



RULE BOOK 2009



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PALS RULES

-Official Paintball Asia League Series(PALS) Rules

(Version 1.0 – April 2009)

I. General Information

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

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

- **The venue used for the tournament, including directions**
- **A registration form**
- **A waiver form**
- **Information about hotels**

A **ref meeting** will be held on the eve of each tournament and the time and location of this meeting will be published on the leagues' website a minimum of one week prior to the start of the tournament. The purpose of this meeting is for the officiating staff to review schedules, rules, and on-field assignments.

A mandatory **captains' meeting** will be held on the eve of the tournament and the time and location of this meeting will be published on the leagues' website a minimum of one week prior to the start of the tournament. The purpose of this meeting is to provide information to the captains of the teams attending, on organization, general regulations and important rules governing their participation in the tournament.

A complete schedule for the preliminary round of play - consisting of each teams opponents, the fields it will play on, and their scheduled game times - will be published on the leagues' website and distributed to each team upon their registration the day before the tournament. At the latest, and thereafter posted on the scoreboard

All **playing fields** will be available for review by any team competing in the event at least 24 hours before the start of the first games.

Only approved individuals will be allowed to film, photograph, tape, or record games.

Media personnels must apply at the administration table at each event and, if approved, the PAL Series will assign a press/media pass to individuals.

Photographers and other media personnels are not allowed within the marked boundaries of the playing field during a game, and furthermore, are required to do their work in cooperation with the referees and other league personnel, especially if it regards the possibility of impeding or influencing a game.

Photographers and other media personnels may be allowed within the netted area of an arena unless restrictions are imposed by officials of the PAL Series.

1. Field Size and Requirements

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

- P7 : At least 46x38 meters, at least 35 obstacles (Max. 44 bunkers)
- D2/D3/D4: At least 55x33 meters, at least 31 obstacles (Max. 44 bunkers)

Obstacles will be placed a minimum of 1.5 meters off the boundary. The playing-field boundaries shall be marked clearly visible and will be placed a minimum of 1.5 meters from the netting.

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

1.03 No team or member thereof shall in any way alter any playing field at any time. Altering the field in-game on purpose will lead to elimination of that player. Any player altering the field at any other time before or during the tournament will be suspended for that ongoing tournament.

2. PALS Entry Fees

2.01 Entry fees for each season and division will be announced on the league's website.

2.02 Entry fees are to be paid in advance to the PAL Series in accordance with the published deadlines, failure to do so (or failure to complete any required paper work or supply required information) may result in a teams entry being refused or ejected or a fine imposed.

3. Player Identification Cards and Classification

3.01 Players must have a valid player Identification Card (I.D.) to participate in the event. Players must be able to produce their I.D. card at all times when on the tournament grounds.

No player will be allowed to play without showing his I.D. card directly before Play if requested. Only players with valid I.D. cards and proper credentials will be

allowed to enter the “Player Restricted Area”.

3.02 I.D. cards can be applied for online at the league’s website or onsite at the event. The price of the I.D. card will be announced on the league’s website.

3.03 I.D. cards are valid for one calendar year/season.

3.04 I.D. cards must have the same team name on the card as the team name on the roster the player is registered under for that event.

3.05 Players cannot switch teams during a season. Once they are registered for a team, they cannot play for a different team in the same calendar year. Exception: Players can switch to another team provided all other restrictions (e.g. roster cap) are adhered to and the agreement of the PALS commissioner have been granted.

3.06 Players who start or register under a false name will be banned for at least 3 PAL Series tournaments.

4. Rosters

4.01 Teams may have up to 15 players on their roster during a season .Teams will have up to 7 players in their tournament roster .Teams in Div1 field 7 players in any one game, teams in Div 2/div 3/Div 4 field 5 players in any one game.

4.02 No player may appear on more than one team roster.

4.03 All players must be legally allowed to play in the country where the ongoing tournament takes place.

4.04 Team rosters will be accepted only after all fees have been paid in full.

4.05 All teams must submit complete rosters during registration. A team’s roster cannot be changed after the start of the tournament.

4.06 A player prohibited from playing on a team, because his name appears on another team’s roster, his suspension from the tournament, or due to forbidden division transfer, or otherwise will cause the forfeiture of all the games of such team.

