

PanAm Circuit

RULE BOOK FOR TOURNAMENT PAINTBALL

GENERAL GUIDELINES

1. The spirit and intent of these rules and the duty of the enforcing officials is to ensure safe play; to promote fair, unbiased competition; and to sustain the level of organization and good sportsmanship necessary to keep tournament-level paintball a positive activity.
2. The tournament producer is the final authority regarding these rules. The producer may designate an overall director of judging. The judging staff ("referees" or "marshals") also may include one or more ultimate judges, head field judges, field judges, chronograph judges, and other designated members of the judging staff.
3. Modifications to these rules may be required by particular situations, including but not limited to insurance requirements, laws, or regulations. In such instances, the tournament producer may modify these rules as necessary. Questions regarding modifications should be directed to the tournament producer or his designated representative before the tournament begins.

1.0 EQUIPMENT & SUPPLIES

1.1 Paintguns & Power Systems:

A. Paintguns must meet manufacturer and insurance safety guidelines regarding triggering mechanisms and safety devices. All paintguns must have a trigger guard, and must use a barrel sock cover (no plugs, squeegees, etc.) The loader must be removed and the bore covered before dry firing in a "goggles off" area. PENALTY: suspension of the player for next game. Second offense: suspension of player and team for next game.

B. Each player may carry and use only one paintgun, one barrel, and one cylinder (excluding 12-grams) per game.

C. No external velocity adjusting devices are permitted (components that allow a player to adjust the velocity of his paintgun by disassembly or without the use of tools). All velocity-affecting pressure regulators (which can be adjusted by disassembly or without the use of tools) must have locking rings or tournament caps.

D. Only pump or semi-automatic paintguns are allowed. No more than one shot per trigger cycle (pull and release). It is each player's responsibility to consult with the tournament producer prior to the event regarding definitions and limitations of this rule. PENALTY: elimination, if active, and suspension of player and/or team for one or more games.

E. Paintgun Power Sources: All paintguns must use either CO₂ (carbon dioxide) or compressed air/nitrogen as power source unless the producer specifically approves other sources. All components (fittings, hoses, valves, cylinders, etc.) of the high-pressure system must meet the manufacturer's safety standards.

1.2 Goggle Systems:

A. It is mandatory for every person (judges, players and spectators) to wear an approved goggle system when they are directly exposed to fields while games are in progress, or when they are directly exposed to any authorized shooting area while paintguns are being discharged. PENALTY: suspension of the player for next game. Second offense: suspension of player and team for next game.

B. Each goggle system must include an approved full facemask and ear protection manufactured specifically for that model of goggle. The goggle system components shall not be altered from their original factory condition and design (no facemask curling, missing screws, etc.). All goggle systems are subject to safety inspection and approval.

C. A player whose goggles are accidentally dislodged (sufficient to expose an eye) during a game shall be eliminated immediately.

D. An active or eliminated player shall not deliberately remove his goggles (sufficient to expose an eye) during a game, other than with the approval and under the direct supervision of a judge. PENALTY: elimination, if active, and/or suspension of player for one or more games.

1.3 Clothing & Gear:

A. Players must wear full-length pants and a long-sleeve top (e.g., shirt, jacket or pullover). Pants and shirtsleeves must be fully extended during game play to the ankles and wrists respectively. A player may wear only one layer of clothing underneath his exterior pants and top. The player's clothing may not resemble or be of a similar color pattern to that of the judges. A player may not wear or carry any multi-colored or patterned clothing and equipment that makes distinguishing a paint mark difficult for the judges (this includes decals on loaders, etc.). Thin protective covers are allowed on cylinders, but they are prohibited on paintgun loaders.

B. Unless specifically posted as a restriction by the tournament producer, knee, shin and elbow pads, and neck protectors may be worn on the inside or outside of the player's clothing. Wearing protective gear shall not be accepted as an excuse for failure to sense an obvious hit. Belts, pouches, harnesses, or similar gear must be worn on the outside of all clothing. Loose-fitting tops shall be tucked into the pants.

