

WEST COAST CLASSIC PAINTBALL SERIES



WEST COAST CLASSIC PAINTBALL SERIES

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Preamble

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The West Coast Classic Paintball Series (WCCPS or the Series) is committed to sanctioning safe, fair, competitive paintball tournaments on the West Coast. The WCCPS will continue to develop and enhance the "Classic" paintball experience, making it better for players, sponsors, vendors and the general public.

The Series will continue to modify and change rules as needed.

A WCCPS Rules Committee may be formed to address all issues pertaining to the rules.

The Referees are in place to enforce the rules.

A Rules Committee, selected team Captains or "The Council", the Commissioner and Ultimate Referees will meet prior to every WCCPS season start, with the purpose of reviewing rules and standards insuring a safe, fair, competitive tournament for members, players, spectators and sponsors. The WCCPS would like to thank all individuals committed to this sport and who help the Series be all that it can be.

WEST COAST CLASSIC PAINTBALL SERIES

I. General

1. The Game and the Series

1.01 The Game. Classic paintball is a sport played by two teams with the number of players currently ranging from five or ten per team. Teams shall field a maximum of 5 or 10 players, but can roster 8 for 5 player teams and 15 for 10 player teams.

The objective of the game is for each team to capture the flag of the opposing team and to eliminate as many opposing players as possible, while returning the opposing team's flag to its own flag station within a specified time limit. (5 player) will be center flag.

Games played in the WCCPS will have a 7 or 12 minute limited time period, depending on the format.

1.02 The Rules Committee. The Rules Committee is responsible for formulating the official playing rules ("Rules") for the Classic Series. The Rules Committee will meet as needed 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 Series advises that manufacturers planning innovative changes in paintball equipment, should share the equipment with the Rules Committee for review before production. Significant changes to the Uniform Rules, Section 5, must be announced by the WCCPS by June for the following season's rules. The Council 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.

1.05 Divisions. The Series will have 1 division, currently consisting of: Open (any player can form or join a team)

If it is needed, the Council will decide if there should be a change in divisions. (maximum of 3 divisions)

Example: Professional, Amateur, Novice. If the Series wants to add more, it will be for Magfed and or Pump division teams, which will remain Open.

2. The Field and Adjacent Areas

2.01 The Playing Field. The 5 person concept playing field shall be 150 feet (45.72 m) long and 120 feet (36.58 m) wide, whereas the "woodsball" fields will be as close to this as possible. The 10 player field shall be 250 feet (76.2 m) long and 150 feet (45.72 m) wide, and as close as possible still applies for woodsball. The 10 player playing field shall have 2 flag stations, one at each end of the field, which will be placed central across the field. The flag stations will be a minimum of five feet (1.52 m) from the nearest bunker. 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. The 5 player (incl. Magfed and Pump) playing fields will have 1 flag placed at the 50 of the playing field.

2.02 Out-of-Bounds. Field boundaries are marked down both sides in either yellow or white material, paint line and or string or boundary "tape". Moving of the side lines 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 of the player. If any non disposable equipment moves the side lines or goes out of bounds, the player that the equipment belongs to is considered out of bounds and will be eliminated.

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.

2.04 Safety Netting. Netting (12' required, 20' recommended) must be installed around concept field play areas or near standard public viewing areas where goggles aren't required (excluding woods fields) and must be maintained and checked regularly. Approved netting and/or 300 feet of open space must surround all areas of play. WCCPB Series requires each operator to test the netting per ASTM guidelines. The concept playing field, out-of-bounds area and the dead boxes will be surrounded in safety netting. Netting must comply with Active Standard ASTM.

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2.05 Spectator Safety Zone. All fields will have a roped off safety zone no less than five feet from any side of the field netting. Players and spectators will stay behind the roped off safety area. Those individuals who choose go into the safety zone are subject to immediate removal from the site by WCCPS or field staff. Teams are responsible for their guests and or staff.

2.06 Field Orientation. Any team competing in a WCCPS 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. Only exception would be the 5 player event is using a smaller version of the 10 player field, and the team(s) or player(s) have been authorized by the series.

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, or record games and must possess a current pass or approval for each event from the WCCPS. No photographers are allowed on an active concept playing field at any time. To maintain continuity, safety, and game flow, photographers will comply with directions from the WCCPS 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 to take photos.

