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**CQBL RULES**

**2017**

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**SECTION 1 – REGULATIONS**

* 1. **INFORMATION**
     1. The most recent, official version of the CQBL rulebook can be found

<http://cqbl.com/rules.html>

1.1.2 It is the responsibility of the players and staff of any, and all participating teams to know and understand the rules governing CQBL Events.

1.1.3 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.

1.1.4 Omissions are not loopholes.

1.1.5 When examples are provided they are not intended to be the sum of all possibilities, but simply representative examples.

**1.2 FIELD REQUIREMENTS**

1.2.1 The standard CQBL field size is 148 feet by 118 feet (45X36 meters).

1.2.2 A maximum of 10 structures and 30 obstacles.

1.2.3 A minimum of 3 structures and 5 obstacles.

1.2.4 The start base shall be positioned in the center of each back boundary and shall be 7 feet wide and 4 feet tall.

1.2.5 The boundary lines shall be clearly marked and shall have at least 5 feet space inside any field netting.

1.2.6 Structures and obstacles shall be a minimum of 5 feet inside field boundary lines.

1.2.7 Pit areas shall be placed at each side of the field, totaling 2 pit areas, with a referee’s tent between them.

1.2.8 To meet CQBL format requirements, each field may be required to be provided with electronic scoreboards, base buzzers, operating console and loud sound signals.

1.2.9 No person other than official event staff may alter the playing field in any way at any time. Violators will be removed from the tournament and/or removed from the property.

**SECTION 2 – REFEREES**

**2.1 REFEREE TEAM**

2.1.1 The Referee team shall consist of:

1. Referee Manager

2. One (1) Head Referee for each playing field.

3. Eight (8) Field Referees for each playing field.

4. Optional Referee Secretary for each playing field.

**2.2 OFFICIATING**

2.2.1 The Referee Manager

1. Holds the highest authority over referee activity for the entirety of an event.

2. Consultant for Head Referee when questions arise regarding calls or other game-play issues.

3. Handles scheduling and rotations for all referees.

4. Makes final decisions regarding event issues.

2.2.2 The Head Referee

1. Holds the highest authority over the field of play in which he/she is assigned.

2. Makes final decisions regarding in-game calls.

3. May consult with the Referee Manager when questions arise regarding calls or other game-play issues.

4. Is ultimately responsible for any activity or calls made on his/her field by any Field Referees.

2.2.3 Field Referees

1. Execute field assignments based on Referee Manager and Head Referee direction.

2. Make in-game calls common for paintball play.

3. Consult with the Head Referee when questions arise regarding calls or other game-play issues.

**2.3 REFEREE HAND SIGNALS AND FLAGS**

2.3.1 PLAYER ELIMINATED – The Referee will signal when a player is eliminated by putting one hand on his head and pointing with the other hand stretched and flat at the eliminated player. The Referee will simultaneously shout “OUT”. A Referee who has made an elimination call using the hand signals shall not put that player back in-play under any circumstances.

2.3.2 PLAYER IS CLEAN – The referee will signal when a player is clean of any valid hits and has not been eliminated by raising a single finger, or towel, overhead and moving it in a circular motion.

2.3.3 PENALTIES – Referees may signal penalties in one of two ways:

1. Making fists with both hands, moving them up and down in front of the body.

2. Throwing a flag corresponding with the extent of the penalty.

a. Yellow Flag is a minor penalty.

b. Red Flag is a major or gross-major penalty.

3. The type of penalty signal used by referees must remain consistent among all referees during a match, i.e. all referees use flags or all referees use hand signals.

2.3.4 10 seconds before beginning of a point – All referees will raise both hands above their heads, with flat open hands, facing the field. The Head Referee will shout “10 seconds”. Once the start buzzer has sounded all referees shall lower their hands.

2.3.5 60 seconds remaining in the match – All referees will lift their hands above their heads, striking one closed fist repeatedly against the other flat open hand.

2.3.6 TIME OUT – One or more referees raise both hands above their heads forming a “T”.

**SECTION 3 – TEAMS**

**3.1 TEAM STRUCTURE**

3.1.1 Team Captain and/or Coach

1. Officially represents the team as Team Leader.

2. Is ultimately responsible for:

a. Team organization.

b. Team discipline.

c. Discussing questions with the Head Referee or other Tournament officials.

d. Representing the team at technical meetings.

3.1.2 Team Players

1. Only players in compliance with the Tournament Regulations may participate.

2. Spare, or “backup” players may be present and may replace any other player at any time, other than during live play.

3. Team players are not allowed to interfere with any event staff or Referees.

3.1.3 Pit Crew

1. The Pit Crew is responsible for assisting players between points and may provide such services as:

a. Pre-loading magazines

b. Hydration

c. Gear checks and repairs

d. Paint-hit cleaning

e. Other services as seen necessary by the Team Captain and/or Coach.

2. Pit Crew members are not allowed to play for the team unless specifically registered as players on the team’s roster.

3. Pit Crew members may only enter the field of play with the Head Referees approval.

**3.2 TEAM ROSTER**

3.2.1 Each Roster shall consist of three (3) sections:

Section 1 – Team Captain and/or Coach

1. Teams may have both a Captain and a Coach.
2. The Captain will always have seniority over the Coach

Section 2 – Team Players

1. Teams may have up to 15 players listed
2. All players must be on the list prior to the start of the tournament.

Section 3 – Pit Crew

1. Pit Crew members must be on the list prior to the start of the tournament.
2. Players may function as pit-crew members as needed.

