



National Professional Paintball League, Inc.

## OFFICIAL RULE BOOK - 2005



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# Preamble

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## **Preamble**

The National Professional Paintball League, Inc. (the “NPPL” or the “League”) is committed to sanctioning safe, fair, competitive paintball tournaments worldwide. The NPPL will continue to develop the sport of Paintball, making it better for players, sponsors and the general public. The League will continue to modify and change rules as needed. The NPPL 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 NPPL Super 7 World Series sanctioned tournament with the purpose of reviewing rules and standards insuring a safe, fair, competitive tournament for members, players, spectators and sponsors. The NPPL would like to thank all individuals committed to this sport and who help the League be all that it is.



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# I. General

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## 1. The Sport and the League

1.01 The Sport. Paintball is a sport played by two teams with the number of players ranging from three to seven per team. Teams shall field a maximum of seven players at NPPL Super7 World Series tournaments. The objective of the game is for each team to capture the flag of the opposing team 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 NPPL Super7 World Series will have a 7-minute limited time period.

1.02 Rules Committee. The Rules Committee is responsible for formulating the official playing rules ("Rules") for the sport of paintball. The Rules Committee will meet the evening prior to the beginning of each NPPL Super7 Event to review and issue interpretations of these Rules.

1.03 Equipment Committee. The Equipment Committee is responsible for determining what paintball equipment will or will not be permitted to be used by players. The League advises that manufacturers planning innovative changes in paintball equipment submit the equipment to the Equipment Committee for review before production.

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

1.05 Divisions. The League will have five divisions consisting of: Professionals ("Pro"); Semi-Professional ("Semi-Pro"); Division 1 ("D1"); Division 2 ("D2"); and Division 3 ("D3") Teams.

## 2. The Field and Adjacent Areas

2.01 The Playing Field. The playing field shall be a rectangle, 180 feet (54.86 m) long and 100 feet (30.48 m) wide. The playing field shall have two Flag Stations, one at each end of the field, which will be placed at the center of each baseline. Bunkers will be positioned throughout the playing field and will be at least five feet (1.52 m) inside of the playing field. See Exhibit 1.

2.02 Out-of-Bounds. Field boundaries are marked all the way around the field in either yellow or white material or paint line. Touching the line constitutes out of bounds in which the player will be eliminated. Crossing or touching the back boundary in flag pull or flag hang situations by the flag carrier does not constitute an elimination. All others will be eliminated for going out of bounds. Any ground space outside of the playing field shall be out-of-bounds.

2.03 Dead Boxes. There will be two dead boxes next to the playing field in the out-of-bounds area where players must go when eliminated. See Rule 20.01.

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

2.05 Spectator Safety Zone. All fields will have a roped off safety zone no less than five feet from any side of the field netting. Players and spectators will stay behind roped off safety area. Those individuals who choose go into safety zone are subject to immediate removal from the site by the NPPL Staff.

2.06 Field Orientation. Any team competing in an NPPL Super7 World Series tournament may examine any and all playing fields on the day prior to the first day of the tournament, but may not in any way alter any playing field. However, no team or player may play any field prior to any tournament, unless such play is for promotional purposes and the team or player has been authorized by a representative of the League.

2.07 Filming and photography of games. 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 event from the NPPL or Pure Promotions. No photographers are allowed on the playing field at any time. Photographers will follow directions of the NPPL Referees. If a photographer's position impedes or influences the game the photographer will be asked to leave the field. At no time is a coach, player or support person from a team allowed on the field or in a media tower during the game.

### **3. Tournament Eligibility and Administration**

3.01 NPPL Membership. Players must have a valid NPPL identification card ("ID") to participate in any NPPL sanctioned tournament and players must be able to produce their ID at anytime while on the premises of an NPPL sanctioned tournament. 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 player's ID is not the team that the player is playing on).

3.02 ID Purchase and Fees. Players may apply for IDs at [www.nppl.tv](http://www.nppl.tv) or at any NPPL sanctioned tournament. There is a \$35.00 USD administrative fee for an ID which will be valid for one calendar season. Replacement IDs will be issued for \$10.00 USD. The administrative fees for new and replacement IDs are subject to change without notice.

3.03 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 Committee meeting and the Captains' Meeting,<sup>1</sup> hotel information, and an Insurance waiver to any team having entered an NPPL sanctioned 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).

