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I. General

1. *The Sport*

1.01 The Sport. Paintball is a sport played by two teams with the number of players ranging from three to seven per team depending on the format of the day. The objective of the game for 3 or 5 man is for each team to capture the center flag and hang on the opposing team's flag station. The objective of the game for 7 man is for each team to capture the opposing team's flag and to return it to their own flag station within a limited time period. Games played at PBA will have the following time limits:

- 3 man = 4 minute time period
- 5 man = 5 minute time period
- 7 man = 7 minute time period

2. *The Field and Adjacent Areas*

2.01 The Playing Field. The playing field shall have two flag stations, one at each end of the field, which will be placed at the center of the baseline. Bunkers will be positioned throughout the field and will be at least five feet (1.52m) inside of the playing field.

2.02 Out of Bounds. Safety netting surrounding the playing field will be considered the field boundary. Any player pushing the netting with any part of the body or equipment will be eliminated.

2.03 Hit Boxes. There will be two hit boxes on the playing field where players must go when eliminated. See Rule 20.01.

2.04 Safety Netting. The playing field, out of bounds area and hit boxes will be surrounded in safety netting. Netting must comply to ASTM Standard F2278-03, F2184-02.

2.05 Field Orientation. Any team competing in a PBA tournament may examine any and all playing fields on the day prior to the first day of the tournament, but may not in any way alter any playing field.

2.06 Filming and Photography of Games. No photographers are allowed on the playing field at any time. Photographers will follow directions of the PBA referees. If a photographer's position impedes or influences the game the photographer will be asked to leave.

3. *Tournament Eligibility and Administration*

3.01 Entry Fees. All entry fees must be paid prior to registration and a complete team roster must also be submitted at this time.

3.02 Rosters. All teams must submit a complete roster prior to play.

- 3 man teams may have up to 5 active players on their roster
- 5 man teams may have up to 7 active players on their roster
- 7 man teams may have up to 9 active players on their roster

3.03 Age Requirements. Players must be 18 years of age or older, except that players 10 through 17 years of age may play with written consent from a parent or guardian.

3.04 No Players on Multiple Rosters. No player may appear on more than one team roster in any PBA sanctioned tournament format. (eg: a player may play 3 man and 5 man but not play on two 3 man or 5 man teams at the same time)

3.05 Player Divisional Status. A rookie player is defined for purposes of PBA as follows:

- Has never been rostered on an NPPL or PSP D2 team or higher
- Has not been rostered on any NPPL or PSP team for more than one season

II. Equipment

4. Uniform

4.01 Protected Color. Players' uniforms may not contain a high density of the event paintball fill color. (These matters will be handled as they are experienced and will be judged at the time of the event by the Ultimate Judge.)

4.02 Jerseys. Team players are encouraged to wear jerseys consisting of the same color and style. Jerseys may not have black and white stripes or be designed to cause confusion with Referees.

4.03 Padding in Jerseys.

- Padding in jerseys will be limited to the forearm/elbow
- Forearm/elbow padding size will be limited to 4" in over all width and extend from the wrist to 4" past the elbow. Padding material will be limited to an Esther based open cell foam backed with Nylon Trico at a maximum thickness of 3/16 or an approved equal.
- Patches are allowed on jerseys. Patches can be any number. Patch thickness will be a maximum thickness of 1/16".
- Jerseys that have additional padding may be worn without an under garment. Padding thickness must not exceed 3/16".

4.04 Layers and Padding. Players must wear only one pair of full length pants and only a long sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of under shorts and one short or long sleeve t-shirt. Padding in garments will be limited to elbow, forearm, knee, shin and hips, provided that the padding has not been modified from the manufacturer's original form. Any other soft padding in garments is prohibited.

4.05 Appearance. Players' clothing must fit well. Jerseys must be tucked into the player's pants or harness. Players may not wear any oversized clothing. Players clothing including pants and jersey must be free from tears and rips. If clothing is torn or ripped during the course of a game the player must change or repair any torn or ripped clothing prior to starting of the next game.

4.06 Headgear. Players may wear headgear to protect the head. Player's headgear may not extend more than one inch below the shoulder blades. Players may not wear bandanas and/or handkerchiefs anywhere other than on the head or neck.

