



APL RULES

2026/2027

Abstract

APL events have adopted the 2026 NXL rules and all other rules as set out by the New Zealand Paintball Federation (NZPF)

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Ashburton paintball league (APL)

The Series is structured to encourage growth of tournament paintball in the South Island, For the 2026 / 2027 season there will be 6 preliminary rounds, Final positions at each event will count towards ranking positions in the “APL Series”, the paintball season being defined as the months between October 2026 and May 2027, leaving months defined by Winter, as the off season.

Open to all teams competing in all events during the 2026 /2027 season, points awarded for final positions at each event count towards ranking positions in the series with finals played at the final event, _____ 2027.

APL finals will be a Two-day event,

Day One & Two, round 6 of the series,

Day Two, double knockout elimination for the APL Open, and any Semi's and Finals required as part of the series.

Following finals of the APL Open, “Duel” One on One event will be held for the APL Top shooter. If games for the final round can be completed in the first day, the finals will become a Two-day event.

Dates

Confirmed dates for events are as follows:

- October 10th 2026
- November 14th 2026
- December 19th 2026
- January 23rd 2027
- February 27th 2027
- April 10th & 11th 2027

Entry Fees

Entry fees are set for the 2025 / 2026 season as \$400 each event. And includes the tournament entry and the first 3 boxes of paint, regardless of the grade being used, subsequent required paint will be purchased at RRP. Entries close for each event the Friday, week before the event at 5pm, and must be entered on the Ashburton Paintball website. Entries are not confirmed until payment has been received and confirmed, is non-refundable, usually overnight confirmation is needed. Late entries will only be considered after this time by the event organiser, if a composite team is entered by make up of Rostered non-playing players, the entry is not required and only the paint purchased is required, See rule 4.2. the players from their parent teams are expected to pay a portion of their teams entry fees.

Location.

APL Events will be played at Ashburton Paintball Park, or any other site that the event organiser sees fit.

Rules

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 APL 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 APL field size is 39m long minimum, 45m maximum x 24m minimum, 30 wide maximum with a grid of 3 x 3 meters.
- 1.2.2. A start base must be placed in the middle of the back boundary of the field.
- 1.2.3. The playing-field boundary shall be marked clearly and placed a minimum of 1.5 meters off the netting.
- 1.2.4. Obstacles should be placed a minimum of 1.5 meters off the boundary. The order of the obstacles on the field should meet the official event layout.
- 1.2.5. Each field must be provided with a staging area adjacent to the field.
- 1.2.6. 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. NXL FIRING MODE

2.1. FIRE MODE REQUIREMENTS AND INFRACTIONS:

- 2.1.1. Markers may enter ramping on the fourth trigger pull following three semi-automatic trigger pulls, as long as the time between each trigger pull does not exceed 200 milliseconds (5 trigger pulls per second),
 - 2.1.1.1. Markers may then remain in ramping until the time between any two consecutive trigger pulls exceeds 200 milliseconds (5 trigger pulls per second)
- 2.1.2. If at any time the trigger is not pulled within 200 milliseconds of the previous trigger pull, the following three shots (minimum) must be in semi-automatic
- 2.1.3. Shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time.
- 2.1.4. A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.
- 2.1.5. A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will result in the point automatically go to the opposing team.
- 2.1.6. A player on the field of play whose marker fires two shots above 12.5 bps will result in the point automatically go to the opposing team. The player who receives the penalty will be suspended for the rest of the tournament.
- 2.1.7. Any illegal marker (illegal mode and/or settings) is not allowed on the field of play. Players carrying an illegal marker on the field of play will be assessed a major penalty. A player bringing an illegal marker onto the field of play after being informed by a referee that the marker is illegal will be assessed a gross major penalty.

Millisecond Range		Shots Per Second Range		
	95ms	0 bps	10.5 bps	Legal
94.3ms	92.5ms	10.6bps	10.8bps	Major Penalty
91.7ms	80.6ms	10.9bps	12.4 bps	Major Penalty and Point win for other team
80.0ms		12.5bps		Gross Major Penalty, point win for other team and Player Suspension
Feet Per Second Range / Penalty				
0 fps	300 fps	Legal		
301 fps	314 fps	Minor Penalty		
315 fps	329 fps	Major Penalty		
330 fps		Gross Major and Minor Suspension		

3. THE REFEREES

3.1. REFEREE TEAM

- 3.1.1. The suggested Referee Team consists of:
 - a) Head Referee on each field.
 - b) Field Referees.
 - c) Scorekeeper.
- 3.1.2. Each field is recommended to be staffed with a minimum of:
 - a) 3 Field Referees, plus one Head Referee for 3-Man format.
- 3.1.3. All Field Referees and Head Referees are under direct control of the Ultimate Referee (Event organizer) .

