



# 5-Man Tournament Rulebook

# 2008

**Thank you to the MSPA organization for  
allowing us to use their rulebook as a  
foundation.**

# GPPS: It's all About the Player

The Georgia Paintball Players Series (The GPPS) truly is "all about the player". We started the GPPS as a means of providing a series of venues focused solely on the needs and wants of a tournament player, fair, affordable and in the state of Georgia. We currently offer Beginner, Rookie, Open divisions at each tournament.

There are promoters that will oversee each GPPS tournament. Each owner is responsible for providing a safe environment that adheres to all industry insurance safety regulations and rules set forth in the following rulebook. The Promoters are responsible for providing a schedule, scoreboard and scoring tickets to team captains. The scores will be provided to a GPPS representative that will post scores on the GPPS web-site so that all teams are aware of standings throughout the series.

Tournament participation is based on team registrations. Teams need to register online through the GPPS web-site. Registration form needs to be complete and paid no later than the Wednesday preceding that month's event. Payment is expected at the time of registration. Teams can late register at the event. However, they will pay an additional fee above the normal tournament fee.

Normal tournament fees are as follows; Beginner division is \$125, Rookie \$225, Open division is \$325. The air fees are included as part of the above stated tournament fees. The owners are compensated from the air fees collected from each entry fee for the event held at their field.

Prizes for Rookie, Open division are based on a percentage of the entry fees minus the air fees paid to the field owner hosting the event.

Prize percentages are as follows:

|                       |     |
|-----------------------|-----|
| 1 <sup>st</sup> Place | 45% |
| 2 <sup>nd</sup> Place | 30% |
| 3 <sup>rd</sup> Place | 10% |

The top three teams of each division at each tournament will receive 5 medals. The team in first place for the overall standings at the end of the tournament will receive 5 championship rings.

Tournament points earned toward overall scoring:

|          |    |     |    |                       |    |
|----------|----|-----|----|-----------------------|----|
| 1stPlace | 50 | 5th | 46 | Team providing 5 refs | 50 |
| 2nd      | 49 | 6th | 45 | Team providing 4 refs | 40 |
| 3rd      | 48 | 7th | 44 | Team providing 3 refs | 30 |
| 4th      | 47 | 8th | 43 | Team providing 2 refs | 20 |

Points will continue to decrease by 1 to 40<sup>th</sup> place, all teams placing below 40<sup>th</sup> place should receive 10 points.

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## **1.0 Equipment**

### **1.1 Paintball Markers**

- a. Each player may carry only one marker, approved air tank and barrel sock/sleeve onto the playing field during game.
- b. A marker in any public area must have the barrel securely attached and an industry-approved device, i.e. barrel sock or barrel sleeve, must properly block the barrel. The barrel blocking device can in no way be blown loose or allow ball passage. A referee or representative of the GPPS reserves the right to inspect barrel blocking devices at any time before, during or after the scheduled event. All markers are required to have a trigger guard in place.
- c. A player may not be able to adjust the marker velocity while on the playing field. Penalty: 1+1 (or -25 if teammate not available).
- d. The GPPS will use the following procedures to test all markers before the game. A marker will be approved for play only after it passes the following criteria:
  1. Mechanical Bounce – Markers will be tested for mechanical bounce by a bumping or jarring of the marker. Markers will be 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 more than once during the bump test.
  2. Electronic Bounce – Markers will be tested for electronic bounce by shooting the marker. The marker trigger will be firmly pulled 3 consecutive times. During these 3 pulls, the marker may only fire 3 shots. Markers that produce more than 3 shots on the 3 pulls will be deemed to have electronic bounce.
  3. Rate of Fire Cap – 15 balls per second will be the legal allowed limit. All markers will be shot over a ballistic timer. Any marker exceeding the rate of fire cap will be deemed illegal and will not be allowed on the field.
  4. Marker Chronograph – Players will have to chronograph their marker prior to going onto the field. The maximum velocity allowed will be 300 feet per second. Markers may be spot checked at any time on the field or after the game. Penalty: violation will result in a chronograph penalty.

#### Testing procedure:

The marker will be fired over the chronograph three consecutive trigger pulls. Each shot has a maximum of 300fps, for a total of 900 maximum fps. Any amount exceeding the 900 max will be assessed 2 points for each fps over the limit.