3. Tournament Administration

3.01 WCCPS membership. Players are not required to have a WCCPS ID card to participate in any WCCPS tournament, however players will be offered a complimentary ID during the registration process of the first event and to new players registering at any other event. Replacement ID's or additional ID's will have a nominal cost to create.

3.02 ID/Membership cards and fees. WCCPS ID cards can be purchased online at www.westcoastclassicpaintball.com or at any WCCPS event registration. The regular administrative fee for a WCCPS ID card is \$10 USD. WCCPS ID cards are valid until otherwise notified. Each event in the series may have a different look or logo, but only one is given out complimentary. The deadline for the ID cards is typically two weeks before the event. Replacement and duplicate IDs will be issued for \$10 USD.

3.03 Role of the Series. The Series will supply event information regarding locations, entry fees, a schedule of events, including time and place for the Rules Committee/The Council meeting and the Captains' Meeting, hotel information, and an Insurance waiver to any player or team having entered a WCCPS event. Teams must adhere to the administrative rules and regulations administered by the Series for any given event.

3.04 Entry Fees. Entry fees must be paid to the WCCPS. Entry fees for Open 10 player and 5 player teams will be established by the Series. Team rosters will be accepted and player wristbands issued only after all entry fees have been paid in full.

3.05 Captains Meeting. A Captains' Meeting will be held on the evening prior to the beginning of each WCCPS event. The purpose of this meeting is to provide information to the players concerning the Series, any administrative changes to the Series or the Rules, and other regulations governing teams' participation in the WCCPS events, and a general Q&A. This will not be a "rules changing" session for captains disagreeing with the current rules.

4. Rosters

4.01 Open Rosters. Open teams must submit complete rosters 2 weeks prior to each event, to receive complimentary ID's. An Open 10 player team may have up to 15 active players on their roster and any number of team supporters. 5 player teams may roster 8 active players and any number of support.

4.02 Late Open Rosters ID will not be complimentary. However teams must still submit complete rosters prior to play. Team rosters may not be changed or added to after the start of the first game. ID's can be purchased anytime online.

4.03 Team Supporters. Any team supporter that enters a playing field must fill out a waiver, sign on to their team's roster, receive an wristband and follow all field and event rules, regarding safety equipment and protective eyewear.

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4.04 Age Requirements. Players must be 18 years of age or older, to sign their own waivers. Players 8 through 17 years of age may play with a signed waiver from a parent or legal guardian.

4.05 No Players on Multiple Rosters in the same format. No player may appear on more than one team roster in the same format, in any WCCPS event.

4.06 Roster Changes. Open teams may make unlimited changes to their roster between events. New ID's can be purchased after the first complimentary ID has been issued.

4.07 Player Rankings

Player rankings do not apply in the WCCPS. NXL rankings or any other series rankings will not be affected or considered currently in the WCCPS. Everyone is OPEN. For future reference if instituted, the rankings could be as such.

(1) A "Pro Player" is a player that has been on the roster of an NPPL, PSP, NXL or other National or International Professional Team in the past 10 years, or an International Professional/Semi-Pro team in the past 10 years.

(2) An "Amateur or AM1 Player". Anyone who is currently ranked D1-D3.

(3) A "Novice Player or AM 2" is a player that is currently ranked D4 or lower.

(4) A Magfed or Pump Player status is Open. Any player can play in those divisions.

4.08 Changes to Player Status. Player status is based on playing history dating back to 2003. Any player or team may request reclassification. A Pro player can be reclassified down to Amateur and an Amateur team can be reclassified up to Pro etc (with approval from the council)

4.09 Inter-Divisional Play.

(1) Any player may be on a Pro team roster but could be re classified.

(2) Amateur teams may have any amount of Amateur players and up to 2 Pro or Semi-Pro players.

(3) Novice teams may have any amount of novice players, and up to two Amateur players and no Pro or Semi-Pro players

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II. Equipment

5. Uniform

5.01 **Protected Color.** Players uniforms may not contain the color yellow, which is reserved as the "Protected Color" for paint.

5.02 **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 or contain designs that resemble paint splats/hits. Any kind of camo pattern is allowed in the classic formats. Camo patterns can be the same for both teams as armband colors will distinguish the two teams.

5.03 **Padding in Jersey's.** Padding in Jersey's or an undergarment is not limited to specific areas provided that the thickness does not exceed 5mm (0.197"). Padding material is limited to an open cell foam and must not be modified from the manufacture's original form. A player could be asked to change a jersey or undergarment if deemed to have excessive padding, by an event official.

