

## **TOURNAMENT RULES:**

### **REFEREES:**

There will be the following per match:

- Head Ref
- Field Refs
- Scorekeeper

Referees will signal Elimination, Clean Player, 1 min, 30 sec. and end of game.

### **OFFICIATING:**

- Head ref is the highest official of the tournament.
- Any call made by head ref is final and NOT up to discussion
- UMFL directors cannot overturn any call made by the referee and has no authority on Game play outcome.

All calls made by ref are not up to debate or argument they are final and will stand. Any Team or player that argues a call will get told to exit field if player or team continues to mention anything (even while exiting field) will get a MINUS 1 POINT PENALTY.

### **TEAMS:**

Head Coach – This is a non-player

- Team representative during tournament days
- Responsible for organizing, supervising, and keeping team within appropriate conduct
- Team representative that is allowed to discuss questions with UMFL officials / Head ref. Once again discuss questions not to argue calls.

### **PLAYERS-**

- All players must obey and follow UMFL tournament rules along with park rules.
- All players must show good sportsmanship
- Players must not interfere with the referee's work
- Players must not talk once eliminated or from the sideline
- Starting players should be registered as starters
- Sub-player must be registered as a sub / alternate

Team can only substitute player before the start of the match.

CADDY– This is a non-player

- Team assistant
- Allowed to load mags and do marker maintenance off the field
- Will have 60 sec prior to round start to exchange players mags and help wipe off hits

All players and team representatives must maintain non-physical contact and good sportsmanship

#### MARKER:

- Only ONE marker per player during match
- Markers must be magazine fed only NO EXCEPTIONS
- Magazines cannot exceed 20rds
- Markers must be set to 285FPS
- No side arms
- No box mags
- No full auto
- No 3-round burst

All markers must be approved prior to match start by UMFL staff.

#### GOGGLES:

- Must be Paintball Specific Goggles
- Must not have any damage to the lenses prior to tournament start
- Must have chin strap

All goggles must be UMFL approved Equipment

#### TOURNAMENT / GAMEPLAY:

- All tournaments will consist of 2 round Matches
- Matches will consist of TWO (2), THREE (3) minute rounds
- These matches are set to move fast and make players push and not sit and wait for a point.
- There will be a 60 second side switch, this is when caddy can run out new mags and pick up teams used mags.
- Clock will not stop unless serious injury has accorded

All Tournaments no matter what field style will have same rules and Game play style.

#### MATCH Play / POINTS-

Teams will play each round to a single round point in an elimination style game play. Players must eliminate team the run to buzzer for point. If player hits buzzer prior to eliminating opposing side stopping game play, they will lose the round for their team giving a point to the opposing team.

- There is 2 points available per match, 1 point per round.
- Team can get point by eliminating other side and pressing buzzer at opposing team side prior to time running out
- Player can only push buzzer when opposing team is eliminated
- No points are given for players left standing
- If time runs out in the round team with most players left standing gets point, if both teams have same number of players left no team gets point

Referees will do a final paint check at end of match to ensure winning teams players were not eliminated and continued to play prior to telling scorekeeper to assign point.

## ELIMINATIONS-

Players must be aware and call when they feel a hit or for stop playing and call for a paint check. Once player calls themselves eliminated, they must raise a hand and run off the field. Failure to do so is constituted as PLAYING ON and will result in appropriate penalties.

When a paintball hits a player or any part of their gear or equipment causing a break and mark is considered a hit / elimination.

- Player must have a clean break to be counted as a hit / elimination
- Bounce balls and Splatter do not count as hits
- Any part of the player / any equipment or gear they are wearing with a clean break is an elimination
- Stepping off the field / going out of bounds is an elimination
- Marker hits are eliminations
- If players are simultaneously hit and or a ref cannot determine what player was hit first, both players will be eliminated

Referee will have final say and call on hit / elimination and this cannot be argued, or appropriate penalty will be issued.

## PENALTYS-

YELLOW CARD – WARNING

DOUBLE RED CARD – MINUS 1 POINT

DOUBLE RED CARD – MINUS 1 POINT & MATCH FOREFIT

FINAL WARNING – WILL RESULT IN TEAM ELIMINATION FROM TOURNAMENT WITH NEXT PENALTY

### FALSE STARTS:

- Player will get yellow card and pulled as eliminated player for round
- 2<sup>nd</sup> offence will result in red card (MINUS ONE POINT), along with player been pulled and counted as eliminated for the round
- 3<sup>rd</sup> offence team will get a 2<sup>nd</sup> red card (MINUS ONE POINT) and forfeit the Match giving 2 points to opposing team.

### HIT / ELIMINATED PLAYER:

- If player is hit / eliminated and is aware but CONTINUES NO they will be issued a yellow card and eliminated, 2<sup>nd</sup> offence will result in a RED CARD and final warning.
- If player is hit and is unaware of hit referee will issue yellow card and eliminate player from the round, if player CONTINUES ON the referee will issue a RED CARD and END the round giving the point to opposing tea

UN-SPORTSMAN LIKE CONDUCT:

Team / Players Arguing Amongst Each Other –

1<sup>st</sup> YELLOW CARD

2<sup>nd</sup> RED CARD & FINAL WARNING

3<sup>rd</sup> WILL RESULT IN TEAM GETTING ELIMINATED FROM TOURNAMENT

- Any player or team arguing or starting fights with any opposing team or UMFL staff will get an appropriate penalty.

Player Wiping –

1<sup>st</sup> RED CARD

2<sup>nd</sup> RED CARD & FINAL WARNING

3<sup>rd</sup> WILL RESULT IN TEAM GETTING ELIMINATED FROM TOURNAMENT

- THIS COULD RESULT IN TEAM BEEN SUSPENDED FOR ONE TOURNAMENT

Shooting Over Chrono or Shooting Hot –

1<sup>st</sup> RED CARD & FINAL WARNING

2<sup>nd</sup> WILL RESULT IN TEAM GETTING ELIMINATED FROM TOURNAMENT

- THIS COULD RESULT IN TEAM BEEN SUSPENDED FOR ONE TOURNAMENT

Physical Contact –

1<sup>st</sup> RED CARD & FINAL WARNING

2<sup>nd</sup> WILL RESULT IN TEAM GETTING ELIMINATED FROM TOURNAMENT

- THIS COULD RESULT IN TEAM BEEN SUSPENDED FOR ONE TOURNAMENT

BY ENTERING TOURNAMENT THE TEAMS AGREE TO AND WILL PLAY BY ALL UMFL AND PARK RULES.