Example:

|          |            |
|----------|------------|
| 1st shot | 300        |
| 2nd shot | 315        |
| 3rd shot | <u>295</u> |
| Total    | 910        |

Total exceeded 900 by 10 fps (10x2=20 point penalty)

5. Velocity Ramping – Markers may not increase velocity by any means while being fired. If a player is found to be in violation, his team will forfeit the game in with the violation occurred.

## **1.2 Goggles – Any goggle violation results in -25 pt penalty**

- a. Defined: A complete eye, face and ear protection system designed specifically for the sport of paintball. Goggles must be in good condition without any modifications. Goggles may not have any cracks in the lens.
- b. Required: Goggles must be worn by any person who is on or directly exposed to any area where markers might be discharged, or in any area posted as a goggle required area.
- c. Inspection: A referee or GPPS representative reserves the right to inspect any goggle for approval at any time.
- d. A referee or GPPS representative reserves the right to instruct any person to wear a goggle at any time.
- e. NOTICE: Any player that removes their goggles in a restricted area without the express permission of a referee in charge will receive a 25 point penalty assessment from any referee, judge, field owner or GPPS representative who observes the violation. NO WARNING REQUIRED.

## **1.3 Clothing – Violation: correct before game. During game: elimination**

- a. Players must wear pants, shirts and shoes. No metal cleats allowed. Only one layer of undergarment allowed.
- b. Clothing may not resemble or be of a similar color to that of the referees, flag or arm bands.
- c. A player may not wear clothing (including shoes), or carry equipment that makes distinguishing a paint mark difficult for the referees.
- d. Clothing must be sized to fit the player. A player may not wear oversized, draping or excessively baggy clothing. Clothing may not be overly absorbent, highly padded or water repellent.

- e. Knee, shin and elbow pads may be worn on either the inside or outside of the player's clothing. All padding is subject to opposing captain's challenge, referee's challenge and inspection and final approval.
- f. Bandanas and other loose items may not be hung from players or equipment.
- g. A team's captain may challenge any clothing item prior to the start of the game. Challenges will be immediately discussed and ruled on by the Ultimate judge.

#### **1.4 Prohibited Equipment**

Players may carry personal items into the staging areas. However, many items are considered as "prohibited" for use on the field. Prohibited items include any item that could be mistaken for the flag, any communication devices, listening devices, smoke producing devices, paint grenades or any item that can adjust marker velocity. Penalty:- 25-point deduction.

#### **1.5 Paintballs**

- a. Paintballs must be purchased from the field hosting the event on the day of the event.
- b. Paintballs cannot have red fill
- c. Paintballs cannot be altered, coated, treated or frozen.
- d. Violations: Game cannot be continued or replayed, resulting in forfeiture to opposing team.

#### **1.6 Marker Power Source**

- a. Co2, N2 or compressed air must power all markers.
- b. All tanks are subject to inspection by referees, field owner or GPPS representative.
- c. Power sources must meet accepted industry safety guidelines and are to be filled by the tournament staff or GPPS certified individuals.
- d. Any personal bulk air of Co2 tanks is expressly forbidden.

## **1.7 Inspections**

- a. Each player must submit to an equipment inspection at any time while within the staging area on the field, and at such other times as may be requested by a referee.
- b. A player failing inspection may attempt to correct the problem. However, no game will be delayed in waiting for the correction to be made.

## **1.8 Rulings and Appeals**

- a. All rules set forth in this section are subject to modification by the GPPS or its representatives if such modifications would increase safety for all players.
- b. A player affected by an equipment ruling may make an appeal to such ruling to the Ultimate judge. No such appeals will delay the start of any game. Equipment will be barred from play until the Ultimate judge makes final ruling.

## **2.0 *Tournament Day***

### **2.1 Mandatory Pre-Game Meetings and Requirements**

- a. Captain's meeting – starts at 9:30am on the morning of the tournament. Do not wait to be called. Captains will be briefed on important tournament information; team rosters and waivers must be complete and turned in by the end of the meeting.
- b. First game begins at 10:00am, unless there is an unforeseen problem such as issues with air and problems with the safety of a field. If you are late for your game, you will forfeit.
- c. Every team is responsible for keeping track of the schedule and being prepared to begin a game when called to the field. Games will not be delayed due to teams not being properly prepared.