3.04 Entry Fees. Entry fees must be paid to the promoter of the NPPL sanctioned tournament. Entry fees for Pro, Semi-Pro, D1, D2 and D3 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.

3.05 Rosters. All teams must submit complete rosters prior to play. Pro teams may have up to 12 active players on their roster and 4 team supporters. Semi-Pro, D1, D2 and D3 teams may have up to 10 active players on their roster and 4 team supporters. All team supporters are required to register at each event. Each supporter must fill out a waiver and receive paddocks credentials. An administration fee of \$10.00 will be required. Supporter Paddocks Passes are only valid for one event.

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<sup>1</sup> A Captains' Meeting will be held on the evening prior to the beginning of each NPPL sanctioned tournament. The purpose of this meeting is to provide information to the players concerning the League, any administrative changes to the League or the Rules, and other regulations governing teams' participation in the NPPL sanctioned tournament.

3.06 Age Requirements. Players must be 18 years of age or older, except that players 10 through 17 years of age may play with written consent from a parent or legal guardian.

3.07 No Players on Multiple Rosters. No player may appear on more than one team roster in any NPPL sanctioned tournament.

3.08 Player Status.

A "Pro Player" is a player that has been on the roster of a 2005 Pro Team.

A "Semi Pro Player" is a player that is currently playing on or has played on a Semi Pro team in the 2005 season. Any players who have played pro prior to the 2005 season will be considered Semi Pro.

A "D1 Player" is a player that has played on a D1 Team in a D1 Tournament.

A "D2 Player" is a player that has played on a D2 Team in a D2 Tournament or has played for a D3 Team in at least five NPPL sanctioned tournaments.

A "D3 Player" is a player who has never played in an NPPL Super 7 World Series event or played less than five times as a D3 player. D3 players must move up to D2 after having played 5 NPPL Super 7 World Series D3 events

3.09 Inter-League Play.

Any player may be on a Pro team roster.

Only two Pro Players may be on a Semi Pro team roster

Only two Semi-Pro players may be on a D1 team roster.

Only two D1 Players may be on a D2 team roster.

Only D3 Players are allowed on a D3 team roster.

3.10 Divisional Promotion and Relegation.

The Pro Division is locked at 18 teams. After the end of each season the bottom three ranked teams will be relegated down to Semi Pro and the top three ranked Semi Pro teams will be promoted up to the Pro Division.

The Semi Pro Division will be locked at a maximum of 32 teams. At the end of the 2005 season the top 31 Semi Pro teams and the Division 1 champion will make up the 2006 Semi Pro Division.



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## II. Equipment

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### 4. Uniform

4.01 Protected Color. Players' uniforms may not contain the color orange, which is reserved as the "Protected Color" for paint. See Exhibit 2 for the range of the Protected Color.

4.02 Jerseys. Team players are encouraged to wear jerseys consisting of the same color and style. Jerseys may not have black and white stripes or be designed to cause confusion with Referees. Pro Team players must wear jerseys consisting of the same color and style. Pro Teams may not play an opposing Pro Team that is wearing an identical or substantially similar jersey color; therefore, all Pro Teams must have two sets of jerseys with distinctive and contrasting colors. See Exhibit 3 for Jersey specs. The players on the Pro Team having a lower ranking going into the event will be required to change their jerseys in advance of the game if the opposing, higher-ranked, Pro Team is wearing an identical or substantially similar jersey.

4.03 Padding in Jersey's.

Padding in jerseys will be limited to the forearm/elbow,

Forearm/elbow. Padding size will be limited to 4" in over all width and extend from the wrist to 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.

Patches are allowed on Jerseys. Patches can be any number. Patch thickness will be a maximum thickness of 1/16".

Jersey's that have additional padding may be worn without an under garment. Padding thickness must not exceed 3/16".

Approved equals must be submitted to the NPPL Scrutineer and approved in writing from the NPPL to be considered Approved Equals.

4.04 Layers and Padding. Players must wear only one pair of full-length pants and only a long-sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of under-shorts and one 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.

4.05 Appearance. Players' clothing must fit well. Jerseys must be tucked into player's pants or harness. Players may not wear any oversized clothing. Players clothing including pants and jersey 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 starting of next game.