5.04 **Patches.** Patches may not resemble a paintball splat or contain the protected color.

5.05 **Layers and Padding.** Players must wear one pair of full-length pants and at least one long-sleeved "top". 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 additional padding, except for chest protector (Females Only) Factory made protection ie; knee/shin, forearm, and certain body protection is allowed. Players may not wear sweatshirts.

5.06 **Appearance.** Players' clothing must fit well. Jerseys do not have to be tucked in to player's harness, however players may not wear overly oversized clothing. Players clothing including pants and jersey should be free from tears and rips. If clothing is torn or ripped during the course of a game the player should try to change or repair any torn or ripped clothing prior to starting the next game.

5.07 **Headgear.** Players may wear Headgear to protect the head. 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, headgear 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, rubber or water resistant or repellent material.

5.10 **Metal Cleats.** Players wearing metal or ceramic cleats or cleats that may injure other players or damage the playing field will not be allowed onto the playing field.

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

5.12 **WCCPS Discretion.** The WCCPS may at it's own discretion alter equipment rules for unique circumstances such as accommodating disabled and or handicapped players.

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 or were posted) 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. Chin straps are not required unless the field being used requires them.

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6.02 Protective Padding. 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:

- (1) Forearm and elbow protection
- (2) Shin and knee protection
- (3) Groin protection
- (4) Chest and shoulder protection (female players are allowed extra chest protection)

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 or .50 caliber, mechanical pump or mechanical 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, trigger bounce or fully automatic discharge mode during tournament play. Electronic paintball markers may not fire over 5.5 balls per second.

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. Mechanical markers may shoot at any rate of fire, and may shoot any number of paintballs. Electronic markers may only shoot in semi auto mode at the rate of fire of 5.5 balls per second. 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. A "beavertail" is required on all "autococker" styled markers.

7.04 Inspection. Markers are subject to inspection at any time during a WCCPS event, provided that the markers are taken for inspection prior to the event completion. The team of any player found to be using a marker in violation of Rules 7.01 through 7.03 shall be penalized.

7.05 Surrender of Marker. Players must surrender their marker immediately upon the request of any referee or series official 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.

7.06 Marker Velocity and electronic rate of fire. Markers may not exceed a maximum velocity of 300 feet per second or fire over 5.5 balls per second. All markers must be chronographed at a chrono station or on field prior to start of each game.

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 before game play if the player's marker has such functionality.

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7.10 **Barrel Blocking Devices.** Markers must have a blocking device that meets or exceeds ASTM Standards over or in their barrel at all times that the marker is in any un goggled area.

7.11 **Stickers.** Stickers on markers loaders and barrels should not look like a paintball splat or mark. Stickers on loader lids are allowed. Colors of stickers may not contain the Protected Color.

8. Other Equipment

8.01 **Paint Loaders.** Loader colors or designs may not resemble a hit or paintball mark. Loaders may not be clear or contain the solid Protected Color. Clear lids on hoppers are permitted. Players may not use cloth loader covers. Neoprene is allowed.

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.

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 Standards.

8.04 **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.

8.05 **Squeegees.** Players may carry multiple squeegees and or swabs. Players may carry anti-fog cloths or micro fiber.

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

9. Paintballs

9.01 **Specifications.** In accordance with marker requirements, paintballs must be .68 or .50 caliber. Paintballs used at any WCCPS event may be purchased onsite from the WCCPS or a sponsor paintball manufacturer that has certified compliance with ASTM standards and meets WCCPS and or the participating fields non-staining criteria. Currently players/teams may bring paintballs on to the site which are not supplied from within the event site. (BYOP)
This can change from event to event based on the field requirements. Always be informed.

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 non-staining criteria will do so at their own risk and will be subject to penalties including assumption of full responsibility for any resulting injury or property damage.

10. Prohibited Equipment

10.01 **Protected Color.** Players' equipment (including uniforms as provided in Section 5) may not contain yellow, which is reserved as "Protected Color" for paint. Loaders may not contain the color "Yellow".

10.02 **Specifically Prohibited Items.** Players may not use any listening devices, communication devices or any form of electronic surveillance.

10.03 **Generally Prohibited Items.** Players may not bring any item not specified permitted for use in WCCPS events in rules 5 through 10 onto the playing field unless approved by the WCCPS prior to game start.

