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# AXL Tournament Rules

Revision 09.1

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## 1. FIELDS

### 1.1. FIELD DESIGN

- 1.1.1. All game fields shall be free from anything that would pose an unnecessary risk to players, including cliffs, areas with jagged rock, etc.
- 1.1.2. Players and judges should be able to move freely on game fields. Game fields should not contain significant wet or swampy areas, dense undergrowth, or other obstructions likely to be an impediment to free movement or the safety of players and judges.
- 1.1.3. All field borders will be free of doglegs, and no section of a border will be constructed in such a manner that allows players to shoot over a boundary and back onto the playing field.
- 1.1.4. Fields will contain a team flag station centred at each end, and a centre flag station.
  - 1.1.4.1. The centre flag station will be placed at midfield in such a manner as to assure that players from either team flag station can reach the centre flag station in the same amount of time. The flag will be hung at the centre flag station at the start of each game.
  - 1.1.4.2. The team flag stations will serve as the starting point for play as well as the final destination of a flag hang.
- 1.1.5. Taking into account terrain, cover, ability to move, fire lanes and topography, game fields shall be balanced.
- 1.1.6. The field size for a 5-player game is 125 feet wide by 150 feet long.

### 1.2. FIELD STAFFING

- 1.2.1. Each game field shall be staffed by a minimum of six (6) field judges and one (1) ultimate judge.
- 1.2.2. Only judges authorized by the ultimate judge of a field may actually make calls on that field.



## **2. OFFICIATING**

### **2.1. STANDARDS**

- 2.1.1. All judges shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as judges.
- 2.1.2. All judges shall perform their duties and shall make decisions in an unbiased manner. If a judge is biased in his judging activities for or against any team, such person shall be re-moved from the judging team for the remainder of the tournament. At the discretion of the promoter.
- 2.1.3. Judges will wear shirts and pants of bright colours that will distinguish the judges from the players. Ultimate judges will wear shirts that indicate their status on the game field.
- 2.1.4. Clerical or mathematical errors may be corrected at any time prior to the announcement of the final preliminary scores.

### **2.2. INFORMATION**

- 2.2.1. If necessary, team pit areas/flag stations will be determined by coin toss prior to the start of the match.
- 2.2.2. Judges will not provide information to teams regarding the location of flag stations, terrain, boundaries, game time, or progress of a game during the game, except with respect to safety concerns.
- 2.2.3. Judges will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game.
- 2.2.4. Judges will not impede the progress of the game.

### **2.3. GAME CONTROLS**

- 2.3.1. The ultimate judge on the field will begin a game when the time-out clock reaches zero (0). When the time-out clock reaches zero (0), the game will start by a signal such as a buzzer, whistle, air-horn, siren, or verbally so that each team may hear.
- 2.3.2. A game will end with the ultimate judge on the field announcing "Game over" and can be accompanied by a buzzer, whistle, air-horn, siren, or other suitable means.
- 2.3.3. In the event of an emergency situation, the judge discovering the emergency will request that all judges stay off the radios and request all action to stop immediately. Game time will also be halted for the duration of the emergency.



## 3. GAME STRUCTURE

### 3.1. START PROCEDURES

- 3.1.1. Each team is expected to report to the entry point of the game field at least 20 minutes prior to the scheduled start of the match.
- 3.1.2. Players will be stationed in a controlled area adjacent to the game field. A judge or other tournament official will supervise this area. Players may not leave this area, except to enter the field.
- 3.1.3. Players are responsible for removing old hits or bringing the same to the attention of a field judge so that they may be dealt with in a manner that would not result in an elimination of the players.
- 3.1.4. Players are not allowed to bring tools or other prohibited equipment on the game field. Presence of such equipment may result in a penalty and/or disciplinary proceedings against the offending players and/or teams.
- 3.1.5. Markers must be touching the start point or be eliminated
- 3.1.6. At the start of game, when the teams are assembled at their respective flag stations, the ultimate judge will signal the time-out clock to start the one (1) minute countdown and will begin the game as defined in Section 2.3.1.

