

JOHOR PAINTBALL LEAGUE 08

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WORLD CLASS
ACTION SPORTS



Official Rule Book

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Preamble

Preamble

The Johor Paintball League (the "JPL" or the "League") is committed to sanctioning safe, fair, competitive paintball tournaments. The JPL will continue to develop the sport of Paintball, making it better for players, sponsors and general public. The League will continue to modify and change rules as needed. The JPL Rules Committee is in place to address all issues pertaining to the rules. The Referees are in place to enforce the rules. The Rules Committee and Referees will separately meet prior to every JPL tournament with the purpose of reviewing rules and standards insuring a safe, fair, competitive tournament for members, players, spectators and sponsors. The JPL would like to thank all individuals committed to this sport and who help the League be all that it is.

I. General

1. The Sport and the League

1.1 The Sport

Paintball is a sport played by two (2) teams with the number of players ranging from three to seven per team. Team shall field a maximum of five players at JPL tournaments. The objective of the game is for each team to capture the flag of the opposing teams and to eliminate as many opposing players as possible, while capturing and returning the opposing team's flag to its own flag station within a limited time period. Games played in the JPL will have a 5-minute limited time period.

1.2 The Rules and Technical Committee

The Rules and Technical Committee (shall be referred to as "The Committee") is responsible for

- 1) Formulating the official playing rules ("Rules") for The Tournament. The Committee will meet a day prior to the beginning of each League to review and issue interpretations of these Rules.
- 2) Determining the paintball equipment that will or will not be permitted to be used by players. The Tournament advises players to submit the equipment information and/or the equipment to be used to The Committee for review before the event.

1.3 The Referees

The Referees are responsible for the strict enforcement of these Rules promulgated by The Rules and Technical Committee. See Rule 10.

1.4 The Tournament

The League opens for players stay in Johor and Singapore. Each Novice/D3 teams allowed having only one senior player (D2/D1).

2. The Field and Adjacent Areas

2.1 The playing field shall be rectangle

- 1) Length : Min. 40 meters / Max. 60 meters
- 2) Width : Min. 25 meters / Max. 40 meters

The playing field shall have two (2) Flag Stations, one at each end of the field, which will be placed at placed central across the field. Flag station may not used as a bunker at any time. Bunkers will be positioned throughout the playing field and will be at least five (5) feet (1.52 meter) inside of the playing field.

2.2 Out Of Bounds

Field boundaries are marked down both sides. There is no back line. Touching the line constitutes out of bounds in which the player will be eliminated. Any ground space outside of the playing field shall be out-of-bounds.

2.3 Dead Boxes

There will be two (2) dead boxes next to the playing field in the out-of bounds area where players must go when eliminated. See Rule 20.1

2.4 Safety Netting

The playing field, out-of-bounds area and the dead boxes will be surrounded in safety netting. Netting must comply with the ASTM Standard F2278-03, F2184-02.

2.5 **Spectator Safety Zone**

All fields will have a roped safety zone no less than five (5) feet from any side of the field netting. Players and the spectators will stay behind the roped off safety area. Those individuals who choose to go into the safety zone are subject to immediate removal from the site by JPL staff and security personnel.

2.6 **Field Orientation**

Any team competing in the Tournament may examine any and all playing fields on the day prior to the first day of the league, but may not in any way alter any playing field. However, no team or player may play any field prior to the tournament, unless such play is for promotional purposes and / or the team or player has been authorized by the representative of the tournament.

2.7 **Filming and Photography of the League**

Only approved individuals will be allowed in any camera tower, media tower or to enter any field to film, photograph, tape or record games and must possess a current pass for each league from the league. No photographers are allowed on the playing field at any time. Photographers will follow the directions of the Referees. If a photographer's impedes or influences the game the photographer will be asked to leave the field. At no time is a player from a team will be allowed on the field or in a media tower during the game.

3. **Tournament Eligibility and Administration**

3.1 **Players' Identification Card (ID)**

Players must have a valid League ID to participate in any of the League and players must be able to produce their ID at anytime while on the premises of the league. A player will be required to purchase a replacement ID if a player's ID has been lost or stolen or if the information on the ID is no longer accurate (e.g., team listed on the player's ID is not the team that the player is playing on).

3.2 **ID Purchase and Fees**

Players shall apply for the IDs at the secretariat office or at any of the league venue. There is an RM10.00 administrative fee for an ID which will be valid for the whole league. Replacement IDs will be issued for RM10.00. The administrative fee for new and replacement IDs are subject to change without notice.

3.3 **Role of the Promoter**

The tournament promoter will supply tournament information concerning entry fee, a schedule of events, including time and place for the Rules and Technical Committee meeting and the Captains' Meeting¹, hotel information and an Insurance waiver to any team having entered the Tournament. Teams must adhere to the administrative rules and regulations promulgated by the promoter for any given tournament (e.g., no filming, shooting photographs or otherwise recording games)

3.4 **Entry Fees**

The entry fees for the teams will be established by the tournament promoter. Team rosters will be accepted only after all administrative or penalty fees have been paid in full.

¹ A Captain's Meeting will be held a day before the beginning of the tournament. The purpose of this meeting is to provide information to the players concerning the Tournament, any administrative changes to the League or the Rules and other regulations governing teams' participation in the League

3.5 Rosters

All teams must submit complete rosters prior to play. No changes, alteration or amendment to the player roster is allowed after the closing date of submission of team roster. All team must submit a maximum of seven (7) players per roster. If there is a vacancy in the roster, a team could add a player only with the approval of The Tournament.