C. Clothing must be sized to fit the player. A player may not wear oversized, draping and/or excessively baggy clothing. Clothing may not be made of overly absorbent cloth or highly padded cloth, nor of water repellant cloth/material that allows a paint mark to be wiped away quickly and cleanly. Ghillie-type material, which makes paint marks difficult to locate and identify quickly, may not be worn or attached to the player's equipment or goggles.

D. Prohibited Devices. Players shall not use and/or carry onto the playing field: artificial sounding devices (e.g., whistles, clickers, horns); shielding devices; artificial light sources; heat generators (e.g., matches, lighters, heat packs); weapons, flares, paint grenades, paint mines, or any form of pyrotechnic devices; tools and spare parts capable of affecting a paintgun's velocity; silencers or sound suppressers; slingshots, blowguns or any device capable of propelling a paintball other than the single approved paintgun per player; radios and similar communication, signaling or listening devices; or items that might be mistaken for a flag.

1.4 Paintballs: Players only may use paintballs that remain in fresh, unaltered, untreated factory condition as per the manufacturer's specifications. No "blood-red" colored fill is allowed. Paintball fills with additives designed to make them "staining" or "hard to wipe" are prohibited. PENALTY: elimination, if active, and/or suspension of player for next game.

2.0 SITE & FIELD SET UP

2.1 There shall be only two flag stations on a field for dual flag games, and only one flag station for single-flag (center flag) games. The 5-player games are single flag, 10 minutes long, with a 20-second silent countdown. The 10-player games are 15 minutes long with a 20-second silent countdown.

2.2 Field boundaries must be clearly marked.

3.0 ELIGIBILITY

3.1 Players must meet event eligibility requirements. See CLASSIFICATION RULES for player and team eligibility.

3.2 Rosters: Players may not be listed on more than one team roster per event, and a player may not change teams during an event. Waivers and roster sheets must be turned in before the first game the team plays. Turning in waivers and roster late will result in zero points for prior games played. Eligible players may be added to a team's roster any time during an event, providing they report to the scoring table and are added to the roster before they play in a game.

4.0 CHRONOGRAPHING & CHRONOGRAPH PENALTIES

4.1 The maximum allowable velocity for any event is 300 feet per second (fps). Specific event rules may reduce the velocity limit.

4.2 All paintguns are subject to a chronograph check before and during a game.

4.3. Pre-game Chrono Check: Every player must report to the field's designated chronograph before each game. An equal number of players from each team will be chronograph'ed. The velocity check shall consist of one shot over the chronograph. Any paintgun shooting above the event limit shall not be allowed in the game. Players may attempt to re-qualify paintguns (by shooting three consecutive shots, each of which must be at or under the limit), providing games are not delayed. A player may go into a game without a paintgun.

4.4 Between chronograph'ing on before the game and the game's end, a player commits an infraction if he adjusts or otherwise alters the velocity regulating components of his paintgun without the express permission and

supervision of a judge. PENALTY: elimination, if active, and/or suspension of player and/or team for one or more games.

4.5 During a game, a player must allow a judge to chronograph his paintgun upon request. The judge will call the player neutral, and the player must cease all play-related actions and follow the ref's instructions. The game check shall consist of one (1) shot over the chronograph without any clearing shots. If this shot exceeds the event limit, the judge will eliminate that player. Exceeding 315 fps is a +1 infraction. Refusing a judge's chronograph order is a +1 infraction plus PENALTY: suspension of player for one or more games.

5.0 ELIMINATIONS & MARKINGS

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

5.2 Out of bounds: A player whose body or equipment accidentally or deliberately extends beyond the vertical plane of the boundary shall be eliminated. A player will not be eliminated for touching a suspended tape boundary. However, pushing out the tape or extending any part of his body and/or equipment more than two feet beyond the original position of the tape boundary constitutes going out of bounds and the player shall be eliminated.