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III. Officiating

11. Referees

11.01 Qualified Refs. WCCPS events shall be officiated by qualified, unbiased refs ("referees"). The term "referee" will include: "Ultimate Ref", "Head Refs", "Chrono Refs", "Flag Refs" and "Field Refs". Each playing field will be staffed with a minimum of 10 refs for 10 player including one Head Ref and two Chrono Refs and 8 refs for 5 player including one Head Ref and at least one 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 Ref 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 a 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. Referees will seek to perform on field chronographing in a manner which least interferes with play. Three random players will be subject to referee chronographing after game end, and may be required to surrender their marker for inspection. Chronographing will be performed with equipment authorized by the WCCPS. The WCCPS may use different brands and or types of official chronographs that may give slightly different testing results. Whatever device used at the time of testing will be the official result.

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 a player requests such a paint check, the referee must reply with hit or clean and remove players armband if the player is hit.

11.06 Hand Signals. 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.

(3A) Eliminated. Referee will signal when a player is eliminated by holding a hand on top of his head and pointing his other 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. Once a referee has eliminated a player, that player must remove their armband if the referee cannot, or neglects to, and immediately exit the field in the quickest and safest direction.

(3B) Player Eliminated. When a player is eliminated due to a referee signaling the elimination, marked with paint or due to a penalty, that player must signal the elimination by saying "Hit" or "Out" only once, remove armband and exit the playing field in the safest and quickest direction possible.

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(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.

(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 yellow 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 2 for 1 eliminations. A 3 for 1 will have a red flag tossed.

(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. The Flag Referee will signal a flag hang by placing both arms over his/her head and sounding the game over whistle or horn.

(8) Game End and Stoppages. The Head Ref will also signal the game end or game stop by waving both hands overhead so that the wrists cross and blowing a whistle or horn.

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 ejection and loss of pay.

11.10 Disputing Referee Calls. If there is a dispute on a field regarding a call that a referee made during game play, the player involved must communicate with the Team Captain/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 and or the Team Owner will resolve the dispute. If necessary, the Ultimate Ref will be called only to clarify the call made on the field.

11.11 Ultimate Refs Discretion. In case of a situation that is not covered by the rulebook, the Ultimate Ref will use his/her best judgment to resolve the issue.

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IV. Pregame Procedures

12. Pre-Game

12.01 Inspection Procedure. Each team must report to the playing field at least 10 minutes before the game is scheduled to begin. Each player's clothing will be inspected and markers should be chronographed in a designated area outside of the field prior to each game. Teams should inspect themselves for old hits at this time.

12.02 Marker Inspection. Players will surrender their markers, if asked, 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 playing 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, has no "Bounce" and shoots 5.5 bps semi, or is deemed truly mechanical.

12.04 Remedial Measures. Players whose markers do not pass inspection or chronographing 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, have an alternate player replace them, pass with a new marker or be counted as eliminated.

12.05 Pre-Game Restricted Area. Players who have passed the chronograph will go directly to their starting box/area. This area will be supervised by a referee or other event official. Players who have passed the chronograph may not leave this area, except to exit the field, and shall not return without again passing through the chrono unless their marker was left at the starting box/area. 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 Head Ref will choose which team calls the toss. The team chosen will have the right to call the coin toss or pass. The team that wins a coin-toss shall choose which flag station it will defend.

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.

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V. The Game

13. Game Start

13.01 Flag Station Chronograph. Before the 10 second warning, the Flag Referee can randomly chrono a maximum of 3 players. A player who is found to consistently shoot over 300 fps or 5.5 bps will be eliminated and/or penalties assessed.

13.02 Ten Second Warning. The Head Ref on the field will begin game by saying "Players, remove your barrel protection and get ready for the 10 second warning"! The Head Ref will then say 10 second warning in 3, 2, 1, 10 second warning while raising a hand in the air so that each team may hear and see clearly such warning.

13.03 Markers. Players must have the barrels of their markers, below the waist, touching or breaking the plane of the start box/area. Players must also start in front or the side of, but not behind the start box/area with the markers touching or breaking the plane of the start box/area.

13.04 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, using a whistle or horn, so that each team may hear, or by radio or otherwise, either, "Game on"! or "Go, go, go"!

13.05 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 Nature" or a physical altercation on the game field.

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) When a player hangs the flag and the Flag Referee calls and signals time.
- (3) When official game time expires.

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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 Referee on the field announcing, "Game over"! and doing the appropriate hand signal and or blowing a whistle or horn.

