

HOLY CITY CLASSIC



CLASSIC RULES

10-MAN FORMAT

2018

CONTENTS

Contents

1.00 INFORMATION.....	3
2.00 STANDARDS.....	3
3.00 STAFFING	3
4.00 TEAMS	3
5.00 CONTROLS	4
6.00 CHRONOGRAPHING	4
7.00 PAINTCHECKS	5
8.00 ELIMINATIONS	5
9.00 PENALTIES	6
10.00 GEAR WORN OR CARRIED	7
10.01 CLOTHING	7
10.10 PROTECTIVE GEAR	7
10.20 MARKERS	7
10.22 FIRE MODE REQUIREMENTS AND INFRACTIONS:	8
10.30 PAINT	8
10.40 OTHER EQUIPMENT	8
10.50 PROHIBITED EQUIPMENT.....	9
11.00 GAME STRUCTURE	9
11.10 SCORING	9
12.00 MISCELLANEOUS	10
12.01 DECORUM.....	10

1.00 INFORMATION

1.01 A rules and captains meeting will be held either on the eve of the competition or at least 30 minutes before the first games on the first day of the competition. Anticipated start time will be 8:00 am. The purpose of the meeting is for event staff to answer any questions concerning the rules and provide all administrative information regarding the competition.

1.02 It is the responsibility of the players and staff to understand and comprehend all rules governing the event.

1.03 All fields will be available for inspection the day prior to the start of competition.

1.04 Any spectators (ages 10 and up), with appropriate safety goggles, will be allowed to spectate, to film, photograph, or record games from out of bounds. Any communications between spectators, photographers, videographers and players may result in the ejection of the non-player from the premises, as well as penalties enforced against the offending team. Under NO circumstances, will film, video or photographs be used to dispute or challenge referee / judge calls, or assess penalties.

1.05 Any spectators or non-event participants communicating with active or eliminated players will be removed from the field, and the offending team will be penalized with either a single elimination or multiple eliminations (maximum of 3), based on the extent of communications.

1.06 In the event that spectators, photographers, videographers present an impediment to the overall sportsmanship of the event, the spectator, photography and video privileges may be revoked at any time, without warning. This will be the determination of the Head Judge, and all decisions will be final.

2.00 STANDARDS

2.01 All game fields shall be free from anything that would pose an unnecessary risk to players, including cliffs, areas with jagged rock, etc.

2.02 Both players and judges should be able to move freely on game fields. Game fields will not contain significant wet or swamp areas, dense undergrowth or the like which would impede such free movement.

2.03 Fields will contain two flag stations positioned at opposite ends and equidistant from the side tapelines, based on the field terrain.

3.00 STAFFING

3.01 Each field shall have a minimum of 7 field judges, including the Head Judge.

3.02 Only judges authorized by the Head Judge of a field may actually make calls of games played on that field.

4.00 TEAMS

4.01 All the team's players taking part in the event should be included in the team's roster. A completed Paintball Charleston waiver form is required for all event participants.

4.02 Only people included in the team's roster as players will participate in the event.

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

4.04 All teams must submit complete rosters before the start of the event. A player may not be removed from a team's roster after the start of the tournament.

4.05 There may be no more than 15 people on a roster.

5.00 CONTROLS

- 5.01 Players are responsible for removing old hits or will be eliminated at the start of the game.
- 5.02 Players are not allowed to use tools during game play.
- 5.03 Each player must have one foot in the team's flag station prior to the start of each game. Barrels must be pointed down below the player's waistline and directly away from the field of play.
- 5.04 The Ultimate Judge will begin a game by counting down so that each team can clearly hear the following: "3-2-1, ten seconds." Thereafter, the game will begin 10 seconds later with the Ultimate and flag judges yelling "GO, GO, GO" or sounding the game horn.
- 5.05 A game will end only by the Ultimate Judge announcing "Game Over" or sounding the game horn.
- 5.06 Each member of the 10 player team will be issued arm bands at the start of a game. Removal of an arm band (either by accident, by the player, or by a judge) indicates that the player has been eliminated.
- 5.07 Eliminated players must proceed to the "dead box" by the most direct route or as directed by a field judge.
- 5.08 All live/active players, at the end of a game must present themselves to a field judge at the exit point (or center of field, per Head Judge discretion) for inspection.
- 5.09 Eliminated players must remain in their respective "dead box" until given permission to leave, by the appropriate judge, with the exception of the team captain, who will also present to the Head Judge for scoring totals and score card completion.
- 5.10 No player having exited the field may re-enter without permission from a field judge.
- 5.11 No player may replace an arm band, during the course of the game, for any reason.