### **2.2 *Waivers and Rosters***

- a. Every player wishing to participate in the tournament must complete a waiver for the field where event is being held. You can obtain a waiver from the host field's web-site or contact the host field and have one faxed to you.
- b. There must be a completed waiver for every person listed on the roster.

- c. No players under the age of 10 years old.
- d. All minors must have an adult signature on their waiver in order to be able to play the event.

### **2.3 Chronograph**

- a. The maximum allowed chronograph speed will be 300 feet per second (fps). Players will have ample time to make velocity adjustments prior to the tournament and in between each game.
- b. All markers should be tested prior to any game. A referee or GPPS representative can at any time pull a marker to be tested. If the marker fails the test, the player is allowed to make the necessary adjustments and the marker will be re-tested prior to entering the playing field. The referee will not delay any game for velocity changes.
- c. Once the player enters the playing field, no velocity changes will be allowed. The referee and/or GPPS representative may at any time pull a marker to be tested. If the marker fails the chronograph test, penalties will be assessed per rule 1.1-4.
- d. In the case where a game has started and the player feels that he may be shooting over the maximum velocity, he may call himself out without receiving any penalties. However, the player may not safely call himself out for shooting hot if he has already eliminated an opponent, waited until the end of the game or is in jeopardy of a field chronograph test.
- e. There will be no second chances when it comes to a chronograph test either during or immediately following the game. The chronograph speeds for each of the three shots will stand and any penalties will be assessed if deemed appropriate per rule 1.1-4.

## **3.0 Player and Roster Rules**

### **3.1 Players**

- a. *Must be registered with APPA.*
- b. All players must meet the minimum age requirement as set forth by the paintball insurance regulations. The minimum age for all GPPS events is 10 years of age.
- c. All players must complete a waiver of liability for each venue being played. The appropriate waiver can be located on the web-site hosting a particular event. You cannot use a waiver from one field to play at another field even though all fields are directly related and associated with the GPPS.

- d. All minors must have a parent or guardian signature as stated on the waiver of liability. If you do not have that appropriate signature, you will not be allowed to play the event.
- e. Each player is accepting all risks involved in playing the sport of paintball. The GPPS, any representative of the venue, referees and/or field owners assumes no liability of risk as stated in the waiver of liability.

### **3.2 Team Roster**

- a. Each registered team is allowed a total of seven players to be on its roster. All players must sign the required waiver of liability.
- b. No player is allowed to be on more than one roster in the same event.
- c. No player will be allowed to change rosters during an event. The rosters will remain closed once the tournament schedule is posted for that event.
- d. Any team must have at least 3 of its original roster for points to accumulate toward the overall.
- e. If any team is found to alter its roster once it is deemed “closed” for that event, the team will be disqualified. The team will not receive any points toward the overall standings, nor will it receive a refund of any tournament fees or paint fees paid for that event. The GPPS will not tolerate any “roster cheating”.

### **3.3 Player Divisions**

- a. All GPPS tournaments will offer both a Beginner, Rookie, Open division. The rules set forth in this rulebook will apply to all divisions.
- b. Beginner Division – A player is qualified for this division if he/she has played **LESS** than 2 tournaments at anytime in the past 3 years.
- c. Rookie Division – A player is qualified for this division if he/she has less than **Two** years of tournament experience in the preceding four calendar years and never having won and/or placed higher than third in a novice division event. They are allowed as many beginner players as they want on the roster. Once a beginner player plays at least two rookie events, he/she is no longer considered a beginner. That player will be forced to bump up to the rookie division for all other GPPS events.
- d. The GPPS and its representatives reserve the right to question any player listed on a roster. If the GPPS, its direct representatives or a

referee has knowledge that a player is not qualified to be in a certain division, the GPPS will make the necessary rulings to ensure the integrity of the roster as set forth in the rulebook.

- e. Sandbagging – If a team is found to blatantly disregard the roster rules by registering an offending player, i.e. players not qualified for that division, the team will be disqualified without any refund of tournament fees and/or paint fees. However, the team will have an opportunity to make any corrections prior to the roster being closed for the event.
- f. Challenges to Roster – Any team captain can challenge a roster. The captain will make the challenge known to a GPPS representative, ultimate judge or head referee prior to the closing of rosters and the playing of the first game. The GPPS and its representatives will listen to arguments from both the captains challenging the roster and the captain representing the team in question. The GPPS reserves the right to make all final decisions regarding roster controversy.