4.07 Gloves. Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.

4.08 Armbands. Team members will be given an armband that is distinctive from the armband of the opposing team. Players must affix one armband to their arm prior to the game start. Armbands will be at least two inches in width and long enough to fit around the upper arm.

4.09 Prohibited Materials. Players may not wear jerseys and/or pants which 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.

4.10 Metal Cleats. Players may not wear metal cleats or cleats that may injure other players or damage the playing field (eg: puncture a bunker).

5. Protective Gear

5.01 Facemask/Goggles. Players, officials and any other individuals present in a goggle-safe area (eg: the playing field and chrono station) must wear goggles with full face protection and manufactured for use in paintball games in its original form. Goggles must meet or exceed ASTM standards for eye protection and lenses be in good repair. Goggles must have adequate ear protection. See ASTM Standard F1776.

5.02 Protective Padding Separate from Clothing. Players may wear one layer of protection, over or under clothing, protecting the below body parts, provided that the padding has not been modified from the manufacturer's original form. The following protective padding has been approved for use:

- Neoprene neck protection
- Forearm and elbow protection
- Shin and knee protection
- Groin protection
- Chest protection (female players only)

5.03 Neck Protection. Players may wear neck protection consisting of a single layer of neoprene type material. Neck protectors must cover the neck only and may extend a maximum of 1 inch passed the collarbone.

6. Markers

6.01 Marker Specifications. Players may use a single, .68 caliber, pump or semi automatic paintball marker, which consists of a single barrel and single trigger. All paintball markers shall only operate in semi auto or pump mode and may not operate in other discharge modes such as burst, enhanced trigger or fully automatic discharge mode during league play. See ASTM F2272-03.

6.02 Trigger. A “trigger” is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. A trigger pull requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every firing cycle. Markers may fire at any rate of fire, and may fire any number of paintballs, provided that it fires in semi auto or pump mode only. This means that no more than one paintball may be discharged during each firing cycle of a trigger pull.

6.03 External Adjuster. Markers with electronic firing systems must be locked in a tournament semi auto mode. The player may NOT be able to adjust dwell, debounce, firing mode, etc while on the playing field. 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. Depending upon make or model of the markers, some may require locking tournament caps. All regulators require locking tournament caps such that they cannot be adjusted without a tool with the marker gassed or degassed. Locking tournament caps are devices used to lock down or prevent on-field adjustments.

6.04 Inspection. Markers are subject to inspection at any time during any PBA tournament, provided that the markers are taken for inspection prior to tournament completion. The team of any player found to be using a marker in violation of Rules 6.01 through 6.03 shall be penalized according to Rule 21.09.

6.05 Surrender of Marker. Players must surrender their marker immediately upon the request of any Referee or League Representative at any time. Players may not alter, pull the trigger, turn on or off, push any buttons or make any other movement that might cause any change to electronic settings. See Rule 21.09.

6.06 Marker Velocity. Markers may not exceed a maximum velocity of 270 feet per second. See Rules 19.02 (13), 19.03 (7), 21.03 (4).

6.07 Sound Suppressors. 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.

6.08 Barrels. Players may only bring one barrel on the playing field. The barrel must be attached to the marker.

6.09 Ball Detection Systems. Players may turn on or off the ball detection system (eg: eye, etc), if the player’s marker has such functionality (unless the marker is being surrendered).

6.10 Barrel Blocking Devices. Markers must have a blocking device that meets ASTM Standard F2271 over or in their barrel at all times the marker is in any un-goggled area. See Rule 21.0 (ten point penalty per infraction).

6.11 Stickers. Stickers on markers are limited to one, 2” by 4”, sticker on each side of the marker. Colors of stickers may not contain the Protected Color.

7. Other Equipment

7.01 Paint Loaders. Loaders must be made of a single, solid or tinted color. Stickers on loaders or other feed devices are prohibited, except for one, 2” by 4”, sticker on each side of the loaders or other feeding devices in any color, except the Protected Color. Clear loaders are not permitted. Clear lids on hoppers are permitted. Players may not use cloth or neoprene loader covers.

7.02 Remote Tank. Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing. Air tank valves must meet or exceed ASTM Standard F1750-96 and ASTM Standard F2030-00.

7.03 Pouches, Pods or Tubes. Players may carry any number of pouches, pods, or tubes. Pods and tubes may not contain the protected color. Pouches may not be constructed in such a fashion that they constitute padding.