5. Ranking and Seeding

5.01 Ranking points for teams in Div 2/3 & 4 are earned as follows:

$$\mathbf{R = (position\ of\ the\ team : number\ of\ teams)}$$
$$\mathbf{[(1-R) \times 200] + 5 = points}$$

Teams shall receive ranking points in the current season equal to the aggregate of the points earned at those tournaments in which such teams participated.
Ranking points for teams in Div 1 are earned according to this table: (see PALS homepage)

5.02 Teams will be seeded from 1st to last according to their category (Division I, II, III & IV) and place therein. For the first tournament of the season, teams will be seeded in accordance with ranking points earned during the previous season in the league. In the case of teams that have no ranking points during the previous season, they will be seeded in alphabetical order, not taking into account city, state, country or other jurisdiction forming a part of the name and/or the words “the” and “team”.

5.03 Referee teams will receive up to 200 points. These points will be issued, provided such teams fulfill their obligations and requirements before, during and after their deployment as a ref team. They will be evaluated by the PALS Series Ref Manager.
(Only if Team Refs are utilized)

6. Games

6.01 P7: Teams in Div 1 will play at least 4 preliminary games.(Race to 3). For further information on P7 format see www.palsevent.com.

Div 2 - 4: Teams in Div2 - 4 will play at least 8 preliminary games.

6.02 Regular Game time is 10 minutes in Div 1 and 5 minutes in Div 2 - 4.

6.03 Divisional Play:

Div1 teams will play Div1 teams only

Div2 teams will play Div2 and Div3 teams.

Div3 teams will play Div3 and Div2 teams.

Div4 teams will play Div4 and Div3 teams

***A division will play teams in other divisions only if the particular divisions are facing participation problems.**

6.04 Qualifying:

Teams will qualify for their next round in the following structure:

a) For qualification mode of P7 format please refer to www.palsevents.com.

b) In Div2 - 4 teams will qualify for the next round in the following manner:

- If there is less than 12 teams in the preliminaries there will be no quarter final round and the top 4 teams will qualify directly for the semi final round.

- If there is more than 11 teams in the preliminaries, the top 8 teams therein will qualify and play in the quarter finals, semifinals(4) and finals.
- If there is more than 15 teams in the preliminaries, the top 12 teams therein will qualify and play in the second round, quarterfinals(8) and semifinals(4) and finals.
- If there is more than 20 teams in the preliminaries, the top 16 teams therein will qualify and play in the second round ,quarterfinals(8),semifinals(4) and finals.

a) Preliminaries: Minimum of 8 preliminaries games against random opponents.

b) Round 2 : Teams will be divided into groups of 4 depending on their ranking in the prelims .They will play all the teams in their group .The winner & 1st runner up of each group moves to the quarterfinals in the 16 teams Round 2.In the case of the 12 teams Round 2, the best performing 2nd runner up from among the 3 Groups will join them in the quarterfinals.

- 12 teams Round 2: Group A: Team Ranked 1,6,7,12 Group B: Team Ranked 2,5,6,8
Group C: Team Ranked 3,4,9,10

- 16 teams Round 2: Group A: Team Ranked 1,8,9,16 Group B: Team Ranked 2,7,10,15
Group C: Team Ranked 3,6,11,14 Group D: Team Ranked 4,5,12,13

c) Quarterfinals: Teams will be divided into 2 groups of 4 depending on their ranking in round 2. They will play all the teams in their group .The winner & 1st runner up of each group moves to the semifinals

- Quarterfinals Group A : Team Ranked 1,4,5,8
- Quarterfinals Group B : Team Ranked 2,3,6,7

d) Semifinals : Best of 3 will be played.

Semifinals A : Quarterfinals Group A Winner V Quarterfinals Group B Runner Up
Semifinals B : Quarterfinals Group B Winner V Quarterfinals Group A Runner Up

e) Finals : Best of 3 will be played

Semifinals A Winner V Semifinals B Winner for the 1st and 2nd place
Semifinals A Loser V Semifinals B Loser for 3rd and 4th place

6.05 Team positions at the end of a round of play are determined by total points earned by the teams in such round, subject to the tie breaking provisions contained in here.

7. Referee

7.01 Each field will be staffed with a minimum of eight Field Referees plus one Head Referee. All Field Referees and Head Referees are under direct control of the Referee Manager.

