

# 1 REGULATIONS

## 1.1 INFORMATION

1.1.1. It is the responsibility of the players and staff of any and all participating teams to know and understand the rules governing BCPA events.

1.1.2. If the meaning of any portion of this rulebook is unclear, the simplest interpretation and the one most consistent with the body of the rules is most likely the correct one. Omissions are not loopholes. When examples are provided they are not intended to be the sum of all possibilities, but simply representative examples.

## 1.2 FIELD SIZE AND REQUIREMENTS

1.2.1. The BCPA standard field size is 40 x 30 meters. There should be at least 35 obstacles (bunkers) used on a layout.

1.2.2. Each team shall have a start base that measures 1.5 x 1.

1.2.3. Obstacles should be placed a minimum of 1 meter off the boundary. The order of the obstacles on the field should meet the official events layout.

1.2.4. No player or team member is allowed to change the playing field at any time. Altering the field layout during the game on purpose will lead to elimination of that player. Any player altering the field at any other time before or during the tournament will be suspended for that on-going tournament.

# 2 BCPA FIRING MODE

## 2.1 FIRE MODE REQUIREMENTS AND INFRACTIONS:

2.1.1. Any marker capable of ramping shall fire no more than one shot per press and release of the trigger unless,

2.1.1.1. The trigger has been pressed and released four times, and

2.1.1.2. The trigger has been pressed and released at least once every 200 milliseconds.

2.1.2.3 Shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time.

2.1.3. A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a minor penalty and is eliminated

2.1.4. A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a major penalty and is eliminated

2.1.5 A player on the field whose marker fires two shots at 12.5bps or more will be assessed a major penalty and is eliminated and will be suspended for the next game

### *Millisecond Range Shots Per Second Range*

95ms + 10.5 bps Legal

94.3ms 92.5ms 10.6bps 10.8 bps Minor Penalty

91.7ms 80.6ms 10.9bps 12.4 bps Major Penalty plus suspension

# 3 THE REFEREES

## 3.1 REFEREE TEAM

3.1.1. The suggested Referees Team consists of:

- (a) Head referee on each field;
- (b) Field Referees;
- (c) Ultimate Referee.

3.1.2. Each field is recommended to be staffed with a minimum of 5 Field Referees, plus one Head Referee for 5-Man format;

3.1.3. All Field Referees and Head Referees are under direct control of the Ultimate Referee.

## 3.2 OFFICIATING

3.2.1. Each field's head referee is the highest authority on that field.

3.2.2. Any call made by the head referee on their field is final.

3.2.3. Ultimate Referee will not overturn any on field calls by a head referee.

## 3.3 REFEREES HAND SIGNALS AND FLAGS

3.3.1. Eliminated – Referee will signal when a player is eliminated by putting one hand on his head and pointing with the other hand stretched and flat at the eliminated player. The referee cannot put a player back in after calling them eliminated with a hand signal. At the same time the referee shouts loud and clearly “OUT”.

3.3.2. Clean – A referee will signal that a player is clean of any valid hits and has not been eliminated, by waving their crossed arms like a baseball referee signifying safe.

3.3.3. Penalty signals

3.3.3.1. Referees can signal penalties by one of two different ways:

- (a) A double fist up and down movement with both arms in front of body of the additional player(s),
- (b) Throwing either a yellow flag (minor penalty) or red flag (major or gross major penalty) into the air.

3.3.3.2. The type of penalty signals used (fist movement or flags) by referees must remain consistent among all the referees during a match.

3.3.4. Minor (One-for-one) penalty signal

3.3.4.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by one of two ways, (a) A double fist up and down movement with both arms in front of body of the additional player(s), repeating the penalty signal for every additional player counted as eliminated due to the infraction. The referee will also verbally call the penalty MINOR. The referee will shout “OUT” to each of the eliminated players. (b) Tossing a yellow penalty flag into the air. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.

3.3.5. Major (two-for-one) or Gross Major (three-for-one) penalty signal is a red flag or double fist up and down and a referee yelling MAJOR.

## **4 TEAMS**

### **4.1 TEAM MEMBERS**

#### **4.1.1. Team Representative, Coach, Captain**

(a) Representative, as team leader, is responsible for the organization, supervising and discipline of the team members.

(b) The team representative is the only person authorized to discuss questions with the Head Referee or Tournament officials.

(c) The representative must be present at the captains or technical meetings, if held.