3.2.2 Each Roster may have up to 20 total names distributed between the sections.

3.2.3 Each Roster may have up to 15 total names as non-players, or support staff (Team Captain and/or Coach, Pit Crew).

3.2.4 No players name may appear more than once on any roster.

3.2.5 Rosters shall be submitted no less than four (4) weeks prior to an event at the time of tournament registration.

**3.3 TEAM IDENTIFICATION**

3.3.1 Each person on a roster will receive an Identification tag specific to the event he/she is participating.

1. Tags will indicate Team Role (i.e. Captain, Player, Pit Crew) and are color coordinated.

2. Tags must be worn always in any area marked or indicated as “Athlete Restricted Area”

3. All Roster members must be able to present the provided identification Tag at any time upon request of any field staff member or referee team member.

4. Tags must be worn on the right arm, upwards towards the bicep.

**SECTION 4 – TOURNAMENT STRUCTURE**

**4.1 PRELIMINARY ROUNDS**

4.1.1 For each event the first day of rounds will be considered “Preliminary Rounds”. Preliminary Rounds are used to determine which teams will move on to the Semi-Finals.

4.1.2 A minimum of three (3) teams must be present to participate in Preliminary Rounds

4.1.3 A maximum of sixteen (16) teams will be registered to participate in Preliminary Rounds.

4.1.4 Preliminary Round brackets are randomly assigned by event Senior Officials and are double elimination.

4.1.5 Teams will be ranked based on points accumulated through all rounds played.

**4.2 SEMI-FINAL ROUNDS**

4.2.1 For each event the second day of rounds will be considered Semi-Final, or “Playoff Rounds”. Playoff Rounds are used to determine the final two teams to play in the Championship Round.

4.2.2 A minimum of three (3) teams must advance from Preliminary Rounds to Playoff Rounds. If less than three (3) teams signed up for the event, Playoff Rounds will not be held.

4.2.3 A maximum of eight (8) teams will move on from Preliminary Rounds to Playoff Rounds.

4.2.4 Playoffs are single elimination brackets. Once a team loses a round, they are eliminated from the playoffs.

**4.3 FINAL ROUNDS**

4.3.1 Each event will conclude with the Final Rounds to determine the event champion.

4.3.2 The last to two (2) teams to advance will complete for the final event championship prize.

4.3.3 The Final Round is a standard single round.

**4.4 SEASON RANKINGS**

4.4.1 Teams are ranked based on their score at the US CUP.

4.4.2 Teams will only receive a season ranking if they receive a standing rank in one of the pre-season events leading up to the US CUP.

4.4.3 If there is a tie in ranking points at the end of the Season;

1. Points will be re-evaluated looking specifically at those points earned during Semi-Final and Final Rounds only. The team which has accrued more points during those rounds will be ranked higher.

2. If points remain a tie after the re-evaluation, tie-breaker rounds will be held. A maximum of 4 Team tie breakers will be allowed.

3. If points remain a tie after all tie-breaker rounds, Team captains will face off in a one-on-one match. The first to win the point wins the tie-breaker and his/her team will be ranked higher.

**4.5 US CUP**

4.5.1 Teams must place in the standings to attend (play) in the US CUP. (i.e. 1st, 2nd, 3rd place).

4.5.2 The US CUP will only host those who have placed in the standings of the pre-season events.

4.5.3 The US CUP will determine the winner of the season.

**SECTION 5 – EQUIPMENT**

**5.1 GENERAL REQUIREMENTS**

5.1.1 CQBL is authorized to publish a specific list of permitted, banned and restricted equipment and/or clothing from its tournaments. Players found in violation of published equipment lists may be punished up to and including suspension or expulsion from CQBL events.

5.1.2 Live players in the field of play may exchange equipment during game play EXCEPT masks.

**5.2 MASKS**

5.2.1 Goggle systems used by Team Players, and anyone entering the play area, must be professionally manufactured using current ASTM manufacturing standards for paintball masks.

5.2.2 Masks must be in good condition with no structural modifications.

5.2.3 Lenses must be in good condition with no cracks or visible damage.

5.2.4 Masks are REQUIRED always where markers may be discharged, including

1. Playing fields

2. Chronograph stations

3. Shooting/target ranges.

5.2.5 Goggle fans and other mask accessories and decorations are acceptable as long they do not compromise the purpose of the mask, or create excess padding or absorbing factors.

5.2.6 Players are not allowed to have profane equipment on or off their mask at the CQBL events. Usage of profane equipment (i.e. nudity, cuss words) will have player, and or team ejected from event.

**5.3 BARREL BLOCKING DEVICES**

5.3.1 Barrel Blocking Devices must completely encase or fill at least 2 inches of the muzzle end of the barrel and must attach to the back of the marker with a string/band to prevent the Barrel Blocking Device from falling off/out.

5.3.2 Unauthorized barrel blocking devices include, but are not limited to;

1. “Brass Eagle” style barrel plugs without attachment strings.

2. Barrel swabs inserted in the barrel.

3. Any previously approved Barrel Blocking Device that is damaged to the point where it is unsafe.

4. Any other means in which any event official finds a device to be unsafe.

5.3.3 Barrel Blocking Devices must be properly attached to all markers with an air source and/or barrel attached while on tournament grounds. This includes, but is not limited to, parking areas, check-in and sales areas, staging areas, vendor areas and any hotel or other establishment used in connection with the tournament. “If it has a barrel or air supply attached, it has a Barrel Blocking Device.”