### ***Open Division***

- a. *No Pro players*

## **4.0 Game Rules**

### **4.1 Pre-Game**

#### a. Registration

1. All teams are to have a completed roster submitted to a GPPS representative no later than thirty minutes prior to the posted start time of the captain's meeting.
2. Tournament fees are due at the time of registration. Teams registering the day of the event will pay an additional \$50.
3. The waiver of liability is to be complete and turned in to a GPPS representative with the team's roster. We must have a waiver for every person listed on the roster.

#### b. Captain's Meeting

1. The captain's meeting is scheduled to begin at 9:30am. All team captains are to report to the captain's meeting at the scheduled time.
2. The captain will receive a copy of the tournament schedule.
3. The captain is responsible for conveying all aspects of the rules and content of the meeting to their teammates. It is not the

responsibility of the GPPS, its representatives, ultimate judge or referees to make sure players know the rules or schedule.

4. If there are questions or concerns about the event, schedule or rules it should be addressed during the captain's meeting, if possible.

#### **4.2 Game Start**

Every game must use the same procedure listed below:

- a. The referee will place an armband on each player. The armband should be located on the arm above the elbow. The armband cannot be attached to any part of the player's equipment.
- b. Players are to begin each game at the starting point located just in front of the dead box.
- c. The barrel of the marker is to be touching the starting point below the player's waist.
- d. Prior to the start of the game, the head referee will shout a 10 seconds warning. "Game begins is 3-2-1, 10 seconds".
- e. After the 10 seconds has passed, the referee will shout "GO, GO, GO". All barrels must be touching the starting point as this command occurs. If the barrel is not touching the starting point at this time and fires his marker, the player is eliminated and must report to the dead box. UNLESS...the player tags back before the first shot is made.
- f. No game will be delayed for players arriving late to the field or for any equipment malfunctions. If a player is not in the correct starting position, at the call of the game, that player will be considered an eliminated player and must report to the dead box.
- g. No game will ever be re-started.
- h. Notice: The head referee reserves the right to halt the 10 seconds warning prior to issuing the "GO, GO, GO". No player shall shoot or adjust his gun at any time during this type of delay. If a player is found to be in violation, said player is eliminated and should go to the dead box.

#### **4.3 Boundaries**

- a. All boundaries will be clearly marked prior to the start of the tournament.

- b. Players should not alter boundary lines at any time before or during the tournament.
- c. At no time during the game should the player's body or any part of his/her equipment, including but not limited to the marker, tank and pod packs, touch or go over the boundary line.
- d. If a player crosses the boundary line, the referee will call that player eliminated. The player should then proceed to the dead box until the end of the game.

#### **4.4 Elimination**

- a. Quarter size rule – A player hit by a paintball is considered eliminated if the paintball breaks and leaves a splat the size of a quarter or larger. The quarter size rule applies to paint splat on any part of the player or any of his/her equipment.
- b. Shell rule – shell is NOT required as part of the quarter size rule. It does not matter if there is shell in the paint. Only the size matters.
- c. Any player starting the game with remaining paint from a previous hit in a previous game is subject to elimination based on the referee's call. The player is responsible for removing any paint from previous hits, prior to the start of a new game.
- d. Going out of bounds constitutes and elimination. See section 4.3 for more details.
- e. If a player says he/she is out or raises his/her equipment, which signifies they are out, the player is considered eliminated. If a player says "I'm out", "out", "I'm hit", "hit", raises equipment above the normal playing position, removes armband or returns a barrel sock/plug in place, that player is eliminated.
- f. The player is eliminated if their barrel is not touching the starting position and marker below the waist at the beginning of the game.
- g. A player shot by any source, including themselves or a teammate is considered eliminated. There is no such thing as friendly fire.
- h. Players that engage in any type of physical contact with any player, referee or GPPS representative while on the playing field will be eliminated.
- i. Any player climbing on, jumping or diving over bunkers will be eliminated.
- j. Any player found to alter any bunker, starting point or dead box would be eliminated.

