



The Malaysian National Paintball League (MY-NPL) 2009 Rule Book



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PREAMBLE

Preamble

The Malaysian National Paintball League (The MY-NPL or The League) is committed to sanctioning safe, fair, competitive paintball tournaments nationwide. The MY-NPL 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 MY-NPL Council is in place to address all issues pertaining to the rules as needed. The Referees are in place to enforce the rules. The MY-NPL Council will meet prior to every MY-NPL tournament with the purpose of reviewing rules and standards insuring a safe, fair, competitive tournament for members, players, spectators and sponsors. The MY-NPL would like to thank all individuals committed to this sport and who help the League be all that it is.



I GENERAL

1. The Sport and the League

1.1 The Sport

Paintball is a sport played by two (2) teams with the number of players ranging from three (3) to seven (7) per team. Teams shall field a maximum of five (5) players in MY-NPL Super 5 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 MY-NPL Super 5 will have a 5-minute limited time period.

1.2 MY-NPL Council

The MY-NPL Council (shall be referred to as "The Council") is responsible for

1.3.1 Formulating the official playing rules ("Rules") for the sport of paintball. The Council will meet prior to the beginning of each round of MY-NPL Super 5 event to review and issue interpretations of these Rules.

1.3.2 Determining what paintball equipment will or will not be permitted to be used by players.

1.4 Referees

The Referees are responsible for the strict enforcement of these Rules promulgated by The MY-NPL Council. *See Rule 11.*

1.5 The Divisions

The League will have four (4) divisions consisting of

1.5.1 Division 1 ("D1")

1.5.2 Division 2 ("D2")

1.5.3 Division 3 ("D3")

1.5.4 Division 4 ("D4")

2. The Field and Adjacent Areas

2.1 The Playing Field

The playing field shall be rectangle, 180 feet (54.86 meter) long and 100 feet (30.84 meter) wide. The playing field shall have two (2) Flag Stations, one at each end of the field, which will be placed central across the field. The flag stations will be a minimum of five feet (1.52 meter) from the nearest bunker. Flag stations may not be used as a bunker at any time. Bunkers will be positioned throughout the playing field and will be at least five feet (1.52 meter) inside of the playing field.

2.2 Out Of Bounds

Field boundaries are marked down both sides in either yellow or white material or a paint line. There is no back line. Touching the side lines constitutes out of bounds in which the player will be eliminated. Any ground space outside of the playing field shall be out-of-bounds and result in elimination for the player.

2.3 Dead Boxes

There will be two (2) dead boxes next to the playing field in the out-of-bounds area where players must go when eliminated. *See Rule 20*

2.4 Safety Netting

The playing field, out-of-bounds area and the dead boxes will be surrounded in safety netting. Netting must comply with the MY-NPL Technical Standard.

2.5 **Spectator Safety Zone**

All fields will have a roped safety zone no less than five feet (1.52 meter) from any side of the field netting. Players and spectators will stay behind the roped off safety area. Those individuals who choose to go into the safety zone are subject to immediate removal from the site by MY-NPL staff.

2.6 **Field Orientation**

Any team competing in the MY-NPL 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 the representative of MY-NPL.

2.7 **Filming and Photography of the League**

Only approved individuals will be allowed in any camera tower, media tower or to enter any field to film, photograph, tape or record games and must possess a current pass for each round from the MY-NPL. No photographers are allowed on the playing field at any time. Photographers will follow the directions of the 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 Administration**

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

Players must have a valid MY-NPL ID cards to participate in any of MY-NPL sanctioned tournament and players must be able to produce their ID at anytime while on the premises of MY-NPL sanctioned tournament. Players will not be allowed to enter the field without a valid ID Card.

3.2 **ID Purchase and Fees**

Players may apply for the IDs at the MY-NPL office or at any MY-NPL sanctioned tournament. There is an RM35.00 administrative fee for an ID which will be valid for one calendar season. Replacement IDs will be issued for RM35.00. The administrative fee for new and replacement IDs are subject to change without notice.

3.3 **Role of The League**

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

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

3.4 **Entry Fees**

Entry fees must be paid to the presenter of the MY-NPL sanctioned tournament. Entry fees for the D1, D2, D3 and D4 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.