6.00 CHRONOGRAPHING

- 6.01 All players will be chronographed at their flag stations, or the field entry point, by the chronograph judge prior to the start of the game. The chronograph judge may take the markers from the players and inspect them for the following:
- (i) The presence of foreign matter in the barrel, feed port or loader
 - (ii) Tightness of screws, barrels, tanks and other working parts that can increase or decrease muzzle velocity
 - (iii) Presence of valves or expansion chambers, which can be turned on or off – all valves, will be placed in the open position
 - (iv) Presence of external velocity adjusters, which are not covered or fixed in place
 - (v) Bouncing triggers
 - (vi) Any other device, part or item which would enable a player to effectively shoot in violation of the rules set forth in Section 10.0 or increase the muzzle velocity of a marker
- 6.02 Markers will pass inspection if the foregoing is complied with and the velocity of any paintball does not exceed 295 feet per second. All players whose marker did not pass inspection of the chronograph judge can elect to enter the field without a marker or be counted as eliminated.

6.03 Chronographing on the field may take place at any time at the discretion of the field judges. Such chronographing will take place in a manner which would least interfere with play. Players whose markers are shooting in excess of the allowed limits will be eliminated from play. If during game play, one shot is fired between 301-309, that player will be immediately eliminated. If one shot is fired between 310-319, a 1 for 1 penalty will be assessed. If one shot is fired at 320 or more, a 2 for 1 penalty will be assessed.

7.00 PAINTCHECKS

7.01 Paintchecks are performed by a judge in his sole and absolute discretion or if directed to do so by another judge if it is felt by any judge that a paintball may have hit and broken upon the player called for the check.

7.02 Judges may, but are under no obligation to perform a paintcheck if a player has requested one on himself or any other player in the game from his or the opposing team.

7.03 Judges will make every effort to perform a paintcheck without calling a player neutral, but that judge, in his sole and absolute discretion may call a player neutral if it is felt that he cannot effectively make the check without such a call. If such a call is made, the judge will signal that player neutral and that player can no longer be eliminated until the judge completes the check and the player can resume his position prior to the call and check. Players not called neutral may be eliminated during a paintcheck.

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

7.05 If a judge performing a paintcheck determines that a player is hit, the judge will remove the arm band, and the player must immediately signal himself eliminated by calling out "HIT" or "OUT"(just once) place his barrel bag on his marker and exit the field (to the "dead box") by the most direct route or as directed by a judge.

7.06 If a judge performing a paintcheck determines that a player is not hit, the player may continue to play.

8.00 ELIMINATIONS

8.01 A player is eliminated if a paintball shot by a live player strikes and breaks on him or anything that he is wearing or carrying. If the paintball does not break, the player is not eliminated. If the paintball strikes another object and paint splatters on a player or anything that he is wearing or carrying, he is not eliminated. Judges rulings on such matters are final and non-appealable.

8.02 Obvious hits are those which impact and break on easily observable places on the body or equipment of a player. Players with obvious hits must immediately signal themselves eliminated by calling "HIT" or "OUT" and remove their arm band.

8.03 Players with hits in areas or places which are not easily verifiable must immediately call for paintchecks on themselves.

8.04 Unobvious hits are those which are not felt and break on players or equipment which are not easily observable or discovered. Players with unobvious hits will be eliminated when discovered.