(d) One person can fulfill the obligations of Team Representative and Coach at the same time.

#### **4.1.2. Players**

(a) Only players in compliance with the tournament Regulations can participate on the tournament. (b) Players must abide by the tournament Rules and Regulations.

(c) Players may not interfere in the referees work.

(d) Any spare player from the tournament roster can replace a basic or suspended player at any time during the tournament.

### **4.2 ROSTERS**

4.2.1. All the team`s players taking part in the event must be included on that team`s roster.

4.2.2. Only people included in the team's rosters as players have a right to play in the BCPA events.

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

4.2.4. All teams must submit complete rosters at time of registration. A team's roster may only be changed after registration and before an event with the approval of BCPA staff, in writing. Team rosters will be accepted only after all applying fees have been completely paid.

4.2.5. A player that plays in the same tournament for 2 different teams will get immediately suspended from the tournament

## **5 EQUIPMENT**

### **5.1 GENERAL REQUIREMENTS**

5.1.1. BCPA is authorized to publish a specific list of allowed or banned equipment from its tournaments. It is strongly recommended for players to use equipment allowed by the BCPA to avoid potential suspension of tournaments.

5.1.2. Two live players may exchange equipment during the game.

### **5.2 GOGGLE**

5.2.1. The goggle systems used by players and all others must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed EC & ASTM Standards.

5.2.2. Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:

- Playing fields
- Chronograph stations
- Shooting ranges

5.2.3. Violation of the rules in this section will result in an official warning given to the captain of the players' team for the first offence. For the second offence, the offending team member will be excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.

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

5.2.5. Goggle fans and decorative additions that are not padded or absorbent are acceptable.

### 5.3 BARREL SOCK

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

5.3.2. The only exceptions to this requirement are:

(a) During velocity check at chronograph stations (b) During test shooting in locations set up for such purposes (c) On the field prior to the start of a game (d) While cleaning markers

5.3.3. Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member being excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.

### 5.4 CLOTHING

5.4.1. Each player may only wear two layers of clothing (Each layer consists of a standard cotton T-Shirt garment with approximately 150g/m), unless the temperature has been officially announced to be below 10°C (50°F) in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s).

5.4.2. Players must wear full pants, and long sleeve jerseys as their outer layer.

5.4.3. Player uniforms may not contain the prohibited color yellow, except that a player's jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow coloring is more than 0.25 cm from some other color, and no more than 10% of any 5cm by 5cm square on clothing or item is yellow. Player uniforms containing white must be reasonable clean, if there is too much staining, a referee can demand a player change this part of the uniform.

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

5.4.5. Quilting is defined as two layers of clothing stitched over each other. Quilting counts as two

layers of clothing in the area that is quilted.

5.4.6. Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes.

5.4.7. Jerseys or tops must be fully tucked into the player's pants or harness.

5.4.8. Players may wear a single pair of padded gloves.

5.4.9. Players may wear up to, but not exceeding, two items on their head.

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

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

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

5.4.11. Stickers are not allowed on clothing.

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

## 5.5 PROTECTIVE GEAR

5.5.1. A Player's protective gear cannot be modified from the manufacturers' original form and must meet the international standards. Other protection is prohibited.

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

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

5.5.4. Players may wear one layer of chest protection manufactured for the use in paintball, provided that the padding has not been modified from the manufacturer's original form. Chest protectors total layers thickness must not exceed 2cm. A chest protector will count as one layer of the two allowed layers clothing.

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

5.5.6. Players may wear groin protection.

5.5.7. Players are encouraged to wear neck protection consisting of close fitting neoprene around the whole neck, with a total layers thickness not exceeding 2cm. Scarves and similar clothing are forbidden.

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

## 5.6 PAINTBALLS

5.6.1. Players may carry any number of paintballs.

5.6.2. Paintballs used at the BCPA affiliated events must comply with EC & ASTM standards and meet the league's non-staining & environmental criteria.

5.6.3. Paintballs must be completely water-soluble.

5.6.4. Paintballs with RED fill is prohibited.

5.6.5. Only authorized paintball manufacturers paint shall be shot at BCPA affiliated events.

## **5.7 OTHER EQUIPMENT**

5.7.1. Players may carry any number of pods and squeegees, but no pods that are padded or absorbent in nature.

5.7.2. Players may wear up to, but not exceeding one pack, designed to carry pods.

5.7.3. Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, as long as such objects are not unnecessarily padded or absorbent. It is the player's responsibility to bring the use of such items to the attention of the refereeing crew prior to play beginning in order to assure no calls are made by mistake.