4. Rosters

4.1 Team Rosters

All teams must submit complete rosters prior to play. No changes, alteration or amendment to the player roster is allowed after the closing date of submission of team roster. All team may have up to a maximum of seven (7) active players on their roster and two (2) team supporters. *See Rule 23.7*

4.2 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 RM60.00 will be required. Supporter Paddocks Passes are valid for one season / year.

4.3 Age Requirements

Players must be eighteen (18) years of age or older, except that players ten (10) through seventeen (17) years of age may play with written consent from a parent or legal guardian.

4.4 No Players on Multiple Rosters

No player may appear on more than one (1) team roster in any of the MY-NPL sanctioned tournaments. *See Rule 23.7*

4.5 Player Status

4.5.1 A "D1" is a player / team that have been on the roster of D1 teams in any tournaments held in Malaysia. The Champion team / players in the MY-NPL 2008 final ranking of the D2 table shall play in D1 in 2009.

4.5.2 A "D2" is a player / team that have been on the roster of D2 teams in any tournaments held in Malaysia. The top 6 teams / players in the MY-NPL 2008 final ranking of the D3 table shall play in D1 in 2009.

4.5.3 A "D3" is a player / team who have been on the roster of D3 or have never played in any tournaments held in Malaysia. Player that played in the top 6 teams in the MY-NPL 2008 final ranking table of D3 could still play in 2009 D3 provided that the team that he / she played in 2008 is no longer playing in MY-NPL 2009 or if the team is still playing in MY-NPL 2009, he / she has not played for more than two (2) times for that particular team in MY-NPL 2008.

4.5.4 A "D4" is a player / team who have been on the roster of D4 or have never played in any tournaments held in Malaysia. The team / player that has either finished the top four (4) placing in any one round of MY-NPL 2008 or has played for more than two (2) rounds of MY-NPL 2008, shall not be eligible to play in MY-NPL 2009.

4.6 **Inter-League Play**

4.6.1 Any player may be on a "D1" team roster

4.6.2 Only two (2) "D1" players could be on a "D2" team roster

4.6.3 Only "D3" players are allowed on a "D3" team roster

4.6.4 Only "D4" players are allowed on a "D4" team roster

4.7 **Team Name**

4.7.1 Team's name shall not be provocative, negative, vulgar and contains name of the country, states, race and religious.

4.7.2 Team's name shall not have any similarity to other teams (e.g. Alpha A and Alpha B)



II EQUIPMENT

5. Uniform

5.1 Protected Colour

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

5.2 Jerseys

Team players are encouraged to wear jerseys consisting of the same colour and style. Jerseys may not have black and white stripes or be designed to cause confusion with the Referees.

5.3 Padding in Jerseys

Padding in jersey's is not limited to specific areas provided that the thickness does not exceed 5mm (0.197"). Padding material is limited to an open cell foam and must not be modified from the manufacturer's original form.

5.4 Patches

Patches are not allowed on Jerseys unless they are provided by the MY-NPL.

5.5 Layers and Padding

Players must wear only one (1) pair of full-length pants and only a long-sleeved jersey. Players may wear only one (1) layer of underclothing consisting of, at maximum, one (1) pair of under-shorts and one (1) short or long sleeve t-shirt, provided it contains no padding. Players may not wear sweatshirts. Any other soft padding in garments is prohibited.

5.6 **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 jerseys must be free from tears and rips. If clothing is torn or ripped during the course of a game, the player must change or repair any torn or ripped clothing prior to starting of the next game. The penalty will be the player is eliminated from the game.

5.7 **Headgear**

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

5.8 **Gloves**

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

5.9 **Armbands**

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

5.10 **Prohibited Materials**

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

5.11 **Metal Cleats**

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

6. **Protective Gear**

6.1 **Facemask / Goggles**

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

6.2 **Protective Padding Separate from Clothing**

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

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

6.3 **Neck Protection**

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

7. Markers

7.1 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

7.2 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.

7.3 External Adjusters.

Markers with electronic firing systems must be locked in a tournament semi auto mode. The player must 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.

7.4 Inspection.

Markers are subject to inspection at any time during and within three (3) days after any league, 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 7.1 through 7.3 shall be penalized according to Rule 23.6*

7.5 Surrender of Marker.

Players must surrender their marker immediately upon the request of any Referee or MY-NPL 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 23.6*

7.6 Marker Velocity.

Markers may not exceed a maximum velocity of three hundred (300) feet per second. All markers must be chronographed at a chrono station prior to start of each game. *See Rules 22.2.12, 22.3.6 and 23.3.4*

7.7 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.