5.3.4 Exceptions to this rule are when event officials instruct Team Players to remove them for Chronograph or round participation.

**5.4 CLOTHING**

5.4.1 Each player may only wear two (2) layers of clothing, unless the temperature has been officially announced to be below 50°F (10°C), at which time three (3) layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s).

5.4.2 Camouflaged uniforms will be allowed, if team patch, or identification is clearly visible from at least two (2) sides.

5.4.3 Players must wear full pants and long or short-sleeve jerseys or team shirts for their outer layer.

5.4.4 Player uniforms may not contain the prohibited color yellow, except that a player’s jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow coloring is more than 0.25 cm from some other color and not more than 10% of any 5cm x 5cm square on clothing or item is yellow. Player uniforms containing white must be reasonably clean. If there is too much staining on any uniform or jersey a referee or event staff member may demand that player change that part of his/her uniform.

5.4.5 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 from highly absorbent materials, such as fleece or felt, or of a highly padded or slick natured material, such as nylon or rubber.

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

5.4.7 Players may not wear shoes with metal or ceramic cleats, sharp pointed cleats or spikes

5.4.8 Players may wear up to two items on their head, not including masks

5.4.9 If a player is found to wearing illegal clothing during a round/match he/she will be eliminated.

5.4.10 Stickers are not allowed on clothing.

5.4.11 If questions or concerns arise about clothing, contact the Head Referee, or Referee manager.

**5.5 PROTECTIVE GEAR**

5.5.1 Players may wear one layer of forearm and elbow protection, if the padding on such protection has not been modified from the manufacturer’s original form. May be worn over or under shirt sleeves

5.5.2 Players may wear a single pair of padded gloves.

5.5.3 Players may wear one layer of shin and knee protection, if the padding has not been modified from the manufacturer’s original form. May be worn over or under the pant legs.

5.5.4 Players may wear one layer of chest protection manufactured for use in paintball, if the padding has not been modified from the manufacturer’s original form. Chest protector total layers’ thickness must not exceed 2cm. A chest protector will count as one (1) layer of the two (2) allowed layers of clothing.

5.5.5 Players may wear sliding pants, provided the padding has not been modified from the manufacturer’s original form.

5.5.6 Players may wear groin protection.

5.5.7 Players are encouraged to wear neck protection consisting of close fitting neoprene around the whole neck, with a total layer’s thickness not exceeding 2cm.

5.5.8 Players are encouraged to wear head protection such as hats, paintball headbands, dreads, or helmets.

**5.6 PAINTBALLS**

5.6.1 Players may carry up to 100 rounds of paintballs on the field per match/point.

5.6.2 Players may use sponsored paintballs if they are manufactured professionally using current ASTM standards, do not stain and are environmentally safe. Paint must be pre-approved by event senior staff.

5.6.3 Paintballs must be water soluble.

5.6.4 Paintballs with YELLOW fill are the only paint allowed for event. (As explained in 5.8.1).

**5.7 OTHER EQUIPMENT**

5.7.1 Players may carry up to the amount of magazines in which will hold 100 rounds at a time on the field.

5.7.2 Players may carry any amount of squeegees or swabs at anytime on the field.

5.7.3 Players may carry up to one (1) time keeping device.

5.7.4 Players may carry or wear items that made necessary by a medical condition, or to protect an existing injury, if 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 Head Referee prior to the start of a round.

5.7.5 Teams are allowed up to one (1) approved smoke grenade per round. Senior staff members will inspect all smoke devices.

**5.8 PROHIBITED EQUIPMENT**

5.8.1 Color restrictions

1. “Yellow” is defined as any color like Pantone scale colors 101, 102, 107, 108, 109, 116, 3945, 3955, 3965 and 803. Event staff reserves the right to determine any other color that may be close to yellow to be illegal or restricted.

5.8.2 Paintballs which are toxic, non-biodegradable, inedible, or any paintball which has a shell and/or fill which has been modified from the manufacturer’s original product. FIRST STRIKE and other shaped projectiles are not approved now.

5.8.3 Electronic listening devices or any other form of surveillance equipment.

5.8.4 Explosive devices

5.8.5 Propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order and/or have had safety warning removed or covered.

5.8.6 Any other clothing, equipment, devices or other items which any official Event Staff member finds to be unsafe or unfair.

**SECTION 6 – PAINTBALL MARKER**

**6.1 AIR/PROPELLANT SYSTEMS**

6.1.1 Only compressed air and Co2 are permitted as propellants for paintball markers.

6.1.2 Compressed air tanks:

1. Must be currently certified and must be in good repair with all safety markings intact.

2. Maximum tank pressure is 4500 psi

3. May be covered with a removable padding

4. Each player may only have one compressed air tank on the field of play at a time.

5. Compressed air tanks must be attached, either directly or via remote line, while on the field of play.

6.1.3 Only 12 gram Co2 cartridges are authorized for markers requiring Co2 propulsion.

1. Co2 cartridges may be worn on a gear-gauntlet or inside a pouch, but must not be “loose” (i.e. in a pant pocket)

2. Players may carry up to 10 spare Co2 cartridges each. Cartridges already installed in a marker or distraction device are not counted.

**6.2 PAINTBALL MARKERS**

6.2.1 Players may only use one paintball marker each. No backups allowed.

6.2.2 Markers must be rated as .68 caliber.

6.2.3 Markers may only have a single trigger with a trigger guard.

1. No double-triggers.

2. No trigger cranks.

3. No trigger modifications (i.e. Tippmann Response Trigger or similar)

4. Triggers may not have any “push-off”. Push-off is defined as when a trigger activates and fires a round when it has not been intentionally and/or physically depressed (i.e. dropping the marker and the shock causes it to fire).