## **5.8 PROHIBITED EQUIPMENT**

5.8.1. Prohibited equipment includes:

- Listening devices, communication devices or any form of electronic surveillance device;
- Incendiary devices or smoke-producing devices;
- Paintballs with red fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in anyway;
- Propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order and / or have had safety warnings removed or covered.

5.8.2. Players with prohibited colored equipment, devices or cylinders will not be allowed on the field. If found during the game, such player will be eliminated.

5.8.3. Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will be subject to suspension and or fine.

5.8.4. Any other clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Ultimate Referee. Players possessing prohibited clothing or equipment on the field of play will be assessed a minor penalty.

# **6 PAINTBALL MARKER**

## **6.1 AIR SYSTEM**

6.1.1. Only air and CO2 are permitted as gas propellants. The filling stations must meet the requirements of the specific type of gas filling. Must have fitted the relevant manufacturer's safety devices that are not to be modified in any manner. The maximum pressure permitted for air systems is 4500 psi or any local legal requirements if lower. All date stamps must be in date for the entirety of and event.

6.1.2. Bottles must be originally manufactured to meet the international safety standards. Using of the bottles with an expired certification date is forbidden. Violation of this will cause suspension of player from the event.

6.1.3. High-pressure bottles can be covered by neoprene for safety reasons.

6.1.4. A player may enter the field with only one bottle, and it must be connected to the marker.

6.1.5. It is strictly forbidden to throw the bottle to the ground (especially if connected to the marker body) for any reasons. Violation of this will cause suspension of player from the event.

## **6.2 MARKER**

6.2.1. Players may use a single paintball marker of .50 or .68 caliber, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.

6.2.2. The definition of a trigger is the moveable lever or button that comes in contact with the finger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.

6.2.3. The marker must have a trigger guard that is unaltered from the manufacturer's original grip frame. The trigger guard must protect the trigger of the marker.

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

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

6.2.6. Players may not use cloth, neoprene or other material to cover the paint loaders, barrels or markers.

6.2.7. Stickers on markers are limited to one 5x10 cm (2x4 inches) sticker on each side of marker. Sticker colors may not contain yellow.

6.2.8. A marker with no electronic components

6.2.8.1. Shall not fire more than one shot per press and release of the trigger.

6.2.8.2. Shall only fire a shot when the trigger is pressed.

6.2.8.3. Shall not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools ("reactive trigger").

6.2.8.4. "Beaver tails" must be in place on any 'Autococker' based markers.

6.2.9. A pump marker may only be manually re-cocked between each shot, thus allowing for the hammer to reset.

6.2.9.1. This pump action must consist of one complete backward (pull) and return forward (push) cycle of the pump mechanism.

6.2.9.2. "Beaver tails" must be in place on any 'Autococker' based pump markers.

6.2.10. The trigger may consist of one of two types:

(a) A standard trigger that requires a pull and release for each pump cycle.

(b) An auto-trigger, which consists of a trigger that can be held in the 'pull' position while cycling the pump mechanism.

## 6.3 BARREL

6.3.1. Barrels may be equipped with porting, slots and/or rifling and inserts, but may not have a sound suppressor attached or integral to the construction of the barrel.

6.3.2. Only one barrel per player will be allowed on the field.

6.3.3. Barrels with a control system modifying the ball curve are prohibited.

6.3.4. Barrels may not be covered with any kind of materials. Stickers are not allowed on the barrel.

## **6.4 LOADER (HOPPER)**

6.4.1. Loaders cannot be clear.

6.4.2. A Solid color loader is suggested but not required, solely to not impede with the referees judgment. A head referee does have the right to ban a player's hopper if he feels that the colors do impede with the referee's judgment.

6.4.3. Loaders cannot be covered with any kind of materials.

6.4.4. Stickers on loaders will not be allowed except for one 5 x 10 cm (2x4 inches) sticker on each side of the loader. Sticker colors may not contain yellow.

6.4.5. Transparent lids on loaders are permitted.

6.4.6. Only one loader per player will be allowed on the field.

# **7 MATCH STRUCTURE**

## **7.1 GAME FORMATS**

7.1.1. BCPA 5 man Division 4 and 5 are in a 5man format, with 6 players allowed on a roster for Division 5, and 7 on a roster for Division 4

7.1.2 BCPA games are center flag push, with a 5 minute time limit

## **7.2 SCORE SHEETS**

7.2.1. Any referee or designated official may complete a score sheet. The scorekeeper may show the score sheet to the captain of each team.