8.05 Players are eliminated when:

Any part of his body or anything that he is wearing or carrying is outside the playing area, and judge's rulings on such matters are final and non-appealable

(i) He is found with prohibited equipment on the field

(ii) He separates himself by more than 5 feet from equipment brought onto the field, except pods or squeegees

(iii) He engages in unsportsmanlike conduct, including, but not limited to excessive shooting, failure to obey a judge's direction to stop moving on a player, deliberate avoidance of a judge in a manner to prevent that judge from chronographing a marker, making a call or otherwise enforcing these rules, shooting at a judge and verbal abuse of opposition players, and judge's rulings on such matters are final and non-appealable

(iv) He takes actions which would cause members of the opposing team to believe that he has been eliminated

(v) His marker is shooting in excess of 300 feet per second on any one shot

(vi) He is eliminated by a judge as a result of a penalty called on a teammate

8.06 Judges in their sole and absolute discretion may issue warnings rather than eliminate players or call penalties for the following infractions:

(i) A first offense failure to observe a neutral call

(ii) Failure to use a barrel blocker

(iii) Use of inappropriate language

(iv) A first offense abuse of calling for paintchecks

8.07 Judges will eliminate players for the following infractions:

(i) A second offense failure to observe a neutral call

(ii) A second offense abuse of calling for paintchecks

(iii) Use of inappropriate language

(iv) Aggressive movement during a neutral call within 60 feet of the neutral player

(v) Failure to wear an authorized, full face goggle / mask system

(vi) Checking in as a live player at the end of a match with an unobvious hit

9.00 PENALTIES

9.01 If a player is playing on, that is continuing to play with an obvious hit, which includes, but is not limited to continuing to shoot his marker or otherwise engage the opposition, continuing to move except in appropriately exiting the field, talking, signaling or otherwise communicating information, except to say "HIT" or "OUT" just once, impeding the progress of opposition players, hampering a judge in making a paintcheck or a call, or providing a teammate with paintballs or equipment, the judge will call a "One-for-One" penalty and such player along with one teammate will immediately be eliminated; provided however, if a judge determines that the offending player's actions altered the course of the game, he, in his sole and absolute discretion, can call a "Two-for-One" penalty and remove the offending player and two live players from the offending player's team. **Judges rulings on such matters are final and non-appealable.**

9.02 If a judge determines that a player is attempting to deliberately remove paint from a valid hit in order to avoid elimination, the judge will call a "Three-for-One" penalty and such player along with three teammates of such player will be immediately eliminated. **Judges rulings on such matters are final and non-appealable.**

9.03 Freight training is the act of utilizing multiple players who move and act in concert so that the lead players after being marked and eliminated impede or prevent the timely elimination of

other players in the train. Judges will allow a freight train to continue, but will remove one live player as well as eliminated players for each instance of continuing to play by the players eliminated.

9.04 If an eliminated player shoots from the dead box, a judge will call a Three-for-One penalty and eliminate three live players from the offending player's team. Judges rulings on such matters are final and non-appealable.

9.05 If during a game a player uses a marker in violation of Section 10, a judge will call a minimum of Three-for-One penalty and eliminate the offending player and three live players from the offending player's team. Judges rulings on such matters are final and non-appealable.

9.06 Immediately after a game, if a judge determines that a marker is in violation of Section

9.07 penalties against the player and the team will also be enforced in accordance to the penalties laid out in Section 10.

10.00 GEAR WORN OR CARRIED

10.01 CLOTHING

10.02 Each player may wear only one layer of underclothing beneath jersey and pants.

10.03 Each player must wear only one long sleeved jersey and one pair of full-length pants:

(i) Which are not over sized

(ii) Which are not made from highly absorbent material such as felt or fleece or of a highly padded or slick material such as nylon, neoprene or rubber

10.04 Players may wear single layer nylon neck protection.

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

10.06 Players may wear headgear, which does not extend more than one inch below the collarbone or below the shoulder blades.

10.07 Players may not bring tools, replacement parts, or paintball marker related hardware (other than the single standard paintball marker assembly) onto the field.

