



OFFICIAL RULE BOOK 2012



Version 1.4

New Zealand Paintball Players League

WWW.NZPPL.COM

NZPPL Table of Contents

Preamble	4	7.04 Inspection	7
I. General		7.05 Surrender of Marker	7
1. The Sport and the League		7.06 Marker Velocity	7
1.01 The Sport	4	7.07 Sound Suppressors	7
1.02 Rules Committee	4	7.08 Barrels	7
1.03 Equipment	4	7.09 Ball Detection Systems	7
1.04 Referees	4	7.10 Barrel Socks	7
2. The Field and Adjacent Areas		7.11 Stickers	7
2.01 Dimensions	4	7.12 Exposed Markers	8
2.02 Out-of-Bounds	4	8. Other Equipment	
2.03 Dead Boxes	4	8.01 Paint Loaders	8
2.04 Safety Netting	4	8.02 Air Tanks.	8
2.05 Spectator Safety Zone	5	8.03 Remote Tank	8
2.06 Field Orientation	5	8.04 Pouches, Pods or Tubes	8
2.07 Filming and photography of games	5	8.05 Squeegees	8
3. Tournament Administration		8.06 Flags	8
3.01 NZPPL Membership	5	9. Paintballs	
3.02 Role of the Promoter	5	9.01 Specifications	8
3.03 Entry Fees	5	9.02 Pink and Red Paint Prohibited	8
3.04 Captains Meeting	5	10. Prohibited Equipment	
4. Rosters		10.01 Protected Color	8
4.01 Team Rosters	5	10.02 Specifically Prohibited Items	8
4.02 Team Supporters	5	10.03 Generally Prohibited Items	8
4.03 No Players on Multiple Rosters	5	III. Officiating	
4.04 Roster Changes.	5	11. Referees	
II. Equipment		11.01 Pro Refs	9
5. Uniform		11.02 Authorization	9
5.01 Protected Color	6	11.03 Pregame Equipment Inspection	9
5.02 Jerseys	6	11.04 On Field Choreographing	9
5.03 Padding in Jersey's	6	11.05 Paint Checks	9
5.04 Patches	6	11.06 Referees Hand Signals	9
5.05 Layers and Padding	6	11.07 Emergencies	10
5.06 Appearance	6	11.08 Referee Communications	10
5.07 Headgear	6	11.09 Bias	10
5.08 Gloves	6	11.10 Disputing Referee Calls	10
5.09 Prohibited Materials	6	IV. Pregame Procedures	
5.10 Metal Cleats	6	12. Pre-Game	
5.11 Non-Disposable Equipment	6	12.01 Inspection Procedure	10
6. Protective Gear		12.02 Marker Inspection	10
6.01 Facemask	6	12.03 Chronographing	10
6.02 Protective Padding	6	12.04 Remedial Measures	10
6.03 Neck Protection	7	12.05 Pre-Game Restricted Area	10
7. Markers		12.06 Choice of Flag Station	11
7.01 Marker Specifications	7	12.07 Equipment	11
7.02 Trigger	7	12.08 Old Hits	11
7.03 External Adjusters	7		

V. The Game

13. Game Start

13.01 Ten Second Warning	11
13.02 Markers	11
13.03 Game Start	11
13.04 Time	11

14. Game Stoppages

14.01 False Start	11
14.02 Reasons for Game Stoppage	11
14.03 Procedure	11
14.04 Restart	11

15. Game End

15.01 Cease Shooting	12
15.02 Inspection	12
15.03 Game End	12

16. Flags

16.01 No Flag at Flag Station	12
16.02 Carrying the Flag	12
16.03 Passing the Flag	12
16.04 Eliminated while Carrying	12

17. Flag Hangs

17.01 Calling Time	12
17.02 Re-Hang	12
17.03 Game End	12

18. Forfeiture

18.01 Forfeiture	12
18.02 Scoring	13
18.03 Finality	13
18.04 Declaring a Forfeit	13

19. Marked with Paint

19.01 Marked with Paint	13
19.02 Obvious Hits	13
19.03 Obvious, but not Easily Verifiable	13
19.04 Unobvious Hits	13

20. Field Exit

20.01 Procedure	14
-----------------------	----

21. Illegal Activities

21.01 Playing-On	14
21.02 Freight Training	14
21.03 Wiping	14
21.04 Marker Modification	14
21.05 Spectator Interference	14
21.06 Unsportsmanlike Conduct	14
21.07 Embarrassing, Dangerous or Destructive Behavior	15
21.08 Act Paintball Responsible	15

VI. Eliminations and Penalties

22. Assessment of Penalties

22.01 Verbal Warnings	15
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22.02 Eliminations	15
22.03 One-for-One	16
22.04 Two-for-One	16
22.05 Three-for-One	16
22.06 Elimination of Last Player	16
22.07 Finality of Calls	16

23. Suspensions, Disqualifications, Fines

23.01 Issuing Suspensions and Disqualifications ..	16
23.02 Team Responsibility	17
23.03 Suspensions	17
23.04 Three-Game Suspension	17
23.05 Six-Game Suspension	17
23.06 One Year Suspension	17
23.07 Point penalties	17
23.08 Illegal Marker	17
23.09 Disqualification Plus Forfeiture	17
23.10 Forfeiture	17