7.2.2. Any correction made to the score sheet must be initialed by a head referee, unless the correction corrects an obvious mathematical error, the correction may also be initialed by a scorekeeper.

7.2.3. In the event that one or both team captains do not agree with the contents of a score sheet and thus will not sign the score sheet, the head referee may decide whether the score sheet must be amended and/or validate the score sheet themselves.

7.2.4. A head referee or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time.

# **8 THE GAME**

## **8.1 STAGING AREA**

8.1.1. Each team will be provided with a staging area adjacent to the field of play.

8.1.2. No person appearing on the roster of a team may employ an electronic or mechanical device or voice enhancing device like a megaphone to communicate with any other person during any of the team's points.

8.1.3. No communication is allowed by anyone from the designated staging area to the active field of play during any team points. "Communication" at the referee's discretion may be determined to



be non-verbal as in sounds, signals, physical gestures, etc.

8.1.3.1. Any such communication may result in a simple warning or up to a major penalty.

8.1.3.2. With the penalty to be assessed at the time of the infraction, the referee making the call will

impose the penalty on the nearest active players of the team penalized.

8.1.4. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or match forfeiture.

8.1.5. Only authorized, rostered, and checked in persons will be permitted in the staging area.

8.1.6. Circumventing paddock and/or staging area security may result in ejection from the event and even future events at the discretion of the event organizer.

## 8.2 PRE-GAME MARKER INSPECTION

8.2.1. All games will be preceded by a pre-game marker inspection, pursuant to which each player's marker will be chronographed and checked for compliance to the marker rules. Pre-game marker inspection will be performed on the field before the scheduled games.

8.2.2. The referees may take a player's marker and inspect it for the following:

(a) Presence of foreign matter in the barrel, feed port or loader (hopper); (b) Any device, part, item, adjustment or lack thereof which would enable a player to increase

either the velocity of the marker or change the shooting mode on the game field without resorting to the use of tools.

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

8.2.4. Marker Checking Procedure:

(a) "Runaway Guns" test - All markers will be checked for "runaway" triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that fires more than 1 additional shot after the final trigger activation, with a maximum delay of 100 ms, will be deemed to be a "Runaway Gun" and will not be allowed on the field. (b) Marker Velocity and rate of fire test - All markers will be chronographed prior to going onto the field. The maximum velocity allowed will be 300 feet per second. Markers rate of fire will be tested prior but not limited to the start of the match. The maximum rate of fire allowed will be 10.5 balls per second.

8.2.5. Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation if the time permits.

8.2.6. Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start according to schedule, may choose to enter the playing field without their markers and play the game or stay in the staging area.

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

## 8.3 GAME START

8.3.1. Team may start the point with a short squad.

8.3.2. Players start the point inside the playing field boundaries with the muzzle (tip) of their barrels (or touching with the hand if they play without marker) touching the front of the base.

8.3.3. Any player false starting by removing the tip of the barrel of the gun (or hand) from the start

gate before the start signal is given, will NOT be automatically pulled from the point, as long as they immediately return it to the gate (touch up).

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

8.3.5. Players may remove their barrel socks after entering the field.

8.3.6. The Game time will begin to countdown at the start of the first point of the match.

8.3.7. Each team starts the first point of the match at the starting station on the same side of the field as the teams own pit area.

## **8.4 START PROCEDURE**

8.4.1 The head referee shall start each game by dropping his or her raised hand, and yelling "GO GO GO".

## **8.5 ON FIELD CHRONOGRAPHING**

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

8.5.2. Players with markers chronographed during a game at 300 feet per second or less and shoots less or equal than one ball in 95 ms (10.5 bps) will continue to play without elimination or penalty.

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

8.5.4. Players with markers which velocity is over 310 feet per second, but less than or equal to 320 feet per second will be eliminated from play and given a Minor penalty.

8.5.5. Players with markers which velocity is 320 feet per second or above will be eliminated from play and given a Major penalty.

## **8.6 PAINT CHECKS**

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

8.6.2. 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.

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

## **8.7 GAME INTERRUPTION**

8.8.1. 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.

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

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

8.8.4. The referees calling "Time" will indicate game stoppages. Every player has to remain in the position he was in when the time call was made.