6.2.4 Markers must be magazine fed.

1. Includes tube magazines commonly found in “stock class” markers.

2. Box and drum magazines are prohibited.

6.2.5 Modes of fire:

1. Semi-Auto – defined as one (1) shot for each trigger cycle.

2. No other fire modes will be allowed, include (but not limited to) ramping, 3-round burst, full auto, or any other modes that result in more than one paintball being shot with a single trigger cycle.

6.2.6 Any marker with any form of external velocity adjustment must be modified in such a way that adjustment is not accessible during game play.

**6.3 MARKER BARREL**

6.3.1 Only one barrel is allowed per player on the field of play.

6.3.2 All manufactured paintball barrels are allowed.

**6.4 MARKER ACCESSORIES**

6.4.1 Optics, cameras and tactical lights are all approved to be mounted to paintball markers.

6.4.2 Cameras with live feed, are encouraged. (Live feed links will be posted on CQBL page, if players/teams approve)

6.4.3 No projected lasers or laser sights of any color are allowed.

6.4.4 Tactical lights may be used, but strobes are strictly prohibited.

**SECTION 7 – GAME STRUCTURE**

**7.1 GAME FORMATS**

7.1.1 CQBL Timed Race Format

1. Each round will consist of a series of points, or “matches”.

2. Each round will have a ten (10) minute time limit.

3. Teams will play as many matches in single round as possible. Once a match ends, the timer pauses for a minimum of two (2) minutes for teams to resupply. This continues until the 10-minute time limit is expired.

4. Rounds will have a mercy rule for point differentials.

5. A match ends if;

A. Time for the round has expired.

B. A team has scored

C. The Head referee calls the Mercy Rule.

7.1.2 Mercy Rule – If one team has a seven (7) point lead over the other team, the Head Referee MAY end the round.

**7.2 SPLIT DECK SYSTEM**

7.2.1 Events that use the split deck system will follow the normal CQBL Time Race Format structure with the following changes:

1. Teams A & B play a match followed by a minimum two (2) minute break. During that break, Teams C & D will begin a match. Then A & B will play another match, so on and so forth until each rounds time has ended.

2. A one (1) minute break will separate the end of Teams A & B point and the beginning of Teams C & D point.

**7.3 SCORING SHEETS**

7.3.1 Any referee or designated official may complete a score sheet. The scorekeeper may show the score sheet to Team Captains on request.

7.3.2 Any correction made to the score sheet must be initialed by a head referee, unless the correction of for any obvious mathematical error, at which time the scorekeeper will initial the change.

7.3.3 If one or both Team Captains do not agree with the contents of a score sheet, and thus will not sign the sheet, the Head Referee may decide whether the score sheet must be amended and/or validate the score sheet themselves.

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

**SECTION 8 – THE GAME**

**8.1 PIT AREA**

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

8.1.2 No person may employ any electronic or mechanical means to enhance the volume of a voice to communicate with any other person during a match.

8.1.3 No person may employ any means of communication from outside the field of play to any player inside the field of play during a match. This includes, but is not limited to:

1. Radio Communication

2. Shouting

3. Non-verbal signals or signs

Event staff will make determinations of what is acceptable or not. Penalties will be assessed for each incident and may include full team expulsion from the event.

8.1.4 All Event Staff and Rostered participants must possess, and display on request, their official CQBL Identification Card. Failure to do so will result in denial of access to restricted player/staff-only areas. No exceptions. Circumventing these security measures can result in, up to and including, event expulsion.

8.1.5 Each team designated Team Captain and/or Coach must remain in the pit area during the entirety of a Round. Only the “Coach” may throw in the towel, ask for a timeout, or ask for explanation of a call. If a Coach is also a player, he can only do those things when in the pit area.

8.1.6 Event senior officials will have sides pre-chosen prior to the start of the event. Teams will alternate starting sides with each match.

**8.2 MARKER INPECTION**

8.2.1 All rounds will be preceded by a pre-round marker inspection which will include:

1. Visual inspection of all marker components and accessories.

2. Function check to ensure marker is functioning safely.

3. Chronograph check to include velocity and rate of fire.

8.2.2 Paint Round Velocity is 280fps for all markers at all CQBL Events

8.2.3 Players whose markers do not pass the inspection will be informed and given opportunity to remedy the issues if time permits.

8.2.4 Players who are unable to bring their markers into compliance with CQBL requirements on a timely basis (allowing Rounds to start on time) may choose to either enter the field of play without a marker or remain in the pit area for the round.

8.2.5 All markers are subject to re-inspection at any time during a round at the discretion of the Head Referee.

**8.3 GAME START**

8.3.1 Any team may start any point with a short squad.

8.3.2 Players start the point inside the playing field boundaries with the muzzle (tip) of their barrels (or touching with the hand if they play without marker) touching the front of the base.

8.3.3 Any player false starting by removing the tip of the barrel of the gun (or hand) from the start gate before the start signal is given, will NOT be automatically pulled from the point, if they immediately return it to the gate (touch back). Even if the signal goes before they have returned it, they may still return their barrel to the gate (touch back) and then can continue. If they fail to return the barrel to the gate (touch back) either before or after the start signal is given, they will be eliminated.