4.06 Headgear. Players may wear Headgear to protect the head. Players Headgear may not extend more than one inch below the shoulder blades. Players may not wear bandanas and/or handkerchiefs anywhere other than on the head or neck.

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

4.08 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 game start. Armbands will be at least two inches in width and long enough to fit around the upper arm.

4.09 Prohibited Materials. Players may not wear jerseys and or pants which are made out of highly absorbent material, such as felt or fleece, or of 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**

5.01 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

5.02 Protective Padding Separate from Clothing. Players may wear one 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).

5.03 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 1 inch passed the collarbone.

## **6. Markers**

6.01 Marker Specifications. Players may use a single, 68 caliber, pump or semi automatic paintball marker, which consists of a single barrel and single trigger. All Paintball Markers shall only operate in semi auto or pump mode and may not operate in other discharge modes such as burst, enhanced trigger or fully automatic discharge mode during league play. See ASTM F2272-03

6.02 Trigger. A "trigger" is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. A trigger pull requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every shooting cycle. Markers may shoot at any rate of fire, and may shoot any number of paintballs, provided that it shoots in semi auto or pump mode only. This means that no more than one paintball may be discharged during each shooting cycle of a trigger pull.

6.03 External Adjusters. Markers with electronic firing systems must be locked in a tournament semi auto mode. The player may NOT 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.

6.04 Inspection. Markers are subject to inspection at any time during and within three days after any NPPL Super 7 World Series tournament, provided that the markers are taken for inspection prior to tournament completion. The team of any player found to be using a marker in violation of Rules 6.01 through 6.03 shall be penalized according to Rule 21.09 (Disqualification)

6.05 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 21.09 (Disqualification).

6.06 Marker Velocity. Markers may not exceed a maximum velocity of 300 feet per second. See rules 19.02 (13) 19.03 (7) and 21.03 (4)

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

6.08 Barrels. Players may only bring one barrel on the playing field. The barrel must be attached to the marker.

6.09 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.

6.10 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 21.0 (Three-Game Suspension).

6.11 Stickers. Stickers on markers are limited to one 2" by 4" sticker on each side of marker. Colors of stickers may not contain the Protected Color.

6.12 Exposed Markers. Players may 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 21.03 (Three-Game Suspension).

## **7. Other Equipment**

7.01 Paint Loaders. Loaders must be made of a single, solid or tinted color. Stickers on loaders or other feed devices are prohibited, except for one 2" by 4" sticker on each side of the loaders or other feeding devices in any color, except the Protected Color. Clear loaders are not permitted. Clear lids on hoppers are permitted. Players may not use cloth or neoprene loader covers.

7.02 Remote Tank. Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing. Air Tank Valves must meet or exceed ASTM Standard F1750-96 and ASTM Standard F2030-00

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

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

7.05 Flags. Flags will be a minimum of 12 inches wide and a minimum of 24 inches long.

## **8. Paintballs**

8.01 Specifications. In accordance with marker requirements, paintballs must be 0.68 calibers. Paintballs used at any NPPL sanctioned Super 7 World Series tournament must be purchased in the Players Paddocks from a paintball manufacturer that has certified compliance with ASTM standards and meets NPPL non-staining criteria available on the official NPPL website [www.nppl.tv](http://www.nppl.tv). Players may not bring any paintballs onto the site which are not supplied from within the Players Paddocks. See Exhibit (5) ASTM Standard F1979-04

8.02 Pink and Red Paint Prohibited. Players may 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 NPPL non-staining criteria will do so at their own risk and will be subject to penalties in Rule 21.10, including assumption of full responsibility for any resulting injury or property damage.

## **9. Prohibited Equipment**

9.01 Protected Color. Players' equipment (including uniforms as provided in Section 4) may not contain orange, which is reserved as "Protected Color" for paint. Please see Exhibit 2 for the range of prohibited colors.

9.02 Specifically Prohibited Items. Players may not use any listening devices, communication devices or any form of electronic surveillance. Players may not wear or display clothing or any other items with obscene or offensive pictures, words or logos anywhere on-site at an NPPL sanctioned tournament. Subject to Disqualification rule 21.10 or Suspension 21.03 or 21.04

9.03 Generally Prohibited Items. Players may not bring any item not specified permitted for use in NPPL sanctioned tournaments in Rules 4 through 9 onto the playing field, unless approved by the NPPL Scrutineer prior to game start.