8.8.5. In the event that a game has to be interrupted because of an emergency, the Head Referee may instruct all player to place their markers on the ground until he deems that field of play is once again safe.

## 8.8 GAME END

8.8.1. A game will officially be considered over when the Head Referee announces the result after the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected until they exit the field.

8.8.2. Point-ending situations are any one of the following: (a) the game time expires or (b) a team hangs the center flag at their opponents base or (c) all players from both teams are eliminated

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

# 9 HITS AND ELIMINATIONS

## 9.1 DEFINITION OF A HIT

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

- If the paintball strikes the player or anything he is wearing or carrying but does not break and leave a mark, such player is not eliminated.
- If a player is hit and marked by a paintball shot by an eliminated member of the opposing team, such player is not eliminated.
- If a paintball strikes another object first and breaks upon that object before marking a player or anything he is wearing or carrying, such player is not eliminated.

9.1.2. If the referee did not see the source of a paint marking a player has on him that resembles a hit, such player will be declared eliminated (penalties may apply). Generally, if the paint marking is reasonably solid, appears to be a direct hit - rather than smear, splatter, spray, paint from kneed-on or sat-on paintballs, it will be considered a valid hit.

9.1.3. In the event two opposing players are hit and marked simultaneously, or if the referee cannot determine which player was hit and marked first, both players will be eliminated.

9.1.4. Referees will make every effort to wipe smear, splatter, spray, or paint from kneed-on or sat-on paintballs off a player at the time they are inspected. If a player continues to play with such paint such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.

9.1.5. Only referees will remove invalid hits, except that a player may remove an invalid hit on the lens of their goggle system with the permission of a referee.

## 9.2 PLAYERS AND HITS

9.2.1. Players are responsible for becoming aware of hits.

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

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

9.2.4. Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between them and the nearest opponent. Otherwise they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover the player must immediately check himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.

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

9.2.6. Players who get shot in non-abandoned equipment to which they are separated less than 2 meters (except squeegees and pods) are considered hit.

## 9.3 ELIMINATIONS

9.3.1. Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary.

9.3.2. Players will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered to be in-bounds.

9.3.3. Players will be eliminated if they lose their goggles.

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

9.3.5. Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees, pods, harnesses and loaders will be immediately eliminated.

9.3.6. Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.

9.3.7. Players that engage in unsportsmanlike conduct will be eliminated. Unsportsmanlike conduct includes, but is not limited to: (a) Failure to obey a referee's call. (b) Deliberate avoidance of a referee in a manner that prevents a referee from chronographing a marker on the field or prevents him from making a call. (c) Shooting at referees. (d) Shooting a clearly eliminated player with malicious intent to injure or intimidate. (e) Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination. (f) Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players.

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

9.3.9. Players that get eliminated, shall do following immediately after:

(a) Stop playing. (b) Signal their elimination by putting one hand on their head. (c) Leave the playing field with all equipment they were carrying at the time of their elimination by the most

direct route off-field or any other route directed by a referee. Players that take routes that are not the most direct and that are meant to conceal from the other team such players' eliminations or players that refuse to follow a referee's direction on leaving the field will be considered to be "playing on".

## 10 SCORING

### 10.1 POINT SYSTEM

Points are awarded as follows:

5 points per eliminated opponent

25 points for grabbing the center flag first

50 for hanging the flag in your opponents start base

### 10.2 TIE BREAKERS

Ties will be broken, in order, by:

- Number of preliminary games won, followed by
- Number of preliminary points, followed by
- Head-to-head competition amongst the tied teams

## 11 PENALTIES

### 11.1 ASSESSMENT OF PENALTIES

#### 11.1.1. Verbal warnings

Referees will issue verbal warnings for the following infractions (not only limited to): (a) First offence of failure to obey a referee's instructions. (b) First offence to put their hand on their head after being eliminated

#### 11.1.2. Elimination

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

(a) Abusive calls for paint checks. (b) Use of inappropriate language per incident (other penalties may apply). (c) Subsequent failure to obey a referee's instructions. (d) Going out of bounds or moving the boundary tape. (e) Marked with a valid hit. (f) Failure to make a touch back while not having the barrel tip touching the front of the base at the start signal. (g) Posting of the marker or firing it after the start signal regardless as to whether they later touch back. (h) Failure to wear goggles inside the field during the game period. (i) Interference or communication during the game in the pit-area by a person affiliated with the team. (j) Excessive shooting (shooting a player more than is reasonably enough to effect elimination). (k) Altering the playing field in game on purpose. (l) A player forcing themselves between two bunkers that have been positioned together to create one bunker.