3.2. OFFICIATING

- 3.2.1. Each field's Head Referee is the highest authority on that field,
- 3.2.2. The Ultimate Referee is the highest authority at an event in regard to play-of-the-game or on field disputes
- 3.2.3. Any decision of the Ultimate Referee is final

3.3. REFEREE 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 “HIT”.
- 3.3.2. **Clean** –A referee will signal that a player is clean of any valid hits and has not been eliminated, by crossing both arms signalling a player “Safe”.
- 3.3.3. **Penalty signals**
 - 3.3.3.1. Referees can signal penalties by 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 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 will signal the penalty by tossing a yellow penalty flag into the air. The referee will also verbally call the penalty. The referee will hold one arm in the air until the penalty is assessed. The referee will shout “PENALTY” to each of the eliminated players.
- 3.3.5. **Major** (two-for-one) or Gross Major (three-for-one) penalty signal
 - 3.3.5.1. Referees will first signal the elimination of the player who committed the infraction. Then will signal the penalty by tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will hold two arms in the air, dropping them as penalties are assessed. The referee will shout “PENALTY” to each of the eliminated players.

3.3.6. Gross Major (three-for-one) penalty signal

- 3.3.6.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal The penalty by tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will hold two crossed arms in the air, dropping them as penalties are assessed. The referee will shout "PENALTY" to each of the eliminated players.

3.3.7. **60 seconds remaining in the match** – All referees will lift their hands, hitting with one fist hand repeatedly against the other flat stretched hand.

3.3.8. **10 seconds before the start of a match** – All referees will raise both hands with flat stretched hands facing the field at the 10-second buzzer sign. The Head Referee may shout "10 seconds". All referees shall lower their arms immediately after the buzzer starts.

3.3.9. **Time** – One or more referees raise their arms and placing one hand on the other wrist.

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 f 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 hold 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 in the tournament.
- b) Players must abide by the tournament Rules and Regulations.
- c) Players may not interfere in the referee's work.
- d) Any spare player from the tournament roster can replace a basic or suspended player at any time during the tournament.

4.1.3. **Pit crew**

- a) The pit crew is part of the team, and responsible for assisting players between the matches.
- b) Pit-crew members are not allowed to play for the team, unless they are registered as players.
- c) The pit crew can enter the field only if referees allow it, for retrieval of equipment

4.2. ROSTERS

- 4.2.1. All the team's players taking part in the event should be included in that team's roster.
- 4.2.2. Only people included in the team's roster as players have a right to play in APL, events.
- 4.2.3. No player may appear on more than one team roster per format, APL.
- 4.2.4. All teams must submit complete rosters at the registration. A player may not be removed from a team's roster after the start of the tournament. Team rosters will be accepted only after all applying fees have been completely paid.
- 4.2.5. Team rosters are set after the first event played, these can only be modified at the discretion, and by agreement of both series organizers and both teams.

4.3. ROSTER SIZE LIMITS (3-MAN)

- 4.3.1. There may be no more than 6 people on a roster.
- 4.3.2. There may be no more than 5 players on a roster.
- 4.3.3. There may be no more than 2 Pit Crew members on a roster
- 4.3.4. No more than 4 players may play on the day of the event.

- 4.3.4.1. Additional players – excess to the 4 players limit of the 5-player roster may form an additional team to fill the draw on the day, with other excess players from other teams, this team will not score season points, or the result of the match recorded in the season calculations.

5. TOURNAMENT STRUCTURE of NXL Rule book Not required

6. EQUIPMENT

6.1. GENERAL REQUIREMENTS

- 6.1.1. The NXL 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 NXL to avoid potential suspension from APL tournaments.
- 6.1.2. Two live players may exchange equipment during the game after entering the playing field.

6.2. GOGGLE

- 6.2.1. 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. Goggle manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds EC & ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament.
- 6.2.2. 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
- 6.2.3. Violation of the rules in this section 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 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.
- 6.2.4. 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.
- 6.2.5. Goggle fans and decorative additions that are not padded, or absorbent are acceptable

6.3. BARREL SOCK

- 6.3.1. 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 comply with the requirements of this rule.
- 6.3.2. 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
- 6.3.3. 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

6.4. CLOTHING

- 6.4.1. 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 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).
- 6.4.2. Players must wear full pants, and long sleeve jerseys as their outer layer.
- 6.4.3. Player uniforms may not contain the prohibited colour yellow, except that a player's jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow colouring is more than 0.25 cm from some other colour, 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.
- 6.4.4. Player's 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.
- 6.4.5. 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.
- 6.4.6. Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes.
- 6.4.7. Jerseys or tops must be fully tucked into the player's pants or harness.
- 6.4.8. Players may wear a single pair of padded gloves.
- 6.4.9. Players may wear up to, but not exceeding, two items on their head.
 - 6.4.9.1. Players may wear headgear that does not extend beyond 2cm below the shoulders.
 - 6.4.9.2. Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness.
- 6.4.10. If a player is found to be wearing illegal clothing during the game he will be eliminated.
- 6.4.11. Stickers are not allowed on clothing.
- 6.4.12. Vests and pouches may not be constructed in such a fashion that they constitute padding