3.6 Age Requirements

Players must be eighteen (18) years of age or older, except players 12 through 17 years of age may play with written consent from a parent or legal guardian.

3.7 No Players on Multiple Rosters

No player shall appear on more than one (1) team roster in any of the Tournament. The transfer of a player must be informed and approved by The Tournament.

3.8 Player Status

- 1) A "D3 Player" is a player who played less than five times as a D3 player.
- 2) A "D4 player" is a player who has never played in any tournament (e.g., MY-NPL, MPOC, Asia Cup, World Cup).

II.

Equipment

4. Uniform

4.1 Protected Colour

Players' uniform shall not contain the colour orange, which is reserved as the "Protected Colour" for paint.

4.2 Jerseys

Team players are encouraged to wear jerseys consisting of the same colour and style. Jerseys shall not have black and white stripes or to be designed to cause confusion with the Referees. Any team will be required to change their jersey in advance of the game if the opposing team is wearing an identical or substantially similar jersey.

4.3 Padding in Jerseys

- 1) Padding in jerseys will be limited to the forearm / elbow. Padding size will be limited to four (4) inches (4") in over all width and extend from the wrist to four (4) inches (4") past the elbow. Padding material will be limited to an Esther based open cell foam backed with Nylon Trico at a maximum thickness of 3/16" or an Approved Equal.
- 2) Patches are allowed on Jerseys. Patches could be any number. Patch thickness will be a maximum thickness of 1/16".
- 3) Jerseys that have additional padding could be worn without an under garment. Padding thickness must not exceed 3/16"
- 4) Approved equals must be submitted to the Rules and Technical Committee and approved in writing from the JoPA to be considered Approved Equals.

4.4 Layers and Padding

Players must wear only one (1) pair of full-length pants and only a long-sleeved jersey. Players could wear only one (1) layer of underclothing consisting of, at maximum, one (1) pair or under-shorts and one (1) short or long sleeve t-shirt. Padding in garments will be limited to elbow, forearm, knee, shin & hips, provided that the padding has not been modified from the manufacturer's original form. Any other soft padding in garments is prohibited.

4.5 **Appearances**

Players clothing must fit well. Jerseys must be tucked into players' pants or harness. Players could not wear any oversized clothing. Players' clothing including pants and jerseys must be free from tears and rips. If clothing is torn or ripped during the course of a game, the player must change or repair any torn or ripped clothing prior to the starting of the next game.

4.6 **Headgear**

Players may wear headgear to protect the head. Players' headgear may not extend more than one (1) inch below the shoulder blades. Players could not wear bandanas and / or handkerchief anywhere other than on the head or neck.

4.7 **Gloves**

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

4.8 **Armbands**

Team members will be given an armband that is distinctive from the armband of the opposing team. Players must affix one armband to their left arm prior to the game start. Armbands will be at least two (2) inches in width and long enough to fit around the upper arm.

4.9 **Prohibited Materials**

Players must not wear jerseys and / or pants which are made out of highly absorbent material, such as felt or fleece or a highly padded or slick nature, such as nylon or rubber.

4.10 **Metal Cleats**

Players may not wear metal cleats or cleats that may injure other players or damage the playing field (e.g. puncture a bunker)

5. **Protective Gear**

5.1 **Facemask / Goggles**

Players, Officials and any other individuals present in a goggle-safe area (e.g. the playing field and Chrono Station) must wear goggles with full-face protection manufactured for use in paintball games in its original form. Goggles must meet or exceed ASTM standards for eye protection and lenses be in good repair. Goggles must have adequate ear protection. See ASTM Standard F1776

5.2 **Protective Padding Separate from Clothing**

Players may wear one (1) layer of protection, over or under clothing, protecting the below body parts, provided that the padding has not been modified from the manufacturer's original form. The following protective padding has been approved for use:

- (i) neoprene neck protection;
- (ii) forearm and elbow protection;
- (iii) shin and knee protection;
- (iv) groin protection; and
- (v) chest protection (female players only)

5.3 **Neck Protection**

Players may wear neck protection consisting of single layer of neoprene type material. Neck protectors must cover the neck only and may extend a maximum of one (1) inch passed the collarbone.

6. Markers

Marker Requirements

Novice/D3 category – PSP Mode Ramping (capped @ 15bps).

Rookie/D4 category – in house marker.

6.1 Marker Specifications

Players shall use a single, .68 caliber, pump or semi automatic paintball marker, which consists of a single barrel and single trigger. All Paintball Markers shall operate in any mode and shall operate in other discharge modes such as burst, enhanced trigger or fully automatic discharge mode during tournament play.

6.3 External Adjusters

Markers with electronic firing systems can be locked in a tournament auto mode. The player can be able to adjust dwell, debounce, shooting mode etc. while on the playing field. Markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. Depending upon make or model of the markers, some may require locking tournament caps or may require multiple locking tournament caps. All regulators require locking tournament caps such that they cannot be adjusted without a tool with the marker gassed or degassed. Locking Tournament caps are devices used to lock down or prevent on field adjustments.

6.4 Surrender of Marker

Players must surrender their marker immediately upon the request of any Referee or League representative at anytime. Players may not alter, pull the trigger, turn on or off, push any buttons or make any other movement that might cause a firing mode to change. See Rule 21.9 (Disqualification).