7.8 Barrels.

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

7.9 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.

7.10 **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 23.3.5*

7.11 **Stickers.**

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

7.12 **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 23.3.6.*

8. Other Equipment

8.1 **Paint Loaders.**

Loaders colour and design may not resemble a hit or paintball mark, profanity, racist and political and governmental insignia. Stickers on loaders or other feed devices are prohibited, except for one (1) two (2) inches by four (4) inches sticker on each side of the loaders or other feeding devices in any colour, except the Protected Color. Clear loaders are not permitted. Clear lids on hoppers are permitted. Players may not use cloth or neoprene loader covers.

8.2 **Air Tanks**

All compressed air (or other) tanks must be within the current test date specified as per the manufacturers recommendations. Further to this all tanks must be free from dents or other defects and are subject to a visual inspection.

8.3 **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

8.4 **Pouches, Pods or Tubes.**

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

8.5 **Squeegees.**

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

8.6 **Flags.**

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

9. **Paintballs**

9.1 **Specifications.**

In accordance with marker requirements, paintballs must be 0.68 calibers. Paintballs used at any MY-NPL sanctioned tournaments must be purchased in the Players Paddocks from a paintball vendor that has been appointed by the MY-NPL and certified compliance with MY-NPL standards and meets MY-NPL non-staining criteria. Players may not bring any paintballs onto the site which are not supplied from within the Players Paddocks. See ASTM Standard F1979-04

9.2 **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 MY-NPL non-staining criteria will do so at

their own risk and will be subjected to penalties in **Rule 23.8**, including assumption of full responsibility for any resulting injury or property damage.

10. **Prohibited Equipment**

10.1 **Protected Colour.**

Players' equipment (including uniforms as provided in Section 5) may not contain orange, which is reserved as "Protected Colour" for paint.

10.2 **Specifically Prohibited Items.**

Players may not use any listening devices, communication devices or any form of electronic surveillance. Players shall not wear or display clothing or any other items with obscene or offensive pictures, words or logos anywhere on-site at the league. ***Subject to Disqualification Rule 23.7***

10.3 **Generally Prohibited Items.**

Players shall not bring any item not specified permitted for use in the MY-NPL sanctioned tournaments in Rules 5 through 10 onto the playing field, unless approved by the MY-NPL Scrutinizer prior to the game start.



III. OFFICIATING

11. Referees

11.1 Refs.

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

11.2 Authorization.

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

11.3 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 5 through 10. Players that cannot comply with any Referee requirement before game start will not be permitted on the playing field.

11.4 On Field Chronographing.

Chronographing on the field may be done at any time at the discretion of any Field Referee to determine if a marker's muzzle velocity has risen above legal limits. **See Rule 7.6.** Referees will seek to perform on field chronographing in a manner which least interferes with play. Players will not be subjected to Referee chronographing after game end, but may be required to surrender their marker for inspection pursuant to **Rule 7.4 and 7.5.**

Chronographing will be performed with equipment approved by the MY-NPL Scrutineer.

11.5 **Paint Checks.**

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

11.5.1 Player Requested Paint Checks.

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

11.5.2 Flag Carriers.

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

11.5.3 Not Easily Verifiable.

Players, who are hit in obvious locations, which are not easily verifiable, by such players may call for a paint check. **See Rule 19.3**

11.6 **Referee Hand Signals.**

Referee hand signals will be as follows:

11.6.1 Ten (10) seconds to Game Start.

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

11.6.2 Game Start.

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

11.6.3 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.

11.6.4 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.

11.6.5 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.

11.6.6 Flag Hang.

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

11.6.7 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.

11.7 **Emergencies.**

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

11.8 **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.

11.9 **Bias.**

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



IV. PREGAME PROCEDURES

12. Pre-Game

12.1 Inspection Procedure.

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

12.2 Marker Inspection.

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

12.2.1 Mechanical Parts Locked.

Screws, barrel, tank and other working parts which could increase or decrease velocity are adequately tightened. Any external velocity adjusters are covered or fixed in place. No device, component or item which could enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools is present on the marker.

12.2.2 Electronic Parts Locked.

Shooting modes of electronic markers may not be adjusted on field as to allow dwell, debounce, trigger bounce, or ramping.