### 3.2. SCORING

- 3.2.1. A team will receive one (1) point for the following reasons:
  - 3.2.1.1. A successful flag hang.
    - 3.2.1.1.1. A successful flag hang occurs when a player breaks the plane of a team flag station with a flag
    - 3.2.1.1.2. Flag hangs may be awarded to the team that is not in possession of the flag when it is hung. The team flag station where the flag is hung determines which team receives the point for the game.
    - 3.2.1.1.3. Points will not be immediately awarded upon the flag breaking the boundary plane of a flag station. The status of the flag carrier will first be verified before a flag hang is considered official.
  - 3.2.1.2. The coach of the opposing team “throws in the towel”



3.2.1.2.1. No paint checks will be performed on live players when a point is awarded to a team in this manner.

3.2.1.3. The opposing team is assessed a penalty that results in a 4<sup>th</sup> player in the penalty box

3.2.1.3.1. No paint checks will be performed on live players when a point is awarded to a team in this manner.

3.2.2. The team with the most points at the end of regulation time will be declared the winner of the match.

3.2.2.1. If the score is tied at the end of regulation time the match will be determined a 'Tied' result and the appropriate points will be rewarded. In the case of semi-finals or finals matches a tied score will result in a sudden death play off. The winner of the match in the case of a sudden death playoff will be the first team to score a point. There will be no time limits to Sudden Death Games.

3.2.3. Teams will be awarded points at the end of a match according to the following schedule:

Win: 3 points  
Draw: 1 point  
Loss: 0 points

3.2.3.1. In the case of a points tie at the end of all the preliminary rounds, rankings will be determined by a count back on a points difference assessment. The tied teams rankings will be determined by the sum total of points scored from each match played minus the sum total of points scored against the team in each match played. Points difference is calculated across all preliminary matches not just matches played between the two tied teams.

e.g.

Match1

Team1 – 4

Team2 – 1

The points difference for this match would be +3 for Team 1 and –3 for Team 2.

Match2

Team1 – 2

Team2 – 3

The points difference for this match would be -1 for Team1 and +1 for Team2

Total points difference across these matches would be:

Team1 - +2

Team2 - -2

Team1 would advance into the Semi Finals.



3.2.4. Series points will be award as per the following schedule per division:

- 1<sup>st</sup> - 100
- 2<sup>nd</sup> - 90
- 3<sup>rd</sup> - 85
- 4<sup>th</sup> - 80
- 5<sup>th</sup> - 75
- 6<sup>th</sup> - 70

Continuing in 5 point increments for each successive place to a minimum of 20 points.

### **3.3. PRE-GAME CHRONOGRAPHING**

3.3.1. Referees may chronograph players' markers prior to start of play.

3.3.1.1. Players are responsible for ensuring that their markers are operating at or below the posted field limit (typically 300 feet per second (fps)).

3.3.1.2. Any marker found to be in excess of the field limit (300 fps) cannot be used until adjusted. No penalty will be assessed at this point. Players whose markers are found to be in excess of the field limit can:

3.3.1.2.1.1. Change markers if time permits

3.3.1.2.1.2. Play without a marker

3.3.1.2.1.3. Change player and marker if time permits

3.3.2. If during the chronographing process, a judge determines that a marker is illegal under section 5.3, the marker will not be allowed onto the field until it is deemed legal by the game officials.

3.3.2.1. A marker deemed illegal may be subject to further examination by game and/or League officials



## **4. TOURNAMENT INFORMATION**

### **4.1. PROMOTER**

4.1.1. The promoter will supply tournament information to any team having entered the competition including and not limited to:

4.1.1.1. Entry fee,

4.1.1.2. Schedule of events, including time and place for the rules meeting and the captains' meeting,

4.1.1.4. Waiver,

4.1.1.5. Roster form,

4.1.1.6. Updated <sup>TM</sup> rules

### **4.2. RULES MEETING**

4.2.1. A rules meeting will be held prior to each competition for the judging staff to answer questions concerning the rules governing the tournament.

### **4.3. CAPTAINS' MEETING**

4.3.1. A captains' meeting will be held prior to the competition to provide information to the captains of the teams attending concerning the organization, administration, and rules governing the tournament.