5.3 When witnessed by a judge, a player marked by a paintball from across a boundary will be returned to active status. A player who deliberately shoots at another player across a boundary or from out of bounds commits an infraction. PENALTY: suspension of player for two or more games.

5.4 A player who climbs a tree, a bunker, a structure, or a prop will be eliminated.

5.5 A player who deliberately alters terrain or structures, or tampers with a bunker, will be eliminated.

5.6 A player who deliberately uses a non-participant or a movable object as a shield will be eliminated.

5.7 Start of Game. The countdown and "game-on" signals will be issued to both teams simultaneously. No more than the prescribed number of players may be on the playing field when the game-on signal is given or at any time during the game. A team may start the game with less than the prescribed number of players. Games will not be delayed for late players or for equipment malfunctions. A judge will eliminate any player who is not within his team's starting area when the game-on signal is given or who leaves the starting area before the "game-on" signal.

5.8 Each player must maintain possession of all equipment and clothing (including his armband) that he carried onto the field, except for the following disposable items: paint pods/loading tubes, squeegees, paper towels, and 12-gram cartridges. Intentionally discarding equipment is an infraction. Unintentionally losing possession of non-disposable equipment for more than five (5) seconds also is an infraction. Any equipment more than three (3) feet away from the player is considered discarded equipment.

5.9 A player is eliminated from the game when he is marked anywhere on his body, clothing or equipment with a quarter-sized or larger direct splat from a single paintball. A "direct" splat occurs when a paintball breaks directly on the player. The size of the paint mark is cumulative. If two splat marks (e.g., some on the loader and some on the goggle) are from the same paintball impact and are larger than a quarter when combined, the player is eliminated.

5.10 Unless specifically witnessed by a judge, a player is eliminated from the game if he is marked anywhere on his body, clothing or equipment with a quarter-sized or larger indirect splat from a single paintball. An "indirect" splat occurs when a paintball breaks against a secondary object and splatters/sprays the player.

5.11 It is the player's responsibility to notify a judge and receive the judge's acknowledgment when he is marked other than by a shot (e.g., by kneeling on a paintball, from cleaning his paintgun, from leaning against a paint-stained object, etc.). If the judge concurs, the judge shall wipe off the mark.

5.12 If opposing players are marked simultaneously, the judge shall eliminate all of them if he cannot determine who was marked first.

5.13 An "obvious" hit occurs when a single paintball impacts against a player and leaves a quarter-sized or larger splat that, in the judge's determination, the player should physically sense. It is each player's responsibility to check his self and signal his elimination immediately after being marked with an obvious hit he can visually verify. Delaying the signal is an infraction. PENALTY: suspension of player for one or more games.

5.14 A player may seek reasonable cover in the immediate area if remaining in his current position (to visually verify

an obvious hit or while waiting to be paintchecked) will leave the player exposed.

5.15 A player who fails to continuously call for a paint check after an obvious hit, which the player cannot visually verify, commits an infraction. PENALTY: +1 and/or suspension of player.

5.16 A player who receives an obvious hit and continues aggressive play (shooting, advancing, communicating with teammates, handing off supplies, etc.) commits an infraction. PENALTY: +1 and/or suspension of player and/or team.

5.17 A "questionable" hit is a mark that, in the determination of a judge, the player probably did not physically sense. A player who receives a questionable hit will be eliminated from the game but has not committed an infraction. It becomes an infraction, however, when a judge determines the player became aware of a questionable hit and then continued to play. +1

5.18 Maliciously over shooting and/or shooting a player when he is clearly signifying his elimination are infractions. PENALTY: suspension of player and/or team.

5.19 A player who has been eliminated and/or signals his elimination, and who then shoots at an opponent from on or off the field, commits an infraction. PENALTY: + 2 and/or suspension of player and/or team.