6.5. PROTECTIVE GEAR

- 6.5.1. A Player's protective gear cannot be modified from the manufacturer's original form and must meet the international standards. Other protection is prohibited.
- 6.5.2. Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.
- 6.5.3. Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.
- 6.5.4. 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 protector's total layers thickness must not exceed 2cm. A chest protector will count as one layer of the two allowed layers clothing.
- 6.5.5. Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.
- 6.5.6. Players may wear groin protection
- 6.5.7. 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.
- 6.5.8. Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm

6.6. PAINTBALLS

- 6.6.1. Players may carry any 2 pods of paintballs.
- 6.6.2. Paintballs used at any APL event must comply with ASTM standards and meet the league's non-staining & environmental criteria.
- 6.6.3. Paintballs must be completely water-soluble.
- 6.6.4. Paintballs with RED, ORANGE or PINK fillings are prohibited.
- 6.6.5. Only authorized paintball manufacturers paint shall be shot at APL events
- 6.6.6. Only paintballs supplied by event organizers on the day to be used.

6.7. OTHER EQUIPMENT

- 6.7.1. Players may carry 2 pods and any number of squeegees, but no pods that are padded or absorbent in nature.
- 6.7.2. Players may wear up to, but not exceeding one pack, designed to carry pods.
- 6.7.3. Players may carry up to, but not exceeding one time keeping device.
- 6.7.4. 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

6.8. PROHIBITED EQUIPMENT

- 6.8.1. Prohibited equipment includes:
 - Yellow (or any colour similar to Pantone colour 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803) colour equipment (hopper, marker, jersey, pants etc.);
 - Listening devices, communication devices or any form of electronic surveillance device;
 - Incendiary devices or smoke-producing devices;
 - Paintballs with red, orange or pink 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 which are not in a good working order and / or have had safety warnings removed or covered.
- 6.8.2. Players with prohibited coloured equipment, devices or cylinders will not be allowed on the field. If found during the game, such player will be eliminated.
- 6.8.3. 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.
- 6.8.4. The NXL prohibits the use of clothing, gear, or equipment displaying offensive, inappropriate, or discriminatory content during any APL-sanctioned event
- 6.8.5. 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 Eliminated

7. PAINTBALL MARKER

7.1. AIR SYSTEM

- 7.1.1. 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 manufacture'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 Air supplied at APL events will be Below 3000 PSI)
- 7.1.2. Bottles must be originally manufactured to meet the international safety standards.
- 7.1.3. High-pressure bottles can be covered by neoprene for safety reasons.
- 7.1.4. A player may enter the field with only one bottle, and it must be connected to the marker.
- 7.1.5. 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

7.2. MARKER

- 7.2.1. Players may use a single paintball marker of .68 calibre, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.
- 7.2.2. 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.
- 7.2.3. 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.
- 7.2.4. 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.
- 7.2.5. 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.
- 7.2.6. Players may not use cloth, neoprene or other material to cover the paint loaders, barrels or markers.
- 7.2.7. Stickers on markers are limited to one 5x10 cm (2x4 inches) sticker on each side of marker. Sticker colours may not contain yellow

7.3. BARREL

- 7.3.1. 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.
- 7.3.2. Only one barrel per player will be allowed on the field.
- 7.3.3. Barrels with a control system modifying the ball curve are prohibited.
- 7.3.4. Barrels may not be covered with any kind of materials. Stickers are not allowed on the barrel

7.4. LOADER (HOPPER)

- 7.4.1. Loaders cannot be clear.
- 7.4.2. 7.5.2. A solid colour loader is suggested but not required, solely to not impede with the referee's judgment. A Head Referee does have the right to ban a player's hopper if he feels that the colours do impede with the referee's judgment.
- 7.4.3. Loaders cannot be covered with any kind of materials.
- 7.4.4. Stickers on loaders will not be allowed except for one 5 x 10 cm (2x4 inches) sticker on each side of the loader. Sticker colours may not contain yellow.
- 7.4.5. Transparent lids on loaders are permitted.
- 7.4.6. Only one loader per player will be allowed on the field
- 7.4.7. The Head Ref can ask a player to remove any sticker that resembles a hit.

8. MATCH STRUCTURE

8.1. 3-MAN,

- Each match will consist of a limited game time.
- Each match will consist of a series of points

8.2. APL GAME TIME

- 8.2.1. Each match will start with 7 minutes of game time. (May be revised between events)

8.3. SPLIT DECK SYSTEM

- 8.3.1. If Split Deck is required, the NXL rules are to be followed

8.4. SCORE SHEETS

- 8.4.1. Any referee or designated official may complete a score sheet. The scorekeeper may show the score sheet to the captain of each team.
- 8.4.2. Any correction made to the score sheet must be initialled by a Head Referee, unless the correction corrects an obvious mathematical error, the correction may also be initialled by a scorekeeper.
- 8.4.3. 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.
- 8.4.4. A Head Referee or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time