- k. If the referee sees a “direct hit” to the flag while in the player’s possession, that player is eliminated.
- l. A player that intentionally or unintentionally loses possession of does not include the player’s pods. Any one of the above listed items that has been separated from the player for more than five seconds at a distance of more than three feet is considered lost possession. If the lost possession is hit, the player is eliminated.
- m. Players mutually hit will be mutually eliminated, unless otherwise decided by a referee.
- n. Blatant “overshooting” or “bonus balling” an already eliminated player will result in the offending player being eliminated.
- o. A player that brings tools on the field will be eliminated.
- p. A player found to be adjusting his/her velocity while on the playing field would be eliminated.
- q. Any player removing his/her goggles while on the playing field will be eliminated and assessed a **100 point penalty**.

#### **4.5 Penalties**

- a. Playing On – Continuing to play aggressively or continuing to shoot your marker after receiving an eliminating hit. Calling yourself out and then continuing to play is also considered playing on.(3+1)
- b. Wiping – Intentionally removing a hit so as not to be called eliminated. This includes wiping by means of kneeling, rubbing bunker, loading hopper, etc. Any motion that is intending to remove paint. (3+1)
- c. Dead man talking – Defined as an eliminated player that talks. Eliminated players cannot talk for any reason. They cannot argue with or talk to the referees, teammates or anyone in the crowd. Talking in the dead box is also considered “dead man talking”. (1+1) If the player is the last on the field, there is also a (-25pt) penalty.
- d. Eliminated players cannot make signals, pass equipment or pass supplies to other players or spectators. (1+1)
- e. An eliminated player must go directly to the dead box after being called eliminated. The player cannot stand on the sidelines or go to the opponent’s dead box. (1+1)
- f. No person directly associated with a team should communicate in any manner to their team while the team is on the playing field. In another

words, no signals from the sidelines or sideline coaching. Anyone found to be in such violation will cause the associated team to incur a penalty. (1+1)

- g. No player shall engage in the use of profanity, name-calling or confrontational arguing. (1+2)
- h. Any player involved in actions that imply a physical threat or that of an assaulting nature will not be tolerated. The resulting penalty is end of game. The guilty team will be assessed a 100 point penalty and the opposing team will earn 100 points. If both teams are guilty of the offense, they will both receive 100 point penalties. If the offense occurs a second time in the same event, the offending team will be disqualified and banned from the remaining games in that event.
- i. A player shall not argue with a referee or ignore a referee's call.(1+1)
- j. A player that has been "hit" and waits until near the end of the game to call himself out will result in a penalty.(-25pts.)
- k. A player in possession of the flag must carry the flag in plain view. The player cannot hide or intentionally discard the flag. (1+1)
- l. A player in possession of the flag, who becomes eliminated, cannot hand off the flag to a live player. (1+1)
- m. Game "Fixing" – No team shall attempt to fix a game. The guilty teams involved will receive a score of zero for the game being fixed.
- n. No player shall call the game over. That right is reserved for the referees. (-25 pt)
- o. No player shall discharge his marker after game over and before score sheets have been completed. (-50pt)
- p. No player shall alter his air source after game over and before score sheets have been completed. (-50pt)
- q. A player that fires his marker and/or advances up the field after calling for a paint check and is deemed to have been hit will incur a penalty. (1+1)
- r. If a player is the last to be eliminated and fires his marker at an opponent after the elimination, will incur a penalty. (-25pt)
- s. If a team member is discovered to have a hit after the game is called, after the flag hang or after the opposing team is eliminated: (1+1)
- t. Dirty Hang – If a player hangs the flag while being hit, the hang points will go to the opposing team.

- u. No player shall throw his equipment or slam equipment to the ground.  
(1+1) + (-25pt)
- v. No spectator is allowed on the field during an active tournament.  
(-25pt) to associated team.
- w. Spinning – Turning on a player that has already made a shot on you and shooting him. This is considered as playing on and will also carry additional point penalty. (1+1) + (-25pt)
- x. Run through – continuing to advance the field even after being hit.  
(1+1) + (-25pt)
- y. Players are responsible for returning their armbands at the end of each game. (-25pt)
- z. Players who turn their marker off before the Head referee instruction.  
(-100pts).

