

WPFG ABRIDGED RULES - PAINTBALL – Page 1

GUIDING BODIES

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EVENTS

OPEN, UNISEX: 5 PERSON TEAM

Rosters are limited to a maximum of 10 players plus a non-playing coach/manager. Maximum of 5 players on the field.

Any player who has previously registered or played as a “PRO” in tournament level Paintball is NOT eligible to compete in the Games for a period of 3 years following their last professional event. A maximum of 1 former Professional player is allowed on any team roster regardless of time elapsed. Any team rostering a former Professional player is required to play in Division A.

EQUIPMENT

Rental Equipment: The venue should have rental equipment available for those competitors who do not have their own equipment. Prior to check-in, competitors must secure required equipment they do not own. Air tank refills must be available at the venue with a reasonable price to the competitor.

Field Paint: All players will use paint supplied by the Host at the venue. The Host will ensure an adequate supply of “Field Paint” for the competitors is available on-site, and may charge the player a reasonable price.

COMPETITOR EQUIPMENT & INSPECTION: All individual equipment must be inspected and approved by officials at the time of player check-in at the venue. Players will supply their own, and allow inspection of, all personal equipment including the following:

Paintball Markers: All paintball markers must meet manufacturers’ and insurance safety guidelines regarding triggering mechanisms, the trigger guard, and safety devices. No fully automatic paintball markers are allowed.

Barrel Condom: All markers must have a barrel plug. A squeegee is not a barrel condom.

Goggle Systems: Every goggle/mask system must meet or exceed the ASTM guidelines. The face and ear protector components must be attached securely to the goggle frame to

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present full coverage (no gaps) to the bottom of the chin, along the jawbone, temples, and ears. The material of the protector components must meet or exceed the attachment strength and durability of the goggle manufacturer's OEM design. No component of the goggle/mask system may be altered or modified in a manner which adversely affects the goggle manufacturer's safety warranty or design.

Groin Protectors: All competitors will provide and wear an approved cup or groin protection system.

Breast Protectors: All female competitors will provide and wear an approved breast protection system.

BRACKETS

Round Robin (Group Play) tournament play. Pools will consist of an equal number of teams where possible. The number of teams that enter will determine the numbers of pools, and the number of teams in each pool.

After the Round Robin, the teams will be divided into 2 divisions. The top 50% of the teams from each group will be placed in Division A; and, bottom 50% of teams will be placed in Division B. Each Division will continue with another round Group Play, with awards from the results. The number of teams entered will determine the number of rounds to achieve the final awards standing. (Teams will start off with zero (0) points at each new level.)

SCHEDULING

There will be a players' meeting on or before the first day of the event.

SCORING

Game points: teams according to their performance earn game points. Accumulated points will be used to rank teams throughout the event to determine which teams advance to the next round.

Points will be awarded as follows:

Active players at game end = 2 points each
Opponents eliminated = 4 points each
First flag pull = 20 points
Flag hang = 50 points

Total points available = 100 points

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GENERAL SPORT RULES for Paintball

1. Each player may carry and use only 1 paintball marker and barrel per game.
2. No external velocity adjusting devices are permitted, which will allow a player to adjust the velocity of his/her paintball marker without the use of tools or disassembly. All velocity-affecting pressure regulators, which can be adjusted without the use of tools or by disassembly, must have locking rings or tournament caps.
3. Only pump or semi-automatic paintball markers will be allowed. The definition of a semi-automatic is one trigger pull, one burst of gas, and one paintball discharge.
4. All paintball markers must use either CO² (carbon dioxide) or compressed air/nitrogen as a power source. All components (fittings, hoses, valves, cylinders, etc) of the high-pressure system must meet the manufacturer's safety standards.
5. A player may only carry 1 power source cylinder onto the playing field. The exception to this rule is if the competitor is using the 12-gram disposable cartridges to power the marker.
6. Paintball markers may shoot any number of paintballs, provided that no more than 1 burst of gas and 1 paintball (excluding accidental double feeding) is delivered down the barrel as each trigger pull cycle occurs. Paint markers intentionally configured to hold more than 1 paintball in the breech are prohibited.
7. The definition of a trigger is a movable lever that comes in contact with the finger. The contacts of a switch will not be considered to be a trigger. The definition of a trigger pull cycle is the exertion of force by the finger on the trigger and a release of that force from the trigger by the same finger.
8. All paintball markers and player equipment are subject to official's inspection at any time during the event.
9. It is mandatory for every person (judges, players and spectators) to wear an approved goggle system when they are directly exposed to fields while games are in progress or when they are directly exposed to any authorized shooting area while paintball markers are being discharged.
10. All WPFGB Tournament games will begin with the head referee as the official timekeeper, giving teams a **30-second warning**...to be echoed by all the field referees...followed by a **10-second warning**...again to be echoed by all the field referees. The game begins when the head field referee shouts "**GO, GO, GO**". This is to be echoed by all the field referees as well.
11. If a player's goggles are accidentally dislodged (sufficient to expose the eyes) during a game, the game will be halted while the player reapplies the goggles. Players on both teams will not move from their current positions until play resumes.

