, and will only be made in extreme cases where it is difficult to check the player for hits therefore if a referee is checking you but has not called you Neutral then play on as normal as if you are hit while he is checking you it will count as a elimination.

6.04 One-for-one, two-for-one or three-for-one penalty signal are all in force at UK Masters events. A referee will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by 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.

II. Equipment

7. Clothing

7.01 Each player may only wear two layers of clothing unless the temperature has been officially announced to be below 10c 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).

Each player may only wear two layers of clothing, unless the temperature has been officially announced to be below 10°C 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).

Players must wear full pants, not shorts and long sleeve jerseys as outer layer.

7.02 Clothing limitations can be changed at the Tournament organiser's discretion.

7.03 Player uniforms may not contain orange colour. Player uniforms containing white must be reasonable clean, if there is too much staining, a ref can demand to change this part of the uniform.

7.04 Players clothing including pants and jersey must be free from tears and rips, 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 nature, such as nylon or rubber.

7.05 Quilting is two layers of clothing stitched over each other. Quilting counts as two layers of clothing in the area that is quilted.

7.06 Players may not wear shoes with metal cleats or spikes, including plastic studs that are mushroomed due to wear.

- 7.07 Jerseys or tops must be fully tucked into the players pants or harness.
- 7.08 Players may wear a single pair of padded gloves sweatbands are not permitted under gloves any player caught doing this will be eliminated for that game.
- 7.09 Players may wear headgear that does not extend beyond 2cm below the shoulders.
- 7.10 Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness they cannot be used anywhere else.
- 7.11 Players may wear one pair of chest protection authorised by the tournament organiser and is considered to be one layer.
- 7.12 If a player is found to be wearing illegal clothing during the game he will be eliminated.**
- 7.13 Stickers are not allowed on clothing.

8. Protective Gear

- 8.01 The goggle systems used by players and all others in a goggle-on zone must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed ASTM Standards.
- 8.02 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
- 8.03 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.
- 8.04 Players, officials and all on 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 any time or place where goggles are required.
- 8.05 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. Padding on playing tops counts as forearm or elbow protection.
- 8.06 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.
- 8.07 Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.
- 8.06 Male players may wear groin protection, and female players may wear chest protection manufactured for use in paintball, provided that paintballs do break on impact on such protection.
- 8.07 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 unless cleared prior with the Tournament organiser with a valid reason for use.
- 8.08 Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.
- 8.09 Stickers on Goggle systems are allowed but not if they impair the vision of the

player or if they could be mistaken as a shot any Referee has the right to tell a player to remove a sticker from themselves or a piece of kit failure to comply will result in elimination.

9. Markers

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

9.02 King of the hill limited paint series will use semi-automatic mode capped at 12.0 balls per second.

9.03 UkMasters 5 man unlimited and X-Ball lite will use ramping mode. See below for ramping specifications:

The first 3 shots must be in semi-automatic mode only. After the first 3 shots the marker will be allowed to ramp only once 6 balls per second has been achieved, the marker may then ramp to 12.0 balls per second but only if 6 balls per second is continually maintained. Once is stopped being activated only one single shot may be discharged. The 12.0 balls per second limit is defined as no two consecutive shots may be timed shorter than 83ms apart (reading on rate of fire meter of 12.0 balls per second or less = legal; reading on rate of fire meter of 12.1 balls per second or higher = illegal)

Clarification: the 6 balls per second start/sustain ramping does not need to be hit physically it refers to the time delay between trigger activations, which must be at least equivalent to 6 balls per second. So a marker may start to ramp up to 12 balls per second, if (after the first 3 shots being in semi-automatic mode only) the time delay between 3rd and 4th trigger activation is less than 167ms.

9.04 The definition of a trigger is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. 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.

9.05 Markers with electronic firing systems must be locked in a tournament mode at all times failure to comply will cause the player caught to be eliminated.