VII. Scheduling, Scoring and Ranking

24. Scheduling

24.01 Scheduling Preliminary Rounds	18
24.02 Team Draw.....	18

25. Seeding

25.01 Seeding	18
25.02 Re-Seeding After Preliminary Rounds	18

26. Tournament Rounds of Play

26.01 Preliminary Round	18
26.02 Quarter Final Round	18
26.03 Semi Finals Round	18
26.04 Final Round	18

27. 5-Man Format

27.01 The Playing Field	19
27.02 Game Format	19
27.03 Rosters	19
27.04 Game Scoring	19

28. 3-Man Format

28.01 Rule Changes	19
28.02 The Playing Field	19
28.03 Game Format	19
28.04 Number of Players	19
28.05 Rosters	19
28.06 Game Scoring	19

29. Scoring

29.01 Score Sheet Procedures	19
29.02 Session Scoring	20
29.03 Tie Score	20
29.04 Tie Score Best of Three	20

30. Ranking

30.01 Format	20
30.02 Divisional Ranking Points	20
30.03 Tie Scores	20

Preamble

Preamble

The New Zealand Paintball Players League, Inc. (the “NZPPL” or the “League”) is committed to sanctioning safe, fair, competitive paintball tournaments national wide. The NZPPL will continue to develop the sport of Paintball, making it better for players, sponsors and the general public. The League will continue to modify and change rules as needed. The NZPPL Rules Committee is in place to address all issues pertaining to the rules. The Referees are in place to enforce the rules.

The Rules Committee, Owners Board or “The Board” and Head Referees will meet prior to every NZPPL Super 5 National Series sanctioned tournament with the purpose of reviewing rules and standards insuring a safe, fair, competitive tournament for members, players, spectators and sponsors. The NZPPL would like to thank all individuals committed to this sport and who help the League be all that it is.

I. General

1. The Sport and the League

1.01 The Sport. Paintball is a sport played by two teams with the number of players ranging from three to ten per team. Teams shall field a maximum of five players at NZPPL Super 5 National Series tournaments. The objective of the game is for each team to capture the Centre flag in the middle of the field and to eliminate as many opposing players as possible, while capturing and taking the flag to the opposing team’s flag station within a limited time period. Games played in the NZPPL Super 5 National Series will have a 5-minute limited time period.

1.02 The Rules Committee. The Rules Committee is responsible for formulating the official playing rules (“Rules”) for the sport of paintball. The Rules Committee will meet on the day prior to the beginning of each NZPPL Event to review and issue interpretations of these Rules.

1.03 Equipment. The Rules Committee is responsible for determining what paintball equipment will or will not be permitted to be used by players. The Board will directly oversee the Rules Committee. All players are responsible for the performance of their equipment.

1.04 Referees. The Referees are responsible for strict enforcement of these Rules promulgated by the Rules Committee. See Rule 11.

2. The Field and Adjacent Areas

2.01 The Playing Field. The playing field shall be a rectangle, 180 feet (55m) long and 100 feet (30 m) wide. The playing field shall have Flag Station, in the middle of the field, which will be placed central across the field. Flag stations may not be used as a bunker at any time. Bunkers will be positioned throughout the playing field and will be at least five feet (1.52 m) inside of the playing field.

2.02 Out-of-Bounds. Field boundaries are marked down both sides in either yellow or white material or a paint line. The back line will be no further than 1m behind start station. Touching the side lines and backline constitutes out of bounds in which the player will be eliminated. Any ground space outside of the playing field shall be out-of-bounds and result in elimination for the player. If any non disposable equipment touches the side lines or goes out of bounds, the player that the equipment belongs to is considered out of bounds and will be eliminated. See (5.11)

2.03 Dead Boxes. There will be two dead boxes next to the playing field in the out-of bounds area where players must go when eliminated. See Rule 20.01

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

2.05 Spectator, Safety Zone. All fields will have a roped off safety zone no less than 1 meter from any side of the field netting. Players and spectators will stay behind the roped off safety area. Those individuals who choose to go into the safety zone are subject to immediate removal from the site by NZPPL Staff.

2.06 Field Orientation. Any team competing in an NZPPL Super 5 National Series 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. However, no team or player may play any field prior to any tournament, unless such play is for promotional purposes and the team or player has been authorized by a representative of the League.

2.07 Filming and photography of games. Only approved individuals will be allowed in any camera tower, media tower or to enter any field to film, photograph, tape, or record games and must possess a current pass for each event from the NZPPL. No photographers are allowed on the playing field at any time. To maintain continuity, safety, and game flow, Photographers will comply with directions from the NZPPL Referees. If a photographer's position impedes or influences the game the photographer will be asked to leave the field. At no time is a coach, player or support person from a team allowed on the field or in a media tower during the game.

3. Tournament Administration

3.01 NZPPL Membership. Players must have a valid NZPPL ID card to participate in any NZPPL tournament and players must be able to produce their ID at anytime while on the premises of an NZPPL tournament. A player will not be allowed to enter the field without a valid ID card (plastic) or temporary card (paper).

3.02 Role of the League. The league will supply tournament information concerning entry fee, a schedule of events, including time and place for the Rules Committee/The Board meeting and the Captains' Meeting, hotel information, and an Insurance waiver to any player or team having entered an NZPPL tournament. Teams must adhere to the administrative rules and regulations administered by the league for any given tournament (e.g., no filming, shooting photographs or otherwise recording games).

3.03 Entry Fees. Entry fees must be paid to the league of the NZPPL tournament. Entry fees for teams will be established by the league. Team rosters will be accepted and player wristbands issued only after all administrative fees have been paid in full.