### **4.5. PLAYING FIELD REVIEW**

4.5.1. All playing fields will be available for review by any team competing in the event at least 24 hours prior to play.

4.5.2. No team or member thereof shall in any way alter the playing field. The penalty for a player modifying a field three days or less prior to the start of play or during the tournament days is a suspension from that tournament.



## 5. EQUIPMENT

### 5.1. CLOTHING

5.1.1. Each player may wear only one layer of underclothing consistent with the weather of the day for all but unseasonably cold weather.

5.1.2. Each player must wear only one pair of full-length pants and only a long-sleeved jacket or shirt, either button or pullover style, as long as the colours on the outer garments are not the same as any flags or judges apparel chosen for use at the event.

5.1.3. Players must wear pants or shirts or jackets that fit well. Players may not wear oversized clothing. If a judge deems that a player's clothing is oversized, the judge may require new attire or make temporary adjustment using tape, pins, etc.

5.1.4. Players may not wear jackets and or pants, which are made of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber. If a player is found to be wearing such material, then he will be required to obtain and wear suitable replacement clothing.

5.1.5. Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.

5.1.6. Players may wear neck protection of a single layer. Turtleneck shirts are allowed.

5.1.7. Players may wear headgear that does not extend beyond one inch below the collarbone or below the shoulder blades.

5.1.8. Orange is a protected colour and is not allowed on exposed clothing.

### 5.2. PROTECTIVE GEAR

5.2.1. Players must wear goggles manufactured for use in paintball games in good repair and with lenses that are not damaged. Goggles must meet or exceed ASTM Standard F1776.

5.2.2. Players must wear full-face protection as it comes from the manufacturer in original form.

5.2.3. Players must wear ear protection that is part of the goggle system that was made by the manufacturer for that goggle system.

5.2.4. Players may wear forearm, elbow, shin, and/or knee 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.

5.2.5. Players may wear groin protection and female players may wear breast protection.



5.2.6. The promoter has the right to refuse any article of protective clothing deemed unsuitable for the event.

### 5.3. MARKERS

5.3.1. The definition of a trigger is a device operated by the user of a marker that is typically a movable lever or button that comes in contact with the finger. The contacts of a switch will not be considered to be a trigger. A trigger cycle is the movement of the trigger through the discharge position and returning to a reset or recycle position. A trigger cycle usually requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every firing cycle. Markers may operate at any discharge rate, provided that it operates in a semi-automatic (i.e. one discharge per trigger cycle) or pump discharge mode only during play.

5.3.2. Players may use a single, 68-caliber, semi automatic or pump paintball marker that consists of a single barrel and a single trigger. Double action triggers are prohibited. A paintball marker capable of firing in other than semi automatic or pump discharge modes 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.

5.3.3. All markers with any form of external velocity adjusters must be made in such a way that the velocity adjuster is not readily accessible during the course of the game. Some markers may require beaver tails and/or tournament caps. All regulators require tournament caps such that they cannot be adjusted without a tool with the gun gassed or degassed.

5.3.4. All markers are subject to inspection at any time by tournament officials. A team or player found to be using a marker in violation of Rule 5.3 will be penalised according to section 12.4.

5.3.5. Gun barrels may be equipped with porting, slots, rifling, but may not have a sound suppressor attached or integral to the construction of the barrel. A player may only have one barrel on the field.

5.3.6. Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing.

5.3.7. Players may not use cloth, neoprene, or other material to cover the paint loaders on the marker. Cloth and neoprene tanks covers will be allowed.

5.3.8. At all times in a goggle-off area or designated areas, markers must have a barrel blocking device capable of preventing an intact paintball or shell fragments greater than 3mm by 5mm from exiting the barrel or barrel blocking device.

5.3.8.1. A team will receive one warning (documented) then each successive infraction will result in a penalty to the offending player.

5.3.8.1.1. If the owner of the marker cannot be identified, the player closest to the offending marker will serve the penalty.



5.3.8.1.2. The penalty will start at the next resumption of play (players from staging area cannot enter penalty box during active play and penalties do not start until the player is in the penalty box.).