9.06 The player may not be able to adjust dwell, de-bounce or shooting mode while on field.

9.07 A paintball marker capable of firing in any other mode 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.

9.08 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.

9.09 Marker barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or integral to the construction of the barrel. Only one barrel per player will be allowed on the field.

9.10 Players may not use cloth, neoprene, or other material to cover the paint loaders or markers. For safety reasons neoprene high-pressure bottle-only covers will be allowed.

9.11 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 fore fill the requirements of this rule. The only exceptions to this requirement are:

- During chronographing at chronograph stations

- During test shooting in locations set up for such purposes

- After a referee has directed players to remove their barrel socks prior to the start of a game

- While cleaning markers

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.

9.12 During a game barrel socks must be carried by the players and be able to be used at any time required. Any player found to be not carrying a barrel sock will be eliminated.

9.13 Any player who got caught during the game whose marker violates section 9.02 Or 9.03 will be excluded from the remainder of the tournament and the player's team will forfeit the game during which this illegal marker was used.

9.14 If ramping/breakout modes are detected after the pre-game chronographing procedure but before the start of the game, the player will be banned for the remainder of the tournament.

9.15 Markers are not to be turned off until told to do so by the Ultimate, any player caught turning his marker off prior to being told to do so will be eliminated. If the player is already eliminated a live member of his team will be eliminated if this is not possible his team will receive 2 penalty points at a seven man event and 50 penalty points at a 5 man event.

9.16 Barrel socks are not to be placed on to markers until told to do so by the Ultimate any player caught socking up his marker prior to being told to do so will be eliminated. If the player is already eliminated a live member of his team will be eliminated if this is not possible his team will receive 25 penalty points at a 5 man event.

9.17 Stickers on markers and Loaders are allowed but must not look in any way like a shot. If a referee feels that any sticker looks like a hit and will cause him problems he can ask the player to remove it failure to do so will result in elimination of the offending player. Colours of stickers may not contain the colour orange.

10. Other Equipment

10.01 Loaders (hoppers) cannot be clear and must be made of a single colour.

Smoked coloured hoppers are allowed. Transparent lids on loaders are permitted.

10.02 Players may carry any number of pouches, pods, or tubes, but no additional propellant tanks, hoppers or barrels.

10.03 Two live players may exchange equipment.

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

11. Prohibited Equipment

11.01 Prohibited equipment includes orange (or near to) coloured equipment (clothing, hopper, marker etc) also listening devices, communication devices or any form of electronic surveillance device, incendiary devices, smoke-producing devices,

paintballs with a 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. 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 asked to remove the paint from the site and will be 50 points at a five man tournament.

11.02 Anything not specified in Sections 9 through 14, inclusive, as permitted will be prohibited.

III. The Game

12. Game Start

12.01 Choice of which side of the field a team will start from for all rounds will be determined by a mutual decision by both teams or a coin-toss prior to the start of the game.

12.02 Players start the games inside the playing field boundaries with the muzzle (tip) of their barrels touching the front of the start gate. Any player, whose muzzle is not touching the front of the start gate at the moment the game starts, will be eliminated for a false start.

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

12.04 The starting procedure is as follows: The referee starting the game ascertains that both teams are ready. Then the referee announces, ".Barrel socks off!". upon which the players remove their barrel socks, which they have to carry on person. Afterwards the start of the game is announced in the following manner (taking care that each team hears): ".Get ready for the 10 second warning! Three, two, one, TEN SECONDS!"

Anytime after ten seconds, the game will start by the referee shouting so that each team may hear (by radio or otherwise) ".Game On."

13. Game Stoppages

13.01 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.

13.02 In a situation where a false start happens due to a Referee mistake or miss communication the Ultimate will stop the game and restart as if the game had never started.

13.03 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 abated or been resolved, the Field Referees places all the live players and flags in proper positions. The Ultimate will restart the game in accordance with the procedures specified in game start section.

13.04 Game stoppages will be indicated by the referees calling ".Freeze!". Every player has to remain in the position he was in when the freeze call was made.