16. Flags

16.01 Team Flags. Once a team flag is hanged in its flag station prior to the start of a game, it is not to be touched by its own team. A Player intentionally touching their own team's flag will be eliminated.

16.02 No Flag at Flag Station. In the event where a player is at the opponents flag station and there is no flag due to referee error or an "Act of Nature", then the player will notify a referee that there is no flag, then touch the flag station and then touch his 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.

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

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

16.05 Eliminated while Carrying Flag. A player eliminated while in possession of a flag will place their marker at their feet, remove armband if a referee hasn't already, and remain on the field of play, holding the flag, until that flag is recovered by another player. If a player is eliminated pulling the flag, the flag ref should place the flag back on the flag station and the eliminated player shall exit the field immediately.

17. Flag Hangs

17.01 Calling Time. When a player touches his or her team's flag station with the opposing team's 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 team's flag station with the opposing team's flag and is found to have a hit, then the proper penalties will be accessed. Time will be restarted and the referee will yell "Game On". The flag must then be returned, by a live player, to the opposing flag station, re-hanged and brought back to their teams flag station 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 team's flag station with the opposing team's 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 team's flag station.

18. Forfeiture

18.01 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.

(5) Using prohibited paintballs during a game.

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18.02 **Scoring.** Any team which is scheduled to oppose a team that has forfeited a game will receive the average of all their games thus far 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 Ref 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/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 nickel, it will be considered a valid hit. If the referee witnesses the ball hit and break and leaves less than a nickel 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 announcing "HIT" or "OUT" and remove their armband at the time of such elimination, and go straight to dead 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, remove armband 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 unobvious hits will be eliminated but will not be penalized. Should a player with an unobvious 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.

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20. Field Exit

20.01 **Procedure.** Eliminated players must proceed directly to their respective dead box 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 leave their armbands if not already retrieved by a referee, exit the field with all equipment that they were carrying at the time of elimination.

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 with the intent to change the outcome of the game.

(2) Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a referee.

(3) After being warned, talking, signaling or otherwise communicating, either to a referee, opposing players or teammates, except that a player may say, "Hit" or "Out" or something to that effect once.

(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.

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.

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.

(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.

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21.06 Unsportsmanlike Conduct. Players will be eliminated if they engage in unsportsmanlike like conduct and will be subject to further penalties. 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.
- (6) Placing marker down in an unsafe manner.

21.07 Embarrassing, Dangerous or Destructive Behavior. Teams and players participating in a WCCPS events shall not engage in conduct that would bring the WCCPS, the promoter or any sponsor into disrepute. During any event 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), 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.

21.08 Act Paintball Responsible. The WCCPS encourages all player members while attending WCCPS events to be paintball responsible. This includes, keeping paintball markers safe, period. 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 playing privileges revoked indefinitely.

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VI. Eliminations and Penalties

22. Assessment of Penalties

22.01 **Verbal Warnings.** Referees may issue verbal warnings on the field or while chronographing for the following reasons:

- (1) First Offenses. First offenses for wrongfully calling for a paint check, or use of inappropriate language. Talking after being eliminated other than saying "Hit" or "Out".
- (2) Verbal Warning may be given for not having a barrel blocking device on in goggle safe area.
- (3) Player leaving the dead box during a game.
- (4) Players marker on "ramp" or not at 5.5 semi at the Chrono Station.

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, pushes the line or goes out-of-bounds.
- (3) First offense of inappropriate language. (When a player directs the inappropriate language at another player, spectator or referee, it will be a 1 for 1)
- (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 shouts "hit" or "out", 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) Altering Bunkers. Players found to be altering a bunker to gain an advantage for elimination, such as pushing the marker or body between two bunkers, altering 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 alter the bunker 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) or hiding an armband, 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.

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(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 with the intent to change the outcome of the game is Playing- On, but does not materially influence the course of the game. (Eliminating an opponent)

(2) Second Offense. Talking after being eliminated other than saying "Hit" or "Out".

(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

(9) Players marker found to be shooting on the field over 5.5 bps.

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 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.

(3) Players marker found to be shooting on the field over 5.5 bps.

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 (Swing Points).** 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 or 10 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.

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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 Commissioner. All disqualifications will be issued by the Commissioner.