#### **5.4. OTHER EQUIPMENT**

5.4.1. Players may carry any number of pouches, clips or loaders.

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

5.4.3. Players may carry multiple squeegees and or swabs.

#### **5.5. PROHIBITED EQUIPMENT**

5.5.1. Prohibited equipment includes listening devices, communication devices and any form of electronic surveillance device, incendiary devices, smoke producing devices, toxic paint, non-biodegradable paint, and paint that has a shell, fill or both altered or augmented in any way from the manufacturer's original form.

5.5.2. Anything not specified in Sections 5.1 through 5.4 inclusive, shall be prohibited unless allowed by the ultimate judge.

#### **5.6. POSSESSION AND EXCHANGE**

5.6.1. Two live players may exchange equipment.

5.6.2. Players who are eliminated must exit the field with all equipment they were carrying when they were eliminated.

5.6.3. Players must carry all paint, gas and equipment to be used during the course of the game on their person at the start of the game.



## **6. TEAMS**

### **6.1. TEAM ROSTERS**

6.1.1. Teams rosters consist of players, pit-crew members, assistant coaches, and a coach.

### **6.2. PLAYER**

6.2.1. Teams may have up to 8 players on their roster, but may field a maximum of five at any time.

6.2.2. No player may appear on more than one roster.

6.2.3. All players under 18 years of age must have written permission from a parent or legal guardian to play.

6.2.4. All teams must submit complete rosters prior to play.

6.2.4.1. Team rosters for a tournament will only be accepted after all fees have been paid in full.

6.2.5. Players may assist the pit-crew between points.

6.2.6. Players in the pit area may not communicate with players on the field.

### **6.3. PIT-CREWS**

6.3.1. Pit-crews in the active pit area can consist of a maximum of six (6) persons.

6.3.2. Pit-crews are responsible for the preparation and maintenance of equipment and supplies required by the players including and not limited to:

6.3.2.1. Replenish paint and air as required.

6.3.2.2. Clean and/or replace goggles.

6.3.2.3. Remove splatter and marks on players and equipment.

6.3.2.4. Provide players penalized with markers over the posted field velocity limit with new markers or adjust faulty markers.

6.3.3. Players, assistant coaches, or coaches can assist pit-crew members.

6.3.4. Pit-crew members are NOT allowed to communicate to players on the field during game play.



#### **6.4. ASSISTANT COACHES**

6.4.1. Teams can have a maximum of two (2) designated assistant coaches in the pit area for any game.

6.4.2. Assistant coaches are allowed to communicate to the coach but NOT to players on the field during game play

6.4.2.1. Communication to the coach must be in a manner that cannot be heard on the field

6.4.3. Assistant coaches may assist pit-crews as required.

#### **6.5. COACHES**

6.5.1. Teams can have one (1) designated coach for any game.

6.5.2. Coaches will be allowed to call plays and instructions to players on the field during game play as long as the coach is confined to the coach's box.

6.5.2.1. The coach's box is a 10' long area on the sidelines of the pit area ending 5' from the mid-field point.

6.5.3. Coaches may assist the pit-crews as required.

6.5.4. Coaches will be allowed to "throw in the towel" to cause stoppage of play. In doing so, the opposing team is awarded a point and the time-out clock will begin a 2-minute count-down.

6.5.4.1. Players on the field will be checked upon exiting as in section 8.3.2.



## 7. CHRONOGRAPHING

### 7.1. GAME CHRONOGRAPHING

7.1.1. Chronographing on the field may be done at any time at the discretion of any field judge to determine if a marker's muzzle velocity is above the legal limits. Judges will seek to perform field chronographing with minimal interference to the play.

7.1.2. Players with markers chronographed on the field during a game at the legal limit (typically 300 fps as determined by the NXLTM) or less (one, two or three shots at the discretion of the field judge) will continue to play without penalty.