13.05 Official game time will be kept with a countdown timer by the Field Ultimate or a Field Referee appointed thereby. In the event that a game has to be interrupted because of an emergency, or otherwise, the Ultimate or other 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.

14. Game End

14.01 A game will officially be considered over when the Ultimate announces .Game over!. After the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected even after the .Game Over call until they leave the field.

14.02 Game-ending situations are any one of the following:

- A successful flag hang

- Elimination of all players on the game field

- The time allocated for the game has elapsed

14.03 When the game time has expired or a flag referee declares a flag carrier clean and the hang completed, the Ultimate will communicate to all referees .Game over!. As specified.

15. Checkout Procedures

15.01 Eliminated players have to wait in their designated area (dead box) for the direct release command by the Ultimate, even after .Game Over has been announced.

15.02 After the game all live players must proceed directly to the centre of the field for inspection. Players are allowed to turn off their loaders but not their markers. At this time, a referee will inspect the player for hits and if any are found the Ultimate will be notified and the one for one rule will be enforced if this is not possible the team will receive a penalty of 50 penalty points at a five man event.

15.04 Players are not to replace barrel socks until instructed to do so failure to comply will result in the elimination of the player or 25 penalty points at a five man event.

15.03 Players who are not present at the live player inspection are subject to being counted as eliminated.

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

16. Pre-game Marker Inspection

16.01 All games will be preceded by a pre-game marker inspection session, pursuant to which each player's marker will be chronographed and checked for compliance to the marker rules. Each team is expected to report to the chronographing station for the applicable game field at least 10 minutes prior to the scheduled start of the game with their markers ready for play.

16.02 A radar chronograph will be used as an official game chronograph. Multiple chronographs may be designated for each playing field so that in the event that a chronograph is not working, it can be substituted.

16.03 The chronograph referee will take a player's marker and inspect it for the following:

1. Presence of foreign matter in the barrel, feed port or loader (hopper)
2. Any device, part, item, adjustment or lack thereof which would enable a player to increase either the muzzle velocity of the marker or change the shooting mode on the game field without resorting to the use of tools

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

16.05 Marker Checking Procedure

- Mechanical Bounce Test - Markers will be tested for mechanical bounce by a bumping or jarring of the marker. Markers will be held by the rear of the main body and bumped on the tank or hopper. No contact will be made with the trigger. The marker will be deemed to have mechanical bounce if the marker fires during the bump test.

-Trigger Bounce Test. Markers will be tested for trigger bounce by firing the Marker normally. The marker should only fire one ball per trigger pull. A marker which fires more than one ball per trigger pull is not legal. The trigger must be pulled normally and not flicked or pulled slowly as this is not normal. If on pulling the trigger the marker fires more than one ball then the player should be given time to adjust the marker or change it with a spare time permitting.

-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.

-Marker Velocity Chronographing Test - All markers will be chronographed prior to going onto the field. The maximum muzzle velocity allowed will be 300 feet per second. Markers will be tested by firing over a radar chronograph.

-Marker fire modes. Any marker found to be firing in an illegal fire mode will be suspended from the remainder of the tournament.

16.06 Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation, time permitting, if the muzzle velocity is above 320 fps then the marker will not be allowed onto the game field.

16.07 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 elect to enter the playing field without their markers and play the game.

16.08 Players who have passed the chronograph will be stationed in a controlled area adjacent to the chronograph area. A referee or other tournament official will supervise this area. Players who have passed the chronograph may not leave this area, except to enter the field with a referee. Players on the field or in this area may not be handed markers or tools without approval of a referee.

16.09 All markers are subject to a more rigorous inspection at the discretion of the Head Referee to check for compliance with the marker rules.

17. On Field Chronographing

17.01 Chronographing on the field may be done at any time at the discretion of any Field Referee to determine if a marker's muzzle 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.