7.04 Squeegees. Players may carry multiple squeegees and/or swabs. Players may carry anti-fog cloths or spray.

7.05 Flags. Flags will be a minimum of 121 inches wide and a minimum of 24 inches long.

8. Paintballs

8.01 Specifications. In accordance with marker requirements, paintballs must be .68 calibers. Paintballs used at any PBA sanctioned tournament must be purchased from the tournament site on the weekend of play. Players may not bring any paintballs onto the site which are not supplied from PBA. Players using paint not purchased from PBA will do so at their own risk and will be subject to penalties in Rule 21.10.

9. Prohibited Equipment

9.01 Specifically Prohibited Items. Players may not use any listening devices, communication devices or any form of electronic surveillance. Players may not wear or display clothing or any other items with obscene or offensive pictures, words or logos anywhere on-site at a PBA sanctioned tournament. Subject to disqualification Rule 21.10 or suspension Rule 21.03 or 21.04.

9.02 Generally Prohibited Items. Players may not bring any item not specified permitted for use in PBA sanctioned tournaments in Rules 4 through 9 onto the playing field, unless approved by PBA prior to game start.

III. Officiating

10. Referees

10.01 PBA Referees. PBA sanctioned tournaments shall be officiated by PBA Referees (“Refs”). The term “referee” will include: Ultimate Ref, Head Reds, Chrono Refs, Corner Refs, Flag Reds and Field Refs. Each playing field will be staffed with the following:

- 3 man – a minimum of 4 Field Refs including one Head Ref
- 5 man – a minimum of 5 Field Refs including one Head Ref
- 7 man – a minimum of 8 Field Refs including one Head Ref

10.02 Authorization. All Referees are under direct control of the Ultimate Ref. Only Referees approved, authorized and assigned to a playing field or chrono station by the Ultimate Referee may make calls on that respective playing field or chrono station.

10.03 Pregame Equipment Inspection. The Chrono Ref or the Head Ref may require a player to change clothing and/or modify or substitute equipment prior to the start of a game in order to comply with Rules 4 through 9. Players that cannot comply with any Referee requirement before the game start will not be permitted on the playing field.

10.04 On Field Chronographing. Chronographing on the field may be done at any time at the discretion of any Field Referee to determine if a maker’s muzzle velocity has risen above legal limits. See Rule 6.01. Referees will seek to perform on-field chronographing in a manner which least interferes with play.

10.05 Paint Checks. Paint checks are performed by Referees for the purpose of determining if a paintball has broken on and marked a player. Paint checks are performed by a Referee when the Referee has observed a player taking shot, 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.

1. Player Requested Paint Checks. Referees may, but are not obligated to, perform a paint check after a player has requested one.
2. Flag Carriers. No flag carrier will ever be stopped and declared neutral for the purposes of performing a paint check.
3. Easily Verifiable. Players, who are hit in obvious locations, which are easily verifiable, by such players may not call for a paint check. Calling for a paint check under such circumstances constitutes continuing to play on. See Rule 19.03 (1).

10.06 Referee Hand Signals. Referee hand signals will be as follows:

1. 10 Seconds to Game Start. The Head Ref will signal 10 seconds to game start by raising his hand.
2. Game Start. The Head Ref will signal the game start by dropping his hand.
3. Eliminated. Referee will signal when a player is eliminated by holding his right hand on top of his head and pointed his left arm at the player who is eliminated. The Referee will

then pull the eliminated player's armband. The Referee cannot put a player back in after pulling a player's armband.

4. **Safe.** Referee will signal safe by waving both hands in front of his body. This "safe" signal indicates that a player is considered clean of a hit and is still an active part of the game. The Referee cannot give the safe signal after pulling a player's armband.
5. **One for One.** Referee will call a player eliminated for a One for One using the eliminated signal first followed by a double fist up and down movement both arms in front of his body. Referee will then pull a player's armband and again signal a One for One. The double fist up and down movement may be repeated as necessary for Two for One and Three for One eliminations.
6. **Flag Hang.** Referee will signal a flag hang by placing both arms over his/her head and holding left wrist with right hand.
7. **Game End and Stoppages.** The Head Ref will signal the game end or game stop by waving both hands overhead so that the wrists cross.