8.3.5 If a player posts their marker or fires it before or after the start signal regardless as to whether they later touch back, they will be eliminated in the normal manner.

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

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

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

8.3.9 Each team starts the first point of the match at the starting station on the same side of the field as the team’s own pit area.

8.3.10 Switch ends

1. Teams will switch which side of the field that they start on after every point scored.

2. If a point is started but ends in a no-point (neither team scores), the teams do not switch sides in the following point.

3. Each team will play the first point of the game on the side of the field where their pit is located. When the score of the both team adds up to an odd number, the teams will start on the far side of the field (1-0, 2-1, 3-0, etc.). When the score of the game adds up to and even number, the teams will start on the close (pit side) side (0-0, 2-0, 4-2, etc.).

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

8.3.11 Break period (Pit-stop)

1. A break period follows the conclusion of each point.

2. The game time stops counting down for the duration of the break period.

3. A standard break period is a minimum of two minutes.

4. A break period may exceed two minutes in a split-deck format.

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

**8.4 START PROCEDURE**

8.4.1 Point Start

1. A clearly heard and recognizable signal (different from other sounds) will be given for the start of each point. If there is no electronic signaling system available, the start will be signaled by a whistle or another similar device. Signal device will be explained and demonstrated to teams prior to the start of the Round.

2. All infield referees will lower their hands to confirm the point start.

**8.5 ON FIELD CHRONOGRAPHING**

8.5.1 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.

8.5.2 Players with markers chronographed during a game at 280 feet per second or less and shoots less or equal than 10 balls per second will continue to play without elimination or penalty.

8.5.3 Players with markers which velocity is over 290 feet per second but less than or equal to 285 feet per second will be eliminated from play.

8.5.4 Players with markers which velocity is over 295 feet per second, but less than or equal to 300 feet per second will be eliminated from play and given a Minor penalty.

8.5.5 Players with markers which velocity is 305 feet per second or above will be eliminated from play and given a Major penalty.

8.5.6 In all instances of on-field chronographing that results in a penalty, the referee will show the chronograph result to the player who was chronographed.

**8.6 PAINT CHECKS**

8.6.1 Paint checks are performed by referees to determine if a paintball has broken on and marked a player.

8.6.2 Paint checks are performed by a referee when the referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the referee, or when the referee is directed to do so by another referee.

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

**8.7 TIMEOUT**

* + 1. Game timeout

1. Each team is entitled to ask for one timeout of 1 minute per match.
2. Designated Coaches should be the only ones to call timeouts, made by informing either the Head Referee, the Scoreboard Operator, or by an electronic system.
3. Timeout cannot be taken in the last 10 seconds before the start of a point.
4. Teams may use their timeouts within the same break period.
5. A timeout, if available can be used before the overtime period.
   * 1. TECHNICAL TIMEOUT
        1. Technical timeouts may be applied by maintenance staff or can be assigned by the Head referee for technical reasons.
        2. Technical timeout lasts as long as necessary for maintenance staff to solve technical problem on the field.
        3. If technical timeout must be taken during 10 seconds, after technical issue is fixed, time counting automatically starts from 10 seconds.

**8.8 INTERRUPTION**

8.8.1 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.

8.8.2 Game stoppages will only occur in case of an emergency, dangerous weather conditions, other “Acts of God” or a physical altercation on the game field.

8.8.3 All Field Referees will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Referees will 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 game start section.

8.8.4 The referees calling “Time” will indicate game stoppages. Each player must remain in the position he was in when the time call was made.

8.8.5 If a game must be interrupted because of an emergency, or otherwise, the Head Referee will stop the countdown timer. When the game is restarted the “Start” procedure of these rules will be used. Time will begin to run upon such restart.

8.8.6 If a game must be interrupted because of an emergency, the Head Referee may instruct all player to place their markers on the ground until he deems that field of play is once again safe.

**8.9 BUZZER PUSH**

8.9.1 There are buzzers installed on the bases.

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

8.9.3 When a player pushes the buzzer on the opposite team`s base, the time on the electronic scoreboard stops. If there is no scoreboard, then referees make a call “Time!” and the time is stopped. The game will automatically freeze and no player can leave his position. The player who pushes the buzzer will be paint checked.

8.9.4 If the player that presses the buzzer is found to have a hit on them, penalties will be assessed and if there any live players left the Head Referee will continue the game with a call “Game on!”

8.9.5 The player who pushes the buzzer will be checked for paint hits in any case, even if this player marks himself as eliminated after the buzzer push, accidentally or on purpose.

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

8.9.7 If the player that presses the buzzer receives a penalty and there are not enough players to pull, the result will be an automatic point for the opposing team. The team who was assessed the penalty will also have to start the following point minus the number of players that will fulfill the penalty.

8.9.8 If the player that presses the buzzer receives a penalty and the team has the exact number of active players to fulfill the penalty, leaving no active players on the field, it will result in a “no point” and no point will be awarded to any team.

**8.10 TOWEL THROWING**

8.10.1 At 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.

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

8.10.3 After the “Towel” call the point will be finished automatically and a point awarded to the opposing team. Head referee announces the “Towel” call loudly so everyone is aware.

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

**8.11 LAST 60 SECOUNDS RULE**

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

8.11.2 During this period any penalty of Major or Gross Major stops the game time, and automatically gives point to the opposing team. The next point starts automatically per the start procedure.

8.11.3 If in the last 60 seconds of regulation time a penalty is given, while the game has been stopped, a point will not be awarded due to this penalty, but other effects will apply.