5.20 Deliberately attempting to hide, remove, or conceal a paint mark is an infraction. +2 and PENALTY: suspension of player and/or team.

6.0 PROCEDURES FOR ELIMINATED PLAYERS

6.1 A player must immediately signify his elimination by fully extending his paintgun above his head AND keeping it raised above his head until he has crossed the field boundary. Failure to clearly signify your elimination is an infraction. PENALTY: +1 and/or suspension of player.

6.2 An eliminated player shall follow the directions of the judges. An eliminated player must exit the field promptly and directly, he must release his armband to a judge, he must proceed directly to his holding station, and he must cover his barrel bore. An eliminated player commits an infraction if he fails to perform any of these tasks. PENALTY: +1 and/or suspension of player.

6.3 An eliminated player who communicates verbally or visually with his active teammates commits an infraction. PENALTY: +1 and/or suspension of player.

6.4 An eliminated player who discards or passes off ANY equipment or supplies commits an infraction. PENALTY: +1 and/or suspension of player and/or team.

6.5 A player who fails to call for a paintcheck and/or deliberately waits until the game ends to signify his elimination commits an infraction. PENALTY: +1 and/or suspension of player and/or team.

7.0 PAINTCHECKS

7.1 Paintchecks may be requested by active players any time during a game, but judges are not required to respond to superfluous and/or distracting requests. Nor will judges answer questions regarding game situations (e.g., time remaining, location of flags, disposition of active or eliminated players, etc.).

7.2 Judges may visually check a player without performing a neutral paintcheck (without "calling the player neutral").

7.3 Neutral paintchecks: A judge shall perform a neutral paintcheck if, in the performance of that check, he will expose the player to hits or interfere with the player's normal game activity.

7.4 A player becomes "neutral" only after a judge gets close enough to touch the player, tells the player he is neutral, and signals the player's neutrality to the rest of the field by raising a neutral flag. A player who calls for a paintcheck on his self remains in play unless and until a judge performs a neutral paintcheck on him. The time clock does not stop for paintchecks.

7.6 An active player shall not shoot or advance directly toward a neutral-player signal, and shall not enter a 25-foot (25') radius around the neutral-player signal.

7.7 A neutral player becomes active when the judge tells him to resume play and signals to the rest of the field that the paintcheck is over. The signal that ends a paintcheck is lowering the neutral flag.

7.8 Judges, not the player, will wipe off indirect spatter, paint marks other than from a hit, and wrongful hits (such as when players are hit after being called neutral).

7.9 A player who attempts to remove paint splatter and/or spray from his clothing or equipment commits an infraction. The exception is a player's goggle lens; a player may wipe off his lens but only after receiving direct permission from a judge. PENALTY: elimination, if active, and/or suspension of player.

8.0 SPECTATORS

8.1 Unless specifically announced by the event producer, spectators shall not point at nor communicate with active players. Spectators shall not distract judges and/or interfere with the game. Spectators and eliminated players must remain in the designated viewing areas.

8.2 Spectators must follow the directions of the judges. Non-playing spectators must have in their possession some type of picture ID, and they must show it to a judge upon request.

9.0 FLAGS & FLAG CARRIERS

9.1 An active player must take possession of a flag (by holding it in his hand) and must remain active for at least one (1) second for the flag to be designated as "pulled" or "secured."

9.2 A player shall not be eliminated for pulling a flag that has quarter-sized or larger paint marks on it. A quarter-sized or larger direct splat to the flag, which occurs while it is in a player's hand, must be witnessed by a judge to be deemed an elimination of the flag carrier.

9.3 A flag carrier must hold the flag in his hand and must keep the flag visible at all times. The flag may be handed off between active players.

9.4 Any active player may pick up a dropped or discarded flag, but in a dual flag game, it is an infraction for players to intentionally hold, move or cover up their own team's flag. A player is presumed to know which flag is his own team's flag.