9. THE GAME

9.1. PIT AREA

- 9.1.1. Each team will be provided with a staging area adjacent to the field of play.
- 9.1.2. 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 matches.
- 9.1.3. No communication is allowed by anyone from the designated staging area to the active field of play during any match. "Communication" at the referee's discretion may be determined to be non-verbal as in sounds, signals, physical gestures, etc.
- 9.1.3.1. Any such communication may result in a simple warning or up to a major penalty.
- 9.1.3.2. 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.
- 9.1.4. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or match forfeiture.
- 9.1.5. NXL Rule not used for adjoining pit areas
- 9.1.6. Only authorized, roistered, and checked in persons will be permitted in the staging area.
- 9.1.7. Only rostered and checked in players are permitted to wear team jerseys in the pit-area.
- 9.1.8. NXL Rule for ID not used
- 9.1.9. NXL Rule for security not used
- 9.1.10. Coach
- 9.1.10.1. Each team must have a designated Representative. The designated Representative must stay in the pit area all the time. If the designated Representative is a player, he can function as coach only from the pit area. Only the designated coach may, ask for a timeout or may ask for an explanation of a call (only to the Head Referee, only if Head Referee is off the field and only during breaks)
- 9.1.11. Choosing side
- 9.1.11.1. The starting bases should be the same as written in the games schedule

9.2. PRE-GAME MARKER INSPECTION

- 9.2.1. 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.
- 9.2.2. 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.
- 9.2.3. After a marker passes the above inspection, such marker may then be checked for bounce, runaway, velocity, rate of fire and illegal modes.
- 9.2.4. 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 100ms, 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.
- 9.2.5. 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.
- 9.2.6. 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.
- 9.2.7. 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

9.3. GAME START

- 9.3.1. Team may start the point with a short squad.
- 9.3.2. 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.
- 9.3.3. 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 back).
- 9.3.4. Even if the signal goes before they have returned it, they may still return their barrel to the gate (touch back) and then can continue. If they fail to return the barrel to the gate (touch back) either before or after the start signal is given, they will be eliminated.
- 9.3.5. However, if a player posts their marker or fires it before or after the start signal regardless as to whether they later touch back, they will be eliminated in the normal manner.
- 9.3.6. Players must carry all equipment to be used during the course of the game on their person at the start of the point.
- 9.3.7. Players may remove their barrel socks after entering the field.
- 9.3.8. The game time will begin to countdown at the start of the first point of the match.
- 9.3.9. The official game time will be kept with the countdown timer by either the Head Referee, or the Score Keeper
- 9.3.10. All players and team staff members who are above the number of players that are allowed to play in a point must be outside the netted playing field area before the start of the Point

9.4. START PROCEDURE

9.4.1. Match start.

- A clearly heard and recognizable signal (different from other sounds) should be given for the start of each match. When there is no electrical system in use, the match start must be given by a whistle or any other similar device.
- All the infield referees lower their hands to confirm the start of the match

9.5. ON FIELD CHRONOGRAPHING

- 9.5.1. Chrono graphing 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 chrono graphing in a manner which least interferes with play.
- 9.5.2. 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.
- 9.5.3. Players with markers which velocity is over 300 feet per second but less than or equal to 314 feet per second will be eliminated from play and given a Minor penalty.
- 9.5.4. Players with markers which velocity is over 314 feet per second, but less than or equal to 329 feet per second will be eliminated from play and given a Major penalty.
- 9.5.5. 9.5.5. Players with markers which velocity is 330 feet per second or above will be eliminated from play and given a Gross Major Penalty.
- 9.5.6. 9.5.6. A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.
- 9.5.7. A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will result in the match automatically go to the opposing team.
- 9.5.8. A player on the field of play whose marker fires two shots above 12.5 bps will result in the match automatically go to the opposing team. The player who receives the penalty will be suspended for the rest of the tournament.
- 9.5.9. In all instances of on-field chronographing that results in a penalty, the referee will show the chronograph result to the player who was chronographed

9.6. PAINT CHECKS

- 9.6.1. Paint checks are performed by referees for the purpose of determining if a paintball has both broken on and marked a player.
- 9.6.2. 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.
- 9.6.3. Referees may, but don't have to, make a paint check after a player has requested on

9.7. TIMEOUT

9.7.1. Game timeout

- a) Each team is entitled to ask for one timeout of 1 minute per match.
- b) Designated Coaches should be the ones to call timeouts, made by informing either the Head Referee, the Scoreboard Operator, or by an electronic system.
- c) Timeout cannot be taken in the last 10 seconds before the start of a point.
- d) Teams may use their timeouts within the same break period.
- e) A Timeout, if available can be used before the overtime period.