6.5 Marker Velocity

Markers may not exceed a maximum velocity of three hundred (300) feet per second. See rules 19.2, 19.3 and 21.3

6.6 Sound Suppressors

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

6.7 Barrels

Players shall only bring one (1) barrel on the playing field. The barrel must be attached to the marker.

6.8 Ball Detection Systems

Players may turn on or off the ball detection system (e.g., eye, etc.), if the player's marker has such functionality.

6.9 Barrel Blocking Devices

Markers must have a Blocking device that meets ASTM Standard F2271 over or in their barrel at all times the marker is in any un-goggled area. See Rule 21.3 (Three-Game Suspension).

6.10 Stickers

Stickers on markers are limited to one (1) two (2) inches by four (4) inches sticker on each side of marker. Colours of stickers shall not contain the Protected Colour.

6.1] **Exposed Markers**

Players shall not have any exposed markers, tanks or barrels outside of the Players Paddocks. All markers taken outside the player paddocks must be concealed. See Rule 21.3 (Three-Game Suspension).

7. **Other Equipment**

7.1 **Paint Loaders**

Loaders must be made of a single, solid or tinted colour. Stickers on loaders or other feed devices are prohibited, except for one (1) two (2) inches by four (4) inches sticker on each side of the loaders or other feeding devices in any colour, except the Protected Color. Clear loaders are not permitted. Clear lids on hoppers are permitted. Players shall not use cloth or neoprene loader covers.

7.2 **Remote Tank**

Players may wear a remote tank hook-up. The remote line shall not be worn underneath clothing. Air Tank Valves must meet or exceed ASTM Standard F175096 and ASTM Standard F2030-00.

7.3 **Pouches, Pods or Tubes**

Players may carry any number of pouches, pods, or tubes. Pods and Tubes shall not contain the protected colour (Orange). Pouches shall not be constructed in such a fashion that they constitute padding.

7.4 **Squeegees**

Players may carry multiple squeegees and / or swabs. Players may carry anti-fog cloths or spray.

7.5 **Flags**

Flags will be a minimum of twelve (12) inches wide and a minimum of twenty four (24) inches long.

8. **Paintballs**

8.1 **Specifications**

In accordance with marker requirements, paintballs must be 0.68 calibers. Paintballs used at any of the league must be purchased in the Players Paddocks from a paintball manufacturer that has certified compliance with JoPA standards and meets JoPA non-staining criteria. Players shall not bring any paintballs onto the site which are not supplied from within the Players Paddocks.

8.2 **Pink and Red Paint Prohibited**

Players shall not use pink or red filled paint ("Prohibited Paint"). Players using Prohibited Paint or paintballs that do not comply with ASTM standard F1979-04 or JoPA non-staining criteria will do so at their own risk and will be subjected to penalties in Rule 21.10, including assumption of full responsibility for any resulting injury or property damage.

9. **Prohibited Equipment**

9.1 **Protected Colour**

Players' equipment (including uniforms as provided in Section 4) may not contain orange, which is reserved as "Protected Colour" for paint.

9.2 **Specifically Prohibited Items**

Players shall not use any listening devices, communication devices or any form of electronic surveillance. Players shall not wear or display clothing or any other items with obscene or offensive pictures, words or logos anywhere on-site at the league. Subject to Disqualification Rule 21.10 or Suspension 21.3 or 21.4

9.3 **Generally Prohibited Items**

Players shall not bring any item not specified permitted for use in the league Rules 4 through 9 onto the playing field, unless approved by the League scrutinizer prior to the game start.

III. **Officiating**

10. **Referees**

10.1 **Pro Refs**

The Tournament shall be officiated by Pro Refs ("Referees"). The term "Referee" will include: "Ultimate Ref"; "Head Refs"; "Chrono-Refs"; "Corner Refs" "Flag Refs" and "Field Refs". Each playing field will be staffed with a minimum of six (6) Field Refs including one (1) Head Ref.

10.2 **Authorization**

All Referees are under direct control of the Ultimate Ref. Only Referees approved, authorized and assigned to a playing field or Chrono-Station by the Ultimate Referee shall make calls on that respective playing field or Chrono-Station.

10.3 **Pregame Equipment Inspection**

The Chrono-Ref or the Head Ref shall require a player to change clothing and / or modify or substitute equipment prior to the start of a game in order to comply with Rules 4 through 9. Players that cannot comply with any Referee requirement before game start will not be permitted on the playing field.

10.4 **On Field Chronographing**

Chronographing on the field may be done at any time at the discretion of any Field Referee to determine if a marker's muzzle velocity has risen above legal limits. See rule 6.1. Referees will seek to perform on field chronographing in a manner which least interferes with play. Players will not be subjected to Referee chronographing after game end, but may be required to surrender their marker for inspection pursuant to Rule 6.4.

10.5 **Paint Checks.**

Paint checks are performed by Referees for the purpose of determining if a paintball has broken on and marked a player. Paint checks are performed by a Referee when the Referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the Referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the Referee, or when the Referee is directed to do so by another Referee.

1) **Player Requested Paint Checks.**

Referees may, but are not obligated to, perform a paint check after a player has requested one.

2) **Neutrality.**

A Referee calling a player neutral will indicate the same to all players on the field by standing over the player, shouting, "Neutral", and holding his/her arm above his/her head and waving a towel overhead and shouting neutral.