3.04 A Captains' Meeting will be held on the evening prior to the beginning of each NZPPL tournament in the centre court grandstands at 5pm. The purpose of this meeting is to provide information to the players concerning the League, any administrative changes to the League or the Rules, and other regulations governing teams' participation in the NZPPL tournament.

4. Rosters

4.01 Team Rosters must submit complete rosters prior to play. Team rosters may not be changed or added to after the start of the first game. Teams may have up to 8 active players on their roster and 4 team supporters. See Rule 23.08.

4.02 Team Supporters. All team supporters are required to register at each event. Each supporter must fill out a waiver, sign onto their team's roster and receive paddock credentials. No admin fee for spectators. Supporter Paddock Passes are only valid for one event.

4.03 No Players on Multiple Rosters. No player may appear on more than one team roster in any NZPPL tournament. See Rule 23.08.

4.04 Roster Changes. Teams may make unlimited changes to their roster between events.

II. Equipment

5. Uniform

5.01 Protected Colours. Players' uniforms may not contain the colours Pink, which is reserved as the "Protected Colour" for paint.

5.02 Jerseys. Team players are encouraged to wear jerseys consisting of the same colour and style. Jerseys may not have black and white stripes or be designed to cause confusion with Referees or contain designs that resemble paint splats/hits.

5.03 Padding in Jersey's. Padding in Jersey's is not limited to specific areas provided that the thickness does not exceed 5mm (0.197"). Padding material is limited to open cell foam and must not be modified from the manufacture's original form. Jersey's must be submitted to the Rules Committee and approved in writing from the NZPPL to be considered legal.

5.04 Patches. Patches may not exceed 4" x 4" and may not resemble a paintball splat or contain the protected colours.

5.05 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, provided that it contains no padding, except for chest protector (Female only), and at its furthest point, does not hang lower than the inseam crotch area. Players may not wear sweatshirts. Any other soft padding in garments is prohibited.

5.06 Appearance. Players' clothing must fit well. Jerseys must be tucked into player's 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 the next game. The penalty will be the player is eliminated from the game.

5.07 Headgear. Players may wear Headgear to protect the head. 2 layers may be worn on your head, But only 1 head band (not exceeding 3mm thick) and or only 1 beanie (not double folded). Players cannot wear two of the same items. Players 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.

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

5.09 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.

5.10 Metal Cleats. Players wearing metal or ceramic cleats or cleats that may injure other players or damage the playing field (e.g., puncture a bunker), will not be allowed onto the playing field and must grind down the cleats where they will not cause any bodily injury or damage to the field.

5.11 Non Disposable Equipment. Equipment that a player may not leave more than 5 feet from his position is (Anything other than squeegees, the game flag, rags, or full or empty pods).

6. Protective Gear

6.01 Facemask / Goggles. Players, officials and any other individuals present in a goggle-safe area (e.g., the playing field and Chrono-station) must wear Goggles with full-face protection 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. Goggle ASTM Standard F1776

6.02 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. If layers of protection are worn over arms then they may only wear a short sleeve t shirt not long sleeve top as stated in 5.05. The following protective padding has been approved for use:

- (1) Forearm and elbow protection
- (2) Shin and knee protection
- (3) Groin protection
- (4) Chest protection (Female only)

6.03 Neck Protection. Players may wear neck protection consisting of single layer of neoprene type material. Neck protectors must cover the neck only and may extend a maximum of 1 inch passed the collarbone. Players may wear bandanas as long as the bandana is rolled up and does not pass the collar bone.

7. Markers

7.01 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. Goggle ASTM F2272-03

7.02 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 shooting cycle. Markers may shoot at any rate of fire, and may shoot any number of paintballs, provided that it shoots in semi auto or pump mode only. This means that no more than one paintball may be discharged during each shooting cycle of a trigger pull.

7.03 External Adjusters. Markers with electronic firing systems must be locked in a tournament semi auto mode. The player may NOT be able to adjust dwell, debounce, shooting 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 or may require multiple 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.

7.04 Inspection. Markers are subject to inspection at any time during and within three days after any NZPPL Super 5 National Series 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 7.01 through 7.03 shall be penalized according to Rule 23.07.

7.05 Surrender of Marker. Players must surrender their marker immediately upon the request of any Referee or League representative at anytime. Players may not alter, pull the trigger, turn on or off, push any buttons or make any other movement that might cause a firing mode to change. See Rule 23.07.

7.06 Marker Velocity. Markers may not exceed a maximum velocity of 300 feet per second. All markers must be chronographed at a chrono station prior to start of each game. See rules; 22.02(12), 22.03(6) and 23.04(4).

7.07 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.

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

7.09 Ball Detection Systems. Players may turn on or off the ball detection system (e.g., eye, etc.), if the player's marker has such functionality, But must ask or signal a reff to do such an action.

7.10 Barrel Blocking Devices. Markers must have a Blocking device that meets or exceeds ASTM Standard F2271 over or in their barrel at all times that the marker is in any un-goggled area. See Rule 23.04 (Three-Game Suspension).

7.11 Stickers. Stickers on markers and barrels are limited to two 2" by 4" sticker on each side of marker. Stickers on loader lids are allowed. Colours of stickers may not contain the Protected Colour or resemble a paint splat.

7.12 Exposed Markers. Players may not have any exposed markers, tanks or barrels outside of the Players Paddocks. All markers taken outside the player paddocks must be concealed. See Rule 23.04 (Three-Game Suspension).