#### **4.6 *Paint Check***

- a. It is the player's responsibility to call for a paint check if he believes he may have been hit.
- b. During a paint check, if the referee determines that a player is hit, he will call the player as eliminated by putting one hand on his head and the other extended toward the player.
- c. If the referee determines the player is clean, he will indicate that by signaling with outstretched hands.
- d. A paint check does not stop the game or the time clock.
- e. The player is "fair game" to be shot during a paint check.
- f. At no time will a referee call a player neutral.
- g. At no time will the referee touch the player or his equipment during a paint check, unless the player is blatantly trying to hide a hit.

#### **4.7 *Eliminated Players***

- a. Once a player determines he is hit, he must immediately indicate such by raising his marker and shouting "I'm hit", "hit", "I'm out", "out" or the like and proceed directly to the dead box.
- b. An eliminated player must proceed to the dead box without communicating in any manner with teammates, spectators, referees or GPPS representative. Otherwise, the player is considered a "dead man talking". See 4.5-c for penalties.

- c. Eliminated players must go directly to the dead box and remain in the dead box until instructed otherwise by the head referee. Players should not talk while in the dead box...penalty for dead man talking will apply.

#### **4.8 Mutual Elimination**

- a. If two or more players are hit simultaneously, all players will be eliminated.
- b. It is at the referee's discretion when two players are hit seemingly at the same time, but disagree on who was hit first. If the referee is unable to decide who was hit first, it is considered a mutual hit and both players will be eliminated.

#### **4.9 Flag Rules**

##### a. Carrying Flag

1. The flag must be carried in plain view at all times.
2. If the referee sees an obvious hit on the flag at the time a player has the flag in his possession, the player will be deemed to be eliminated.
3. If the player is eliminated while in possession of the flag, he will put the flag down exactly where he stands when being hit.
4. An eliminated player cannot pass the flag to a live player.
5. Live players can pass the flag to other live players.

##### b. Flag Pull

1. The flag pull will only be awarded to a player that has not been previously hit.
2. If the player is hit simultaneously to pulling the flag, it will be at the referee's discretion to award the pull or not.

##### c. Flag Hang

1. The player must "hang" the flag on the opposing team's starting point.

2. At the time of the hang, the referee will do a paint check on the player making the hang. If the player is clean, the hang points are granted. If the hang is dirty, the hang points will go to the opposing team.
3. If a player hangs the flag on the wrong starting point, it is automatic swing points for the hang and the game is called.

## **5.0 End of Game Procedures**

### **5.1 General Procedures (automatic -25 pt unless otherwise stated)**

- a. All live players should immediately report to the end of the field where the flag hang was made.
- b. If there was no flag hang, all live players should immediately report to the center of the field.
- c. Each live player and his equipment will be thoroughly checked by the referee to make sure no player has been hit. If a player is dirty, the playing on penalty will apply (1+1). If there are no additional players to assess the penalty against, the penalty is -25 pt.
- d. Armbands should be turned in at this time.
- e. All players in the dead box will remain there until otherwise instructed by the head referee.
- f. No player/referee confrontations allowed.
- g. All players must not turn their markers off until instructed to do so by the Head referee.
- h. All players who are eliminated must place their markers on the rack placed at the dead box.

### **5.2 Flag Hang Procedures**

- a. Once flag hang takes place, all live players are to report to the end of the field where the flag hang was made.
- b. A player should not make any stops to pick up pods or attempt in any manner to avoid being checked by the referees.
- c. A player cannot call himself out and go to the dead box once the flag hang has been made. (-25pt)

- d. If a player is deemed "hit", the referee making the paint check will have the head referee confirm. If confirmed as a "hit" player, then playing on penalties would apply.
- e. The referee will check the player making the flag hang for any hits. If the player is dirty, the hang points will go to the opposing team. If the player is clean, the referee will call "Flag hang good".
- f. Once all players and their equipment are checked, the referee will call the game over.
- g. The head referee will mark the score sheets with any penalties, pull points, hang points and regular game points earned by each team.
- h. This is the time for problems to be brought to the Ultimate Judge on the field. Any appeals should be handled by the team captains and the head referee.
- i. Each team captain will sign the score sheet. Once the score sheet is signed, there can be no further appeals.