9.5 If a flag is abandoned for more than five (5) seconds, a judge shall pick it up and return it to the appropriate flag station as quickly as possible. Resetting the flag in its station nullifies the abandoning team's pull.

9.6 In single-flag (center flag) games, a flag "hang" is awarded when an active player touches the suspension point or breaks the plane of his opponent's starting station with the flag. In dual-flag games, a flag hang is awarded to the first active flag carrier from either team to touch the suspension point or break the plane of his team's flag station with the opponent's flag.

9.7 A flag carrier automatically becomes neutral when he breaks the plane of the station or touches the suspension point. A judge will check him for paint marks. If the flag carrier is clean, the game ends. Should game time expire during the check of the flag carrier, the flag hang will be awarded if the carrier is clean. If the flag carrier was marked prior to breaking the plane or touching the suspension point and game time did not expire during the check, the judge will back the neutral flag carrier out of the station approximately 25 feet (in the direction he came from). Play continues at the judge's signal ending the paintcheck.

9.8 If the flag carrier is eliminated he shall stand holding the flag at shoulder height, with the majority of the flag cloth clearly exposed, until an active player takes it from him or the game ends. An eliminated flag carrier also must keep his paintgun raised above his head unless a judge places his paintgun on the ground. The eliminated flag carrier commits an infraction if he hampers a flag pull by an opposing player. PENALTY: +1 and/or suspension of player.

10.0 GAME START & END

10.1 Only the head judge of a field starts and ends the games, and the head judge is the only official timekeeper.

10.2 The head judge will give the game-end signal when a flag is hung, the time period for the game expires, or the last player on a team is eliminated via a penalty. All shooting must cease at the game end signal, and players on the field should install barrel socks. Active players who fail to report to judges at game's end will be scored as eliminated.

10.3 A player who falsely signals the end of a game commits an infraction. PENALTY: elimination, if active, and/or

suspension of player and/or team.

10.4 The head judge of a field may “freeze” the game by signaling all play to stop because of an emergency, injury, safety hazard, or other serious game problem. The judges will instruct the players as to the actions required. The head judge will resume play with a 10-second countdown after notifying the players how much time remains in the game.

11.0 SCORING

11.1 Accumulated points will be used to rank contestants throughout the event for seeding positions and to determine which teams advance to the next round.

11.2 Standard Game Points System:

Event	3 player	5 player	7 player	10 player
active players at game end	3 each	2 each	1 each	1 each
opponents eliminated	7 each	4 each	3 each	2 each
first flag pull	20 points	20 points	22 points	20 points
flag hang	50 points	50 points	50 points	50 points
TOTAL	100 points	100 points	100 points	100 points

12.0 Miscellaneous Rules

12.1 This Tournament Rules Book is not an exhaustive reference regarding rules, infractions and penalties. Penalties may be increased, decreased, or declined by the producer, or his ultimate judge, at his discretion, in particular circumstances.

12.2 It is each player’s responsibility to consult with the tournament producer prior to the event regarding definitions and limitations of the rules.

12.3 A violation of these specific rules, as well as a violation of the spirit and intent of these rules, is an infraction.

12.4 Each player must immediately submit his equipment, his paintballs, and himself for an inspection whenever requested by a judge.

12.5 Players must follow all of the directions of the judges. The instructions of the judges supercede these rules. A player shall not be penalized for following the directions of a judge.

12.6 Appeals. All decisions by the judges are final. Questions or appeals may be addressed by the team captain(s) to the head judge of the field immediately after the game.

12.7 A “+1” signifies the judge will eliminate one active teammate of the offending player. A “+2” signifies the judge will eliminate two active teammates of the offending player.

12.8 Successive and/or continuing infractions warrant additional penalties. Example: The offending player is active and commits the infraction of arguing with a judge. The judge eliminates him from the game, but he continues to argue with a judge; so the judge pulls another player and adds a game suspension. When the player continues to argue, the judge pulls yet another player and/or suspends him and/or his team for more games.