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12. An active player who deliberately removes his/her goggles (sufficient to expose the eyes) during a game, other than with the approval and under the direct supervision of a judge shall be eliminated from the game.

13. Players must wear full-length pants and a long-sleeve top (e.g., shirt, pocket or pullover). Pant legs and shirt-sleeves must be fully extended during game play to the ankles and wrists respectively. The player's clothing may not resemble or be of a similar color to that of the judges, and it may not be of a color/pattern similar to that of the flag (s) or armbands being used at the event. A player may not wear or carry any multi-colored or patterned clothing and equipment that makes distinguishing paint marks difficult for the judges.

14. Clothing must be sized to fit the player. A player may not wear oversized, draping and/or excessively baggy clothing. Clothing may not be made of overly absorbent cloth or highly padded cloth, or of water repellent cloth/material that allows a paint mark to be wiped away quickly and cleanly. Ghillie-type material, which makes paint marks difficult to locate and identify quickly, may not be worn or attached to the player's equipment or goggles.

15. Players may not be listed on more than 1 team roster per event, and a player may not change teams during an event.

16. All paintball markers are subject to a chronograph check before, during, and after a game. **The maximum paintball velocity for this event will be 285 feet per second (fps).**

17. Unless stated in the rules as a specific point penalty, player infractions will be a penalty of 10 points, removed from the player's team score. The penalty points will be removed at the time of the infraction.

18. Before each game, every player must report to a designated chronograph site. An equal number of players from each team will be chronographed. 1 clearing shot will be allowed before the chronograph check. The velocity check shall consist of 3 consecutive shots over the chronograph meter. No single shot may exceed the event limit. Any paintball marker shooting over the event limit shall not be allowed in the game. Players may attempt to re-qualify their paintball marker, providing games are not delayed. A player may go into a game without a paintball marker.

19. During a game, a player must allow a judge to chronograph his/her paintball marker upon request. The judge will call the player neutral, and the player must cease all play-related actions and follow the judge's instructions. If the player refuses to follow the judge's chronograph check directions, the judge will eliminate him/her. In addition, the judge will assess a POINTS PENALTY OF -50 (50 points are subtracted from the team's total). The game check shall consist of 1 shot over the chronograph without any clearing shots. This shot may not exceed velocity over the limit. If this shot exceeds the velocity limit, the judge will eliminate the offending player.

20. A player is eliminated from the game when he/she is ordered off the field or eliminated by a judge, or when a player signifies his/her own elimination whether marked or not.

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21. A player who deliberately goes outside the field boundaries during play shall be eliminated from that game.
22. A player who climbs on a structure, prop, alters terrain, or who deliberately uses a non-participant as a shield will be eliminated.
23. A player is eliminated from the game when he/she is marked anywhere on their body, clothing, or equipment that is affixed to their body, with a [USD] quarter-sized or larger splat caused by a direct hit from a single paintball.
24. It is each player's responsibility to check themselves, and call themselves out when he/she has been marked from an obvious hit. An "obvious" hit is a direct impact that leaves a quarter-sized or larger splat and that in the judge's determination, the player should physically sense.
25. When a player receives an "obvious" hit that the player can visually verify, he/she must signify his/her elimination immediately. A player may seek reasonable cover in the immediate area if he/she is unable to visually verify an obvious hit, and if remaining in his/her current position while waiting to be paint checked will leave the player exposed.
26. **Player safety is paramount.** Blind firing and close in headshots are prohibited. If bunkering an opponent, lower body shots are preferred. If two or more players are marked simultaneously, both shall be eliminated.
27. Eliminated players must place their hand on their head, raise their paintball marker in the air, and quickly exit the playing field. This is the official signal for being eliminated. Players must also insert the barrel plug into their paintball marker before exiting the playing field. The player must give the referee his/her armband, and proceed promptly and directly to the field's holding station. Players that do not place their hand on their head and marker in the air while exiting the field are likely to be marked by active players to prevent deceptions.
28. Blatantly shooting a player after he/she has signified his/her elimination is an infraction.
29. A player who receives an obvious hit and continues aggressive play (shooting, advancing, communicating with teammates, handing off supplies, etc.) commits an infraction.
30. A player who receives an obvious hit to the paintball marker, loader, or directly attached power source will be eliminated.
31. An eliminated player cannot communicate, verbally, or visually with fellow team mates, nor can an eliminated player discard or pass off equipment or supplies to team mates.
32. A player who fails to call for a paint check and waits until after the game ends to signify his/her elimination, and/or who has an obvious hit but attempts to report as "live" (active) after a game, commits an infraction. The offending player shall be counted as an elimination, additionally, the judge will assess a POINTS PENALTY OF – 20 points (20 points will be deducted from the team's score).