### **5.3 Expiration of Time**

- a. The head referee will indicate that time has run out by shouting "TIME". The game is not over at this point.
- b. Players must follow the end of game procedures as previously stated.
- c. All paint checks and end game rules apply even if time has run out.
- d. If there has been no flag pull or flag hang prior to time running out, no associated points will be given.
- e. After all "end of game" procedures have been performed, the head referee will call the game over.
- f. If the team captains wish to make an appeal, it should be done at this time.
- g. The score sheets will be calculated.
- h. Each team captain will sign the score sheet. Once the score sheet is signed, there can be no further appeals.

### **5.4 Appeals**

- a. If a player has a dispute with a call or incident occurring during the game, that player must wait until the end of the game to make that

dispute known. If the player tries to make and appeal during the game, there is a penalty of 1+1.

- b. The only player that can bring a problem to the head referee is the team captain. At no time can any other player be involved unless the head referee deems it necessary to make an informed decision. If a player other than the team captain appeals to the head referee there is a penalty of -25pts.
- c. Appeals are to be made to the head referee only. No regular referee should be confronted with appeals. Regular referees are not able to make any appeal decisions.
- d. Keep in mind that a "bad" call cannot be reversed, nor can a "missed" call be reinstated. The head referee will make the final decision.
- e. No game will ever be played over.
- f. The head referee reserves the right to confer with the Ultimate Judge when trying to make a ruling.
- g. The ruling of the Ultimate Judge is final.

## **6.0 Scoring and Scheduling**

### **6.1 Official GPPS score sheet**

- a. GPPS supplies a score sheet to the head referee for each game played in the tournament.
- b. At the end of each game, the head referee will complete the score sheet. The score sheet will add any points earned for opposing player elimination, flag pull and flag hang. The sheet also adds in any swing points and deducts any penalty points that may have incurred in the game.
- c. The maximum points earned for each game is 100. There is no minimum score; a team can have a negative score if enough penalty points were deducted.
- d. The referee will indicate the number of eliminated players, live players, which team earned the pull and which team made the hang.
- e. The team captains must sign the score sheet prior to leaving the field.
- f. The captain of the winning team is responsible for turning in the score sheet to the designated scorekeeper. If the score sheet is not turned in, the winning team forfeits the game.

## **6.2 Scoring System**

|                        |            |
|------------------------|------------|
| Live Players           | 5 pt each  |
| Eliminated Players     | 10 pt each |
| Flag Pull              | 10 points  |
| Flag Hang              | 15 points  |
| Total Points Available | 100 points |

## **6.3 Preliminary Game Schedule**

- a. All teams will play six preliminary games.
- b. Each game will be no more than 4 minutes long.
- c. There will be a 2 minute delay between each game played, unless there are appeals following any given game, in which case the teams on deck should be ready to go as soon as the appeals are complete.
- d. The game schedule will be posted in a centrally located area.
- e. The schedule will be given to each captain at the captain's meeting. Each team is responsible for keeping up with the progression of the schedule.
- f. The final scores at the end of the preliminary round will determine which teams go to the semi-final games.
- g. The GPPS reserves the right to alter the number of teams going to the semi-final round based on the total number of registered teams.

## **6.4 Semi-Finals Game Schedule**

- a. All preliminary scores will reduce to zero to start the semi-final round.
- b. The top eight teams from each division will advance to the semi-final round. Unless the number advancing has been altered as stated in 6.3-g.
- c. Each division will run two brackets. Each group will run a round robin match. Therefore, each team will play a total of three games in the semi-finals.
  1. Bracket One – teams placing 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup> and 7<sup>th</sup>
  2. Bracket Two – teams placing 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup> and 8<sup>th</sup>

- d. The top two teams from each bracket will advance to the final round.
- e. The GPPS reserves the right to alter the number of teams going to the final round based on the total number of registered teams.

### **6.5 *Finals Game Schedule***

- a. All semi-final scores will reduce to zero to start the finals round.
- b. The four teams in each of the divisions will play a round robin to determine the winner. Beginners play beginners. Rookies play rookies.
- c. The schedule may be altered based on 6.4-e.

## **7.0 Points**

### **7.1 *Swing Points***

Swing points occur when a hit player makes the flag hang. The flag hang points will be given or “swung” to the opposing team. No other points will swing.