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## III. Officiating

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### 10. Referees

10.01 Pro Refs. NPPL sanctioned tournaments 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 Field Refs including one Head Ref.

10.02 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 may make calls on that respective playing field or Chrono-Station.

10.03 Pregame Equipment Inspection. The Chrono-Ref or the Head Ref may 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.

10.04 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 6.01. Referees will seek to perform on field chronographing in a manner which least interferes with play. Players will not be subject to Referee chronographing after game end, but may be required to surrender their marker for inspection pursuant to Rule 6.04.

10.05 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 19.03 (1))

10.06 Referee Hand Signals. Referee hand signals will be as follows:

- (1) 10 Seconds to Game Start. The Head Ref will signal 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.

10.07 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.

10.08 Referee Communications. Referees may 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.

10.09 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".



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## IV. Pregame Procedures

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### 11. Pre-Game

11.01 Inspection Procedure. Each team must report to the Chrono-Station at least 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.

11.02 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 can 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 may 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.

11.03 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 shots over the chronograph. Markers will pass inspection if no one shot is greater than 300 feet per second.

11.04 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.

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

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

11.07 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.

11.08 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 may be dealt with in a manner that would not result in the elimination of the players.



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## V. The Game

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### 12. Game Start

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

12.02 Markers. Players must have the barrels of their markers touching the Flag Station.

12.03 Game Start. The Head Ref will give such warning with a countdown of get ready for 10 second warning then 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".

12.04 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

13.01 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.

13.02 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.

13.03 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 may 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.

13.04 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**

14.01 Cease Shooting. Players may not fire their markers following: (i) an instruction from a Field Ref to cease fire; (ii) a successful flag hang; or (iii) 7-minutes after the start of the game.

14.02 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.

14.03 Game End. A game will end only by the Head Ref on the field announcing, "Game over." Look at 2004 rules

## **15. Flags**

15.01 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.

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

15.03 Passing the Flag. Flags may be passed from live players to live players.

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

## **16. Flag Hangs**

16.01 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.

16.02 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.

16.03 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**

17.01 Marked with Paint. A player will be eliminated if such player is marked with paint. 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 quarter, it will be considered a valid hit.

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.

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.

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 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.

17.02 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.

17.03 Obvious, but not Easily Verifiable. 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.

17.04 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**

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

- (i) Continuing to shoot or otherwise engage the opposition,
- (ii) Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a Referee,
- (iii) 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,
- (iv) Impeding the progress of opposition players or a Referee,
- (v) Hampering a Referee in making a paint check or a call,
- (vi) Discharging or degassing the marker or providing teammates with paintballs or equipment.

18.02 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.

18.03 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.

18.04 Modification of Markers. Players may not modify markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports. See Rule 19.02

18.05 Spectator Interference. Spectators may be allowed to observe games and the activities on a field but may not :

- (i) Issue instructions to players on the field,
- (ii) Make comments about play which are likely to be heard by players on the field,
- (iii) Have markers in their possession, or
- (iv) 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.

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

- (i) Deliberately shooting at Referees.
- (ii) Excessively shooting an eliminated player with intent to injure.
- (iii) Requesting of paint checks to distract Referees from checking themselves or teammates.
- (iv) Verbally abusing any players, spectators or Referees.
- (v) Throwing equipment.

18.07 Embarrassing, Dangerous or Destructive Behavior. Teams and players participating in an NPPL sanctioned tournament shall not engage in conduct that would bring the NPPL, 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 21.05.

18.08 Act Paintball Responsible. The NPPL encourages all player members while attending NPPL events 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 21.05 and may have member card revoked indefinitely.



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## VI. Eliminations and Penalties

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### 19. Assessment of Penalties

19.01 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 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 21.03

19.02 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 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 an obvious location.
- (12) Failure to wear goggles.
- (13) Velocity Violation shooting over 300 feet per second (FPS) and below 310 FPS
- (14) Players who are observed working on their markers during the course of the Game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately removed from play.

19.03 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 influenced 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 310 and between 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

19.04 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 of the course of the game.

19.05 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

20.01 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.

20.02 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.

20.03 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

21.01 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.<sup>2</sup>

21.02 Suspensions. Players may 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.

21.03 Three-Game Suspension. Players may be suspended, causing the team to play short for three games for the following infractions:

- (1) Outbursts. Throwing smaller equipment (e.g., goggles, harness) in an unsportsmanlike like manner.