7.1.3. Players with markers shooting over the legal limit will be assessed a penalty.

7.1.4. The chronograph judge can take a marker from a player during stoppage of play or upon elimination of the player, and inspect it for the following:

7.1.4.1. The presence of foreign matter in the barrel, feed port or loader;

7.1.4.2. Tightness of screws, barrel, tank and other working parts which can increase or decrease velocity;

7.1.4.3. Presence of valves or expansion chambers which can be turned on or off; all valves will be placed in the fully open position;

7.1.4.4. Presence of external velocity adjusters which are not covered or fixed in place; and

7.1.4.5. Any other device, part or item which would enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools.

7.1.5. Only gloveRADAR™ chronographs will be used as an official game chronograph.



## 8. GAME PROCEDURES

### 8.1. GAME TIMES

8.1.1. A match will consist of one (1) 15-minute period.

8.1.1.1. Teams will switch ends at the start of each point.

8.1.2. The match time will continue to run at each flag hang, a “towel thrown in”, assessment of the 4<sup>th</sup> consecutive penalty, or elimination of the last player(s) on the field.

8.1.2.1. At the conclusion of each point the Time Out clock will start and run for 2 minutes at the conclusion of which a new game will begin.

8.1.3. The game time will stop upon the occurrence of:

8.1.3.2. in case of an emergency as per section 8.5

8.1.4. Play will end at the earliest of:

8.1.4.1. A flag hang

8.1.4.2. End of regulation game time.

8.1.4.3. A coach “throws in the towel”

8.1.4.4. Assessment of 4<sup>th</sup> consecutive penalty to a team

8.1.4.5. Elimination of last player(s) on the field

8.1.5. When a condition described in 8.1.4 occurs, the ultimate judge will communicate to all judges and live players, "Time Out" that can be accompanied by a buzzer, whistle, air-horn, siren, or other suitable means.

8.1.6. The ultimate judge, a field judge appointed by the ultimate judge, or an official timekeeper, will keep the official game time. In no event shall a flag judge keep the official game time. In the event that a game is to be interrupted because of a medical emergency, or otherwise, the game time will be stopped. The ultimate judge will restart the game by resetting the remaining live players at their respective team flag station. The time-out clock will begin a two (2) minute countdown to resume play as specified in Section 2.3.1. Time will begin to run from the point of interruption upon such restart.



## **8.2. GAME ENDING PROCEDURES**

8.2.1. Game play will end at the earliest of:

8.2.1.1. A successful flag hang

8.2.1.2. End of regulation time.

8.2.1.3. A coach “throws in the towel”

8.2.1.4. Assessment of a penalty resulting in a 4<sup>th</sup> player in a team’s penalty box

8.2.1.5. Elimination of last player(s) on the field.

8.2.2. Play will end as described in Section 2.3.2

8.2.3. At least one field judge will be assigned to inspect live players exiting the field at the as-signed exit point at the end of play as directed in section 8.3.

## **8.3. CHECKOUT PROCEDURES**

8.3.1. Eliminated players must immediately exit the field via their entry point by the most direct route or as directed by a field judge. Players that take routes that are not the most direct and conceal such player's elimination from the other team or players that refuse to follow a judge's direction on leaving the field constitute playing-on and will be assessed the appropriate penalty.

8.3.2. Live players at the end of play must present themselves to a field judge at their exit point for inspection. A field judge will inspect the player for hits and if any are found, the ultimate judge will be notified and proper penalty will be assessed. In the exception that play is concluded with the event of a towel thrown in. In which case live players will not be checked for hits.

8.3.3. Players may not re-enter the playing field without the permission of a field judge.



## **8.4. FORFEITS**

8.4.1. A team will forfeit their match for one of the following reasons:

8.4.1.1. A forfeit will be declared for each match that a team fails to report in a timely fashion for its pre-game check-in, or for any match in which a team refuses to take the field, as long as its opponent is willing to and/or does take the field. In the event that both teams fail to show for a match or both teams are unwilling to take the field, both teams will have forfeited that match.

8.4.1.1.1. A team scheduled to oppose a team that has forfeited a match is declared the winner of the match, providing that team takes the field at the appropriate match time.

8.4.2. A forfeited preliminary match, in a one (1) team forfeiture case, will result in a score of 3-0, with a 4-0 points difference. In the case of a both team forfeiture, the score will result in a 0-0 with a 0-0 points difference.

8.4.3. A forfeited Semi Finals or Finals match will result in a loss for the forfeiting team with a penalty of minus 15 series points.

## **8.5. GAME STOPPAGE**

8.5.1. 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.