### **7.2 *Determination of Penalty Points***

- a. If there is a specific rule in the rulebook that states a penalty, the referee must enforce the stated penalty.
- b. No referee is at liberty to bend or ignore the stated GPPS rules, nor can any referee make their own rules to enforce in any GPPS tournament event.

### **7.3 *Forfeiture***

- a. If a team fails to report to the field at their scheduled time, the team forfeits the game, unless there is a scheduling issue that is not related to or directly a result of anything the team had control over.
- b. Referees and GPPS representatives will make an effort to locate the missing team and start the game in a reasonable amount of time. It is the team’s responsibility to know the schedule and report to the field.
- c. The team whose opponent forfeits a game shall receive the full game points.

#### **7.4 *Replaying a Game***

The GPPS will not replay a game for any reason.

#### **7.5 *Scoring Documentation***

- a. The head referee will fill out the score sheet while still on the field.
- b. After the score sheet is completed, the team captains will be asked to review and sign the score sheet prior to leaving the field.
- c. Scores are final once the score sheet is signed by the team captains.
- d. Score sheets are considered official as soon as they are presented to the official score keeper for the event.
- e. No official score will be changed unless it is found to be error due to an incorrect calculation.
- f. All scores will be posted on the official score board so that all players have access to scoring progression throughout the tournament.

#### **7.6 *Ultimate Judge's Ruling***

- a. The function of the ultimate judge is to assist the head referee, event staff and GPPS representatives in making decisions concerning both the players and GPPS interests.
- b. The ultimate judge is knowledgeable of all GPPS rules.
- c. The ultimate judge reserves the right to overturn any ruling made by the head referee if the ruling is deemed to be in direct conflict with the stated GPPS rules.
- d. The ultimate judge reserves the right to disqualify any player, forfeit a game or disqualify any team for any severe or repeated violations during the tournament.
- e. Disqualification of an entire team does require the ultimate judge to consult with the GPPS representatives that are present at the event. All parties to the discussion must agree on the team disqualification.
- f. The ultimate judge has the authority to assess penalties on a player or entire team for unacceptable behavior that may not be explicitly covered in this rulebook.

### **7.7 Penalty Point Calculation**

- a. The calculation of the penalty points as stated in this section is for tie breaking purposes only.
- b. Playing penalties are converted as follows:  
 $1+1 = 25$  points  
 $1+2 = 50$  points
- c. Penalties are recorded on each individual score sheet. The score keeper will calculate the penalties into points upon receiving the sheet.
- d. The calculated penalty to point will not effect the overall score unless there is a tie breaker situation.

### **8.0 Tiebreaker**

The GPPS will exhaust every means available to resolve a tiebreaker question. The following tests will determine the ranking of teams that have tied scores at the end of a round:

1. The team having the fewest penalty points accumulated in the round. See the penalty point conversion section for calculations.
2. Highest points scored during the winning games in the round. Example: every game that each team *wins* in the round will be calculated for an overall score. The calculation is for tie breaking purposes only.
3. Head to head results. Example: At the end of the round two teams are tied for a certain placing. The tie breaking tests in numbers 1 and 2 above resulted in the two teams still being tied. You would then look at the most recently played game where the two teams played each other. The team that won that particular game wins the tiebreaker.
4. The least amount of points given up to all opponents in the round.
5. The highest number of flag hangs in the round.
6. The highest number of flag pulls in the round.
7. Highest score earned in the previous round. Example: two teams tie in the final round, you would look at the overall score earned in the semifinal round to determine who wins the tiebreaker.
8. If all other tests have been used and exhausted. The two teams would play a final game to determine tiebreaker. The winning team wins the tiebreaker.

## **9.0     *Miscellaneous Rules***

- a. All GPPS events are field paint only – FPO.
- b. Players are prohibited from bringing their own paint. Teams will forfeit any game they used their own paint.
- c. Paintball markers may not be shot in areas designated as a safe area. They can only be fired on the playing field or in the chronograph area.
- d. No smoking on the field or close to the nets.
- e. Absolutely no alcohol or drugs allowed at any GPPS tournament.
- f. All other field rules, not explicitly covered in this manual, should be observed. Field owners reserve the right to enforce any penalties deemed necessary for individuals that blatantly disregard any such rules.