8. Other Equipment

8.01 Paint Loaders. Loader colours or designs may not resemble a hit or paintball mark. Stickers on loaders or other feed devices are prohibited, except for two 2" by 4" sticker on each side of the loader or other feeding devices in any colour, except the Protected Colour. Clear loaders are not permitted. Clear lids on hoppers are permitted. Players may not use cloth or neoprene loader covers.

8.02 Air Tanks. All compressed air (or other) tanks must be within the current test date specified as per the manufacturers recommendations. Further to this all tanks must be free from dents or other defects and are subject to a visual inspection. Air tanks or air tank valves may not have covers of highly absorbent material (Sweatband Material).

8.03 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

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

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

8.06 Flags. Flags will be a minimum of 12 inches wide and a minimum of 24 inches long.

9. Paintballs

9.01 Specifications. In accordance with marker requirements, paintballs must be 0.68 caliber. Paintballs used at any NZPPL tournament must be purchased onsite from the League or a sponsor paintball manufacturer that has certified compliance with ASTM standards and meets NZPPL non-staining criteria available on the official NZPPL website www.nzppl.com Players may not bring any paintballs onto the site which are not supplied from within the Players Paddocks. Goggle ASTM Standard F1979-04.

9.02 Red Paint Prohibited. Players may not use red filled paint ("Prohibited Paint"). Players using Prohibited Paint or paintballs that do not comply with ASTM standard F1979-04 or NZPPL non-staining criteria will do so at their own risk and will be subject to penalties in Rule 23.09, including assumption of full responsibility for any resulting injury or property damage.

10. Prohibited Equipment

10.01 Protected Colours. Players' equipment (including uniforms as provided in Section 5) may not contain Pink which is reserved as "Protected Colours" for paint. Loaders may not contain the colour "Pink".

10.02 Specifically Prohibited Items. Players may not use any listening devices, communication devices or any form of electronic surveillance. Subject to Disqualification rule 23.08.

10.03 Generally Prohibited Items. Players may not bring any item not specified permitted for use in NZPPL tournaments in Rules 5 through 10 onto the playing field unless approved by the NZPPL Ultimate Referee prior to game start.

III. Officiating

11. Referees

11.01 Pro Refs. NZPPL Super 5 National Series tournaments shall be officiated by Pro Refs (“Referees”). The term “Referee” will include: “Ultimate Ref”, “Ref Manager”, “Head Refs”, “Chrono-Refs”, “Corner Refs”, “Flag Refs” and “Field Refs”. Each playing field will be staffed with a minimum of eight Refs including one Head Ref and 1 Chrono Ref.

11.02 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.

11.03 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 5 through 10. Players that cannot comply with any Referee requirement before game start will not be permitted on the playing field.

11.04 On Field Chronographing. Chronographing on the field may be done at any time at the discretion of any Field Referee to determine if a marker’s muzzle velocity has risen above legal limits. See rule 7.06. Referees will seek to perform on field chronographing in a manner which least interferes with play. Players will not be subject to Referee chronographing after game end, but may be required to surrender their marker for inspection pursuant to Rule 7.04 and 7.05. Chronographing will be performed with equipment authorized by the NZPPL Ultimate Referee.

11.05 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 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.

- (1) Player Requested Paint Checks. Referees may, but are not obligated to, perform a paint check after a player has requested one on another player.
- (2) Flag Carriers. No flag carrier will ever be stopped for the purposes of performing a paint check, unless requested by the flag carrier.
- (3) Not Easily Verifiable. Players, who are hit in obvious locations, which are not easily verifiable, such players may call for a paint check. If player request such a paint check, the referee must reply with hit or clean and do respective hand signals. (See rule 19.03)

11.06 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 right hand.
- (2) Game Start. The Head Ref will signal the game start by dropping his right hand.
- (3) Eliminated. Referee will signal when a player is eliminated by holding his right hand on top of his head and pointing his left arm at the player who is eliminated and tapping the player, letting the player know he or she is eliminated. The Referee cannot put a player back in after calling a player eliminated with a hand signal.
- (4) Safe. Referee will signal safe by right hand pointing up in the air going in a halo direction. This “safe” signal indicates that a player is considered clean of a hit and is still an active part of the game.
- (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 and tossing a red flag. Referee will then eliminate the player 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) Out of Bounds. A referee will signal a player out of bounds with a swing of both arms towards the direction where the player is out of bounds.
- (7) Flag Hang. Referee will signal a Flag hang by placing both arms over his/her head and holding the left wrist with the right hand.

(8) 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

11.07 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.

11.08 Referee Communications. Referees may only engage in rules related communications during games. Referees shall not: (1) through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game or (2) impede the progress of any competition.

11.09 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 and will be subject to penalty as determined by the "Rules Committee" and the "Referee Disciplinary Committee" (RDC).

11.10 Disputing Referee Calls. If there is a dispute on a field regarding a call that a referee made during game play, then the player involved must communicate with the Team Captain or Team Owner. The referee involved must communicate with the Head Referee. Both, the Head Referee and the Captain only will resolve the dispute in a timely manner. If the Head Referee feels necessary, the dispute will be taken off the field where the Assistant Head Referee will carry on the duties of the Head Referee until the Head Referee returns. Off the field, the Head Referee and the Team Captain or the Team Owner will resolve the dispute. If necessary, the Ultimate Referee will be called only to clarify the call made on the field.

IV. Pregame Procedures

12. Pre-Game

12.01 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 and ID cards will be inspected and markers will be chronographed by a Chrono-Ref in a designated area outside of the field prior to each game.