17.02 Players with markers chronographed during a game at 300 feet per second or less or shoot less or equal than one ball in 83ms will continue to play without elimination or penalty.

17.03 Players with markers which velocity is over 300 feet per second but less than or equal to 320 feet per second will be eliminated from play.

17.04 Players with markers, which velocity is over 320 feet per second, will be eliminated from play and given a One-for-One penalty.

17.05 Players with markers, which shoot more than one paintball within 83ms will be eliminated from play and suspended from the ongoing tournament.

17.06 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.

17.07 Players who are observed working on their markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately eliminated from play. Operating buttons in any way will only be allowed with agreement by a referee.

18. Flags

18.01 Flags shall be a minimum of 30 cm wide and a minimum of 60 cm long. Each field shall have one central flag easily identified.

19. Flag Carriers

19.01 Players carrying flags must carry them in their hands and in full view. Players cannot attempt to hide or disguise the flag in any way. Failure to do so will result in the flag carrier being eliminated.

19.03 Flags may be passed from live players to live players.

19.04 If a player is eliminated while in possession of a flag, a referee will seize the flag and replace the flag into the centre of the field.

20. Flag Hangs

20.01 When a player hangs the flag on the start gate, the referee immediately calls Time and the time is stopped. By the time the flag is hung (successful or unsuccessful) the game will be automatically *.Frozen* and no player is allowed to leave his position. The flag-carrier will be paint checked.

20.02 If the player hanging the flag is found to have a hit on him or if the player's marker is found to be over the velocity limit of 300fps, penalties will be assessed and the referee will re-hang the flag. The Ultimate will inform the players on the remaining game time and will start the game with a ten seconds warning followed by the *.Game On* signal as specified in Section Game Start.

20.03 If the player hanging the flag is found to be clean, then the hang will be successful.

21. Paint Checks

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

21.02 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

22. Neutral Checks

22.01 Referees will make every effort to perform a paint check without calling a player Neutral. However, a referee, at his discretion - when there is no other way to make a fair determination about whether or not a player has been eliminated - may declare a player neutral.

22.02 A referee will signal that a player is neutral by standing over or directly in front of the player, shouting Neutral and holding an arm above his head showing his hand or towel to the opponent team in a Stop! Gesture. The referee will then check the player as quickly as possible and make a clean or eliminated call.

22.03 A player declared neutral cannot be eliminated from the game or moved on in a range of 15 meters, either by opposing team members or his own team-mates, while in the state of neutrality.

22.04 A referee may move a neutral player's equipment and or request that such player expose additional areas for examination. If the referee directs the player to stand up to better facilitate examination, the referee will direct the player to stand with his back to the direction of play so the neutral player cannot observe the position of his opponents.

22.05 No flag carrier will ever be stopped and declared neutral for the purposes of performing a paint check.

22.06 Players not declared neutral may be eliminated while being checked.

23. Hits

A player is eliminated if a paintball, discharged 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.

- 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.

When the referee did not see the source of such paint marking while the player has paint On him that resembles a hit, such player will be declared eliminated. Generally, in such Cases, 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 - is at least the size of a 1 pence coin (approximately 1.0 cm in diameter); it will be considered a valid hit.

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. 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.

24. Players and hits

24.01 Players are responsible for becoming aware of hits.

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

24.03 If a player gets shot at and he cannot check for a hit by himself at certain locations (for example visor, throat, back, battle pack) he has to immediately cease play and call a ref or a paint check. Failing to do so constitutes playing on.

24.04 Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between themselves and the nearest opponent not including the cover the opposing player is using. 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.

24.05 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.

25. Eliminations

25.01 Players will be eliminated for picking up paintballs from the ground in order to shoot them.

25.02 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. 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.

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

25.04 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 or pods used for holding paintballs, will be immediately eliminated.