9.7.2. Technical timeout

- a) Technical time outs may be applied by maintenance staff or can be assigned by the Head Referee for technical reasons.
- b) Technical timeout lasts as long as necessary for maintenance staff to solve technical problem on the field.
- c) If a technical timeout must be taken in the 10 seconds prior to the start of a point, after the technical issue is fixed the breaktime will be reset to 10 seconds

Rule Numbering from this point on as per NXL Rules 2025 and EU NXL Rules 2025 (US NXL 5 Man rules do not include 9.7 as Above)

9.8. GAME INTERRUPTION

- 9.8.1. 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.
- 9.8.2. 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.
- 9.8.3. 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 ensure 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.
- 9.8.4. The referees calling “Time” will indicate game stoppages. Each player must remain in the position he was in when the time call was made.
- 9.8.5. In the event that a game must be interrupted because of an emergency, or otherwise, the Head Referee will stop the countdown timer. When the game is restarted the “Start” procedure of these rules will Be used. Time will begin to run upon such restart.
- 9.8.6. If a game must be interrupted because of an emergency, the Head Referee may instruct all players to place their markers on the ground until he deems that field of play is once again safe

9.9. BUZZER PUSH

- 9.9.1. Buzzers may be installed on the bases. If not installed when player touches the opposition start base, closest Referee will call "time"
- 9.9.2. Any active player can push the buzzer on the base.
- 9.9.3. When a player pushes the buzzer on the opposite team's base, the time Stops. then referees make a call "Time!" and the time is stopped. The game will Automatically freeze, and no player is allowed to leave his position. The player who pushes the buzzer will be paint checked.
- 9.9.4. If the player that presses the buzzer is declared clean by the referee, the point will be awarded to that Team.
- 9.9.5. If the player that presses the buzzer is found to have a hit on them, penalties will be assessed.
- 9.9.6. A team cannot win a point if their player who hits the buzzer is found to have a hit on them
- 9.9.7. The player who pushes the buzzer will be checked for paint hits in any case, even if this player marks himself as eliminated after the buzzer push, accidentally or on purpose.
- 9.9.8. If the player that presses the buzzer receives a penalty and there are more than enough active players to fulfil the penalty and the opposing team has no active players, it will be ruled a no point.
- 9.9.9. If the player that presses the buzzer receives a penalty and there are not enough players to pull, the result will be an automatic point for the opposing team. The team who was assessed the penalty will also have to start the following point minus the number of players that will fulfil the penalty.
- 9.9.10. If the player that presses the buzzer receives a Minor Penalty and the team has the exact number of active players to fulfil the penalty, leaving no active players on the field, it will result in a "no point" and no point will be awarded to any team
- 9.9.11. If the player that presses the buzzer receives a Major or Gross Major Penalty and the team has the exact number of active players to fulfil the penalty, leaving no active players on the field, the point will automatically be awarded to the opposing team
- 9.9.12. If the player that presses the buzzer receives a penalty and the opposing team has any number of active players. The point will automatically be awarded to the opposing team, regardless of the number of active bodies on the team that pressed the buzzer
- 9.9.13. NXL Rule own base buzzer press not used
- 9.9.14. Once all players from the opposing team are eliminated, a 30 seconds period begins where the team may press the opposing base buzzer,
 - 9.9.14.1. If it is clear to the head Referee that the advancing team is unaware of the number of eliminated players, at the end of the 30 second period, the player that has advanced the furthest is assigned as the buzzer presser.
 - 9.9.14.2. If it is clear to the head Referee that the advancing team is aware of the number of eliminated players, and the use of the 30 second period is deemed as running down the clock, all players will be checked for hits, and penalties as above will apply.

9.10. TOWEL THROWING (NXL Rule Not Used)

9.11. LAST 60 SECONDS RULE

- 9.11.1. The 60 seconds rule is about the last sixty seconds of the match time and overtime.
- 9.11.2. During this period any penalty of Major or Gross Major stops the game time and automatically gives point to the opposing team.
- 9.11.3. The team that receives the penalty must start down one player in the following point, unless the penalty is assessed on the teams last active player, then the team must start the following point down two players.
- 9.11.4. If in the last 60 seconds of regulation time a penalty is given, while the game has been stopped, a point will not be awarded due to this penalty, but other effects will apply

9.12. OVERTIME

- 9.12.1. Overtime is only played in play off matches.
- 9.12.2. Should any playoff match be tied at the end of regulation, overtime will determine the match winner.
- 9.12.3. NXL Rule not required
- 9.12.4. Teams will start the overtime period on their pit side of the field.
- 9.12.5. If two teams are tied at the end of a match regulation time, a 2-minute 3-on-3 overtime is played.
- 9.12.6. The overtime period is sudden death; first team to score wins.
- 9.12.7. The "60 seconds rule" applies in the last sixty seconds of overtime.
- 9.12.8. If the 2-minute overtime results in a stalemate (expiration of game time or neither team having any active players), the two teams will each select a player to compete in a One-on-One.
- 9.12.9. The One-on-One will be 1-minute and is sudden death; the first player to eliminate the opposing player or hit the buzzer at the opponent's base will win the match.
- 9.12.10. If in case of a stalemate (expiration of game time or neither team having any active players) in the One-on-One there will be a break time of one minute and the teams must choose a different player to compete in a second One-on-One.
- 9.12.11. This will be repeated until a team wins a One-on-One.
- 9.12.12. No player may compete in more than One-on-One unless every player on a team's roster has competed in a One-on-One.