#### 11.1.3. Minor penalty (removal of the player who committed the infraction and a teammate).

Assessment of the one-for-one penalty to players on the field will take place for the following infractions (not only limited to):

(a) Continuing to play with a hit in any part of a body or equipment (e.g.: shooting, posting, talking, moving forward). (b) Checking in as a live player at the end of a game with a hit. (c)

Communicating to anyone after being eliminated. (d) Possessing prohibited clothing or equipment on the field of play (e) Any person who shoots towards the spectator sideline or opponent's end line during a break period (f) Any person who engages in aggressive or insulting behavior towards another person, except a referee.

11.1.4. Major Penalty (removal of the player who committed the infraction and two teammates). Assessment of the two-for-one rule to players on the field will take place for the following infractions (but not only limited to):

(a) Playing on that materially influences the course of the game giving the offending player's team a

significant advantage.

(b) An eliminated player who shoots at an opposing player from in-bounds (c) Using a marker that is chronographed on the field at 325 feet per second or above.

11.1.5. Gross Major Penalty (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a minor suspension (suspended for the remainder of the game and the team's next game). Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):

- Wiping. Wiping means that a player is actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.
- Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized for wiping.
- An eliminated player who shoots at a player from out-of-bounds
- Re-entering the field after elimination in order to interfere in the on-going game without being asked by a referee.
- Tampering with ones marker during the game of play. Using any tool or adjusting setting during the game is forbidden, including from the time the point starts until the time the player exits the field and re-enters the pit area. Excluding a player turning the marker on and off, and turning the vision system of the marker on and off.
- Any person who engages in aggressive or insulting behavior towards a referee
- Any person, who throws any equipment on the field of play other than an air source or disposable equipment

## 11.2 NOT ENOUGH PLAYERS RULE

11.2.1. Assessments of Minor, Major and Gross Major penalties when not enough live players are left:

- The game is stopped and the flag hang is awarded to the opposing team,
- The opposing team does not need to have any active players to be awarded the hang.

11.2.2. If the last player of a team gets a penalty Minor, Major or Gross Major penalty, hang automatically goes to the opposite team.

11.2.3. Assessments of Minor, Major, or Gross Major penalties when the exact number of live players are left to fulfill the penalty, and the opposing team does not have any active players.

11.2.3.1. The point will end and no point will be awarded to any team.

## **11.3 COLLUSION**

**11.3.1.** Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team being on their roster will be (but not limited to) suspended from the remainder of the event and surrender all seed points in that event.

# **12 SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT**

## **12.1 ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT**

### **12.1.1. Responsibility of team members.**

Teams are responsible for the conduct of everyone on their roster which includes players, pit-crew and supporters. During the event the following may apply to fines, suspensions and ejections. When game suspensions are issued to a player, the team must play short if they do not have a substitute player on their roster.

### **12.1.2. Responsibility of spectators.**

Any spectator engaging in unsportsmanlike conduct to any other event participant will be forced to leave the site.

Spectators are forbidden to communicate, signal, or interfere at any time with the game of play. If a spectator does communicate, signal or interfere with the game of play they might be subject from a warning to an ejection from the site. The exact way the interference of a spectator is enforced and penalized is upon the specific league or tournament officials.

### **12.1.3. Players' suspension.**

Any head referee may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the Ultimate Referee for suspension. Any person who engages in any minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed a minor or major suspension by a head referee.

### **12.1.4. Players' ejection**

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

(a) Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar).

(b) Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.

(c) Any applicable marker infraction in section "Markers".

(d) Abusive language directed at any player, referee or spectator.

(e) Deliberately shooting from outside the field or boundary

(f) Deliberately shooting referees.

(g) Re-entering the field after elimination in order to interfere in the on-going game without being asked by a referee.

## **12.2 CONFLICT IN THE RULES**

12.2.1. In case of a situation not covered by this Rules or any conflict between two sections of this rulebook, the authorized officials will make its decision based on the laws and common sense.

12.2.2. Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.

12.2.3. Any situation within the bounds of this section shall be passed to BCPA Rules Committee as soon as possible. This Committee has a right to modify or amend these Rules even if this amendment would go against the decision originally taken.