25.05 Players that engage in unsportsmanlike conduct will be eliminated.

Unsportsmanlike conduct includes, but is not limited to:

- Failure to obey a referee's call
- 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
- Shooting at referees
- Shooting a clearly eliminated player with malicious intent to injure or intimidate
- Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination.
- Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players
- Verbal abuse of any players, spectators or referees.
- Physical contact with anyone deemed to be intentional and hostile. Additional penalties may apply.

25.06 Players may be eliminated as the result of a penalty called by a referee for infractions committed by teammates pursuant the provisions contained herein.

25.07 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.

25.08 Players that are eliminated, immediately upon their elimination, shall:

1. Signal their elimination by putting one hand onto their head as long as the player is not in the dead box.
 2. Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off-field and towards the dead box 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..
 3. Leave their marker outside the dead box (in the place designated for markers of eliminated players) without turning the marker off (the loader may be switched off).
 4. Enter the dead box where they must remain until directed to leave by a referee.
 5. Once directed to leave by a referee attach the barrel sock to their markers.
- Players that violate the rules in this section will be considered to be playing on and the appropriate penalties will be assessed. The eliminated player may not talk or otherwise communicate. Especially the player cannot shout .Hit! in order to let his teammates know, nor point on opponents after being eliminated. Any player who, in the opinion of a referee, is abusing this in order to communicate his elimination to a teammate will be considered to be playing on.

IV. Scoring

26. Points

.5 Man

26.031 Scoring for games will be conducted as follows

- A team will be awarded 50 points for hanging the flag in under 4 minutes.
- A team will be awarded 40 points for a flag hang over 4 minutes.
- A team will be awarded 15 points for a flag in transit.
- A team will be awarded 25 points for first flag grab.
- A team will be awarded 5 points for each opposition eliminated.
- A team will be deducted 1 point for each member eliminated from your own team.

Max possible points = 100

27. Score sheets

27.01 Score sheet Procedures:

- The score sheet will be filled out by the Ultimate of the field and shown to both team captains.
- If anything on the score sheet is crossed out or written over, the referees must fill out a new one.
- It is the responsibility of each team captain to check the score sheet. If a team captain finds a mistake on the score sheet, a new one will be filled out.
- The captain who agrees on the score sheet will sign it. If both captains have signed it the score sheet will not be modified even if mistakes are discovered afterwards.
- The exact time that a score sheet has been signed by the captains (or refused to be signed) will be recorded on the score sheet as a record of when the teams were released from the field.
- If a team captain refuses to sign the sheet because of a disagreement about the information it bears, the Ultimate will note such on the score sheet.
- Score sheets will go to the scores table via a runner.

28. Forfeits

28.01 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 a game or both teams are unwilling to take the field, both teams will have forfeited that game.

28.02 **Five man** the team scheduled to face the forfeited team will receive 100 points and the forfeited team will receive 0.

28.03 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.

28.04 Games will be scheduled so that there is a minimum of 30 minutes between start of any team's games. No forfeits will be given during this period.

29. Tie Breakers

29.01 In case of a tie score among teams, such tie will be broken, first, by head to head competition of 1st Match points thereafter if necessary Elimination Difference Points, the winner of such contest advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the previous round Match points thereafter Elimination Difference Points, the team with the greatest score in the previous round advancing. If the tie among teams remains after such tie breaking determination, the next previous round scores shall break the tie, the team with the greatest score in such next previous round advancing.

V. Penalties

30. Playing On

30.01 Playing on entails continuing to act as a live player in the game after being eliminated. Playing on includes, but is not limited to, continuing to shoot or otherwise engage the opposition, continuing to move, except with respect to exiting the field by the most direct route or at the direction of a referee, talking, signalling or otherwise communicating, either to a referee, opposing players or team-mates, impeding the progress of opposition players or a referee, hampering a referee in making a paint check or a call, discharging or degassing the marker or providing team-mates with paintballs or equipment or having not a hand onto the head.

30.02 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.

31. Wiping

31.01 Wiping is defined as a player actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.

31.02 Wiping is penalized by the immediate removal of the player from the game and the immediate subsequent removal of three additional players from the same team

(there-for-one).