10.07 Emergencies. In the event of an emergency situation, the Referee discovering the emergency will request that all Referees stay off the radios. Other Referees on the field will immediately cause all action to stop. Game time will also be halted for the duration of the emergency.

10.08 Referee Communications. Referees may only engage in rules related to communications during games. Referees shall not:

- Through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game
- Impede the progress of any competition

10.09 Bias. Referees shall perform their duties and shall make decisions in an unbiased manner. A Referee showing bias in a call, for or against any team, shall be removed as a Referee.

IV. Pre-game Procedures

11. Pre-game

11.01 Inspection Procedure. Each team must report to the chrono station at least 10 minutes before the game is scheduled to begin. Each player's clothing will be inspected and markers will be chronographed by a Chrono Ref in a designated area outside of the field prior to each game.

11.02 Marker Inspection. Players will surrender their markers to the Chrono Ref who will inspect it for the following:

1. **Mechanical Parts Locked.** Screws, barrel, tank and other working parts which can increase or decrease velocity are adequately tightened. Any external velocity adjusters are covered or fixed in place. No device, component or item which could enable a player to

increase the muzzle velocity of the marker on the game field without resorting to the use of tools is present on the marker.

2. Electronic Parts Locked. Firing modes of electronic markers may not be adjusted on field as to allow dwell, debounce, trigger bounce, or ramping.
3. Valves. Valves must be placed in the fully open position and no valves or expansion chambers can be turned on or off.
4. Foreign Matter. No foreign matter may be in the barrel, feed port or loader.

11.03 Chronographing. The Chrono Ref shall chronograph each marker as it would be shot effectively on the game field at its maximum velocity. The Chrono Ref will fire a minimum of three shots over the chronograph. Markers will pass inspection if no one shot is greater than 270 feet per second.

11.04 Remedial Measures. Players whose markers do not pass inspection or chronographing will be so informed and will be given an opportunity to remedy the situation, time permitting. Players whose markers have not passed the chronograph may elect to enter the field without a marker or be counted as eliminated.

11.05 Pre-game Restricted Area. 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 in this area may not accept any items from any person outside of this area, except through the Chrono Ref.

11.06 Choice of Flag Station. The sides of the field will be determined randomly by the promoter, listed as home and away. A coin toss will be used to determine sides for quarter finals and finals.

11.07 Equipment. Teams must carry all paintball, gas or air and equipment to be used during the course of the game on their person at the start of the game.

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

V. The Game

12. Game Start

12.01 Ten Second Warning. The Head Ref on the field will begin the game by saying “Field remove your barrel protection and get ready for the 10 second warning.” The Head Ref will then announce the 10 second warning as such “3, 2, 1, 10 second warning” so that each team may hear clearly such warning.

12.02 Markers. Players must have the barrels of their markers touching the flag station. With the barrel below the “barrel line” marked on the flag station.

12.03 Game Start. After the 10 second warning, the Head Ref will start the game shouting so each team may hear, by radio, or otherwise, either “Game on” or “Go go go”.

12.04 Time. Official game time will be kept by the Head Ref or a Field Ref appointed thereby, but in no event shall the official game time be kept by a Flag Ref. In the event that a game is to be interrupted because of a medical emergency, or otherwise, the Head Ref will mark the time or cause the Field Ref appointed thereby to keep the official game time to mark the time.

13. Game Stoppages.

13.01 False Start. In a situation where a false start happens due to a Referee mistake or miscommunication the Head Ref will stop the game and restart as if the game had never started.

13.02 Reasons for Game Stoppage. Only the Head Ref may declare the game stopped. Game stoppages will only occur in case of an emergency, dangerous weather conditions, or other “acts of God” or a physical altercation on the game field.

13.03 Procedure. Field Refs will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Refs will insure that players remain in those locations. Referees will check all players and will remove any players who are eliminated prior to the game being stopped. Players may not reload or refill air during this time. Referees will confer to review the sequence of events prior to the game stoppage. If penalties need be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the Field Refs determine, in their discretion, that a player was eliminated as a direct result of illegal actions, which led directly to the game stoppage.

13.04 Restart. 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 Refs, the Head Ref will restart the game in accordance with the procedures specified in Rule 12. Time will begin to run upon such restart.