9.13. GAME END

- 9.13.1. A game / Point 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.
- 9.13.2. Match-ending situations are any one of the following:
 - a) A buzzer is pushed by a player.
 - b) Example not used
 - c) A penalty (two-for-one or more) in the last 60 seconds of regular time or in last 60 seconds of overtime.
 - d) If team starts to play with a bigger number of players than set by rules or by Head Referee.
 - e) If the last player gets penalized Minor, Major or Gross Major. In that case the point goes to the opposite team.
 - f) If a player gets penalized Minor, Major or Gross Major, and the team does not have enough players to pull. In that case the point goes to the opposite team.
 - g) If a player gets penalized a Major or Gross Major, and the penalty removes all that teams remaining players.
 - h) If regulation game time comes to an end.
- 9.13.3. Players may not re-enter the playing field without the permission of a Field Referee.
- 9.13.4. In case of any technical malfunction, the referee crew will have the final say if a buzzer was touched before the final game horn sounds or not

10. HITS AND ELIMINATIONS

10.1. DEFINITION OF A HIT

10.1.1. 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.

10.1.2. 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 kneeled-on or sat-on paintballs, it will be considered a valid hit.

10.1.3. 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.

10.1.4. Referees will make every effort to wipe smear, splatter, spray, or paint from kneeled-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.

10.1.5. Only referees will remove invalid hits, except that a player may remove an invalid hit with the permission of a referee.

10.2. PLAYERS AND HITS

10.2.1. Players are responsible for becoming aware of hits.

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

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

10.2.4. 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.

10.2.5. 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.

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

10.3. ELIMINATIONS

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

- a) Abusive calls for paint checks.
- b) Subsequent failure to obey a referee's instructions.
- c) If any part of the player touches the out of bounds line or the ground outside the field of play.
- d) Marked with a valid hit.
- e) Failure to make a touch back while not having the barrel tip touching the base at the start signal.
- f) Posting of the marker or firing it after the start signal regardless as to whether they later touch back.
- g) Failure to wear goggles inside the field during the game period
- h) Failure to wear or fasten goggles chinstrap 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.
- m) 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.
- n) 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.
- o) Players who pick up any equipment (also abandoned), which has a hit on it are considered Eliminated.
- p) A Player placing a barrel sock on their barrel while the opposing team has any number of active players.
- q) A player found to be wearing illegal clothing during the game

10.3.2. 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

10.3.3. 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.

10.3.4. 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 to the nearest field boundary that is not downwards of play, 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" no player, on their way to the staging area are permitted to cross behind the opposing team's back boundary.

11. SCORING

11.1. MATCH POINTS

11.1.1. A team scores points each time:

- a) Pressing buzzer of opposing base as active player.
- b) (NXL example not used)
- c) A penalty Major or Gross Major, the last 60 seconds of regular time or in last 60 seconds of overtime.
- d) Opposing team starts with more players than set by the Rules (regular 3 players) or by the Head Referee (start with a smaller number of players).
- e) If at any time in a game the opposing team receives a Major or Gross Major penalty, and the penalty removes all the remaining players on the opposing team.
- f) If at any time in a game the opposing team receives a penalty Minor, Major or Gross Major, and doesn't have enough players to pull.
- g) The last player of opposing team gets a penalty Minor, Major, Gross Major.
- h) Opposing team has used a marker that is firing above 10.8bps.
- i) If opposing team player who presses the buzzer is found to have been eliminated, and the team that did not hit the buzzer has any number of active players.

11.1.2. A point is awarded at the conclusion of the point played, by the Head Referee

11.2. FORFEITS

11.2.1. A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game chronographing or for any game in which a team refuses to take the field. In the event that both teams fail to show for its pre-game chronographing or both teams are unwilling to take the field, both teams will have forfeited that game.

11.2.2. Any team that is scheduled to oppose a team that has forfeited a game will receive a game win and the average Point margin of their other games, or the opposite of the average margin of the games played by the forfeiting team, whichever is greater. The lowest margin a team can receive from a forfeited game is +1 (10 game score).

11.2.3. 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 a fault from the organization staff and the relevant round is not over yet.

11.3. ROUND SCORE

11.3.1. Teams competing in rounds are ranked by the number of match points scored in that round.

- A team scores 3 match points for each match won.
- A team scores one match point for each match tied.
- A team scores 0 match points for all other matches