31.03 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.

32. Interference

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

- Issue instructions to players on the field,
- Make comments about play that are likely to be heard by players on the field,
- Have markers without barrel sock capable of shooting in their possession, or
- Otherwise interfere with play in any manner whatsoever.

32.02 Team members and associates of the competing teams who interfere or communicate with the play of that game will immediately receive a penalty as if a player played on, on the field and will result in the removal of at least one player from the associated team.

33. Assessment of Penalties

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

- First barrel sock violation
- First offence abuse of calling for paint checks
- First offence of the use of inappropriate language per incident
- First offence of failure to obey a referee's instructions
- First offence to put their hand on their head after being eliminated.

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

- Failure to observe a neutral call
- Second offence abuse of calling for paint checks
- Second offence of the use of inappropriate language per incident
- Second or subsequent failure to obey a referee's instructions
- Going out of bounds or moving the boundary tape
- Marked with a valid hit
- Failure to have the barrel tip touching the front of the flag station at the start signal
- Failure to wear goggles at a required time/place
- Having tools on the field
- Using a marker which is chronographed on the field at 301 feet per second or above
- Operating buttons or switches on an electric or electronic marker during the game without permission from a referee.
- Interference during the course of the game by a person affiliated with the team not Playing in game
- Excessive shooting.
- Unsportsmanlike conduct
- Altering the playing field in game on purpose.

33.03 Assessment of the one-for-one penalty (in addition to the player who committed the infraction being eliminated an additional player will be eliminated) will take place for the following infractions (not only limited to):

- Continuing to play with a hit in an obvious location
- Continuing to play with an unobvious hit that has become an obvious hit because the player has become aware of it
- Engaging in verbal or physical contact with another player or referee on the field in a hostile manner after being eliminated (other penalties may apply)
- Checking in as a live player at the end of a game with an obvious hit
- Using a marker which is chronographed on the field at 321 feet per second or above
- Operating buttons on an electric or electronic marker (but not the loader) after being eliminated
- Communicating to a team member after being eliminated

33.04 Assessment of the two-for-one rule (the removal of the player who committed the infraction and two team-mates) will take place for the following infractions (But not only limited to):

- Playing on that materially influences the course of the game giving the offending Player's team a significant advantage.
- Using a marker which is chronographed on the field at 325 feet per second or above

33.05 Assessment of the three for-one rule (the removal of the player committing the infraction and three team-mates) will take place for the following infractions (not only limited to):

- Wiping
- Re-entering the field after elimination in order to interfere in the ongoing game without being asked by a referee. (See also 35.03)

34. Additional Penalties

34.01 A referee may assess additional one-for-one penalties for the following infractions:

- Each failure to obey a referee's instructions
- Fighting or other hostile verbal or physical contact (other penalties will additionally apply)

34.02 Assessments of 1-for-1, 2-for-1 or 3-for-1 penalties when not enough live players are left for every player that cannot be pulled out, the offended team will receive back an active player on the score sheet, up to the maximum 5 players being alive.

34.04 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 eliminated from the remainder of the event and surrender all points in that event.

35. Suspensions, Ejections, Disqualifications Due to Severe Unsportsmanlike Conduct

35.01 Teams are responsible for the conduct of everyone on their roster that includes both players and supporters. During the event the following will apply to suspensions and ejections:

35.02 When game suspensions are issued to a player, such player's team must play short for the remainder of the tournament.

35.03 Players will be suspended from playing the remainder of the tournament for the following infractions:

- Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar)
- Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
- Any applicable marker infraction in section 9.
- Abusive language directed at an opponent, referee or spectator
- Deliberately shooting from outside the field or boundary and the dead box
- Deliberately shooting referees
- Re-entering the field after elimination in order to interfere in the ongoing game without being asked by a referee.

35.04 Players will be suspended from playing the remainder of the tournament with possible suspension from future events for the following.