10.10 PROTECTIVE GEAR

10.11 Players must wear goggles, full face and ear mask systems manufactured for use in paintball games that are in good repair and with lenses not in any way damaged. These systems must meet or exceed ASTM standards.

10.12 Players may wear unmodified forearm, elbow, knee and shin protection over or under clothing. Male players may wear groin protection, and female players may wear breast protection.

10.20 MARKERS

10.21 Players may carry into a game and use only one 68 caliber pump or semiautomatic "mechanical" marker or an electronic marker with a rate of fire capped at 5.5 balls a second or less, and which has a single barrel and a single action trigger. Where applicable, the force needed to pull the trigger of the marker must exceed the bounce back force of the trigger caused by the expenditure of the paintball, eliminating the possibility of a bouncing trigger (as determined by the chrono or field judge).

10.22 FIRE MODE REQUIREMENTS AND INFRACTIONS:

Players may choose to use electronic markers with a semi-automatic firing mode capped at 5.5 balls per second or they may choose to use 2017 NXL/Millennium ramping firing mode capped at 5.5 balls per second. Full Auto is not allowed.

(i) A player on the field of play whose electronic marker fires two shots at 5.6 to 5.9 bps will be assessed a major penalty (3 for 1). Or if discovered after a game by a judge, the team will be assessed a -20 points on their score sheet.

(ii) A player on the field of play whose electronic marker fires two shots at 6.0 to 7.0 bps will result in the match automatically being awarded to the opposing team, with the losing team receiving a score of "0" and the winning team receiving a score of 100.

(iii) A player on the field of play whose electronic marker fires two shots above 7.1 bps will result in the match automatically going to the opposing team, with the losing team receiving a score of "-70" and the winning team receiving a score of 100. The player who receives the penalty will be suspended for the rest of the tournament. The team will be required to play with 1 less player for the remainder of the event.

(iv) Any illegal marker (illegal mode and/or settings) is not allowed on the field of play. Players attempting to carry an illegal marker on the field of play prior to the start of the game will be assessed a major penalty. A player bringing an illegal marker onto the field of play after being informed by a referee that the marker is illegal will be assessed an event suspension.

(v) All markers may be checked by the Ultimate Judge or a field judge, after a game has been completed, but before a score sheet has been signed by the respective team captains.

10.23 All markers with any form of external velocity adjusters must be modified in such a way so that the velocity adjuster is not readily accessible during the course of play. All regulators require tournament caps so that they cannot be adjusted without a tool with the marker gassed or degassed.

10.24 Barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or an integral part of the construction.

10.25 Cloth, neoprene or other material may be used to cover the air tanks attached to the markers.

10.26 Barrel bags must be used off the field of play and away from the chronographing areas.

10.30 PAINT

10.31 Only 68 caliber paint shall be used. "First Strike" paintballs are **not** allowed.

10.32 Paint must be non-staining and water soluble.

10.40 OTHER EQUIPMENT

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

10.42 Players may carry one goggle cloth in their pocket.

10.43 Players may carry any number of squeegees and swabs.

10.44 Players may have just one compressed air or CO2 tank certified for use as of the dates of the tournament.

10.50 PROHIBITED EQUIPMENT

10.51 Prohibited equipment includes, without limitation, listening devices, radio systems, any form of electronic surveillance, incendiary devices, smoke producing device, paint which contains toxins or pathogens, paint with a shell or fill altered or augmented in any way or paint which is not biodegradable.

10.52 Markers or other equipment not in conformity with the provisions of Section 10.2 are prohibited.

11.00 GAME STRUCTURE

11.01 Each team will begin with its flag hanging in its flag station.

11.02 The objective of a team playing the two flag game is to capture its opponents' flag and take it back to its flag station by an unmarked player. Two flags must be present at the "winning" team's flag station to count as a "Flag Hang".

11.03 All ten-player teams will play the two flag game format.

11.04 A maximum time limit of 10 minutes per game is allowed. The start time of each match will be set by the head judge. No further time announcements will be provided during the course of the match.