Referees will make every effort to perform a paint check without calling a player neutral. However, a Referee, at his/her discretion, may declare a player neutral. A player declared neutral cannot be eliminated from the game or moved on, either by opposing team members or his/her own teammates, while in the state of neutrality. A Referee may move a neutral player's equipment and / or request that such player expose additional areas for examination. Players not declared neutral may be eliminated while being checked.

3) Flag Carriers.

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

4) Easily Verifiable.

Players, who are hit in obvious locations, which are easily verifiable, by such players may not call for a paint check. Calling for a paint check under such circumstances constitutes continuing to play on. (See rule 19.3 (1))

10.6 Referee Hand Signals

Referee hand signals will be as follows:

1) Ten (10) seconds to Game Start.

The Head Ref will signal (ten) 10 seconds to Game Start by raising his right hand.

2) Game Start.

The Head Ref will signal the game start by dropping his right hand.

3) Eliminated.

Referee will signal when a player is eliminated by holding his right hand on top of his head and pointing his left arm at the player who is eliminated. The Referee will then pull the eliminated player's armband. The Referee cannot put a player back in after calling a player eliminated with a hand signal.

4) Safe.

Referee will signal safe by waving both hands in front of his body. This "safe" signal indicates that a player is considered clean of a hit and is still an active part of the game.

5) Neutral.

Referee will signal a player neutral by waving a white towel over his head. Referee will then check player and make a safe or eliminated call. Neutral calls are at the discretion of the Referees, and will only be made in extreme cases where it is difficult to check the player for hits.

6) One-for-One.

Referee will call a player eliminated for a One-for-One using the eliminated signal first followed by a double fist up and down movement both arms in front of his body. Referee will then pull a player's armband and again signal a One-for-One. The double fist up and down movement may be repeated as necessary for Two-for-One and Three-for-One eliminations.

7) Flag Hang.

Referee will signal Flag hang by placing both arms over his/her head and holding left wrist with right hand.

8) Game End and Stoppages.

The Head Ref will signal the game end or game stop by waving both hands overhead so that the wrists cross.

10.7 Emergencies

In the event of an emergency situation, the Referee discovering the emergency will request that all Referees stay off the radios. Other Referees on the field will immediately cause all action to stop. Game time will also be halted for the duration of the emergency.

10.8 **Referee Communications**

Referees shall only engage in rules related communications during games. Referees shall not: (1) through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game or (2) impede the progress of any competition.

10.9 **Bias**

Referees shall perform their duties and shall make decisions in an unbiased manner. A Referee showing bias in a call, for or against any team, shall be removed as a Referee and will be subject to penalty as determined by the "Disciplinary Committee".

IV. Pregame Procedures

11. **Pre-Game**

11.1 **Inspection Procedure**

Each team must report to the Chrono-Station at least ten (10) minutes before the game is scheduled to begin. Each player's clothing will be inspected and markers will be chronographed by a Chrono-Ref in a designated area outside of the field prior to each game.

11.2 **Marker Inspection**

Players will surrender their markers to the Chrono-Ref who will inspect it for the following:

- 1) **Mechanical Parts Locked.**
Screws, barrel, tank and other working parts which could increase or decrease velocity are adequately tightened. Any external velocity adjusters are covered or fixed in place. No device, component or item which could enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools is present on the marker.
- 2) **Electronic Parts Locked.**
Shooting modes of electronic markers shall not be adjusted on field as to allow dwell, debounce, trigger bounce, or ramping.
- 3) **Valves.**
Valves must be placed in the fully open position and no valves or expansion chambers can be turned on or off.
- 4) **Foreign Matter.**
No foreign matter may be in the barrel, feed port or loader.

11.3 **Chronographing**

The Chrono-Ref shall chronograph each marker as it would be shot effectively on the game field at its maximum velocity. The Chrono-Ref will shoot a minimum of three (3) shots over the chronograph. Markers will pass inspection if no one shot is greater than three hundred (300) feet per second.

11.4 **Remedial Measures**

Players whose markers do not pass inspection or chronographing will be so informed and will be given an opportunity to remedy the situation, time permitting. Players whose markers have not passed the chronograph may elect to enter the field without a marker or be counted as eliminated.

11.5 **Pre-Game Restricted Area**

Players who have passed the chronograph will be stationed in a controlled area adjacent to the chronograph area. This area will be supervised by a Referee or other tournament official. Players who have passed the chronograph shall not leave this

area, except to enter the field with a Referee. Players in this area shall not accept any items from any person outside of this area, except through the Chrono-Ref.

11.6 Choice of Flag Station

The team that wins a coin-toss shall choose which Flag Station it will defend in preliminary rounds and the first and third game of the knock-out stage. In the second game of the knock-out, the teams shall defend the Flag Station opposite to the Flag Station they defended in the first round.

11.7 Equipment

Teams must carry all paintball, gas or air and equipment to be used during the course of the game on their person at the start of the game.

11.8 Old Hits

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

V. The Game

12. Game Start

12.1 Ten Second Warning

The Head Ref on the field will begin game by saying Field Remove your barrel protection and get ready for the ten (10) second warning. The Head Ref will then say ten (10) second warning in 3, 2, 1, 10 second warning so that each team may hear clearly such warning.