12.02 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.** Shooting 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.

12.03 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 shoot a minimum of three shots over the chronograph. Markers will pass inspection if no one shot is greater than 300 feet per second.

12.04 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.

12.05 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. Players may not fill up air after passing chrono inspection. If a player chooses to fill up air then that marker must be re-inspected before entering the playing field.

12.06 Choice of Flag Station. The team that wins a coin-toss shall choose which Flag Station it will defend in preliminary rounds. For the quarterfinals, semi-finals and final rounds teams will flip for the first and third games, if necessary. In the second game of these rounds teams shall defend the opposite flag station, that they defended in the first round. If both teams agree on which side they would like to defend, no coin toss is necessary.

12.07 Equipment. Teams must carry all paintballs and air equipment to be used during the course of the game on their person at the start of the game. All players are responsible for the performance of their equipment on and off the field.

12.08 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

13. Game Start

13.01 Ten Second Warning. The Head Ref on the field will begin game by saying Field get ready for the 10 second warning. The Head Ref will then say 10 second warning in 3, 2, 1, 10 second warning so that each team may hear clearly such warning.

13.02 Markers. Players must have the barrels of their markers touching or breaking the plane of the Flag Station. Players must also start in front or the side of, but not behind the break out board with Makers touching or breaking the plane of the Flag Station. Rule 22.02.

13.03 Game Start. The Head Ref will give such warning with a countdown of get ready for 10 second warning then 10 seconds in "Three, two, one, ten-seconds." Thereafter, the game will start by the Head Ref shouting so that each team may hear, by radio or otherwise, either, "Game on", or "Go, go, go".

13.04 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.

14. Game Stoppages

14.01 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.

14.02 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, other "acts of God" or a physical altercation on the game field and any other reason deemed reasonable by the ref.

14.03 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. Players will place their markers on the ground in front of them to mark the spot where they were when the game was stopped. Referees will check all players and will remove any players who were 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 to be assessed, they will be so assessed at such time.

Players with hits may be reinstated into the game if the field Referees determine, at their discretion, that a player was eliminated after the game was declared stopped or as a direct result of illegal actions, which led directly to the game stoppage.

14.04 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 13. Time will begin to run upon such restart.

15. Game End

15.01 Cease Shooting. Players may not fire their markers following:

- (1) an instruction from a Field Ref to cease fire;
- (2) a successful flag hang;
- (3) 5-minutes after the start of the game.

15.02 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. If a player fails to check in and is not counted, then that player will be considered eliminated.

15.03 Game End. A game will end only by the Head Ref on the field announcing, "Game over."

16. Flags

16.01 No Flag at Flag Station. In the event where a player is at the Centre flag station and there is no flag due to referee error or an "Act of God", then the player will notify a referee that there is no flag then touch the flag station and then touch his opposing teams flag station as if he has a flag in possession signaling a flag hang.

The referee will follow the player and communicate with the flag referee where the hang is to take place and inform the flag referee of the situation.

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

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

16.04 Eliminated while Carrying Flag, player must drop the flag, hand on head and go directly to the dead box.

17. Flag Hangs

17.01 Calling Time. When a player touches his or her opposing team's flag station with the Centre flag, the Flag Ref immediately calls time and the time of the call is recorded. The Flag-Ref then paint checks the flag carrier.

17.02 Re-Hang. If the flag carrier touching his or her opposing team's flag station with the Centre flag and is found to have a hit, then the proper penalties will be assessed. Time will be restarted and the referee will yell "Game On". The flag must then be returned, by a live player, to the Centre flag station, re-hung and brought back to their opposing team's flag station in under the time remaining on the clock. If the flag is not hung again, the team will not receive the hang.

17.03 Game End. If the flag carrier touching his or her opposing team's flag station with the Centre flag is found not to have a hit, then the hang will be successful and the game will be declared over as of the time the flag carrier touched his or her opposing team's flag station.

18. Forfeiture

18.01 Forfeiture. A forfeit will be declared for each game that;

- (1) A team fails to report in a timely fashion for its pre-game chronographing.
- (2) A team that has been disqualified from the event
- (3) For any game in which a team refuses to take the field.
- (4) In the event that both teams fail to show for a game or are unwilling to take the field, both teams will have forfeited the game.

18.02 Scoring. Any team which is scheduled to oppose a team that has forfeited a game will receive 95 points or the average of all their games in that round, whichever is higher and the forfeited team will receive zero points for that game.

18.03 Finality. 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 due to the schedule.

18.04 Declaring a Forfeit. A Head Referee may suggest a forfeit but only the Ultimate Referee can declare and finalize a forfeit.

19. Marked with Paint

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

- (1) A player is marked with paint if a paintball shot 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.
- (2) If a Referee does not see a paintball shot 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 the size of a 50c, it will be considered a valid hit. If the referee witnesses the ball hit and break and leaves less than a quarter size it will be considered a valid hit.
- (3) Conversely, a player will not be eliminated if a player is hit and marked by a paintball shot by an eliminated member of the opposing team or if a paintball strikes the player or anything he 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/she is wearing or carrying.
- (4) 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.
- (5) 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.
- (6) Pods with Non Valid Hits. A Player may use disposed pods that have been marked with paint, but still contain paintballs as long as the player notifies the nearest referee that the pod has a non-valid hit. If player does not notify a referee, the player may use the pods at his/her own risk of being eliminated.