**8.12 OVERTIME**

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

8.12.3 Should any Professional division match be tied at the end of regulation; overtime will determine the match winner.

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

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

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

8.2.7 The “60 seconds rule” applies in the last sixty seconds of overtime.

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

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

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

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

8.12.12 No player may compete in more than One-on-One.

**8.13 GAME END**

8.13.1 A game will officially be considered over when the Head Referee announces the result after the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected until they exit the field.

* + 1. Point-ending situations are any one of the following:

1. A buzzer is pushed by a player;
2. “Towel thrown” by opposite coach;
3. A penalty (two-for-one or more) in the last 60 seconds of regular time or in last 60 seconds of overtime;
4. If team starts to play with a bigger number of players than set by rules or by Head referee;
5. If the last player gets penalized Minor, Major or Gross Major. In that case the point goes to the opposite team.
6. If a player gets penalized Minor, Major or Gross Major, and the team does not have enough players to pull. In that case the point goes to the opposite team.
7. If regulation game time comes to an end.
   * 1. Players may not re-enter the playing field without the permission of a Field Referee.

**SECTION 9 – HITS AND ELIMINATIONS**

**9.1 DEFINITION OF A HIT**

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

1. 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.
2. If a player is hit and marked by a paintball shot by an eliminated member of the opposing team, such player is not eliminated.
3. If a paintball strikes another object first and breaks upon that object before marking a player or anything he is wearing or carrying, such player is not eliminated.

9.1.2 If the referee did not see the source of a paint marking a player has on him that resembles a hit, such player will be declared eliminated (penalties may apply). Generally, if the paint marking is reasonably solid, appears to be a direct hit - rather than smear, splatter, spray, paint from kneeled-on or sat-on paintballs, it will be considered a valid hit.

9.1.3 In the event two opposing players are hit and marked simultaneously, or if the referee cannot determine which player was hit and marked first, both players will be eliminated.

9.1.4 Referees will make every effort to wipe smear, splatter, spray, or paint from kneeled-on or sat-on paintballs off a player at the time they are inspected. If a player continues to play with such paint such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.

9.1.5 Only referees will remove invalid hits, except that a player may remove an invalid hit on the lens of their goggle system with the permission of a referee.

**9.2 PLAYERS AND HITS**

9.2.1 Players are responsible for becoming aware of hits.

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

9.2.3 If a player gets shot at and he cannot check for a hit by himself at certain locations (for example visor, throat, back, harness) he must immediately cease play and call a referee for a paint check. Failing to do so constitutes playing on.

9.2.4 Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between them and the nearest opponent. Otherwise they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover the player must immediately check himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.

9.2.5 Players who are hit in locations that can be self-checked, may not call for a paint check. Calling for a paint check under such circumstances constitutes playing on.

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

**9.3 ELIMINATIONS**

9.3.1 Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary.

9.3.2 Players will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered in-bounds.

9.3.3 Players will be eliminated if they lose their goggles.

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

9.3.5 Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees, magazines, and harnesses will be immediately eliminated.

9.3.6 Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.

9.3.7 Players that engage in unsportsmanlike conduct will be eliminated. Unsportsmanlike conduct includes, but is not limited to:

1. Failure to obey a referee's call.
2. 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.
3. Shooting at referees.
4. Shooting a clearly eliminated player with malicious intent to injure or intimidate.
5. Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination.
6. Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players.

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

* + 1. Players that get eliminated, shall do following immediately after:

1. Stop playing.
2. Signal their elimination by putting one hand on their head.
3. 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”.

**SECTION 10 – SCORING**

**10.1 POINTS**

10.1.1. Points are awarded for:

1. Pressing buzzer of opposing base as live player;
2. “Throwing the towel” by opposing coach;
3. A penalty Major or Gross Major in the last 60 seconds of regular time or in last 60 seconds of overtime;
4. 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).
5. 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.
6. The last player of opposing team gets a penalty Minor, Major or Gross Major.

10.1.2 A point scored is awarded after the point played, by the Head Referee.

**10.2 FORFEITS**

10.2.1 A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game chronographing or for any game in which a team refuses to take the field. If both teams fail to show for its pre-game chronographing or both teams are unwilling to take the field, both teams will have forfeited that game.

10.2.2 Any team that is scheduled to oppose a team that has forfeited a game will receive maximum points and the maximum point difference caper the format (The mercy rule differential for the division will determine the maximum points). The forfeited team will receive the opposite score for that game.

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

* 1. **TIE BREAKERS**

10.3.1 In any group of three or more tied teams, tiebreakers are successively applied until one team wins, or no team wins and one team loses the tiebreaker.

10.3.2 If one team wins a tiebreaker, that team is removed from the group and is ranked higher than all other teams in the group.

10.3.3 If no team wins and one team loses a tiebreaker, that team is removed from the group and is ranked lower than all other teams remaining in the group.

10.3.4 Once a team is removed from the group, tie-breaking the remaining teams in the group are restarted with the first tiebreaker.