8.5.2. Only the ultimate judge may declare the game stopped.

8.5.3. In the case of a game stoppage, once the conditions clear a new game will be reset and all players will commence from the start stations with full game time.



## 9. PAINT CHECKS

### 9.1. WHEN PERFORMED

9.1.1. Paint checks are performed by judges for the purpose of determining if a paintball has broken on and marked a player or a player's equipment.

9.1.1.1. Paint checks are performed by a judge when the judge has observed a player taking fire in an area that the judge cannot directly observe or when the judge is directed to do so by another judge.

9.1.2. Judges may, but are under no obligation to, make a paint check after a player has requested one.

### 9.2. NEUTRALITY

9.2.1. A judge, at his discretion, may declare a player neutral.

9.2.2. Judges will make every effort to perform a paint check without calling a player neutral.

9.2.3. No flag carrier will ever be stopped and declared neutral for the purpose of performing a paint check.

9.2.4. A judge calling a player neutral will indicate the same to all players on the field by standing over the player, shouting, "Neutral" and holding his arms above his head or waving his arms

9.2.5. A player declared neutral and in the state of neutrality may not leave his bunker, discharge his marker, signal to other players, or behave in a manner that communicates to anyone on or off the field.

9.2.6. A player declared neutral and in the state of neutrality, cannot be eliminated from the game or moved on, either by opposing team members or his own teammates.

9.2.7. A judge may move a neutral player's equipment and/or request that such player expose additional areas for examination.

9.2.8. Players not declared neutral may be eliminated while being checked.



## 10. ELIMINATIONS

### 10.1. OBVIOUS HITS

10.1.1. Obvious hits are those that impact and break on easily observable and verifiable places on the body or equipment being carried or those that likely have been felt by the player. A judge will determine whether a player felt a hit by where that paintball impacted his body and whether they reacted upon being hit.

10.1.2. Players who are hit in an obvious location are expected to immediately signal their elimination by announcing, "HIT" or "OUT" at the time of such elimination and hold one hand above their head.

10.1.3. Such players must then install their barrel-blocking device, hold the marker in the air above the head, and exit the field immediately by the most direct route or upon the instructions of a field judge.

10.1.4. Players with obvious hits may not call for a paint check. Calling for a paint check under such circumstances constitutes continuing play.

10.1.5. Players who are in motion with an obvious hit will immediately turn their motion away from the opposition and stop play.

10.1.6. Players with obvious hits in areas that are not easily verifiable, such as the back, may not continue to play, but must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate if the player was eliminated. The teammate must respond immediately. If the hit player is eliminated, they must cease play, signal their elimination and exit the field pursuant to the provisions of Section 8.3.1. Failure to call a teammate for verification or failure of a teammate to immediately respond constitutes playing-on by the hit player.

If a player who shoots his marker or moves on the field after being hit will be considered to be playing on.

10.1.6.1. If a teammate is not available for verification, the player must immediately call for a paint check by a field judge. Failure to call for such a paint check immediately will constitute playing-on by the player.



## 10.2. UNOBSVIOUS HITS

10.2.1. Unobvious hits are those that impact and break on a players pack.

10.2.2. A player with an unobvious hit becoming aware, through his own actions or through in-formation provided by teammates, that he has been validly marked, shall consider the hit to be an obvious hit.

## 10.3. OTHER TYPES OF ELIMINATIONS

10.3.1. A player is eliminated if a paintball shot by a live member of the opposing team or a player's team strikes that player or anything he is wearing or carrying and such paintball breaks upon the object struck.

10.3.1.1. 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.

10.3.1.2. If a player is hit and marked by a paintball shot by an eliminated member of the opposing or player's team, such player is not eliminated.

10.3.1.3. If a judge does not see a paintball shot by a live member of the opposing or player's team strike that player or another object, but that player has paint on himself or anything he is wearing or carrying that resembles a hit, such player will be eliminated by such judge.

10.3.1.4. If two opposing players are simultaneously hit and marked, or if the judges can-not determine which player was hit and marked first, both players will be eliminated.

10.3.2. Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the out-of-bounds area.