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 a one game, three-game, six-game, event or one year suspensions. Suspensions must be served immediately. Suspensions are issued to the player only or to the player and to the team. If a suspension is issued to a player and 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 event to event 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 another team until the suspension is fulfilled. If the suspension is a player only suspension then that player must fulfill that suspension and the team may substitute the suspended player with a rostered player. Player only suspensions will be issued at the discretion of the Head Referee. Rule 23.01.

23.04 One Game Suspension- A player who is found after the game end, to have an "Illegal Marker" or shooting over 5.5 bps during a game will be issued a 1 game Team/Player suspension and the team will be issued a warning. If the same team has a second or more offenses of a "Illegal Marker", then a 3 game Team/Player suspension will be issued.

23.05 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. 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 marker in un goggled area.
- (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.
- (8) Placing marker down in an unsafe manner.

23.06 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. Physical contact during or after play (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.
- (6) Third offense for "Illegal Marker". Any player of the same teams marker having an "Illegal Marker" during a game. Mandatory Team/Player Suspension.

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23.07 One-Year Suspension. Any player or team that violates Rule 21.07 shall be prohibited from competing in any WCCPS event 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.

23.08 Illegal Marker. A blatant 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. Opposing team will receive their average or better, depending on the outcome of the game.

23.09 Disqualification plus Forfeiture. A team will be disqualified from a WCCPS event 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.**

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VII. Scheduling, Scoring And Ranking

24. Scheduling

24.01 Scheduling Preliminary Rounds. A complete schedule for preliminary round play consisting of each teams opponents, the fields they will play on, and scheduled competition times will be distributed the day prior to the beginning of the tournament and will thereafter be posted in the WCCPS registration area.

24.02 Team Draw. The WCCPS will break the teams up into divisions based on paid entries and by a randomizer.

25. Seeding

25.01 Seeding. All teams are considered Open until further notice.

25.02 Re-Seeding After Preliminary Rounds. (Proposed future re-seeding) 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 27.04. 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 each team once in their division for a total of eight guaranteed games in the preliminary round as long as there are 9 teams or more entered. At 18 teams, there will be 2 divisions of 9 and so on. If there are 8 or less teams entered, then the teams will play 8 games amongst the teams entered. If there are multiple divisions, all games will be played against teams from the same division, until the possible addition of Pro, Am A and Am B etc. At that point we will mix at least two games from higher or lower into the 8 game mix.

26.02 Semi Finals Rounds. Teams will qualify for the “finals” rounds in the following manner:

(1) If there are 17 teams or less, the top six teams will qualify directly for the semi final round. First in total points plays 6th, 2nd plays 5th, 3rd plays 4th. The top four scores determine the 1st-4th place final round, then a round robin finals will be played.

(2) If the event has 18 to 27 teams then the top 2 from each division and 2 wild cards teams (top 2 highest points) will qualify for the semi final round. Repeat #1

(3) If the Division has 28 or more teams, the top team from each division moves on, and then top remaining point holders move on up to 8 teams, for the quarter-final round. The teams will be paired according to their preliminary round points. The highest ranked team will always play the lowest ranked team. The final 6 will move onto the semi-final round and repeat in to the final round robin final.

26.03 Finals Round.

(1) In the case of a 17 teams or less, the top 4 teams will play a round robin final.

(2) In the case of 18 to 27 teams then the top 2 from each division plus 2 wild cards will play for the final four. 1st play last, 2 plays next to last, etc. Top 4 scores move to final 4 round robin.

(3) Final Round. After the semi finals there will be a round robin final to determine 1st through 4th.

26.04 Sister Teams. If two sister teams are scheduled to play each other in the preliminary or finals rounds then these games will be moved to the beginning of the schedule for that round.

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27. Scoring

27.01 **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 2 points for every player eliminated on the opposing team. 10 player up to 20 and 5 player up to 10
- (2) **Remaining Players.** Both teams will be awarded 1 point for every player on such team not eliminated. 10 player up to 10 and 5 player up to 5
- (3) **Flag Pull.** The first team to pull its opponent's flag will be awarded 20 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 50 points. If a 5 player team has a perfect max, they will be awarded 15 bonus points for a total of 100.

27.02 **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.

27.03 **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.

27.04 **Tie Score.** In case of a tie score among teams in Preliminary or finals rounds, such tie will be broken using the following criteria:

- (1) Head to head competition. Most recent game first, then previous in the event.
- (2) Previous round scores, most recent round first, the earlier rounds in the event.

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(3) Win loss ratio in the event.

(4) Quickest combined winning time in the event.