12.2 Markers

Players must have the barrels of their markers touching the Flag Station. Players must start in front of the break out board/post with markers touching the flag station.
Rule 19.2

12.3 Game Start

The Head Ref will give such warning with a countdown of get ready for 10 second warning then ten (10) seconds in "Three, two, one, ten-seconds." Thereafter, the game will start by the Head Ref shouting so that each team may hear, by radio or otherwise, either, "Game on", or "Go, go, go".

12.4 Time

Official game time will be kept by the Head Ref or a Field Ref appointed thereby, but in no event shall the official game time be kept by a Flag Ref. In the event that a game is to be interrupted because of a medical emergency, or otherwise, the Head Ref will mark the time or cause the Field Ref appointed thereby to keep the official game time to mark the time.

13. Game Stoppages

13.1 False Start

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

13.2 **Reasons for Game Stoppage**

Only the Head Ref may declare the game stopped. Game stoppages will only occur in case of an emergency, dangerous weather conditions, other "acts of God" or a physical altercation on the game field.

13.3 **Procedure**

Field Refs will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Refs will insure that players remain in those locations. Referees will check all players and will remove any players who are eliminated prior to the game being stopped. Players shall not reload or refill air during this time. Referees will confer to review the sequence of events prior to the game stoppage. If penalties need be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the field Referees determine, in their discretion, that a player was eliminated as a direct result of illegal actions, which led directly to the game stoppage.

13.4 **Restart**

Once the condition causing the game stoppage has abated or been resolved, all the live players and flags are placed in proper positions by the Field Refs, the Head Ref will restart the game in accordance with the procedures specified in Rule 12. Time will begin to run upon such restart.

14. **Game End**

14.1 **Cease Shooting**

Players may not fire their markers following:

- 1) an instruction from a Field Ref to cease fire;
- 2) a successful flag hang;
- 3) five (5) minutes after the start of the game.

14.2 **Inspection**

All live players at the end of a game must present themselves to a Field Ref for inspection. At this time, a Field Ref will inspect the player for hits, and if any are found, the Head Ref will be notified, and proper penalties will be assessed.

14.3 **Game End**

A game will end only by the Head Ref on the field announcing, "Game over."

15. **Flags**

15.1 **Team Flags**

Once a team flag is hung in its flag station prior to the start of a game, it is not to be touched by its own team.

15.2 **Carrying the Flag**

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

15.3 **Passing the Flag**

Flags may be passed from live players to live players.

15.4 **Eliminated while Carrying Flag**

A player eliminated while in possession of a flag will remain on the field of play, holding the flag at arm's length and at eye level, until that flag is recovered by another player, from player's team.

16. Flag Hangs

16.1 Calling Time

When a player touches his or her team's flag station with the opposing team's flag, the Flag Ref immediately calls time and the time of the call is recorded. The Flag-Ref then paint checks the flag carrier.

16.2 Re-Hang

If the flag carrier touching his or her team's flag station with the opposing team's flag is found to have a hit, then the Flag Ref will radio his counterpart to re-hang the flag. The replacement flag will be immediately hung in the flag station.

16.3 Game End

If the flag carrier touching his or her team's flag station with the opposing team's flag is found not to have a hit, then the hang will be successful and the game will be declared over as of the time the flag carrier touched his or her team's flag station.

17. Marked with Paint

17.1 Marked with Paint.

A player will be eliminated if such player is marked with paint.

- 1) A player is marked with paint if a paintball shot out of a paintball marker by any live player, including members of the opposing team or a player's own team strikes that player or anything he or she is wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark. If a Referee does not see a paintball shot by a live member of the opposing team or the player's own team strike that player or anything he or she is wearing or carrying, but that player or that player's equipment is marked with paint, then such player will be eliminated. Generally, if the paint marking is reasonably solid and the size of a fifty cents coin, it will be considered a valid hit.
- 2) Conversely, a player will not be eliminated if a player is hit and marked by a paintball shot by an eliminated member of the opposing team or if a paintball strikes the player or anything he is wearing or carrying but does not break or if a paintball strikes another object first and breaks upon that object before marking a player or anything he/she is wearing or carrying.
- 3) Referees will wipe splatter or non-valid hits off a player at the time they are inspected. Players playing with paint that is considered non-valid will do so at their own risk, until it is wiped clean by a Referee.
- 4) Players who are in motion while hit in obvious locations, which are easily verifiable, will immediately turn their motion away from the opposition, and stop. If two (2) opposing players are hit and marked, as provided in this Rule simultaneously, or if the Referee cannot determine which player was hit and marked first, both players will be eliminated.

17.2 Obvious Hits

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. Such players must then remove their armbands, and go straight to elimination box. Obvious hits are those which impact and break on observable places on the body or equipment.

17.3 Obvious, but not Easily Verifiable while wearing goggles

Players with obvious hits in areas which are not easily verifiable, such as the back must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate whether or not such player was eliminated. The teammate must respond immediately, and if the hit player was eliminated, he must cease play, signal

his elimination and exit the field. Failure to call on such teammate for verification or failure of such teammate to respond immediately constitutes playing on by the hit player. If no such teammate is available for verification, such player must immediately call for a paint check by a Field Ref. Failure to call for such a paint check immediately will constitute playing on by such player.

17.4 **Unobvious Hits**

Unobvious hits are those which impact and break on player's harnesses & tubes located on players back. Players with un-obvious hits will be eliminated but will not be penalized. Should a player with an un-obvious hit become aware, through his/her own actions or through information provided by teammates that he/she has been validly marked, such hit at such time shall then be deemed to constitute an obvious hit. Any part of the harness located in front of a players hips are considered obvious.