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33. A judge will perform a “neutral” paint check if, in the performance of the check, he/she will expose the player to hits or interfere with normal game activity. A player becomes neutral only when a judge gets close enough to touch the player; tells the player he/she is neutral, and signals the player’s neutrality to the rest of the field. A player who calls for a paint check on himself/herself remains in play unless and until a judge performs a “neutral” paint check on him/her.

34. An active player shall not shoot or advance directly toward a neutral player, and shall not enter within a 25-foot radius of the neutral player.

35. A neutral player becomes active when the judge tells them he/she is clean and may resume play, and signals to the rest of the field that the player is now active.

36. Judges, not the player, will wipe off indirect splatter and wrongful hits, such as when players are hit after being called neutral. A player who attempts to remove paint splatter and/or spray off his/her clothing or equipment commits an infraction. The exception is a player’s goggle lens. A player may wipe off the lens only after receiving direct permission from the judge.

37. Spectator cheering is not allowed. Spectators shall not point at or communicate with active players. Spectators cannot distract judges or interfere with the games in any way. Spectators must follow the direction of the judges.

38. A flag is designated as “pulled” or “secured” when it is removed from its station and held in the possession of an active player. A flag-carrier must hold the flag in their hand, and must keep the flag visible at all times. The flag may be handed off between active players.

39. If the flag-carrier is eliminated while in possession of the flag, he/she shall stand with the flag at the point where they were eliminated.

40. Any active player may pick up a dropped or discarded flag.

41. A flag hang is awarded to the first active flag-carrier from either team to break the plane of the opponent’s flag station with the flag.

42. A flag-carrier automatically becomes neutral when he/she breaks the plane of the flag station. A judge will check the player for paint marks, and if the flag-carrier is clean, the game ends. Should game time expire during the check of the flag-carrier, and the carrier is clean, the flag hang will be awarded. If the flag-carrier was marked prior to breaking the plane of the flag station and the game time did not expire during the check the judge will eliminate the player and back the flag out of the station approximately 25 feet (in the direction from which the flag-carrier came). While the flag is being repositioned, it is neutral and the game clock continues. The flag becomes active once repositioned, and at the referee’s signal.

43. The head judge will give the game-end signal when a flag is hung, the time period for the game expires, or the last player on a team is eliminated via a penalty. A player who signals the end of a game commits an infraction. All shooting must cease at the game-end signal and players on the field must install barrel plugs.

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44. The head judge of a field may “freeze” the field, signaling all play to stop, because of an emergency, injury, safety hazard, or other serious game problem. The judges will instruct the players as to the actions required. The head judge will resume play with a 10-second countdown after notifying the field how much time remains in the game.
45. No person in attendance (including spectators) may argue with a judge, hinder/interfere with a judge’s performance, and/or disregard a judge’s warning during a game.
46. A person may not engage in loud arguing, cursing or insulting name-calling regardless of where or to whom it is directed (toward a judge, player, spectator, self, etc.).
47. Engaging in confrontational arguing or severe, abusive cursing or name-calling and/or threatening physical harm to another person, is an infraction. If the offending player is active, the judge will eliminate him/her. The judge also will assess a POINTS PENALTY OF – 50 (50 points are subtracted for the team’s score).
48. Making deliberate, belligerent physical contact with another person (such as bumping, pushing, shoving, or use of an object) is an infraction. When this occurs, the judge will **END THE GAME** and the offending player’s team shall forfeit the game. Additionally, the judge will assess a POINT PENALTY OF –100 (100 points are subtracted from the team’s score). If a player from each team commits this infraction, both teams shall forfeit and POINTS PENALTY OF – 100 shall be deducted from each team’s score.
49. Prohibited Devices. Players shall not use and/or carry onto the playing field any of the following: artificial sounding devices (e.g., whistles, clickers, horns); shielding devices; artificial light sources; heat generators (e.g. matches, lighters, heat packs); weapons; flares; paint grenades; paint mines; any form of pyrotechnic devices; tools and spare parts capable of affecting a paintball marker velocity; silencers or sound suppressers; or, slingshots, blowguns or any device capable of propelling a paintball other than the 1 approved paintball marker per player. Radios and similar communication, signaling or listening devices, or items that might be mistaken for a flag are also prohibited.
50. Games will be a maximum of 10 minutes in length.
51. Players will not be limited to the number of paintballs used per game. To ensure equal play, all players must use “Field Paint”, supplied at the venue, paid for by the player.
52. Players must follow all of the directions of the judges. Since the instructions of the judges may supersede these rules in exigent circumstances, a player shall not be penalized for following the directions of a judge. Any such direction negatively impacting a player or team is protestable.
53. It is the sole responsibility of the competitor to be aware of, and respond to, all required show-up times.