19.02 Obvious Hits. Obvious hits are those which impact and break on observable places on the body or equipment. Players who are hit in an obvious location are expected to immediately signal their elimination by putting their hand on their head, and go straight to elimination box.

19.03 Obvious, but not Easily Verifiable while wearing goggles. 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 playing 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.

19.04 Unobvious Hits. Unobvious hits are those which impact and break on player's harnesses & tubes located on players back. Players with un-obvious hits will be eliminated but will not be penalized. Should a player with an un-obvious hit become aware, through his/her own actions or through information provided by teammates that he/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 players hips are considered obvious.

20. Field Exit

20.01 Procedure. Eliminated players must proceed directly to the dead box closest to team start station, using the most direct route or according to the direction of a Field Ref, if any is given. Players shall remain in

the dead 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. See Rules 22.03, 23.04 and 23.05.

21. Illegal Activities

21.01 Playing-On. A player that continues to play after being marked, in an obvious location, with paint is Playing-On. Playing-On includes, but is not limited to:

- (1) Continuing to shoot 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.
 - (4) Impeding the progress of opposition players or a Referee,
 - (5) Hampering a Referee in making a paint check or a call,
 - (6) Discharging or degassing the marker or providing teammates with paintballs or equipment.
 - (7) Remaining in the game while making no effort to leave the field.
- (8) Swearing on the field

21.02 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.

21.03 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.

21.04 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 22.02.

21.05 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, or
- (4) Otherwise interfere with play in any manner whatsoever.
- (5) 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.
- (6) Any spectator found in violation of any section of 21.05 shall be removed from the event.

21.06 Unsportsmanlike Conduct. Players will be eliminated if they engage in unsportsmanlike like conduct and will be subject to further penalties, see Rules 23.04 and 23.05. Unsportsmanlike conduct may include, but is not limited to:

- (1) Deliberately shooting at Referees.
- (2) Excessively shooting 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.

21.07 Embarrassing, Dangerous or Destructive Behavior. Teams and players participating in an NZPPL sanctioned tournament shall not engage in conduct that would bring the NZPPL, 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 displaying offensive pictures, words or logos; intentionally damage or destroy private property (including hotels), or engage in any other criminal, destructive, dangerous activity that would cast the sport of paintball in a negative light. Any player caught violating this rule will be ejected for a full season. See Rule 23.06.

21.08 Act Paintball Responsible. The NZPPL encourages all player members while attending NZPPL events to be paintball responsible. This includes, keeping paintball markers safe and concealed when not in the private players paddocks or on the playing field. Players should not shoot markers outside the venue or in hotels or public places. Players when speaking to public should speak of Paintball in a respectful clean positive way. Players need to obey and respect all local laws. Players who do not act paintball responsible will be subject to rule 23.06 and may have their membership card revoked indefinitely.

VI. Eliminations and Penalties

22. Assessment of Penalties

22.01 Verbal Warnings. Referees may 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. (Inappropriate language used to vent out of frustration)
- (2) Verbal Warning may be given for not having a barrel blocking device on in goggle safe area or having an unbagged marker outside of player's paddocks. See rule 23.04.
- (3) Player leaving the dead box during a game. See rule 23.04.

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

- (1) Hit. Player is marked with paint.
- (2) Out-of-Bounds. Player, any part of player's body or non-disposable equipment, touches the line or goes out-of-bounds (irrespective of whether the boundary tape, if any, is moved).
- (3) First Offense of Inappropriate Language. (When a player directs the inappropriate language at another player, spectator or referee). See rule 23.03 (3)
- (4) Second Offenses. Second offenses for wrongfully calling for a paint check, or use of inappropriate language. (Inappropriate language used to vent out of frustration)
- (5) Surrender. Player without being hit raises marker above head, or hand on head, walks with eliminated player(s) or otherwise creates the appearance of having been hit.
- (6) Faulty Start. Player's marker barrel is not touching or breaking the plane of the flag station at the game start. Players that leave early and do not shoot, may return and touch the flag station, without penalty.
- (7) Abandoned Equipment or Uniform. Player abandons equipment (other than squeegees, the game flag, rags, or full or empty pods), on the field by more than five feet.
- (8) 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. Players may also not use pods or equipment to fill gaps between bunkers. Players may not push themselves through 2 bunkers that are touching to gain access to the other side.
- (9) Faulty Check-Out. Live player checks-out at game end with an unobvious hit.

- (10) Dead Man Walks are 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, 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 unless the player has already been eliminated by a referee.

- (11) Player is hit in an obvious location.
- (12) Failure to wear goggles.
- (13) Velocity Violation. Shooting 301 feet per second (FPS) to 309 FPS.
- (14) 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.

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

- (1) Playing-On. A player that continues to play after an obvious hit is Playing- On, but does not materially influenced the course of the game. (Eliminating an opponent)
- (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) Affiliated Spectator Interference. Spectator that is known to be affiliated with team or player on team provides strategic advice. (Spectator is removed and player is eliminated)
- (5) Tools. Player possesses, but does not use tools on playing field.
- (6) Velocity Violation. Shooting 310 FPS up to 319 FPS.
- (7) Distraction Tactics. Requesting a paint check to distract a Referee from a hit on player or a player's teammate.
- (8) Freight training, applied for each infraction

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

- (1)) Playing-On. Player continues to play and move in any direction after an obvious hit and materially alters of the course of the game. (Shooting and eliminating an opponent)
- (2) Faulty Check-Out. Live player checks-out at game end with an obvious hit.