10.3.5 In the event of a tie in a non-head-to-head round, ties will be broken, in order, by:

1. Number of matches won.
2. Number of matches won amongst the tied teams.
3. Head-to-head competition amongst the tied teams.
4. Margin of victory in all matches in the current round.
5. Total points scored in all matches in the current round.
6. Greatest time remaining in games/matches won (total of time remaining in each match won).
7. Least time remaining in games/matches lost (total of time elapsed in each match lost).
8. Seed into the tournament.
   1. **TOURNAMENT RANKING**
9. Ranks 1-4 decided by final games. Unless a third and fourth place game is not played, in that case the rankings for third and fourth place will be determined by the following,
10. Team eliminated in the same head-to-head round will continue to be ranked according to their place in the most recent non-head-to-head round.
11. Prelims are ranked by:

* Number of match points.
* Head-to-head competition amongst the tied teams.
* Margin of victory in all matches in the current round.
* Total points scored in all matches in the current round.
* Greatest time remaining in games/matches won (total of time remaining in each match won).
* Least time remaining in games/matches lost (total of time elapsed in each match lost).
* Seed into the tournament.

**SECTION 11 – PENALTIES**

**11.1 ASSESSMENT OF PENALTIES**

* + 1. Verbal warnings

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

1. First offence of failure to obey a referee's instructions.
2. First offence to put their hand on their head after being eliminated
   * 1. Elimination

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

1. Abusive calls for paint checks.
2. Use of inappropriate language per incident (other penalties may apply).
3. Subsequent failure to obey a referee's instructions.
4. Going out of bounds or moving the boundary tape.
5. Marked with a valid hit.
6. Failure to make a touch back while not having the barrel tip touching the front of the base at the start signal.
7. Posting of the marker or firing it after the start signal regardless as to whether they later touch back.
8. Failure to wear goggles inside the field during the game period.
9. Interference or communication during the game in the pit-area by a person affiliated with the team.
10. Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
11. Altering the playing field in game on purpose.
12. A player forcing themselves between two bunkers that have been positioned together to create one bunker.
13. Using a marker that is chronographed on the field between 285 and 290 feet per second.

11.1.3 Minor penalty (removal of the player who committed the infraction and a teammate). Assessment of the one-for-one penalty to players on the field will take place for the following infractions (not only limited to):

1. Continuing to play with a hit on any part of a body or equipment (e.g.: shooting, posting, talking, moving forward).
2. Checking in as a live player at the end of a game with a hit.
3. Using a marker that is chronographed on the field at 290-310 fps.
4. Communicating to anyone after being eliminated.
5. Possessing prohibited clothing or equipment on the field of play.
6. Any person who shoots towards the spectator sideline or opponent’s end line during a break

period.

7. Any person who engages in aggressive or insulting behavior towards another person, except a referee.

* + 1. 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):

1. Playing on that materially influences the course of the game giving the offending player's team a significant advantage.
2. An eliminated player who shoots at an opposing player from in-bounds
3. Using a marker that is chronographed on the field at 310 feet per second or above.

11.1.5 Gross Major Penalty (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a minor suspension (suspended for the remainder of the game and the team’s next game).

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

* Wiping. Wiping means that a player is actively and deliberately removing or attempting to remove paint markings to avoid being eliminated or avoid a referee's call.
* Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit to avoid elimination or avoid a referee's call shall be penalized for wiping.
* An eliminated player who shoots at a player from out-of-bounds
* Re-entering the field after elimination to interfere in the on-going game without being asked by a referee.
* 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.
* Any person who engages in aggressive or insulting behavior towards a referee
* Any person, who throws any equipment on the field of play other than an air source or disposable equipment
  1. **NOT ENOUGH PLAYERS RULE**
     1. Assessments of Minor, Major and Gross Major penalties when not enough live players are left:
* The point is stopped and the point is awarded to the opposing team,
* The opposing team does not need to have any active players to be awarded the point.
* Next point the team that was penalized starts with fewer players to completely fulfill the assessed penalty.

11.2.2 If the last player of a team gets a Minor, Major or Gross Major penalty, point automatically goes to the opposite team.

11.2.3 Assessments of Minor, Major, or Gross Major penalty when the exact number of live players are left to fulfill 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.

**11.3 COLLUSION**

11.3.1 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team being on their roster will be (but not limited to) suspended from the remainder of the event and surrender all seed points in that event.

**SECTION 12 – SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE USPORTSMANLIKE CONDUCT**

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

12.1.1 Responsibility of team members.

Teams are responsible for the conduct of everyone on their roster, which includes players, pit-crew and supporters. During the event the following may apply to fines, suspensions and ejections. When game suspensions are issued to a player, the team must play short if they do not have a substitute player on their roster.

12.1.2 Responsibility of spectators. Any spectator engaging in unsportsmanlike conduct to any other event participant will be forced to leave the site. Spectators are forbidden to communicate, signal, or interfere at any time with the game of play. If a spectator does communicate, signal or interfere with the game of play they might be subject from a warning to an ejection from the site. The exact way the interference of a spectator is enforced and penalized is upon the specific league or tournament officials.

12.1.3 Player’s suspension. Any head referee may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the Referee Manager for suspension. Any person who engages in any minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed a minor or major suspension by a head referee.

12.1.4 Player’s ejection

Players will be ejected from the tournament grounds for the following infractions:

1. Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar).
2. Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
3. Any applicable maker infraction in section “Markers”.
4. Abusive language directed at any player, referee or spectator.
5. Deliberately shooting from outside the field or boundary.
6. Deliberately shooting referees.
7. Re-entering the field after elimination to interfere in the on-going game without being asked by a referee.

12.1.5 Minor Suspension

A player who receives a Minor suspension:

1. Shall not play for the remainder of the match and the next match, even if the next match is in the next round or tournament.
2. Must be present for all points and matches played by their team and must silently remain in an area designated by the head referee for the duration of the match.
3. Any Gross Penalty will also result in a Minor Suspension.

