



APPBF

P7 Format



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P7 FORMAT

Paintball-Asia League Series (PALS)

Derived from M7 format of the Millennium and the Race To format of the PSP .We believe that this is the format best suited to the Asia and Asia Pacific region.

Points and game time can be easily adapted to different environments, the logistic needs are manageable and the format can be played with just two stop watches.

In 2009, the P7 format will be played in Division 1. While the general game structure is the same, rules specific for the P7 format are as follows;

ALL OTHER PALS TOURNAMENT RULES APPLY.

MARKER RULING:

Semi Auto, PSP Ramping and Millennium Ramping Modes capped at 15 bps

SIDES:

Sides to start from are predefined by the schedule via home and away.

GAME TIME:

1 period of 10 minutes

ROUNDS:

Race to 3 points.(3 rounds of wins)

INTERVALS:

- Rounds within games is to be started 2 minutes after finishing the round before.
- Between two games (two new teams take the pit areas) is 5 minutes.

ROUND POINTS AWARDED:(1 point per round won)

- a) Pressing buzzer or touching of opponent's base by a live player.
- b) Elimination of all opposing players.
- c) A 2 for 1 or 3 For 1 penalty in the last 60 seconds of regular game time incurred by opposing team.

GAME POINTS AWARDED

For a Win - 1 point

For a Draw - 0.5 point

For a Loss - 0 point

-A win is awarded to the team that reaches 3 round points first or who are ahead on round points at the end of game time.

-If the teams are tied on round points at the end of game time, a draw is awarded.

PLAYER ROSTER:

Out from the tournament roster of up to 7 players, a team must roster five to seven players for a single game .Out of the 7 rostered players for the game, up to 5 players start each round on the field.

Number of Persons in Pit Area:

Maximum of 10 rostered members (7 player/3 pit crew) per team may be in the pit. The next team staging in pit is not allowed to take part in the ongoing game in any way.

Coach:

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

After the game the coach has to sign the score sheet.

Spotter:

Each team is allowed to have one rostered pit crew member in the fenced safety zone outside the netting on spectator side. Spotters are restricted to their designated areas.

The allowance for a spotter to stay in the fenced safety zone near to the netting can be retracted by the organization at any time for safety reasons, differentiated by time and/or field and/or division, if needed.

All Own Team Members (Player & Pit crew):

May communicate with own players (not with opponent players, not with refs).Radios, cell phones plus devices to amplify sound are not allowed in the pit.

(*Coach , Spotters & All Team Members may call out to in field players from within the areas they are placed in .Coach & All Team Members from inside the pit area and Spotter from the fenced safety zone.)

TEAM DRAWS:

Less than 10 teams

Each team will be randomly drawn to play at least 4 preliminary games .The Top 2 qualifiers from the preliminaries will playoff for the 1st and 2nd places .The 3rd and 4th qualifiers will playoff for the 3rd place.

More than 9 less than 15 teams.

Teams will be drawn into 2 groups (A & B).Preliminaries played.

1st Qualifier from A V 2nd Qualifier from B

1st Qualifier from B V 2nd Qualifier from A

to decide which teams playoff for 1st & 2nd and which teams playoff for 3rd.

15 to 19 teams

Teams will be drawn into 3 groups (A , B & C).Preliminaries played.
1st Top qualifier from A,B&C V Best 2nd Qualifier from A,B&C
2nd Top qualifier from A,B&C V 3rd Top Qualifier from A,B&C
to decide which teams playoff for 1st & 2nd and which teams playoff for 3rd.

20 to 24 teams

Teams will be drawn into 4 groups (A , B , C & D).Preliminaries played.
1st Top qualifier from A,B,C&D V 4th Top qualifier from A,B,C&D
2nd Top qualifier from A,B,C&D V 3rd Top qualifier from A,B,C&D
to decide which teams playoff for 1st & 2nd and which teams playoff for 3rd.