27.05 **Finals tie score.** 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 on the finals field.

(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.

28. Ranking. (Proposed)

28.01 **Format.** The 2019 WCCPS World Series Title is based on points accumulated from 4 national events. A series cup will be awarded to each division winner. Pro, Amateur A and B. (proposed) Teams do not have to attend all 4 events to be ranked.

28.02 **Amateur 1 or 2 or Novice Ranking Points.** (Proposed) Team ranking points are earned as follows:

1st = 50; 2nd = 46; 3rd = 43; 4th = 40; 5th = 36; 6th = 34; 7th = 32; 8th = 30; 9th = 26; 10th = 24; 11th = 22; 12th = 20; 13th = 18; 14th = 16; 15th = 14; 16th = 12; 17th thru 30th = 6; 31st thru 40th = 4; 41st thru 50th = 2; 51st and up = 1

28.03 **Pro Ranking Points.** (Proposed) Team ranking points for Professional teams are earned as follows:

1st Place 21 points; 2nd Place 19 points; 3rd Place 17 points; 4th Place 15 points; 5th Place 13 points; 6th Place 12 points; 7th Place 11 points; 8th Place 10 points; 9th Place 8 points; 10th Place 7 points; 11th Place 6 points; 12th Place 5 points; 13th Place 4 points; 14th Place 3 points; 15th Place 2 points; 16th Place 1 point.

28.04 **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.

28.05 **Team Promotions.** Any team that elects to change its status from Am A to Pro or from Am B to Am A (or Novice) will keep a percentage of their points based on which tournament of the year that they move up.

(1) After the first tournament: 50%

(2) After the second tournament: 30%

(3) After the third tournament: 10%

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VIII. Other Formats

29. 5-Man Format Masters Division (Proposed)

29.01 **Rule Changes.** For 5-Man events and Masters Division, the following rule changes will apply.

29.02 **The Playing Field.** Will be a maximum of 180 feet long by 100 feet wide.

29.03 **Game Format.** The game format for 5 player events will be center flag. At the start of the game a single flag will be placed in the center 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 7 minutes.

29.04 **Number of players.** Any reference within these rules to 5 players shall be changed to five player Masters for 5 player events.

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

29.06 **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 2 points for every player eliminated on the opposing team max 10 points.

(2) **Remaining Players.** Both teams will be awarded 1 points for every player on such team not eliminated max 5 points.

(3) **Flag Pull.** The first team to pull the center 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 50 points. 15 point bonus for a perfect max for a total of 100.

29.07 **Masters Division Roster.** Any players who are of 40 years of age and older may be on a Masters Division Roster. Only one under 40 will be allowed per Masters team.

30. 3 Player Classic Format. (Proposed)

30.01 **Rule Changes.** N/A

30.02 **The Playing Field.** Will be a maximum of 150 feet long by 75 feet wide.

30.03 **Game Format.** The game format for 3 player events will be center 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.

30.04 **Number of players.** Any reference within these rules to 5 players shall be changed to 3 players for 3 player events.

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

30.06 **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 3 point for every player on such team not eliminated.

(3) **Flag Pull.** The first team to pull the center flag will be awarded 26 points. Flag pull points will be awarded only to the first team that pulls the flag.

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(4) Flag Hang. The first team to successfully hang the flag at its opponent's flag station will be awarded 50 points.

31. 5 player Pump and MagFed Division (Proposed)

31.01 Pump or MagFed Marker. A MagFed marker is just that, magazine fed. No hoppers or bulk feed systems allowed. Magfed markers will only be allowed to operate in a semi automatic mode. Pump Marker must be manually re-cocked between shots. Any pump marker that is "AutoCocker " based must have a beaver tail. Except the Karnivore or any half blocked marker.

31.02 Auto Trigger. Pump Markers may have Auto Triggers. Auto Trigger is the action of "pumping the marker" (Process of completing 1 shooting cycle) while holding the trigger down and the marker shooting.

31.03 Velocity of Pump Markers. A pump marker may shoot at a max. 300fps (Feet Per Second)

31.04 Penalties for shooting over the limit.
See Rules above

31.05 Game Format and Scoring. The game format and scoring will remain the same as the 5 player and 3 player formats. In the pump format the players may use 10 round tubes or any sized loader (gravity fed or force fed loaders)

31.06 Illegal Items. There will be no auto cocking mechanical or electric markers allowed. Tuning rods or tools to adjust the velocity on the playing field.