11.4. TIE BREAKERS

- 11.4.1. If any two or more tied teams are tied, tie breakers are successively applied until one or more team wins, or no team wins, and one or more team loses the tiebreaker.
- If one or more teams win a tiebreaker, those teams are removed from the group and are ranked higher than all other teams in the group.
 - If no team wins and one or more teams lose a tiebreaker, those teams are removed from the group and are ranked lower than all other teams remaining in the group.
- 11.4.2. If after applying any tiebreaker and no teams are still tied, no further tiebreakers will be applied, and teams will be ranked in the order of the last applied tiebreaker
- 11.4.3. If after applying any tie breaker and three or more teams are still tied, the next tiebreaker will be applied.
- 11.4.4. If after applying any tiebreaker and only two teams are still tied, the team's head-to-head game will break the tie. If the two remaining team did not play head-to-head the next tiebreaker will be applied.
- 11.4.5. In groups of more than two tied teams where two of the tied teams have played each other but have not played any other of tied teams. The winner of those two teams' head-to-head game will be ranked higher, only if they are ranked sequentially after applying the point margin tiebreaker.
- 11.4.6. In the event of a tie in a non-head-to-head round, ties will be broken, in order, by:
- Head-to-head competition amongst the tied teams (A team wins if they won every head-to-head match played among tied teams and are better in remaining tiebreakers against a tied team they did not play. If no team wins, a team loses if they lost every head-to-head match played among tied teams and are worse in remaining tiebreakers against any tied team they did not play).
 - Point Margin in all games played amongst tied teams (only applies if tied teams have all played each other).
 - Point Margin in all games played.
 - Least points scored against in games played among tied teams (only applies if all tied teams played each other).
 - Least points scored against in all games played.
 - ~~Greatest time remaining in games won among tied teams (only applies if all tied teams played each other): Not Used~~
 - ~~Greatest time remaining in all games won. Not Used~~
 - ~~Least time remaining in games lost among tied teams (only applies if all tied teams played each other):~~
 - ~~Least time remaining in all games lost. Not Used~~
 - Seed into the tournament

11.5. Tournament Ranking NXL Rule not used

12. PENALTIES

12.1. ASSESSMENT OF PENALTIES

12.1.1. Penalty Enforcement

12.1.1.1. Any penalties that occur before the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the current point.

12.1.1.2. Any penalties that occur after the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the following point.

12.1.1.3. NXL Rule Not used

12.1.2. 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.

12.1.3. 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 on any part of a body or equipment (e.g.: shooting, posting, talking, moving forward, not actively calling for a paint check).
- b) Checking in as a live player at the end of a game with a hit.
- c) Using a marker that is chronographed on the field at 301-314 feet per second.
- d) Communicating to anyone after being signalled eliminated by a referee.
- e) Possessing prohibited clothing or equipment on the field of play
- f) Any person who shoots towards the spectator sideline or opponent's end line during a break period
- g) Any person who engages in aggressive or insulting behaviour towards another person, except a referee
- h) Having any players or team staff members who are above the number of players that are allowed to play in a point not past the out of bounds line closest to the team's pits at the start of the point. Unless the Staff or Player is on the play field in the vicinity of the start box, this will result in an automatic point for the opposing team
- i) Any eliminated player intentionally placing a pod containing paintballs on the field of play in limited paint divisions.

12.1.4. 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) Eliminating a player after being marked with a valid hit
- b) Passing multiple bunkers after being marked with a valid hit.
- c) First offense of a player carrying an illegal marker on the field of play.
- d) Using a marker that is chronographed on the field at 315-329 feet per second.
- e) Using an electronic marker with a ball per second rate of 10.6-10.8
- f) Using an electronic marker with a ball per second rate of 10.9-12.4. (The opposing team will all receive an automatic point for the point in which the illegal marker was used)

12.1.4.1. A teammate will be removed for every player that a marked player eliminates after the original player they eliminated causing the major penalty

12.1.5. Gross Major Penalty (removal of the player who committed the infraction and three teammates)

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

- a) **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.
- b) 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.
- c) Second offense of a player carrying an illegal marker on the field of play.
- d) Using an electronic marker with a ball per second rate above 12.4. (The opposing team will all receive an automatic point for the point in which the illegal marker was used, a minor suspension will also apply).

12.1.6. **Minor Suspension** (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 Minor suspension rule to players on the field will take place for the following infractions (not only limited to):

- a) Using an electronic marker with a ball per second rate above 12.4.
- b) An eliminated player who shoots at a player from out-of-bounds
- c) **Re-entering the field** after elimination in order to interfere in the on-going game without being asked by a referee.
- d) Second offense of a player carrying an illegal marker on the field of play.
- e) Shooting a player with the malicious intent to injure a player.
- f) Tampering with one's 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.
- g) Any person who engages in aggressive or insulting behaviour towards a referee
- h) Any person, who throws any equipment on the field of play other than an air source or disposable equipment
- i) Using a marker that is chronographed on the field at 330 feet per second or above

12.1.7. **Major Suspension** -((removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a major suspension (suspended for the remainder of the event, but not limited to)): Assessment of the Major Suspension rule to players on the field will take place for the following infractions (not only limited to):

- a) Second offense of shooting a player with the malicious intent to injure a player.
- b) Any person who engages in hostile physical contact with another person, including shooting another person who is not participating in a point or shooting from outside the field.
- c) Any person who engages in intentional physical contact with an official.
- d) Any person who throws an air source, whether attached to a marker or not.
- e) Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system.
- f) Second offence of any goggle rule (6.2) violation.
- g) Second offence of any Barrel Sock rule (6.3)

12.2. NOT ENOUGH PLAYERS RULE

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

- The Point is stopped, and the win is awarded to the opposing team,
- The opposing team does not need to have any active players to be awarded the point.
- Next point the team that was penalized starts with fewer players to completely fulfil the assessed penalty

12.2.2. Assessments of Minor penalty, when the exact number of live players are left to fulfil the penalty, and the opposing team does not have any active players. The point will end, and no point will be awarded to any team