14. Game End

14.01 Cease Firing. Players may not fire their markers following:

1. An instruction from a Field Ref to cease fire
2. A successful flag hang
3. The game time limit has expired

14.02 Inspection. All live players at the end of a game must present themselves to a Field Ref for inspection. At this time, a Field Ref will inspect the player for hits, and if any are found, the Head Ref will be notified, and proper penalties will be assessed.

14.03 Game End. A game will end only by the Head Ref on the field announcing “Game over.”

15. Flags

15.01 Team Flags. 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. (7 man only)

15.02 Carrying the Flag. Players carrying flags must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.

15.03 Passing the Flag. Flags may be passed from live players to live players.

15.04 Eliminated While Carrying Flag. A player eliminated while in possession of a flag will be expected to drop the flag at the point of elimination. Refs will ensure that the flag is in plain view and not hidden.

16. Flag Hangs

16.01 Game End. When a player touches the proper flag station with the flag, the Head Ref immediately declares the game over.

16.02 Flag Carrier. If the flag carrier touching the flag station with the flag is found to have a hit the proper penalties will be assessed.

17. Marked With Paint

17.01 Marked With Paint. A player will be eliminated if such player is marked with paint.

17.01.01 A player is marked with paint if a paintball fired out of a paintball marker by any live player, including members of the opposing team or a player’s own team, strikes that player or anything he or she is wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark. If a Referee does not see a paintball fired by a live member of the opposing team or the player’s own team, strike that player or anything he or she is wearing or carrying, but that player or that player’s equipment is marked with paint, then such player will be eliminated. Generally, if the paint marking is reasonably solid and of a size determined by a ref to be large enough, it will be considered a valid hit.

17.01.02 Conversely, a player will not be eliminated if a player is hit and marked by a paintball fired by an eliminated member of the opposing team or if a paintball strikes the player or anything he or she is wearing or carrying but does not break or if a paintball strikes another object first and breaks upon that object before marking a player or anything he or she is wearing or carrying.

17.01.03 Referees will wipe splatter or non-valid hits off a player at the time they are inspected. Players playing with paint that is considered non-valid will do so at their own risk, until it is wiped clean by a Referee. Players are encouraged to have a ref wipe anything that may be in question later in the game.

17.01.04 Players who are in motion while hit in obvious locations, which are easily verifiable, will immediately turn their motion away from the opposition, and stop. If two opposing players are hit and marked, as provided in this Rule simultaneously, or if the Referee cannot determine which player was hit and marked first, both players will be eliminated.

17.02 Obvious Hits. Players who are hit in an obvious location are expected to immediately signal their elimination by announcing “Hit” or “Out” at the time of such elimination. Such players must then remove their armbands, and go straight to the elimination box. Obvious hits are those which impact and break on observable places on the body or equipment.

17.03 Obvious, but not Easily Verifiable. Players with obvious hits in areas which are not easily verifiable, such as the back must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate whether or not such player was eliminated. The teammate must respond immediately, and if the hit player was eliminated, he must cease play, signal his elimination and exit the field. Failure to call on such teammate for verification or failure of such teammate to respond immediately constitutes play on by the hit player. If no such teammate is available for verification, such player must immediately call for a paint check by a Field Ref. Failure to call for such a paint check immediately will constitute playing on by such player.

17.04 Unobvious Hits. Unobvious hits are those which impact and break on the player’s harnesses and tubes located on the player’s back. Players with unobvious hits will be eliminated but will not be penalized. Should a player with an unobvious hit become aware, through his or her own actions or through information provided by teammates that he or she has been validly marked, such hit at such time shall then be deemed to constitute an obvious hit. Any part of the harness located in front of a player’s hips are considered obvious.

18. Illegal Activities

18.01 Playing On. A player that continues to play after being marked with paint is playing on. Playing on includes, but is not limited to:

1. Continuing to fire or otherwise engage the opposition
2. Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a Referee
3. Talking, signaling or otherwise communicating, either to a Referee, opposing players or teammates, expect that a player may say “Hit” or “Out” or something to that effect once
4. Impeding the progress of opposing players or a Referee
5. Hampering a Referee in making a paint check or a call
6. Discharging or degassing the marker or providing teammate with paintballs or equipment.