22.05 Three-for-One. Assessment of the three for-one rule (the removal of the player committing the infraction and three teammates) may take place for the following infractions:

- (1) Playing-On. Player fires marker after acknowledging elimination, with the intent to eliminate an opposing player.
- (2) Wiping. Player deliberately removes paint in order to avoid elimination.

22.06 Elimination of Last Player. Assessments of the 1, 2 or 3-for-1 penalties where there are not enough live players left on the field, will result in the opposing team being awarded the pull and the hang. In addition, for every player that cannot be pulled out the opposing team will receive a live player back on the score sheet, up-to a maximum of 5 live players.

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

23. Suspensions, Disqualifications, Fines

23.01 Issuing Suspensions and Disqualifications. All Suspensions will be issued by the Head Referee of each field and kept track by the Ultimate Referee. All Disqualifications will be issued by the Ultimate Referee.

23.02 Team Responsibility. 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.

23.03 Suspensions. Players may be issued three-game, six-game, and event one year suspensions. Suspensions must be served immediately. Suspensions are issued to the player and to the team. The team for which that player plays will have to play short as though that player was eliminated from all games played

by that team during the term of such suspension up to a maximum of six games. Suspensions will carry over from tournament to tournament until the suspension is fulfilled. Suspensions stay with the team, if the suspended player leaves the team. The team must still serve the suspension and the player may not play for the other team until the suspension is fulfilled. Rule; 23.09

23.04 Three-Game Suspension. Players may be suspended, causing the team to play short for three games for the following infractions:

- (1)** Outbursts. Throwing smaller equipment (e.g., goggles, harness) in an unsportsmanlike like manner.
- (2)** Physical contact during or after play that does not result in injury (e.g., shove, grab, shoulder bump).
- (3)** Verbal Abuse. Verbally abusing any individual during or after play.
- (4)** Shooting at a Velocity of 320fps or higher.
- (5)** Not having a Barrel Blocking Device on maker in un goggled area.
- (6)** Not having the marker bagged outside Players Paddocks.
- (7)** Illegal Reentry. Player leaves the dead box and reenters the field, but does not shoot any paintballs after being warned by a referee not to leave the dead box.

23.05 Six-Game Suspension. Players will be ejected and the team will play short for six games for the following:

- (1)** Outbursts. Throwing marker or air system.
- (2)** Physical contact during or after play that results in injury (e.g., spit, punch or kick).
- (3)** Over Shooting. Over shooting any other player with the intent to injure.
- (4)** Deliberately Shooting Referees.
- (5)** Shooting from the Dead Box.

23.06 One-Year Suspension. Any player or team that violates Rule 21.08 shall be prohibited from competing in any NZPPL tournament for a period of up to one year from the date of the infraction. 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.

23.07 Point penalties. Head reff has the option to apply point's penalty or a suspension penalty. 50 points for each game suspension will be deducted from penalized team. I.e. 3 game suspension penalties will equal 150 points penalty.

23.08 Illegal Marker. Offending player is ejected from the event and the following event, offending team will receive 0 points for the game, and a minus 100 points and serve a 6 game suspension. The team will retain seed points. Opposing team will receive 95 points or better, depending on the outcome of the game or their average points from the current round. Rules; 7.01, 7.02, 7.03 and 7.05.

23.09 Disqualification plus Forfeiture. A team will be disqualified from an NZPPL Super 5 National Series 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 the player not appearing on the roster, appearance on another team's roster, suspension or other ineligibility).
- (2)** Game Fixing. Two opposing teams conspiring to fix the outcome of any game.
- (3)** Using specifically prohibited items, Rule 10.02.

23.10 Forfeiture. A team will forfeit points from any game that they are found to be in violation of the following rule:

- (1)** Prohibited Paint. Any player is found using Prohibited Paint. See also Rule 9.02

VII. Scheduling, Scoring & Ranking

24. Scheduling

24.01 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 prior to the beginning of the tournament and will thereafter be posted in the NZPPL registration area.

24.02 Team Draw. The NZPPL will break the teams up into groups of nine, using the snake numbering system. If the number of teams is not a multiple of nine, then the remaining teams will be placed in the group containing the number one seeded team.

25. Seeding

25.01 Seeding. Teams will be seeded in accordance to ranking points awarded at Official Super 5 National Series sanctioned NZPPL events of the current season. For the first event of the season, teams will be seeded in accordance with the ranking points earned during the previous season. If teams have no ranking points, then 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".

25.02 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 29.03. After the preliminary round, teams will be re-seeded.

26. Tournament Rounds of Play

26.01 Preliminary Round. All teams will be scheduled to play eight games or more in the preliminary round. All games will be played against teams from the same pool.

26.02 Cup/ Plate Quarter Final Round teams will qualify for the Cup / Plate Quarterfinal rounds in the following manner:

- (1) The top half scoring teams from the preliminary will play a Cup quarter final round playing each other once. The bottom half scoring teams will play Plate quarter final round play each other once.
- (2) If the preliminary player pool has 8 teams, Top 4 scoring teams from the preliminary round will qualify for Cup quarter finals.
- (3) If there is more than one pool in preliminary rounds, the top 4 teams from each pool will qualify for the Cup quarter-final round. And the bottom 4 teams from each pool will qualify for Plate quarter finals.