12.1.6 Major Suspension

A person who receives a major suspension will be ejected from the event and,

1. May not be on-site at any event for the duration of the suspension.
2. May be suspended up to a year by the Referee Manager.
3. May be assessed a fine of up to $100. A person may not play any further events until such fine is paid.

12.1.7 Players who have been suspended must surrender their ID card to the Head Referee who assesses the penalty.

12.1.8 If a player refuses to hand out his ID card the team will forfeit the next game automatically. The ID card will be returned to the player when the penalty time is over.

12.1.9 Major suspensions include but are not limited to:

* Any person who engages in hostile physical contact with another person, including shooting another person who is not participating in a point or shooting from outside the field.
* Any person who engages in intentional physical contact with an official.
* Any person who throws an air source, whether attached to a marker or not.
* Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system.

12.1.10 Team ejections

* Only the Referee Manager may eject a team from an event.
* A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.
* Teams ejected for having an illegal roster or playing with ineligible players will forfeit all matches in that event. Teams will otherwise forfeit all remaining matches.

12.1.11 Player’s ejection, Player fines, and Player’s suspension from several CQBL events

All league and tournament suspensions are subject to CQBL suspensions; all suspensions if deemed serious enough will be reviewed by the CQBL rules committee to determine if further actions need to be applied.

**12.2 CONFLICT IN THE RULES**

12.2.1 In case of a situation not covered by this Rules Book or any conflict between two sections of this Rule Book, the authorized officials will make its decision based on the laws and common sense.

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

12.2.3 Any situation within the bounds of this section shall be passed to CQBL Rules Committee as soon as possible. This Committee has a right to modify or amend these Rules even if this amendment would go against the decision originally taken.

**SECTION 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 trash they generate in designated trash receptacles.

13.1.3 Teams will remove paint boxes from enclosed team pit areas.

13.1.4 Any person that fails to adhere to rules and regulations contained in section, or promulgated by the promoter may be fined up to $250 by authorized personnel.

**13.2 APPEALS**

13.2.1 Calls made on the field of play may be appealed to the head referee of the field.

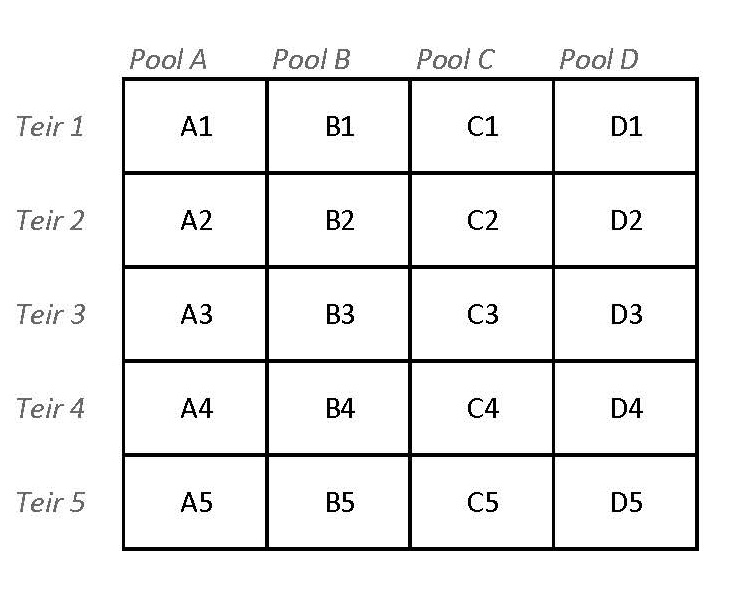
13.2.2 No referee shall overturn eliminations.

13.2.3 The decision of the head referee of a field is final, except for suspensions and ejections.

13.2.4 Any player or team subject to a suspension may appeal the imposition of that suspension to the Referee Manager immediately.

13.2.5 A team may file a written grievance with the Referee Manager regarding the decision of authorized personnel, a scoring official, a referee, or a head referee.

**SECTION 14 – APPENDIX PRELIM STRUCTURE**



Every team will play the other three teams in their own pool.

Every team will play a fourth game and it will be played against a team in another pool, but within the team’s own tier.

The A pool teams will play the D pool teams within their own tier (A1 vs. D1; A2 vs. D2; A3 vs. D3; A4 vs.

D4; A5 v. D5).

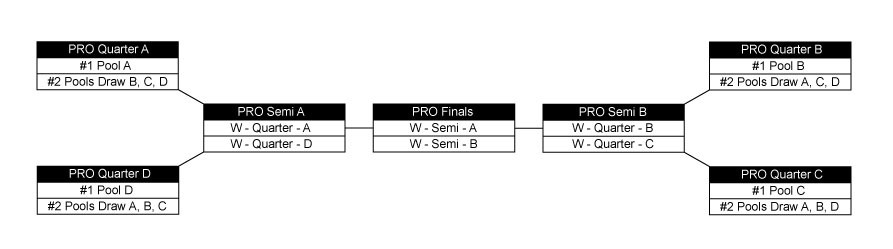
The B pool teams will play the C pool teams within their own tier (B1 vs. C1; B2 vs. C2; B3 vs. C3; B4 vs. C4; B5 vs. C5)

Every team must play 1 team from each of the tiers.

The top two teams from each Pool will advance to Semi-finals.

Point margins in the Cross-Pool games do not apply in the case of a tiebreaker amongst teams within a pool.

**SECTION 15 – APPENDIX ELIMINATION ROUNDS**



**SECTION 16 – BRACKETING**

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