18.02 Freight Training. Freight training is the act of utilizing multiple players who move and act in such a manner so that the lead players after being marked and eliminated impede or prevent the timely elimination of other players in the train. Referees will allow a freight train to continue, but will assess penalties for playing on.

18.03 Wiping. Wiping is defined as the active and deliberate removal of paint by a player in order to avoid elimination or avoid a Referee's call.

18.04 Modification of Markers. Players may not modify markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports. See Rule 19.02.

18.05 Spectator Interference. Spectators may be allowed to observe games and the activities on a field but may not:

1. Issue instructions to players on the field
2. Make comments about play which are likely to be heard by players on the field
3. Have markers in their possession
4. Otherwise interfere with play in any manner whatsoever.

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 were playing on.

18.06 Unsportsmanlike Conduct. Players will be eliminated if they engage in unsportsmanlike conduct. Unsportsmanlike conduct may include, but is not limited to:

1. Deliberately firing at Referees
2. Excessively firing an eliminated player with intent to injure
3. Requesting of paint checks to distract Referees from checking themselves or teammates
4. Verbally abusing any players, spectators or Referees
5. Throwing equipment

18.07 Embarrassing, Dangerous or Destructive Behavior. Teams and players participating in a PBA sanctioned tournament shall not engage in conduct that would bring PBA, the promoter or any sponsor into disrepute. During any tournament weekend, players must not:

- Discharge loaded markers in any un-goggled areas
- Harass or intimidate any individuals (including event staff and spectators)
- Provoke a physical altercation or otherwise incite violence
- Wear or display offensive pictures, words or logos
- Intentionally damage or destroy private property (including hotels)
- Engage in any other criminal, destructive, dangerous activity that would cast the sport of paintball in a negative light. See Rule 21.05.

18.08 Act Paintball Responsible. PBA encourages all player members while attending PBA events to be paintball responsible. This includes keeping paintball markers safe and concealed when not in the "Paintball Areas" or on the playing field. Players should not fire markers outside the venue or in hotels or public places. Players when speaking to the public should speak of Paintball in a respectful clean positive way. Players need to obey and respect all local laws.

VI. Eliminations and Penalties

19. Assessment of Penalties

19.01 Verbal Warnings. Referees will issue verbal warnings on the field for the following reasons:

1. First Offenses. First offenses for wrongfully calling for a paint check or use of inappropriate language.
2. Verbal warning may be given for not having a barrel blocking device on in google sage area or having an unbagged marker outside of player's paddocks. See Rule 21.03.

19.02 Eliminations. Referees will eliminate players for the following reasons:

1. Hit. Player is marked with paint.
2. Using one's body, marker or other piece of field equipment to push, move or alter the field netting.
3. Second Offenses. Second offenses for wrongfully calling for a paint check or use of inappropriate language.
4. Surrender. Player without being hit raises marker above head, or shouts "Hit" or "Out", is not wearing armband, walks with eliminated player(s) or otherwise creates the appearance of having been hit.
5. Faulty Start. Player's marker barrel is not touching the flag station at the game start.
6. Abandoned Equipment. Player abandons equipment (other than squeegees, the game flag, rags or pods) on the field by more than five feet.
7. Compressing Bunkers. Players found to be altering a bunker to gain an advantage for elimination, such as pushing the marker or body between two bunkers, compressing the shapes, stepping or jumping on, or moving the bunker off its axis will be eliminated. The initial contact of the hand on the bunker will be allowed provided it does not compress the shape excessively or move it off its axis.
8. Faulty Check Out. Live player checks out at game end with an unobvious hit.
9. Dead Man Walking. This is prohibited as defined herein: Players that take such action that would cause members of the opposing team or Field Referees to reasonably believe that such players have been eliminated, including but not limited to, calling themselves hit or out, hiding their armbands, holding the markers above the shoulders, placing objects in the barrel, walking with eliminated player(s), turning away from oncoming aggressive player(s) will be eliminated. Players who have been marked by a player doing a dead man walk will be reinstated in the game by a referee unless their armband has already been removed, then the player is eliminated.
10. Player is hit in unobvious location.
11. Failure to wear goggles.
12. Velocity Violation for firing over 270 feet per second (FPS) and below 290 FPS.
13. Players who are observed working on their markers during the course of the game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately removed from play.