TIEBREAKERS:

Positions of Teams in Preliminary Groups in P7 format (Division 1)

- 1. Number of Game Points Scored**
- 2. Difference between Round Points Won and Lost**
- 3. Higher number of Round Points Won**
- 4. Higher number of Games Won**
- 5. Result of Direct Match-Up (Face to Face Encounter) – where applicable**
- 6. Seeding**

In all other rounds there is always the winner advancing, no ties possible

Tournament Ranking in P7 format (Division 1)

- 1. Ranks 1-4 decided by Finals outcome**
- 2. Losers of prelims are ranked by**
 - a. Number of Game Points Scored**
 - b. Difference between Round Points Won and Lost**
 - c. Higher number of Rounds Points Won**
 - d. Higher number of Games Won**
 - e. Result of Direct Match-Up (Face to Face Encounter) – where applicable**
 - f. Seeding**

POINT SYSTEMS:

Overall ranking of teams in P7 format (Division 1)

1. Teams get points for the overall ranking according to the Division 1 point table respectively :

R = (Position of the Team : Number of Participating Teams)
[(1-R) x 200] + 5 = points

For up to 16 teams:

(Placing – Points)

1 -100, 2 -88, 3 -80, 4 -72, 5 -64, 6 -56, 7 -48, 8 -40, 9 -32, 10 -28, 11 -24, 12 -20, 13 -16, 14-12, 15 -8, 16 -4

For up to 32 teams:

(Placing –Points)

1 -100, 2 -94, 3 -88, 4 -84, 5 -80, 6 -76, 7 -72, 8 -68, 9 -64, 10 -60, 11 -56, 12 -52, 13 -48, 14 -44, 15 -40, 16 -36, 17 -32, 18 -30, 19 -28, 20 -26, 21 -24, 22 -22, 23 -20, 24 -18, 25 -16, 26 -14, 27-12, 28 -10, 29 -8, 30 -6, 31 -4, 32 -2

2. Teams tied in points are ranked by the highest number of highest rank in all tournaments of season
3. If still tied, they are ranked by the highest number of next highest rank and so on
4. If still tied, they are ranked by the better result achieved from the last tournament

***For Smaller Leagues/Series with less than 10 teams in the division. (For Example: MPOC)**

The formula used for points earned (Ranking) will be:

(Number of Participating Teams +1)less (Position that the Team finished in)
= Points Earned.

THE P7 GAMEPLAY

I) THE START OF THE GAME

- Teams are given **2.5 minutes** to take their place in the pit area once they are called or when the game prior to theirs have ended.

It is recommended that the players are already geared up for the 1st round of their game when they enter the pit area.

- When the 2.5 minutes is up, a 2 minutes countdown to the 1st round will start. Marshals will announce out 2 minutes, 1 minute, 30 seconds and 10 seconds prior to the start of the round.

At the 10 seconds call, marshals will raise one of their arms. The round starts the moment the marshals drop their arms. The game timer will be started by the timekeeper.

II) THE ROUNDS

- The competing teams will attempt to **TOUCH THE BASE OF THEIR OPPONENT OR ELIMINATE ALL OPPOSING PLAYERS.**

- If **either** of the above is achieved , the marshals shall call out **“FREEZE”** .The game timer will be stopped by the timekeeper .The marshals will quickly inspect the remaining players in the field of play and assess penalties if there are any .Upon completion ,the Head Ref will declare **“ROUND OVER”**.

The timekeeper shall start the break time timer for the 2 minutes break. From the **“FREEZE”** call till the **“ROUND OVER”** call, it should take no more than 30 seconds.

- For the subsequent rounds, the marshals will only be announcing 1 minute, 30 seconds and 10 seconds.

III)THE FINAL 60 SECONDS OF GAME TIME

- In the final 60 seconds of regular GAME TIME ,the marshals will signal and announce **“1 MINUTE”**.

Any **2 FOR 1 or 3 FOR 1** penalties incurred by either team after the announcement will result in the ROUND being awarded to the opposing team.

The purpose of this rule is to stop the blatant playing on and overshooting that teams chasing the game have been observed to resort to. This rule is in particular directed towards players charging forward with total disregard of having been marked .The rule of having altered the course of the round will be interpreted very strictly against such a player and a 2 FOR 1 penalty will be given out.

The moment such a penalty is sighted , the marshals will announce **“FREEZE”** and quickly inspect to confirm the penalty sighted .Game timer is stopped.

If confirmed, “GAME OVER” is announced by the marshals.(GAME OVER)

If in doubt, the Round is declared “NULL & VOID” and the teams will play the following ROUND based on the time left on the clock.

IV) THE END OF THE GAME

- One team has scored 3 Round Points.(3 round wins)

- A 2 FOR 1 penalty is incurred by any team during the last 60 seconds of the game time.

- The 10 minutes of game time is up.

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