7.02 Referees will wear black and white vertical striped shirts that will distinguish the referees from the players.

7.03 Only referees authorized by the Head Referee of each field will be allowed to make calls on that field.

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

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

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

7.07 Any team that fails or refuses to discharge its referee duties as specified in this section shall be penalized. The PAL Series Ref Manager will impose these sanctions. He has the power to reduce the referee series points down to zero.**(Only when utilized)**

7.08 All calls and judgments on a field are subject to the review of the Head Referee for that field. All calls and judgments made or approved by the Head Referee are final, are not subject to further review and may not be changed except by him. There is no tournament ultimate ref in the PAL Series.

8. Referees hand signals

8.01 Eliminated – Referee will signal when a player is eliminated by putting one hand on his head and pointing at the eliminated player. The referee will then pull the players armband (if being used). The referee cannot put a player back in after calling player eliminated with a hand signal.

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

8.03 Neutral – Referee will signal a player neutral by touching such player, shouting “neutral” and holding the other arm above his head showing his hand to the opponents’ team in a “Stop!” gesture. The referee will then check player and make a safe or eliminated call. **Neutral calls are at the discretion of the referees, and will only be made in extreme cases where it is difficult to check the player for hits.**

8.04 One-for-one, two-for-one or three-for-one penalty signal – A referee will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by a double fist up and down movement with both arms in front of body of the additional player(s), repeating the penalty signal for every additional player counted as eliminated due to the infraction. The referee will also verbally call the penalty.

II. Equipment

9. Clothing

9.01 Each player may only wear two layers of clothing¹ unless the temperature has been officially announced to be below 10°C in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s). Players must wear full pants, not shorts and long sleeve jerseys as outer layer.

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

9.03 Players clothing including pants and jersey must be free from tears and rips, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber.

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

9.05 Players may not wear shoes with metal cleats or spikes.

9.06 Jerseys or tops must be fully tucked into the player’s pants or harness.

9.07 Players may wear a single pair of padded gloves.

9.08 Players may wear headgear that does not extend beyond 2cm below the shoulders.

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

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

9.11 Stickers are not allowed on clothing.

10. Protective Gear

10.01 The goggle systems used by players and all others in a goggle-on zone must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed ASTM Standards. Goggle manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament. Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:

- Playing fields
- Chronograph stations
- Shooting ranges

Violation of the rules in this section will result in an official warning given to the captain of the players team for the first offense. For the second offense, the offending team member will be excluded from playing the tournament.

10.02 Players, officials and all on field must wear full-face protection as it comes from the manufacturer in its original form. The face or ear protection of goggle systems will not be allowed to be turned or twisted upward or in anyway modified from their original form at any time or place where goggles are required.

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

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

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

10.06 Male players may wear groin protection, and female players may wear chest protection manufactured for use in paintball, provided that paintballs do not break on impact on such protection.

10.07 Players are encouraged to wear neck protection consisting of close fitting neoprene

around the whole neck, with a total layers thickness not exceeding 2cm. Scarves and similar clothing are forbidden.

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

10.09 Stickers on Goggle systems are not allowed

11. Markers

11.01 Players may use a single .68 caliber paintball marker, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited. Markers will be limited to 15 balls per second, defined as no two consecutive shot maybe timed shorter than 65ms apart. Trigger activation may be stored for up to 100ms after trigger pull but must be cancelled on the next trigger activation (this is to allow guns to shoot at 15bps in semi-automatic mode).

***Can be used in all divisions.**

Ramping of shots will be allowed only once 5 bps has been achieved and then the marker may ramp to 15bps only if the 5 bps is continually maintained. Once the trigger is released only a single additional shot may be discharged thereafter. Alternatively the PSP ramping where burst are discharged by the 4th pull of the trigger and maintained as long as the trigger is continuously pulled within a split second. To be capped at 15bps as well.

*** Can be used in Division 1 & 2 only unless otherwise specified.**

11.02 The definition of a trigger is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.

11.03 Markers with electronic firing systems must be locked in a tournament mode (See rule 11.01). The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.

11.04 All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. All regulators require tournament caps such that they cannot be adjusted without a tool.

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

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

11.07 Barrel socks must be properly attached at all times to all markers with an air system attached at the tournament site, anywhere in the vicinity of the tournament site including, but not limited to, parking lots/car parks and at hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fore fill the requirements of this rule. The only exceptions to this requirement are:

- During chronographing at chronograph stations.
- During test shooting in locations set up for such purposes.
- After a referee has directed players to remove their barrel socks prior to the start of a game.
- While cleaning markers with air system removed.

Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member being excluded from playing the tournament. During a game barrel socks must be carried by the players and be able to be used at any time required.