19.03 One for One. Assessment of the one for one penalty (the removal of the player committing the infraction and a teammate) will take place for the following infractions:

1. Playing on. A player that continues to play after an obvious hit is playing on.
2. Disobedience. Player fails to obey a direct instruction of a Referee (discretionary).

3. Physical Aggression. Player attempts physical contact with another person on the field in a hostile manner.
4. Illegal Reentry. Player leaves the hit box and reenters the field, but does not fire any paintballs.
5. Affiliated Spectator Interference. Spectator that is known to be affiliated with team or player on team provides strategic advice.
6. Tools. Player possesses, but does not use tools on playing field.
7. Velocity Violation. Firing 290 to 319 FPS.
8. Faulty Check Out. Live player checks out at game end with an obvious hit.
9. Distraction Tactics. Requesting a paint check to distract a Referee from a hit on player or a player's teammate.
10. Freight training, applied for each infraction.

19.04 Two for One. Assessment of the two for one rule (the removal of the player committing the infraction and two teammates) will take place for the following infractions:

1. Playing on. Player continues to play after an obvious hit and materially alters of the course of the game.

19.05 Three for One. 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:

2. Playing on. Player fires marker after acknowledging elimination.
3. Wiping. Player deliberately removes paint in order to avoid elimination.

20. Procedure

20.01 Field Exit. Eliminated players must remove armband, put on barrel sock over his or her marker and proceed directly to the hit box closest to team their team flag station, using the most direct route or according to the direction of a Field Ref, if any is given. Players shall remain in the hit box until directed to leave by a Referee. Eliminated players shall exit the field with all equipment that they were carrying at the time of elimination.

20.02 Elimination of Last Player. If the last player on a team is found to have an obvious hit or wiping then the other team will automatically be awarded the pull and the hang.

20.03 Finality of Calls. Referee's calls during the game will stand and cannot be changed after a game except in extreme circumstances when the Ultimate Ref becomes involved.

21. Point Reductions, Disqualifications, Fines

21.01 Team Responsibility. Teams are responsible for the conduct of everyone on their roster which includes both players and supporters.

21.02 Point Reductions. Players may be issued 10 and 30 point reductions, per infraction, in their team's overall score for the current round of play.

21.03 10 Point Reduction. Players may be issued 10 point reductions, per infraction, in their team's overall score for the current round of play for the following reasons:

1. Outbursts. Throwing smaller equipment (eg: goggles, harness) in an unsportsmanlike manner.
2. Physical contact during or after play that does not result in injury (eg: shove, grab, shoulder bump)
3. Verbal Abuse. Verbally abusing any individual during or after play.
4. Not having a barrel blocking device on marker in ungoggled area.
5. Not having the marker bagged outside player's paddocks.

21.04 30 Point Reduction. Players may be issued 30 point reductions, per infraction, in their team's overall score for the current round of play for the following reasons:

1. Outbursts. Throwing marker or air system.
2. Physical contact during or after play that results in injury (eg: punch, kick, or spit)
3. Over Firing. Over firing any other player with intent to injure (discretionary).
4. Firing at Referees
5. Firing from hit box

21.05 Ejection. Any player or team that violates Rule 18.07 shall be ejected from the PBA sanctioned tournament. Examples of rules violations likely to lead to civil or criminal exposure include, but are not limited to the use of prohibited paint, velocity violations, and verbal or physical abuse.

21.06 Forfeiture. A forfeit will be declared for each game 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. Any team which is scheduled to oppose a team that has forfeited a game will receive the following:

- 3 man – 70 points or the average of all their games in that round, which ever is higher
- 5 man – 80 points of the average of all their games in that round, which ever is higher
- 7 man – 90 points or the average of all their games in that round, which ever is higher
- The forfeited team will received zero points for that game

21.07 Liability. In addition to these penalties, teams and players may be liable for damages and injuries caused under civil law and may be subject to prosecution under the criminal law of the local jurisdiction

21.08 Disqualification Plus Forfeiture. A team will be disqualified from a PBA tournament and will forfeit all points from the tournament to respective opposing teams for the following Rules violations:

1. Prohibited Player. Playing with a prohibited player (due to appearance on another team's roster, suspension or other ineligibility).
2. Prohibited Paint. Any player is found using prohibited paint. See also Rule 8.02.
3. Game Fixing. Two opposing teams conspiring to fix the outcome of any game

21.09 Fines. Players may be liable for damages and injuries caused under civil law and may be

subject to prosecution under the criminal law of the local jurisdiction. The team of a player assessed a fine will be prohibited from competing in any future PBA sanctioned tournament until such fine has been fully paid.