12.9 When a “+1” type of penalty eliminates the last player from a team, the other team will be awarded the flag hang automatically. First pull also will be awarded if one has not occurred earlier in the game.

12.10 The tiebreakers during an event are: First, head-to-head games within the current preliminary, semi or final round; and second, seeding rank at the beginning of the current round. Both seeding rank and scores are zeroed

out between each round.

13.0 UNSPORTSMANLIKE CONDUCT

13.1 A person may not argue with a judge, hinder/interfere with a judge's performance, and/or disregard a judge's directions during a game. PENALTY: elimination, if active, and/or suspension of player and/or team.

13.2 A person may not engage in loud arguing, cursing or insulting name-calling regardless of where or to whom it is directed (toward a judge, player, spectator, self, equipment, etc.). PENALTY: elimination, if active, and/or suspension of player and/or team.

13.3 Engaging in confrontational arguing or severe, abusive cursing or name-calling, and/or threatening physical harm to another person, is an infraction. PENALTY: elimination, if active, suspension of player and/or team.

13.4 Making belligerent physical contact with another person by deliberate bumping, pushing, shoving, use of an object, etc., is an infraction. If this occurs during a game, the judge will END THE GAME and the offending player's team shall forfeit the game. If players from both teams commit this infraction, both teams shall forfeit. Additional PENALTY: suspension of player and/or team.

14.0 SUSPENSIONS, EXPULSIONS & PROBATIONS

14.1 Players who are suspended cannot play for the length of the suspension, but their team can add a replacement player(s). A player-and-team suspension means the team must play undermanned, without adding a replacement player(s), for the length of the suspension. The team must report the suspension to the head judge before the game begins, and the suspension must be noted by a judge on the score sheet.

14.2 Suspensions are immediate and begin with the next game on a team's schedule. Suspensions carry over from one major event to the next (and, for individual players, from 5- to 10-player tournaments). Failure to report a suspension before playing in the next scheduled game will extend the suspension, and may result in game points forfeiture.

14.3 Only the producer(s) and/or his designated representative(s) are authorized to penalize a person with probation and/or expulsion from a tournament. A person expelled from a tournament must leave the premises and not return during the tournament.

14.4 Anyone who litters, vandalizes or behaves in a deliberately belligerent and/or unsafe manner will be suspended and/or expelled from the tournament and placed on probation for one year. Anyone who physically assaults another person will be expelled from the tourney and suspended for one year. While on probation, another serious incident of bad sportsmanship will result in a one-year suspension. After returning from suspension, any further serious incidents of bad sportsmanship behavior will result in a lifetime ban. This rule applies to PanAm major events.

14.3 A person who refuses to show his ID card to a judge will be expelled from the tournament. If his teammates refuse to identify the player, every person on the team's roster will be expelled from the tournament.

15.0 FORMAT & MISC. RULES: Tournament and event producers may have specific formatting (e.g., game time limit, size of playing field, limited paint, pump guns only, Rookies only, etc.).

15.1 At PanAm Circuit major tourneys the paintball limit is 200 rounds per player, per game at 5-player events. The limit is 500 rounds per player per game at 10-player events. (Stock Gun and Young Guns events have varied paint limits, see the specific formats). Each player will be checked before he chronographs on for the game, and refs will dump excessive paintballs. In 5-player, each player may carry his 200 paintballs to the chrono in either tubes or his loader, but not combined between tubes and loader. In 10-player, tubes and loader may be combined. Players may redistribute paintballs once they are banded and in their flag station, and for as long as they remain active during the game.

15.2 Judges must attend a rules class before the event. Judges must be at the captains meeting, and they must be on their field ready to start games on time. Judges must maintain the same level of sportsmanship behavior as required for players and spectators. The performance of judges shall be reviewed and graded by PanAm Circuit staff and council of captains. Ref'ing points will be deducted for substandard performance.