18. **Illegal Activities**

18.1 **Playing-On**

A player that continues to play after being marked with paint is Playing-On. Playing-On includes, but is not limited to:

- 1) Continuing to shoot or otherwise engage the opposition,
- 2) Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a Referee,
- 3) Talking, signaling or otherwise communicating, either to a Referee, opposing players or teammates, except that a player may say, "Hit" or, "Out" or something to that effect once,
- 4) Impeding the progress of opposition players or a Referee,
- 5) Hampering a Referee in making a paint check or a call,
- 6) Discharging or degassing the marker or providing teammates with paintballs or equipment.

18.2 **Freight Training**

Freight training is the act of utilizing multiple players who move and act in such a manner so that the lead players after being marked and eliminated impede or prevent the timely elimination of other players in the train. Referees will allow a freight train to continue, but will assess penalties for Playing-On.

18.3 **Wiping**

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

18.4 **Modification of Markers**

Players shall not modify markers velocity during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports. See Rule 19.2

18.5 **Spectator Interference**

Spectators are allowed to observe games and the activities on a field but shall not:

- 1) Issue instructions to players on the field,
- 2) Make comments about play which are likely to be heard by players on the field,
- 3) Have markers in their possession, or
- 4) Otherwise interfere with play in any manner whatsoever.

Team members and associates of the competing teams who interfere or communicate with the play of that game will immediately receive a penalty as if a player Played-On.

18.6 Unsportsmanlike Conduct

Players will be eliminated if they engage in unsportsmanlike like conduct. Unsportsmanlike conduct may include, but is not limited to:

- 1) Deliberately shooting at Referees.
- 2) Excessively shooting an eliminated player with intent to injure.
- 3) Requesting of paint checks to distract Referees from checking themselves or teammates.
- 4) Verbally abusing any players, spectators or Referees.
- 5) Throwing equipment.

18.7 Embarrassing, Dangerous or Destructive Behavior

Teams and players participating in the league shall not engage in conduct that would bring the organizer, the promoter or any sponsor into disrepute. During any tournament weekend, players must not: discharge loaded markers in any un-goggled areas; harass or intimidate any individuals (including event staff and spectators); provoke a physical altercation or otherwise incite violence, wear or displaying offensive pictures, words or logos intentionally damage or destroy private property (including hotels), or engage in any other criminal, destructive, dangerous activity that would cast the sport of paintball in a negative light. See Rule 21.5.

18.8 Act Paintball Responsible

The organizer encourages all player members while attending the tournament to be paintball responsible. This includes, keeping paintball markers safe and concealed when not in the private players paddocks or on the playing field. Players should not shoot markers outside the venue or in hotels or public places. Players when speaking to public should speak of Paintball in a respectful clean positive way. Players need to obey and respect all local laws. Players who do not act paintball responsible will be subject to Rule 21.5 and may have member card revoked indefinitely

VI. Elimination and Penalties

19. Assessment of Penalties

19.1 Verbal Warnings

Referees will issue verbal warnings on the field for the following reasons:

- 1) First Offenses.
First offenses for failure to observe a neutral call, wrongfully calling for a paint check, or use of inappropriate language.
- 2) Verbal Warning
Verbal warning may be given for not having a barrel blocking device on in goggle safe area or having an unbagged marker outside of player's paddocks. See Rule 21.3

19.2 Eliminations

Referees will eliminate players for the following reasons:

- 1) Hit. Player is marked with paint.
- 2) Out-of-Bounds. Player, any part of player's body touches the line or goes out-of-bounds (irrespective of whether the boundary tape, if any, is moved). The back boundary in flag pull and flag hang situations where the flag carrier crosses the line will not be eliminated.
- 3) Second Offenses. Second offenses for failure to observe a neutral call, wrongfully calling for a paint check, or use of inappropriate language.
- 4) Surrender. Player without being hit raises marker above head, or shouts "hit" or "out", is not wearing armband, walks with eliminated player(s) or otherwise creates the appearance of having been hit.

- 5) Faulty Start. Player's marker barrel is not touching the flag station at the game start.
- 6) Abandoned Equipment. Player abandons equipment (other than squeegees, the game flag, rags or pods), on the field by more than five (5) feet.
- 7) Compressing Bunkers. Players found to be altering a bunker to gain an advantage for elimination, such as pushing the marker or body between two bunkers, compressing the shapes, stepping or jumping on, or moving the bunker off its axis will be eliminated. The initial contact of the hand on the bunker will be allowed provided it does not compress the shape excessively or move it off its axis.
- 8) Faulty Check-Out. Live player checks-out at game end with an unobvious hit.
- 9) Dead Man Walks are prohibited: as defined herein: Players that take such action that would cause members of the opposing team or field referees to reasonably believe that such players have been eliminated, including but not limited to, calling themselves hit or out, hiding their armbands, holding the markers above the shoulders, placing objects in the barrel, walking with eliminated player(s), turning away from oncoming aggressive player(s) will be eliminated. Players who have been marked by a player doing a dead man walk will be reinstated in the game by a referee unless their armband has already been removed then the player is eliminated.
- 10) Aggressive movement during a neutral call.
- 11) Player is hit in unobvious location.
- 12) Failure to wear goggles.
- 13) Velocity Violation shooting over three hundred (300) feet per second (FPS) and below three hundred and ten (310) FPS