VII. Scheduling, Scoring, and Ranking

22. Scheduling

22.01 Scheduling Preliminary Rounds. A complete schedule for preliminary round play consisting of each team's opponents, the fields it will play on, and its scheduled competition times will be distributed the day of the tournament and will thereafter be posted on the scoreboard in the PBA registration area.

23. Seeding

23.01 Seeding. All registered teams will be seeded for the preliminary round randomly at PBA's discretion.

23.02 Re-Seeding After Preliminary Rounds. Team positions at the end of the preliminary round are determined by the total points earned by the teams in all of their preliminary games subject to the tie breaking criteria outlined in Rule 25.03. After the preliminary round, teams will be re-seeded.

23.03 Tie Break in Seeding. After the preliminary rounds to determine 5th – 8th place and 9th – 16th place (where applicable) teams will be seeded first by the total points scored during the round that they were eliminated from competition. If teams are tied on scores then the tie will be broken by the tie breaking criteria in Rule 25.03.

24. Tournament Rounds of Play

24.01 Preliminary Round. Teams will play one game against each other team in their division round robin style.

24.02 Final Round. Teams, the number of which will be pre determined according to number and size of divisions in the preliminary round will advance to the final round. These teams will play each other team that has advanced round robin style. The team with the most points after these games will receive 1st place, the team with the second highest points will receive 2nd place, etc.

25 Scoring

25.01 Game Scoring. Scoring for games will be conducted as follows:

25.01.01 3 Man – 90 points max

1. Eliminated Players. Both teams will be awarded 5 points for every player eliminated on the opposing team.
2. Remaining Players. Both teams will be awarded 5 points for every player on such team not eliminated.
3. Flag Pull. The first team to pull the flag will be awarded 20 points. Flag pull point will be awarded only to the first team that pulls the flag.
4. Flag Hang. The first team to successfully hang the flag at its opponent's flag station will be awarded 40 points.

25.01.02 5 Man – 100 points max

1. Eliminated Players. Both teams will be awarded 5 points for every player eliminated on the opposing team.
2. Remaining Players. Both teams will be awarded 3 points for every player on such team not eliminated.
3. Flag Pull. The first team to pull the flag will be awarded 20 points. Flag pull points will be awarded only to the first team that pulls the flag.
4. Flag Hang. The first team to successfully hang the flag at its opponent's flag station will be awarded 40 points.

25.01.03 7 Man – 100 points max

1. Eliminated Players. Both teams will be awarded 3 points for every player eliminated on the opposing team.
2. Remaining Players. Both teams will be awarded 1 point for every player on such team not eliminated.
3. Flag Pull. The first team to pull its opponent's flag will be awarded 32 points. Flag pull points will be awarded only to the first team that pulls its opponent's flag.
4. Flag Hang. The first team to successfully hang the opposing team's flag at its flag station will be awarded 40 points.

25.02 Score Sheet Procedures. The score sheets will be filled out by the Chrono Referee of the field and shown to both team captains. Nothing on the score sheet must be crossed out nor written over. 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. When both team captains agree on the score sheet, they will sign it and the score sheet will not be modified even if mistakes are discovered afterwards with the exception of mathematical errors. If a team captain refuses to sign the sheet because of a disagreement on the information it bears, the Ultimate Referee will be called. The Ultimate Referee will talk with the Head Referee on the field and both team captains. The Ultimate Referee will decide whether the score sheet must be amended, and if the team captain still refuses to sign the sheet, the Ultimate Referee will validate the score. No player or captain will ever take the score sheet from the field. Clerical or mathematical errors may be corrected at any time prior to the start of the next round of play. Only clerical and mathematical errors may be corrected after the score has been posted on the scoreboard.

25.03 Tie Score. In case of a tie score among teams in Preliminary rounds, such tie will be broken due to the following criteria:

1. Head to head competition
2. Previous round scores, most recent round first, then earlier round(s)

3. Least eliminations scored against the team in this round, then by earlier round(s)