11.08 Any person carrying a gun/marker visibly (without being in a gun bag or other means) in the trade area or anywhere in the public stands will be expelled from the tournament grounds for the whole event. If the person is rostered for a team, the person will be suspended for the event and the team will be fined. Each tournament official, security staff, refs ,and other staff authorized by the PAL Series is able and responsible to enforce this rule.

11.09 Any player who got caught during the game whose marker violates section 11 will be excluded from the remainder of the tournament and the player's team will forfeit the game during which this illegal marker was used, unless the player as such is without ill intent. The only way to prove no ill intention is to surrender immediately after the error occurred, but before a referee detected it.

If the error is being detected before the start of the game but after the pre-game chronographing procedure, the game will be forfeited but the player won't be suspended.

11.10 Stickers on markers are limited to one 5 x 10 cm sticker on each side of marker. Colors of stickers may not contain the color orange.

12. Other Equipment

12.01 Loaders (hoppers) cannot be clear and must be made of a single color. Smoked colored hoppers are allowed. Stickers on loaders or other feed devices will not be allowed except for one 5 x 10 cm sticker on each side of the loader or other feeding

devices. Colors of stickers may not contain the color orange. Transparent lids on loaders are permitted.

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

12.03 Two live players may exchange equipment.

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

13. Prohibited Equipment

13.01 Prohibited equipment includes orange(or near to) coloured equipment (clothing, hopper, marker etc) also listening devices, communication devices or any form of electronic surveillance device, incendiary devices, smoke-producing devices, paintballs with red or pink fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in any way.

Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will have to pay a fine of \$500 to the PAL Series. The team will also be ejected from the tournament and all points taken away from that round of play. Paintballs will be tested in accordance to the testing criteria located on the PAL Series website.

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

14. Paintballs

14.01 Paintballs must be purchased on-site from the PAL Series registered paintball sponsors. All paintballs used at the event must have a Material Safety Data Sheet on file with the league. Paintballs used at the leagues' events must comply with ASTM standards and meet the leagues' non-staining criteria.

14.02 Paintballs with red and / or pink fillings are prohibited.

III. The Game

15. Game Start

15.01 Choice of flag stations for all rounds will be determined by coin-toss prior to the start of the game. During the best-of-three series only the first game will be decided by coin-toss. The sides will be switched for the next games.

15.02 Players start the games inside the playing field boundaries with the muzzle (tip) of their barrels touching the front of the flag station.

Any player whose muzzle is not touching the front of the flag station at the moment the game starts, will be eliminated for a false start.

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

15.04 The starting procedure is as follows: The referee starting the game ascertains that both teams are ready. Then the referee announces, "Barrel socks off!" upon which the players remove their barrel socks, which they have to carry on person. Afterwards the start of the game is announced in the following manner (taking care that each team hears): "Get ready for the 10 second warning! Three, two, one, TEN SECONDS!" Exactly ten seconds thereafter, the game will start by the referee shouting so that each team may hear (by radio or otherwise) "Game On!".

16. Game Stoppages

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

16.02 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.

16.03 All Field Referees will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Referees will insure that players remain in those locations. Once the condition causing the game stoppage has abated or been resolved, all the live players and flags are placed in proper positions by the Field Referees, the Head Referee will restart the game in accordance with the procedures specified in game start section.

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

16.05 Official game time will be kept with a countdown timer by the Head Referee or a Field Referee appointed thereby. In the event that a game has to be interrupted because of an emergency, or otherwise, the Head Referee or other referee will stop the countdown timer. When the game is restarted the "Start" procedure of these rules will be used. Time will begin to run upon such restart.

17. Game End

17.01 A game will officially be considered over when the Head Referee announces

“Game over!” after the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected even after the “Game Over” call until they left the field.

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

- | |
|--|
| <ul style="list-style-type: none">- A successful flag hang- Elimination of all players on the game field- Five minutes of game time have elapsed |
|--|

17.03 When the game time has expired or a flag referee declares a flag carrier clean and the hang completed, the Head Referee will communicate to all referees “Game over!” as specified.

18. Checkout Procedures

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

18.02 After the game all live players must proceed directly to their nearest referee for inspection. Players are allowed to turn off their loaders but not their markers. At this time, a referee will inspect the player for hits and if any are found the Head Referee will be notified and proper penalties will be assessed. Players who are not present at the live player inspection are subject to being counted as eliminated.