The teams will be paired according to their preliminary round ranking. The highest ranked team will always play the lowest ranked team, throughout the final rounds. Once these games are finished there will be a second round of play in the quarter-finals, known as the Elite 8. Teams will keep their ranking from the preliminary round and again the highest ranked team will play the lowest ranked team. The final 4 will move onto the semi-final round. All games in the quarterfinals will be best two out of three. Win, Lose or Draw (No Points).

26.03 Semi Finals Round. After the Quarter finals, top four teams from each division will advance to the Semi finals to play a best of three game format.

- (1) In the case of a one bracket quarter final, the top seeded team will play the 4th seed team while the 2nd seed team plays the 3rd seeded team.
- (2) In the case of a two bracket quarter final the top seeded team from bracket 1 will play the second seed from bracket two while the second seed from bracket 1 will play the first seed from bracket two.

26.04 Final Round. After the Semi finals the winner from each match will play for 1st and 2nd place whilst the losing teams play for 3rd and 4th place. Best of three game format.

27. 5-Man Format.

27.01 The Playing Field will be a maximum of 55m long by 30m feet wide.

27.02 Game Format. The game format for 5-Man events will be centre flag. At the start of the game a single flag will be placed in the centre of the field. The object of the game is to capture the flag and hang it in the opposing teams' flag station. Game time will be limited to 5 minutes.

27.03 Rosters. Teams may have up-to 8 active players on their roster and 4 team supporters.

27.04 Game Scoring. Scoring for games will be conducted on a 100 point system and will be awarded as follows:

- (1) Eliminated Players. Both teams will be awarded 4 points for every player eliminated on the opposing team
- (2) Remaining Players. Both teams will be awarded 1 point for every live player on such team not eliminated.
- (3) Flag Pull. The first team to pull the centre flag 1m away from flag station will be awarded 25 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 50 points.

28. 3-Man Format.

28.01 Rule Changes. For 3-Man events, the following rule changes will apply.

28.02 The Playing Field will be a maximum of 55m long by 30m wide.

28.03 Game Format. The game format for 3-Man events will be centre flag. At the start of the game a single flag will be placed in the centre of the field. The object of the game is to capture the flag and hang it in the opposing teams' flag station. Game time will be limited to 3 minutes.

28.04 Number of players. Any reference within these rules to five players shall be changed to three players for 3-Man events.

28.05 Rosters. Teams may have up-to 5 active players on their roster and 4 team supporters.

28.06 Game Scoring. Scoring for games will be conducted on a 100 point system and will be awarded as follows:

- (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 1 point for every player on such team not eliminated.
- (3) Flag Pull. The first team to pull the centre flag will be awarded 50 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 32 points.

29. Scoring

29.01 Score Sheet Procedures.

- (1) The score sheets will be filled out by a Field Referee and shown to both team captains.
- (2) Nothing on the score sheet may be crossed out or written over.
- (3) 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.
- (4) 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.
- (5) If a team captain refuses to sign the sheet because of a disagreement, a Head Referee may be called. The Head Referee will talk with the Field Referees and both team captains. The Head Referee will

decide whether the score sheet must be amended, and if the team captain still refuses to sign the sheet, the Head Referee or the Ultimate Referee will validate the score if the Head Referee is not present.

- (6) Score sheets will be filled out in two copies. The original copy will go to the scores table via runner and a duplicate will stay with the head referee.
- (7) Mathematical errors may be corrected at any time prior to the start of the next round of play. Mathematical error is defined by the addition on the score sheet and not counting live players at the end of the game.
- (8) Only mathematical errors may be corrected after the score has been posted on the scoreboard.
- (9) Once the next round of play has begun, the score sheet cannot be changed even if a mathematical error is found.

29.02 Session Scoring.

- (1) During the preliminary rounds, teams will be ranked by the sum of all points earned in the games played in the round.
- (2) Best of Three. In the quarter, semi and final rounds teams will play in a best of three format. Individual game points will not be taken into account and a team must successfully hang the Centre flag for the game to be considered a win. If a team has two wins after the second game, the third game will not be played. If a team has 1 win and the other 2 games are draws, then the team with the, 1 win moves on.

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

- (1) Head to head competition. Most recent game first, then previous.
- (2) Previous round scores, most recent round first, the earlier rounds.
- (3) Least eliminations scored against the team in this round.
- (4) NZPPL Super 5 National Series ranking.

29.04 Tie Score Best of Three. If the teams involved have a win each and a draw (or all three games end in a draw), such tie will be broken by the following criteria:

- (1) Both teams will choose one player to play one-on-one with a 2 minute time period.
- (2) If the one-on-one match ends in a draw each team will choose another player and play another one on one until a winner is decided.
- (3) A coin toss will determine side. Players will alternate sides until a winner is determined.
- (4) Teams will be allowed a maximum of five minutes to select and prepare their first player for the one-on-one and two minutes for subsequent rounds.
- (5) Teams are only playing for elimination. No need to pull and hang the flag.

30. Ranking.

30.01 Format. The 2011 NZPPL Super 5 National Series Title is based on points accumulated from three National events. A Series Cup will be awarded to each Series winner. Teams do not have to attend all three events to be ranked.

30.02 Ranking and Points. Team ranking are earned as follows:

- 1st = 1 points
- 2nd = 2 points
- 3rd = 3 points

30.03 Tie Scores. In case of a tie score between teams in the rankings, the tie will be broken as follows:

- (1) Head to head competition. Most recent game first, then previous, of the current season.

(2) Previous event placing up.

30.04 Scoring a team that has not played all NZPPL series events. Will take last place from event or events they have not attended. I.e. 19th place = 19 points