11.05 All "live" players will meet at the head judge position at the conclusion of each match, for a head count and score card completion.

11.06 All "eliminated" players will remain in their respective dead boxes until the announcement to exit has been given by the head judge.

11.07 Both team captains will sign the score card, at the conclusion of each match. There will be no revisions or modifications to the score cards upon collection of signatures.

11.08 The "winning" team captain will transport the finalized score card to the official score table.

11.09 The 4 top scoring teams in the preliminary rounds will progress to the "finals", which will consist of 3 games per team, with the top scores earning the awards as published.

11.10 SCORING

11.11 In a two flag game, a team will be awarded 5 points for every player on the opposing team eliminated at game's end, and 2 point for every player on such team not eliminated at game's end.

11.12 In a two flag game, a team will be awarded 10 points if it successfully pulls its opponents' flag first.

11.13 In a two flag game, a team will be awarded 20 points if it successfully hangs its opponents' flag in its flag station first. Both flags must be present at respective flag station to earn the 10 points for the "flag hang".

11.14 In a two flag game, 5 points will be awarded to a team in possession of the opponent's flag when time expires (flag in transit). It is possible to have both teams earn the "flag in transit" points as time expires.

11.15 Points are awarded at the conclusion of the game by the Ultimate Judge.

11.16 Elimination points are awarded to a team for every opposing player removed from the game in progress. A player may be removed for a valid hit, going out of bounds, surrender or voluntary exit from the field, elimination by a judge, valid or invalid, abandonment of equipment

(moving more than 5 feet away from such equipment, except spent or unspent paint pods), or beginning the game outside the team flag station.

11.17 A first flag pull occurs when a player not eliminated is the first to physically grab, and completely remove, the flag from their opponents' flag station before an opponent manages to do the same. Only one team may be awarded first flag pull points during a game.

11.18 Flag hang points are awarded when a player not eliminated breaks the plane of his flag station with the flag. Flag hangs are awarded in conjunction with or independently of first flag pulls. Flag hangs will not immediately be awarded upon the flag breaking the boundary of a flag station. The status of the flag carrier will first have to be verified as not eliminated. The time of the flag hang will be recorded prior to such verification, and if the player is determined to be not eliminated and no other hang occurred prior to that hang, the hang will be considered valid and the game will be considered over at the time of such hang.

11.19 In the event that the player hanging the flag is found to be eliminated, the flag will be returned to the opposing team's flag station by a referee, in the most direct and fastest route available. Game play will continue until the 10 minute game time expires, or until a legitimate flag hang occurs.

11.20 In the event that a player in possession of a flag is eliminated, the flag must be dropped at the point where the elimination occurred or is identified. The eliminated player proceed to the dead box immediately. A judge may (but is not required to) place the flag on the nearest tree or obstacle, while game play continues.

11.21 In case of a tie score among teams, such tie will be broken:

- (i) First, by head to head competition, the winner of such contest advancing
- (ii) If tied still, second, by the sum total of live players during the preliminary rounds (based on score card records)
- (iii) If tied still, third, with a single coin toss

12.00 MISCELLANEOUS

12.01 DECORUM

12.02 Teams and players thereon shall refrain from wearing or otherwise displaying offensive pictures, words or logos.

12.03 Teams and players thereon shall refrain from engaging in any conduct that would bring the tournament, the promoters or the game-site into disrepute, including, but not limited to trashing hotel rooms, the discharge of markers in ungoggled trafficked areas, the willful destruction of private property, physical altercations, except in defense of one's person against an unprovoked attack, or the commission of a criminal act.

12.04 Appropriate language and decorum is required for all players. Any players (active or eliminated) using inappropriate language will be warned one time per game. Continued or repetitive use of inappropriate language will result in the elimination of the offending player. Should the offending play continue to engage in inappropriate language, additional penalties, in the form of additional eliminations will be enforced at the judge's discretion.

12.05 Arguing with judges is not permitted under any circumstances. Any grievances must be communicated between the team captain and the Head Judge. **Judges rulings on such matters are final and non-appealable.**