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<sup>2</sup> In addition to these penalties, teams and players may be liable for damages and injuries caused under civil law and may 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., shove, grab, shoulder-bump).
- (3) Verbal Abuse. Verbally abusing any individual during or after play.
- (4) Shooting at a Velocity of 320fps or higher.
- (5) Not having a Barrel Blocking Device on marker in un goggled area.
- (6) Not having the marker bagged outside Players Paddocks.

21.04 Six-Game Suspension. Players will be ejected and the team will play short for six 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.

21.05 One-Year Suspension. Any player or team that violates Rule 18.07 shall be prohibited from competing in any NPPL sanctioned tournament 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.

21.06 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.

21.07 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.

21.08 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.

21.09 Disqualification Plus Forfeiture. A team will be disqualified from an NPPL Super7 World Series tournament if any player on its team violates Rules 6.01, 6.02 or 6.03.

21.10 Disqualification Plus Forfeiture. A team will be disqualified from an NPPL Super7 World Series tournament 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 8.02 and Footnote 2.

- (3) Game Fixing. Two opposing teams conspiring to fix the outcome of any game.

21.11 Fines. Players may be required to pay a minimum fine of \$250.00 and maximum fine of \$5,000.00 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 NPPL sanctioned tournament until such fine has been fully paid.



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## VI. Scheduling, Scoring and Ranking

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### 22. Scheduling

22.01 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 NPPL registration area.

### 23. Seeding

23.01 Seeding. Teams will be seeded in accordance to ranking points awarded at Official Super 7 World Series sanctioned NPPL events of the current season. For the first event of the season, teams will be seeded in accordance with the ranking points earned during the previous season. If teams have no ranking points, then they will be seeded in alphabetical order, not taking into account city, state, country or other jurisdiction forming a part of the name and/or the words "the" and "team".

23.02 Re-Seeding After Preliminary Rounds. Team positions at the end of the preliminary round are determined by the total points earned by the teams in all of their preliminary games subject to the tie breaking criteria outlined in Rule 25.03. After the preliminary round, teams will be re-seeded.

23.03 Tie Break in Seeding. After the preliminary rounds to determine 5<sup>th</sup>-8<sup>th</sup> place and 9<sup>th</sup>-16<sup>th</sup> place (where applicable) teams will be seeded first by the total points scored during the round that they were eliminated from competition. If teams are tied on scores then the tie will be broken by the tie breaking criteria in Rule 25.03.

### 24. Tournament Rounds of Play

24.01 Preliminary Round. Pro teams will play a maximum of eight games. Divisional teams will play eight games in the preliminary round. The preliminary games will be played against teams within the defined division of such teams:

- (1) Pro teams will only play other Pro teams
- (2) Semi Pro teams will play against Semi Pros, D1 and D2 teams.

- (3) D1 teams will play against Semi Pro, D1 and D3 teams.
- (4) D2 teams will play against Semi Pro, D2 and D3 teams.
- (5) D3 teams will play against D3, D1 and D2 teams.

24.02 Quarter Final Round. Semi Pro, D1, D2 and D3 will qualify for the Quarter final rounds in the following manner:

- (1) If there are less than 8 teams in the division there will be no quarter final round and the top four teams will qualify directly for the Semi Final round.
- (2) If the Division has less than 24 teams, then the top 8 teams will qualify for the Quarter Final round. Two brackets of four. Teams will play a round robin format (3 games). The top two teams with the most points earned from each bracket will advance to Semi final.
- (3) If the Division has 24 or more teams (Semi Pro, D1, D2 and D3), then the top 16 teams will qualify for the Quarter Final round. Four brackets of four. Teams will play a round robin format (3 games). The top four teams with the most points earned from each bracket will advance to Semi final.

24.03 Semi Finals Round – Semi Pro, D1, D2, D3 after the quarter finals, the top four teams will play in a best of three format where top seeded 1<sup>st</sup> team plays bottom seed 4<sup>th</sup> team and 2<sup>nd</sup> seed team plays 3<sup>rd</sup> seed team. The winners will advance to the finals and losers will compete for 3<sup>rd</sup> and 4<sup>th</sup> place.