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

19. Pre-game Marker Inspection

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

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

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

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

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

19.05 Marker Checking Procedure

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

- **“Runaway Guns” Test** - All markers will be checked for “runaway” triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that fires more than 3 additional shot after the final trigger activation, with a maximum delay of 100 ms, will be deemed to be a “Runaway Gun” and will not be allowed on the field.

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

19.06 Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation, time permitting.

19.07 Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start according to schedule, may elect to enter the playing field without their markers and play the game.

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

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

20. On Field Chronographing

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

20.02 Players with markers chronographed during a game at 300 feet per second or less or shoot less or equal than one ball in 65ms will continue to play without elimination or penalty.

20.03 Players with markers which velocity is over 300 feet per second but less than or equal to 310 feet per second will be eliminated from play.

20.04 Players with markers, which velocity is over 325 feet per second, will be eliminated from play and given a Two-for-One penalty.

20.05 Players with markers, which shoot more than one paintball within 65ms will be eliminated from play and suspended from the ongoing tournament.

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

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

21. Flags

21.01 Flags shall be a minimum of 30 cm wide and a minimum of 60 cm long. Each field shall have two sets of two flags in contrasting colors. The second flag of each color shall be readily accessible by each flag station referee for immediate hanging in the event of a call for a flag re-hang.

22. Flag Carriers

22.01 Once a team flag is hung in its flag station prior to the start of a game, it is not to be touched by its own team. A player touching his own flag in order to prevent an opponent from pulling it will be eliminated.

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

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

22.04 If a player is eliminated while in possession of a flag, the flag will be seized by a referee and the replacement flag will be hung in the base of origin.

23. Flag Hangs

23.01 When a player breaks the plane of his team's flag station, the flag referee immediately calls "Time" and the time is stopped. By the time the flag is hung (successful or unsuccessful) the game will be automatically "Freezed" and no player is allowed to leave his position. The flag-carrier will be paint checked and chronographed for velocity infractions.

23.02 If the flag-carrier breaking the plane of a flag station hereof is found to have a hit on him or happens to be over the velocity limit of 300fps, penalties will be assessed and the flag referee will radio his counterpart to re-hang the flag. The replacement flag will be hung in the flag station. The Head Referee will inform the players on the remaining game time and will start the game with a ten seconds warning followed by the “Game On” signal as specified in Section “Game Start”.

23.03 If the flag-carrier breaking the plane of his flag station with his opponent’s flag is found to be clean, then the hang will be successful.

24. Paint Checks

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

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

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

25. Neutral Checks

25.01 Referees will make every effort to perform a paintcheck without calling a player “neutral”. However, a referee, at his discretion - when there is no other way to make a fair determination about whether a player has been eliminated - may declare a player “neutral”.

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

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

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

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

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

26. Hits

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

- If the paintball strikes the player or anything he is wearing or carrying but does not break and leave a mark, such player is not eliminated.

- If a player is hit and marked by a paintball shot by an eliminated member of the opposing team, such player is not eliminated.

- If a paintball strikes another object first and breaks upon that object before marking a player or anything he is wearing or carrying, such player is not eliminated. When the referee did not see the source of such paint marking while the player has paint on him that resembles a hit, such player will be declared eliminated.

Generally, in such cases, if the paint marking is reasonably solid, appears to be a direct hit - rather than smear, splatter, spray, paint from kneeled-on or sat-on paintballs - is at least the size of a 50 cents coin (approximately 2.5 cm in diameter), it will be considered a valid hit.

In the event two opposing players are hit and marked simultaneously, or if the referee cannot determine which player was hit and marked first, both players will be eliminated. Referees will make every effort to wipe smear, splatter, spray, or paint from kneeled-on or sat-on paintballs off a player at the time they are inspected. If a player continues to play with such paint such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.

27. Players and hits

27.01 Players are responsible for becoming aware of hits.

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

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

27.04 Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between themselves and the nearest opponent not including the cover the opposing player is using. Otherwise they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover the player must

immediately check himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.

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

28. Eliminations

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

28.02 Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary. Players will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered to be in-bounds.

28.03 Players will be eliminated, if they loose their goggles.

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

28.05 Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees or pods used for holding paintballs, will be immediately eliminated.

28.06 Players that engage in unsportsmanlike conduct will be eliminated.

Unsportsmanlike conduct includes, but is not limited to:

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

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

28.08 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.