10.3.3. Players that are found with tools or prohibited equipment on the field will be eliminated.

10.3.4. Players that separate from any piece of equipment or clothing that they brought onto the game field, by more than two (2) metres, except squeegees or pods used in holding paintballs, will be eliminated.

10.3.5. Players will be eliminated for engaging in unsportsmanlike conduct, including, and not limited to:

10.3.5.1. Failure to obey a judge's directions,



10.3.5.2. Moving on a neutral player,

10.3.5.3. Deliberate avoidance of a judge in a manner to prevent a judge from chronographing a marker or prevent him from making a call,

10.3.5.4. Shooting at judges,

10.3.5.5. Shooting at an eliminated player.

10.3.5.6. Requesting of paint checks or using judges to locate opposition players,

10.3.6. Players that take action which would cause members of the opposing team to reasonably believe that such players have been eliminated, including but not limited to calling them-selves out or hit, holding the markers in positions above the shoulders, or placing objects in the barrels of the markers and carrying them in view of members of the opposing teams, will be eliminated.

10.3.7. Eliminated players will immediately exit the field by the most direct means possible or according to a judge's directions.



## 11. FLAGS

### 11.1. FLAG CARRIERS

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

11.1.2. Flags may be passed from live players to live players.

11.1.3. A player eliminated while in possession of a flag will immediately drop the flag and leave the field as in section 8.3.1.

11.1.3.1. If a judge recovers the flag from an eliminated player, the judge will proceed to the point of elimination and drop the flag.

11.1.3.2. A flag in transit by a judge or held by an eliminated player can be intercepted by another player from either team.

### 11.2. FLAG HANGS

11.2.1. When a player breaks the plane of a team's flag station, the flag judge then performs a paint-check on the flag carrier.

11.2.1.1. If the flag carrier is determined to be free of "HITS", then the flag hang will be successful.

11.2.1.2. If the flag carrier is determined to be "HIT", the hang and subsequent point for the game will be nullified, and a penalty for playing-on (see Section 12.2.1) will be assessed and the point will be reversed and issued to the opposing team.

11.2.2. Once the status of the one flag carrier has been determine the time out clock will be started.



## 12. PENALTIES

### 12.1. DEFINITIONS

#### 12.1.1. MINOR PENALTY

12.1.1.1. An infraction for a **minor** penalty will result in the player leaving the game for one (1) minutes of regulation time.

#### 12.1.2. MAJOR PENALTY

12.1.2.1. An infraction for a **major** penalty will result in the player leaving the match for two (2) minutes of regulation time. The Major Penalty time will be carried over between games of a match.

#### 12.1.3. MISCONDUCT PENALTY

12.1.3.1. An infraction for a **misconduct** penalty will result in the player leaving the match for the remainder of regulation time in addition to the entirety of regulation time of the next match played. This will result in the team playing 1 player short for each infraction.

#### 12.1.5. SUSPENSION

12.1.5.1. A player that is suspended will not be able to play for a period determined by the promoter and Ultimate Referee.

### 12.2. OTHER INFRACTIONS

#### 12.2.1. PLAYING-ON

12.2.1.1. Playing-on entails continuing to act as a player in the game after being eliminated. Playing-on includes but is not limited to, continuing to fire or otherwise engage the opposition, continuing to move, except with respect to exiting the field by the most direct route or at the direction of a judge, talking, signalling or otherwise communicating either to a judge, opposing players or teammates, except that a player may say "HIT" or "OUT" or something to that effect once, impeding the progress of opposition players or a judge, hampering a judge in making a paint check or a call, discharging or degassing the marker or providing teammates with paintballs or equipment.

12.2.1.1.2. "Advancing" is a deliberate attempt to play-on and occurs

#### 12.2.2. WIPING

12.2.2.1. Wiping is the active and deliberate removal of paint by a player in order to avoid elimination or avoid a judge's call.



### **12.3. DECORUM**

12.3.1. Teams, Players, Team Officials will be subject to disciplinary action for inappropriate behaviour such as, and not limited to:

12.3.1.1. Wearing or otherwise displaying offensive pictures, words or logos at the site where games are being played.

12.3.1.2. Engaging in any conduct that would bring the AXL™, the promoter, or any sponsor into disrepute, including and not limited to the trashing of hotel rooms, the discharge of loaded markers in goggle-off areas, the wilful destruction of private property, engaging in physical altercations, or the commission of a criminal act.