19.3 **One-for-One**

Assessment of the one-for-one penalty (the removal of the player committing the infraction and a teammate) will take place for the following infractions:

- 1) Playing-On. A player that continues to play after an obvious hit is Playing-On, but does not materially influence the course of the game.
- 2) Disobedience. Player fails to obey a direct instruction of a Referee (discretionary).
- 3) Physical Aggression. Player attempts physical contact with another person on the field in a hostile manner.
- 4) Illegal Reentry. Player leaves the dead box and reenters the field, but does not shoot any paintballs.
- 5) Affiliated Spectator Interference. Spectator that is known to be affiliated with team or player on team provides strategic advice.
- 6) Tools. Player possesses, but does not use tools on playing field.
- 7) Velocity Violation. Shooting over three hundred and ten (310) and between three hundred and nineteen (319) feet per second
- 8) Faulty Check-Out. Live player checks-Out at game end with an obvious hit.
- 9) Distraction Tactics. Requesting a paint check to distract a Referee from a hit on player or a player's teammate.
- 10) Freight training, applied for each infraction.

19.4 **Two-for-One**

Assessment of the two-for-one rule (the removal of the player committing the infraction and two teammates) will take place for the following infractions:

- 1) Playing-On. Player continues to play after an obvious hit and materially alters the course of the game.

19.5 **Three-for-One**

Assessment of the three-for-one rule (the removal of the player committing the infraction and three teammates) will take place for the following infractions:

- 1) Playing-On. Player fires marker after acknowledging elimination.
- 2) Wiping. Player deliberately removes paint in order to avoid elimination.

20. **Procedure**

20.1 **Field Exit**

Eliminated players must remove armband, put on barrel sock over his or her marker barrel and proceed directly to the dead box closest to team flag station, using the most direct route or according to the direction of a Field Ref, if any is given. Players shall remain in the dead box until directed to leave by a Referee. Eliminated players shall exit the field with all equipment that they were carrying at the time of elimination.

20.2 **Elimination of Last Player**

If the last player on a team is found to have been playing on with an obvious hit or wiping then the other team will automatically be awarded the pull and the hang.

20.3 **Finality of Calls**

Referee's calls during a game will stand and cannot be changed after a game, except in extreme circumstances when the Ultimate Ref becomes involved.

21. **Suspensions, Disqualifications, Fines**

21.1 **Team Responsibility**

Teams are responsible for the conduct of everyone on their roster which includes both players and supporters. During the event, the following will apply to fines, suspensions and ejections.

21.2 **Suspensions**

Players shall be issued three-game, six-game or one year suspensions. Suspensions must be served immediately. Suspensions are issued to the player the team for which that player plays will have to play short as though that player was eliminated from all games played by that team in the tournament in which the suspension was authorized during the term of such suspension. Player suspensions will carry over from tournament to tournament until suspension is fulfilled.

21.3 **Three-Game Suspension**

Players may be suspended, causing the team to play short for three (3) games for the following infractions:

- 1) Outbursts.
Throwing smaller equipment (e.g., goggles, harness) in an unsportsmanlike like manner. In addition to these penalties, teams and players could be liable for damages and injuries caused under civil law and could be subject to prosecution under the criminal law of the local jurisdiction.
- 2) Physical contact during or after play that does not result in injury (e.g., spit, shove, grab, shoulder-bump).
- 3) Verbal Abuse.
Verbally abusing any individual during or after play.
- 4) Shooting at a velocity of three hundred twenty (320) fps or higher.
- 5) Not having a Barrel Blocking Device on marker in ungoggled area.
- 6) Not having the marker bagged outside Players Paddocks.

21.4 **Six-Game Suspension**

Players will be ejected and the team will play short for six (6) games for the following:

- 1) Outbursts.
Throwing marker or air system.
- 2) Physical contact during or after play that results in injury (e.g., punch, kick, or spit).
- 3) Over Shooting.
Over shooting any other player with intent to injure.
- 4) Shooting Referees.
- 5) Shooting from Dead Box.

21.5 **One-Year Suspension**

Any player or team that violates Rule 18.7 shall be prohibited from competing in any of the league for a period of up to one year from the date of the infraction. Examples of rules violations likely to lead to civil or criminal exposure include, but are not limited to the use of Prohibited Paint, velocity violations, and verbal or physical abuse.

21.6 **Forfeiture**

A forfeit will be declared for each game 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 a game or both teams are unwilling to take the field, both teams will have forfeited that game.

21.7 **Forfeiture**

Any team which is scheduled to oppose a team that has forfeited a game will receive 95 points or the average of all their games in that round, whichever is higher and the forfeited team will receive zero points for that game.

21.8 **Forfeiture**

Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand, except if the reason for having missed the game was due to the schedule.

21.9 **Disqualification Plus Forfeiture**

A team will be disqualified from the league if any player on its team violates Rules 6.1, 6.2 or 6.3.

21.10 **Disqualification Plus Forfeiture**

A team will be disqualified from the league and will forfeit all points from the tournament to respective opposing teams for the following Rules violations:

- 1) Prohibited Player.
Playing with a prohibited player (due to appearance on another team's roster, suspension or other ineligibility).
- 2) Prohibited Paint.
Any player is found using Prohibited Paint. See also Rule 8.2 and Footnote 2.
- 3) Game Fixing.
Two (2) opposing teams conspiring to fix the outcome of any game.