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

1. Signal their elimination by putting one hand onto their head as long as the player is not in the dead box.
 2. Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off-field and towards the dead box or any other route directed by a referee. Players that take routes that are not the most direct and that are meant to conceal from the other team such players' eliminations or players that refuse to follow a referee's direction on leaving the field will be considered to be "playing on".
 3. Leave their marker outside the dead box (in the place designated for markers of eliminated players) without turning the marker off (the loader may be switched off).
 4. Enter the dead box where they must remain until directed to leave by a referee.
 5. Once directed to leave by a referee attach the barrel sock to their markers.
- Players that violate the rules in this section will be considered to be playing on and the appropriate penalties will be assessed.

The eliminated player may not talk or otherwise communicate. Especially the player cannot shout "Hit!" in order to let his teammates know, nor point on opponents after being eliminated. Any player who, in the opinion of a referee, is abusing this in order to communicate his elimination to a teammate will be considered to be playing on.

IV. Scoring(Div 2 - 4)

30. Points

30.01 Scoring for games will be conducted as follows:

- A team will be awarded 3 Match points for a valid flag hang.
- A team will be awarded 2 Match points for "flag in transit". A flag in transit occurs if the opponent's flag is at the end of the game in possession of a live player. If both parties are in possession of the flag, the Match points will be only awarded to the first to pull the opponents flag.
- Each team will receive 1 Match point for a draw. A draw will be any game where the flag was not grabbed or the flag carrier was eliminated at the end of the game.
- A team will receive 0 Match points for a loss.
- A team will also receive Elimination Difference (E/D) points. E/D points are calculated

as the numeric difference between the number of own players being alive at the end of the game and the number of live opponents. Therefore the E/D can range from positive 5(+5) to negative 5 (-7). Elimination Difference Points are only relevant in case of a tiebreak between teams.

30.02 Points are awarded at the conclusion of the game by the Head Referee.

31. Score sheets

31.01 Score sheet Procedures:

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

32. Forfeits

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

32.02 Any team which is scheduled to oppose a team that has forfeited a game will receive 3 Match points and 5 E/D points or the average of all their E/D points in that round, which ever is higher. The forfeited team will receive zero Match points and the inversion (=negative) E/D points of the winning team for that game.

32.03 Once a forfeit has been declared, the forfeited game will not be rescheduled and the

score will stand, except if the reason for having missed the game was a fault from the organization staff and the relevant round is not over yet.

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

33. Tie Breakers

33.01 In case of a tie score among teams, such tie will be broken, first, by head to head competition of 1st Match points thereafter if necessary Elimination Difference Points, the winner of such contest advancing.

If the tie among teams remains after such tie breaking determination, the tie shall be broken by the previous round Match points thereafter Elimination Difference Points, the team with the greatest score in the previous round advancing.

If the tie among teams remains after such tie breaking determination, the tie shall be broken by the next previous round scores, the team with the greatest score in such next previous round advancing.

If the tie still remains the tie will be broken by the seeding that the teams had entering the tournament, the highest seeded team advancing.

V. Penalties

34. Playing On

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

34.02 The penalty for playing on is the removal of a teammate in a one-for-one call, unless in the referee's opinion such playing on has materially influenced the course of the game giving the offending player's team an advantage, in which case the penalty for playing on is the removal of two teammates in a two-for-one call.

35. Wiping

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

35.02 Wiping is penalized by the immediate removal of the player from the game and the immediate subsequent removal of three additional players from the same team (three for one).

35.03 Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized for wiping.

36. Interference

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

- issue instructions to players on the field,
- make comments about play which are likely to be heard by players on the field,
- have markers without barrel sock capable of shooting in their possession, or
- otherwise interfere with play in any manner whatsoever.

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

37. Assessment of Penalties

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

- | |
|---|
| <ul style="list-style-type: none">- First barrel sock violation- First offense abuse of calling for paint checks- First offense of the use of inappropriate language per incident- First offense of failure to obey a referee's instructions- First offense to put their hand on their head after being eliminated. |
|---|

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

- | |
|---|
| <ul style="list-style-type: none">- Failure to observe a neutral call- Second offense abuse of calling for paint checks- Second offense of the use of inappropriate language per incident- Second or subsequent failure to obey a referee's instructions- Going out of bounds or moving the boundary tape- Marked with a valid hit- Failure to have the barrel tip touching the front of the flag station at the start signal- Failure to wear goggles at a required time/place- Having tools on the field- Using a marker which is chronographed on the field at 301 feet per second or above |
|---|