## 12.4. ASSESSMENT OF PENALTIES

- 12.4.1. Judges will assess penalties in accordance to the following schedule:

INFRACTION	PENALTY
Re-entering field after elimination (Section 8.3.3) or shooting onto the field	Misconduct
Wiping (Section 12.2.2)	Misconduct
Fighting or hostile contact (Major, Punch or Kick thrown)	Misconduct plus ejection from the tournament
Illegal Marker (Section 5.3)	Misconduct
Illegal Marker Bounce	Major
Illegal Marker Ramping	Suspension
Marker tools on the field (Sections 3.1.4 and 10.3.3)	Misconduct
Playing on non-roster team (Section 6.2.2)	Ejection of player from tournament and forfeiture of match.
Acting in a manner similar to being out (Section 10.3.6)	Elimination
Failure to obey judge's directions (Section 10.3.5.1)	Elimination
Marker not touching the start net	Elimination
Moving on a neutral player (Section 10.3.5.2)	Elimination
Out-of-bounds (Section 10.3.2)	Elimination
Separated from clothing or equipment by more than 2m (Section 10.3.4)	Elimination
Forfeited Match (Section 8.4)	Lose Match
Playing-on: obvious hit (Section 10.1), advancing (Section 12.2.1), spinning (Section 12.2.1),	Major
Shooting at judges (Section 10.3.5.4)	Major
Unauthorized clothing (Section 5.1)	Major
Marker in safe zone without barrel blocking device	Major
Delay of game (Section 12.2.3)	Minor
Deliberate avoidance of judge (Section 10.3.5.3)	Minor
Excessive shooting with intent to injure. (Section 10.3.5.5)	Major
False paint checks (Section 10.3.5.6)	Minor
Playing-on: unobvious hit (Section 10.2)	Minor
Verbal abuse (Section 10.3.5.7)	Minor
Altering field before or during tournament (Section 4.2.2)	Misconduct



Marker velocity over field limit by less than or equal to 10 fps (Section 7.1.3)	Minor
Marker velocity over field limit in excess of 11 fps (Section 7.1.3)	Major

12.4.2. Players in the penalty box at the end of play will return to the penalty box at the start of play (of the same match) to serve the balance of their penalties.

12.4.3. Penalty times will stop with the stoppage of play.

12.4.4. If, while a team is short-handed because of one or more minor penalties the opposing team successfully hangs the flag or the opposing team “throws in the towel”, the first of such penalties shall automatically terminate.

12.4.4.1. In the case where a player is serving two, consecutive minor penalties at the time the opposing team hangs the flag or the “towel is thrown in”, the first minor penalty shall be terminated

12.4.4.2. The player serving the terminated penalty shall return to the game if serving no other penalties.

12.4.4.3. In the case where the player that incurs the infraction is the last player on the field, that player must wait for the second point to be scored or completion of the penalty time to return to the field.

12.4.5. Players in the penalty box may not be substituted between game points.

12.4.6. Players in the penalty box may replenish supplies and equipment between game points.

12.4.7. Players serving time for a marker over the field limit must adjust their marker or receive a new marker before re-entering the field.

12.4.8. A penalty assessed to an eliminated player will result in the elimination of the player (if a valid elimination –see Section 10) and a live player from the field must serve the penalty of the eliminated player.

12.4.8.1. The player closest to the eliminated player will serve the penalty.

12.4.9. When a player is assessed both a minor and major penalty at the same time, the major penalty shall be served first.



## **12.5. MAXIMUM PENALTIES**

12.5.1. A team may not serve more than three (3) consecutive penalties. Assessment of a fourth consecutive penalty will result in immediate conclusion of play and a point awarded to the opposing team.

12.5.1.1. The offending team will start play with three (3) players in the penalty box to serve the balance of their time.

12.5.1.2. The player that caused the fourth penalty will not have to serve time in the penalty box.

12.5.1.3. A point awarded in this manner will not cause the oldest minor penalty to be terminated as is 12.4.4.