21.11 **Fines**

Players shall be required to pay a minimum fine of RM250.00 (Ringgit Malaysia Two Hundred Fifty Only) and maximum fine of RM5,000.00 (Ringgit Malaysia Five Thousand Only) per occurrence for actions resulting in penalties under Rule 21. The team of a player assessed a penalty will be prohibited from competing in any future league until such fine has been fully paid.

VI. Scheduling, Scoring and Ranking

22. Scheduling

22.1 Scheduling Preliminary Rounds

A complete schedule for preliminary round play consisting of each team's opponents, the fields it will play on, and its scheduled competition times will be distributed the day prior to the beginning of the tournament and will thereafter be posted on the scoreboard in the registration area.

23. Tournament Rounds of Play

23.1 D3 Preliminary Round (5 Man)

All team will be schedule to play six (6) games in the preliminary round. All games will be played against teams from the division.

23.2 D4 Preliminary Round (3 Man)

All team will be schedule to play four (4) games in the preliminary round. All games will be played against teams from the division.

24. Scoring

24.1 Game Scoring (5 Men)

Scoring for games will be conducted on a 100 point system and will be awarded as follows:

- 1) Eliminated Players. Both teams will be awarded 4 points for every player eliminated on the opposing team.
- 2) Remaining Players. Both teams will be awarded 2 points for every player on such team not eliminated.
- 3) Flag Pull. The first team to pull its opponent flag will be awarded 20 points. Flag pull points will be awarded only to the first team that pulls its opponent's flag.
- 4) Flag Hang. The first team to successfully hang the opposing team's flag at its flag station will be awarded 50 points.

24.2 Game Scoring (3 Men)

Scoring for games will be conducted on a 100 point system and will be awarded as follows:

- 1) Eliminated Players. Both teams will be awarded 5 points for every player eliminated on the opposing team.
- 2) Remaining Players. Both teams will be awarded 1 point for every player on such team not eliminated.
- 3) Flag Pull. The first team to pull its opponent flag will be awarded 50 points. Flag pull points will be awarded only to the first team that pulls its opponent's flag.
- 4) Flag Hang. The first team to successfully hang the opposing team's flag at its flag station will be awarded 32 points.

24.3 Score sheet procedures

- 1) The score sheets will be filled out by the Head Referee of the field and shown to both team captains.
- 2) Nothing on the score sheet must be crossed out nor written over.
- 3) It is the responsibility of each team captain to check the score sheet. If a team captain finds a mistake on the score sheet, a new one will be filled out.
- 4) When both team captains agree on the score sheet, they will sign it and the score sheet will not be modified even if mistakes are discovered afterwards with the exception of mathematical errors.

- 5) If a team captain refuses to sign the sheet because of a disagreement on the information it bears, an Ultimate Referee will be called. The Ultimate Referee will talk with the Head Referee of the field and both team captains. The Ultimate Ref will decide whether the score sheet must be amended, and if the team captain still refuses to sign the sheet, the Ultimate Referee will validate the score.
- 6) Score sheets will be filled out in duplicate. The duplicate copy will go to the scores table via runner and the original will stay with the Head Referee. No player or captain will ever take the score sheet from the field.
- 7) Clerical or mathematical errors may be corrected at any time prior to the start of the next round of play.
- 8) Only clerical and mathematical errors may be corrected after the score has been posted on the scoreboard.

24.4 Tie Score

In case of a tie score among teams in Preliminary rounds, such tie will be broken due to the following criteria:

- 1) Head to head competition;
- 2) Previous round scores, most recent round first, then earlier round(s);
- 3) Least eliminations scored against the team in this round, then by earlier round(s);and
- 4) The league ranking based on a team's position in the previous league, most recent first then by earlier events.

24.5 Tie Score Best of Three

In the case of a tie score among teams in a Best of Three format, such tie will be broken by the following criteria:

- 1) Both teams will choose one player to play one-on-one with a 2 minute time period.
- 2) If the one-on-one match ends in a draw each team will choose another player and play another one-on-one until a winner is decided.
- 3) A coin toss will determine side. Players will alternate sides until a winner is determined.

25. Ranking

25.1 Format

The 2008 Johor Paintball League Title is based on points accumulated from four JPL08 events. A Series Cup will be awarded to each Divisional Series winner.

25.2 Divisional Ranking Point

Team ranking points for D3 and D4 are earned as follows:

1st – 26; 2nd – 23; 3rd – 21; 4th – 19; 5th – 17; 6th – 15; 7th – 13; 8th – 11; 9th – 10; 10th – 9; 11th – 8; 12th – 7; 13th – 6; 14th – 5; 15th – 4; 16th – 3; 17th – 2; 18th thru 20th – 1.

VII

Exhibits

ASTM standards reference www.astm.org

F1750-96 Standard Specification for Paintball Gun Threaded-Propellant Source Interface

F1777-02 Standard Practice for Paintball Field Operation

F1979-04 Standard Specification for Paintballs Used in the Sport of Paintball

F2030-00 Standard Specification for Paintballs Cylinder Burst Disk Assemblies

F2041-00 Standard Specification for Paintball Marker Warnings

F2271-03 Standard Specification for Paintball Marker Barrel Blocking Devices

F2272-03 Standard Specification for Paintball Markers (Limited Modes)