12.2.3. Assessments of Major or Gross Major penalty when the exact number of live players are left to fulfil the penalty, the point will be awarded to the opposing team. The opposing team does not need to have any active players to be awarded the point

12.3. COLLUSION

12.3.1. 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

13. SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

13.1. ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

- 13.1.1. 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.
- 13.1.2. 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.
- 13.1.3. Player's suspension.** Any Field Ultimate 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 behaviour may be assessed a minor or A major penalty. Any person who engages in other major or severe acts of unsportsmanlike behaviour may be assessed a minor or major suspension by a Head Referee
- 13.1.4. Player's ejection**
Players will be ejected from the tournament grounds for the following infractions:
- Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar).
 - Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
 - Any applicable marker infraction in section "Markers".
 - Abusive language directed at any player, referee or spectator.
 - Deliberately shooting from outside the field or boundary
 - Deliberately shooting referees.
 - Re-entering the field after elimination to interfere in the on-going game without being asked by a referee.
- 13.1.5. Minor Suspension**
A player who receives a Minor suspension
- Shall not play for the remainder of the match and the next match, even if the next match is in the next round or tournament.
 - Must be present for all matches played by their team and must silently remain in an area designated by the field ultimate for the duration of the match.
- 13.1.6. Major Suspension**
A person who receives a major suspension will be ejected from the event and,
- May not be on-site at any event for the duration of the suspension,
 - May be suspended up to a season by the Ultimate Referee,
 - May be assessed a fine of up to \$500. A person may not play any further events until such fine is paid
- 13.1.7. NXL Rule not used**
- 13.1.8. NXL Rule Not used**
- 13.1.9. Team ejections**
- Only the Ultimate Referee may eject a team from an event.
 - A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.
 - Teams ejected for having an illegal roster or playing with ineligible players will forfeit all matches in that event. Teams will otherwise forfeit all remaining matches.

- 13.1.10. Player's ejection, Player fines, and Player's suspension from several APL events
- All league and tournament suspensions are subject to any APL affiliate league suspensions; all suspensions if deemed serious enough will be reviewed by the (NZPF) Commissioner to determine if further actions need to be applied

13.2. Appeals

- 13.2.1. Calls made on the field of play may be appealed to the Field Ultimate of the field.
- 13.2.2. No referee shall overturn eliminations.
- 13.2.3. The decision of the Head Referee of a field is final, except for suspensions and ejections.
- 13.2.4. Any player or team subject to a suspension may appeal the imposition of that suspension to the Ultimate Referee immediately.
- 13.2.5. A team may file a written grievance with the Ultimate Referee regarding the decision of authorized personnel, a scoring official, a referee, or a Head Referee.

13.3. CONFLICT IN THE RULES

- 13.3.1. In case of a situation not covered by this Rulebook or any conflict between two sections of this Rulebook, the authorized officials will make its decision based on the laws and common sense.
- 13.3.2. Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.
- 13.3.3. Any situation within the bounds of this section shall be passed to the NZPF Commissioner as soon as possible. The NZPF Commissioner has a right to modify or amend these rules even if this amendment would go against the decision originally taken.

14. MISCELLANEOUS

14.1. MAINTENANCE AND CLEANUP

- 14.1.1. All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and clean-up of the event facility.
- 14.1.2. All persons will dispose of all trash they generate in designated trash receptacles. Or removed from site.
- 14.1.3. Teams will remove paint boxes from enclosed team pit areas.
- 14.1.4. Any person that fails to adhere to rules and regulations contained in section 14.1 or promulgated by the promoter may be fined up to \$250 by authorized personnel.

14.2. Unforeseen Circumstances

- 14.2.1. In case of any unforeseen circumstances. The Ashburton Paintball League reserves the right to make any adjustments to the event.
- 14.2.2. Upon the start of the first game of the event, the event has considered to have happened, and no refunds will be issued.
- 14.2.3. In the case of any unforeseen circumstances these adjustments may be made at any time but are not limited to
 - 14.2.3.1. Game times.
 - 14.2.3.2. Mercy rule limit.
 - 14.2.3.3. Number of games played.
 - 14.2.3.4. Number of teams that advance to the next round.
 - 14.2.3.5. Adjusting the schedule.
- 14.2.4. If the remainder of the tournament becomes cancelled for any reason, event standings will be determined by the games that have already been played.
 - 14.2.4.1. If any points are scored in a cancelled game the game will end with the current score. If the game is a head-to-head playoff game and the score is tied, the team with the highest seed in the prelim round will win the match.
 - 14.2.4.2. If some teams have played more matches than other teams, teams who have played fewer matches will receive a tie-score for the number of matches necessary to have the same number of matches played as the team with the greatest number of matches played.
 - 14.2.4.3. If further rounds of playoffs are scheduled after the last fully or partially completed round, teams will be advanced to the next round based on the results of the last fully or partially completed round, with results of further rounds determined by teams' placement at the end of the preliminary round.
 - 14.2.4.4. Match ties will score as 1-1.
 - 14.2.4.5. NXL Rule not required.