- Operating buttons or switches on an electric or electronic marker during the game without permission from a referee.
- Failure to present ID card at the request of a referee before game
- Interference during the course of the game by a person affiliated with the team not playing in game
- Excessive shooting.
- Unsportsmanlike conduct
- altering the playing field in-game on purpose

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

- Continuing to play with a hit in an obvious location
- Continuing to play with an unobvious hit that has become an obvious hit because the player has become aware of it
- A infringement of rules in section
- Engaging in physical contact with another person on the field in a hostile manner after being eliminated (other penalties may apply)
- Checking in as a live player at the end of a game with an obvious hit
- Using a marker which is chronographed on the field at 311 feet per second or above
- Operating buttons on an electric or electronic marker (but not the loader) after being eliminated
- Communicating to a team member after being eliminated

37.04 Assessment of the two-for-one rule (the removal of the player who committed the infraction and two teammates) will take place for the following infractions (but not only limited to):

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

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

- Wiping
- Re-entering the field after elimination in order to interfere in the ongoing game without being asked by a referee. (See also 39.03)

38. Additional Penalties

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

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

38.02 Assessments of 1-for-1, 2-for-1 or 3-for-1 penalties when not enough live players are left will result in the penalty being assessed against the offending team; the offending team's flag is considered being grabbed and hanged and for every player that cannot be pulled out, the offended team will receive back an active player on the score sheet, up to the maximum of 5 players being alive.

38.03 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team being on their roster will be eliminated from the remainder of the event and surrender all seed points in that event.

39. Suspensions, Ejections, Disqualifications and Fines Due to Severe Unsportsmanlike Conduct

39.01 Teams are responsible for the conduct of everyone on their roster which includes both players and supporters. During the event the following will apply to fines, suspensions and ejections.

39.02 When game suspensions are issued to a player, such player's team must play short if they do not have a substitute player on their roster. Player suspensions will carry over from tournament to tournament until the term of the suspension is fulfilled. Players who have been suspended must surrender their ID card to the Head Referee who assesses the penalty. 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.

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

- Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar)
- Leaving the dead box before being told to by a referee
- Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
- Any applicable marker infraction in section 11
- Abusive language directed at an opponent, referee or spectator
- Deliberately shooting from outside the field or boundary and the dead box
- Deliberately shooting referees
- Re-entering the field after elimination in order to interfere in the ongoing game without being asked by a referee. (see also 37.05)

39.04 Players will be ejected from the tournament grounds and suspended from the next tournament for the following:

- Throwing marker and/or air system
- Aggressive physical contact that could possibly be construed as assault and battery

- Shooting a clearly eliminated player or any referee with malicious intent to injure and/or intimidate. 39.05 If a player gets suspended for a second time in one season for whatever reason, he will be banned for at least one more event. This penalty may carry over to the next season.

39.06 Fines will be imposed in the event a person or persons involved in an ejection or suspension continues to act in an unsportsmanlike manner. These fines must be paid in full before entry fees will be accepted for such player's(s') team for any subsequent PALS event.

39.07 Fines will be a minimum of \$250 and not to exceed \$1000 per occurrence. The Discipline Committee will determine which fines may be applicable and such decisions will be sent in writing to the offending person(s) and the captain of said team.

VI. Miscellaneous

40. Decorum

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

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

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

40.04 All teams shall adhere to the tournament-specific administrative rules and regulations put forth by the promoter(s) of each respective event.

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

40.06 Any team that fails to adhere to the rules and regulations contained in this section will be subject to and pay a \$250 fine to the promoter, and such team will be prohibited from competing in any future event until such fine has been fully paid.

41. Rules Modifications

41.01 For exceptional reasons a tournament organizer may decide to modify one or more

rules for the duration of the event. Such modifications must take place only when they are impossible to avoid. The organizer must obtain the agreement of the rules commissioner, and must inform the teams of the reasons and of the modifications during the captains' meeting at the latest. Should any reasons for a modification arise during the tournament, a captains' meeting will immediately be called and no game will be started until the meeting is over.

41.02 The PALS Rules Commission consists of the PALS rules commissioner , PALS ref manager, and a designated member of the PALS players committee. Should a problem not dealt herein require a decision, that commission will be in charge of issuing such a decision, and that decision will be final and further integrated into the rules.

41.03 Latest rule changes: See www.palsevents.com