- Throwing marker and/or air system
- Aggressive physical contact that could possibly be construed as assault and battery
- Shooting a clearly eliminated player or any referee with malicious intent to injure and/or intimidate.

VI. Miscellaneous

36. Decorum

36.01 Teams and their players shall refrain from wearing or otherwise displaying offensive pictures, words or logos at the tournament site.

36.02 Teams and their players shall refrain from engaging in any conduct that would likely bring the tournament, the organiser or any sponsor into disrepute, including – but not limited to - the trashing of hotel rooms, the discharge of loaded markers in unguarded Trafficked areas, the wilful destruction of private property, engaging in physical altercations (except in defence of one's person against an unprovoked aggressor) or the commission of a criminal act.

36.03 Any person or team that fails to adhere to the rules and regulations specified in this section will be prohibited from competing in UK Masters Tournaments for a period of one year from the date of the infraction.

36.04 All teams shall adhere to the tournament-specific administrative rules and regulations put forth by the Organiser of each respective event.

36.05 All teams shall properly dispose of all trash they generate while at the tournament site or in the parking area.

37. Rules Modifications

37.01 For exceptional reasons a tournament organizer may decide to modify one or more rules for the duration of the event. Such modifications must take place only when they are impossible to avoid. The organizer must inform the teams of the reasons and of the modifications during the captains meeting at the latest. Should any reasons for a modification arises during the tournament, a captains meeting will immediately be called and no game will be started until the meeting is over.

X-Ball Lite

Choosing sides per coin toss: Winner chooses pit area and starts for the first rounds from the same base as his pit area. Looser takes other pit area

Game time: 1 period of 8 minutes
Rounds: Race to 5 points

Breaktime: Next round is to be started 2 minutes after finishing the round before, this is to be concluded once buzzer pusher has been called clean.

Breaktime between two games (two new teams take the pit areas) is 5 minutes

Switch ends: After each 2 points awarded, the starting bases will be switched, the pit areas stay the same

Overtime: If at the end of the regular time both teams have the same number of points, there will be an overtime of 5 minutes. In this overtime the first point given decides the game (Golden Goal). If no point is scored during overtime, the tournament seeding for this event decides the winner

Points are awarded for:

- a) Pressing buzzer of opposing base as live player
- b) Throwing the towel" by opposing coach
- c) A penalty in the last 60 seconds of regular time or in last 60 seconds of overtime

Last-60sec-rule exception: If in the last 60 seconds of regular 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. Example: Team A hits the buzzer, new score is 3-2. A player from team B causes a 1-4-1 penalty after buzzer signal. There will be no second point for team A, even if it is in the last 60 seconds, but team B starts only with four players in the next round in this game

If buzzer player fails normal checkout procedures (paint check, chronograph or rate of fire check) automatic point to the opposing team.

Penalties: Normal penalties apply, 1-4-1, 2-4-1, 3-4-1, If the final player on the losing team receives a penalty they will play next round with appropriate less players due to the penalty being assessed.

Timeout: Each team is entitled to ask for one timeout of 1 minute, but not in the last 10 seconds before start of a round

Number of players: Out from the tournament roster of up to 10 players, a team may roster ten players for a single game. Out of the 10 rostered players for this game, 5 players start each round on field

Number of persons in pit: maximum 12 rostered people (10 player/2 pit crew) per team may be in the pit. The next team staging in pit is not allowed to take part in the ongoing game in any way

Coach: Each team must have a designated coach. The designated coach must stay in the coaching area provided all the time. If the designated coach is a player, he can function as coach only from the coaching 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 headref, only if headref is off the field and only during breaks. After the game the coach has to sign the scoresheet.

All own team members (player & pit crew) may communicate with own players (not with opponent players, not with refs). Radios, cell phones plus devices to amplify sound are not allowed in the pit.

Attention for safety reasons, the netting may not be touched at all. No pushing the inside, no having head directly at net, no stomping on net on the ground.