24.04 Final Round. Semi Pro D1, D2, D3, after the semi-finals, the winners will play off best of three format for 1<sup>st</sup> and 2<sup>nd</sup> place whilst the losing teams will play off best of three format for 3<sup>rd</sup> and 4<sup>th</sup> place.

24.05 Pro Preliminary Round - The Pro teams will be split into two brackets based on rank. Ranked brackets are as such (1, 4, 5, 8, 9, 12, 13, 16 and 17) and (2, 3, 6, 7, 10, 11, 14, 15 and 18). In case a team fails to show up the team will forfeit every game. See Rule 21.07

24.06 Pro Quarter Final Round - The Top four teams from each pro bracket will advance to the Quarter Final round. The teams will be split into two brackets of four first bracket teams (1, 4, 5, 8) and second brackets (2, 3, 6, 7) and play a round robin format where each team plays each other in a straight set of three games. The top two teams scoring the most points from each bracket will advance to the Semi Final round.

24.07 Pro Semi Final round - Bracket one first place will play Bracket two second place and Bracket two first place will play bracket one second place in a best of three format. The winners will advance to the finals.

24.08 Pro Final Round – The winners of the semi finals will play for 1<sup>st</sup> and 2<sup>nd</sup> place and the losers will play off for 3<sup>rd</sup> and 4<sup>th</sup> place best of three format.

## 25. Scoring

25.01 Game Scoring. 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 3 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's flag will be awarded 32 points. Flag pull point 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 40 points.

### 25.02 Score Sheets

Score sheet procedures.

The score sheets will be filled out by the head referee of the field and shown to both team captains.

Nothing on the score sheet must be crossed out nor written over.

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.

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.

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.

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.

Clerical or mathematical errors may be corrected at any time prior to the start of the next round of play.

Only clerical and mathematical errors may be corrected after the score has been posted on the scoreboard.

25.03 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) NPPL Super7 World Series ranking based on a team's position in the previous NPPL events, most recent first then by earlier events.

25.04 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:

In the best of three competitions, if the teams involved have a win each and the third game ends in a draw. Both teams will choose one player to play one on one with a 2 minute time period. 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.

## **26 Ranking.**

The 2005 NPPL Super 7 World Series Title is based on points accumulated from five National events. A Series Cup will be awarded to each Divisional Series winner. The Professional division will also receive custom NPPL Super 7 World Series Rings. Additionally Divisions 2 and 3 will be able to earn series points at the International Amateur Open. Divisions 2 and Division 3 will be able to earn 80% of the below ranking points at the 2005 International Amateur Open. Division 2 and 3 teams will take the top five scores from the NPPL Super 7 World Series and IAO to determine the series title. Teams do not have to attend all five events to be ranked.

26.01 Ranking Points. Team-ranking points for Semi-Pro, D1, D2, and D3 are earned as follows:

- (1) 50 points for first place;
- (2) 46 points for second place;
- (3) 43 points for third place;
- (4) 40 points for fourth place;
- (5) 24 points for all Quarter finalists not in the final four plus 1 point for every 25 game points earned in the semi final round; and
- (6) 1 point for every 40 game points earned for all teams not making the semi finals.

Ranking Points for Professional teams are as follows:

- 50 Points for first place;
- 46 points for second place
- 43 points for third place
- 40 points for fourth place
- 24 points for all Quarter finalist not in the final four plus 1 point for every 75 game points earned in the semi final round; and
- 1 point for every 25 game points earned for all teams not making the Quarter finals.

26.02 Team Promotions. Any team that elects to change its status from D1 to Semi Pro, D2 to D1 or from D3 to D2 will keep a percentage of their points based on which tournament of the year that they move up.

- |                                  |     |
|----------------------------------|-----|
| (1) After the first tournament:  | 80% |
| (2) After the second tournament: | 60% |
| (3) After the third tournament:  | 40% |

(4) After the fourth tournament: 20%



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## VII. Exhibits

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**Exhibit 1.** Playing Field.

**Exhibit 2.** Protected Color.

**Exhibit 3.** Jersey Specification

ASTM standards reference [www.astm.org](http://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

F2184-02 Standard Guide for Installation of Paintball Barrier Netting

F2271-03 Standard Specification for Paintball Marker Barrel Blocking Devices

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

F2278-03 Standard Test Method for Evaluating Paintball Barrier Netting