12.2.3 Valves.

Valves must be placed in the fully open position and no valves or expansion chambers can be turned on or off.

12.2.4 **Foreign Matter.**

No foreign matter may be in the barrel, feed port or loader.

12.3 **Chronographing.**

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

12.4 **Remedial Measures.**

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

12.5 **Pre-Game Restricted Area.**

Players who have passed the chronograph will be stationed in a controlled area adjacent to the chronograph area. This area will be supervised by a Referee or other tournament official. Players who have passed the chronograph 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.

12.6 **Choice of Flag Station.**

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

12.7 **Equipment**

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

12.8 **Old Hits.**

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



V. THE GAME

13. Game Start

13.1 Ten Second Warning.

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

13.2 Markers.

Players must have the barrels of their markers touching the Flag Station. Players must start in front of the break out board with markers touching the Flag station. *See Rule 22.2*

13.3 Game Start.

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

13.4 Time.

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

14. Game Stoppages

14.1 False Start.

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

14.2 Reasons for Game Stoppage.

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

14.3 Procedure.

Field Refs will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Refs will insure that players remain in those locations. Referees will check all players and will remove any players who were 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 to be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the field Referees determine, at their discretion, that a player was eliminated after the game was declared stopped or as a direct result of illegal actions, which led directly to the game stoppage.

14.4 Restart.

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

15. **Game End**

15.1 **Cease Shooting.**

Players may not fire their markers following:

15.1.1 an instruction from a Field Ref to cease fire;

15.1.2 a successful flag hang;

15.1.3 five (5) minutes after the start of the game.

15.2 **Inspection.**

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

15.3 **Game End.**

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

16. **Flags**

16.1 **Team Flags.**

Once a team flag is hung in its flag station prior to the start of a game, it is not to be touched by its own team. Player tampering with their own team's flag will be eliminated.

16.2 **Carrying the Flag.**

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

16.3 **Passing the Flag.**

Flags may be passed from live players to live players.

16.4 **Eliminated while Carrying Flag.**

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

17. **Flag Hangs**

17.1 **Calling Time.**

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

17.2 **Re-Hang.**

If the flag carrier touching his or her team's flag station with the opposing team's flag is found to have a hit, **the proper penalties will be assessed. Time will be restarted and the Referees will yell "Game On". The flag must then be returned, by a live player, to the opposing flag station in under the time remaining on the clock. If the flag is not hung again, the team will not receive the pull or hung.**

17.3 **Game End.**

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

18. **Forfeiture**

18.1 A forfeit will be declared for each game that

18.1.1 A team fails to report in a timely fashion for its pre-game chronographing

18.1.2 A team has been disqualified from the event

18.1.3 For any game in which a team refuses to take the field

18.1.4 In the event that both teams fail to show for a game or are unwilling to take the field, both teams have forfeited the game.

18.2 Scoring

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

18.3 Finality

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 game was due to the schedule.

19. **Marked with Paint**

19.1 **Marked with Paint.**

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

19.1.1 A player is marked with paint if a paintball shot out of a paintball marker by any live player, including members of the opposing team or a player's own team strikes that player or anything he or she is wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark.

19.1.2 If a Referee does not see a paintball shot by a live member of the opposing team or the player's own team strike that player or anything he or she is wearing or carrying, but that player or that player's equipment is marked with paint, then such player will be eliminated. Generally, if the paint marking is reasonably solid and the size of a fifty cents coin, it will be considered a valid hit. If a referee witnesses the ball

hit and break and leaves paint less than a quarter size it will be considered a valid hit.

19.1.3 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.

19.1.4 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.

19.1.5 Players who are in motion while hit in obvious locations, which are easily verifiable, will immediately turn their motion away from the opposition, and stop. If two (2) opposing players are hit and marked, as provided in this Rule simultaneously, or if the Referee cannot determine which player was hit and marked first, both players will be eliminated.

19.2 **Obvious Hits.**

Obvious hits are those which impact and break on observable places on the body or equipment. 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.

19.3 **Obvious, but not Easily Verifiable while wearing goggles.**

Players with obvious hits in areas which are not easily verifiable, such as the back must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate whether or not such player was eliminated. The teammate must respond immediately, and if the hit player was eliminated, he must cease play, signal his elimination and exit the field. Failure to call on such teammate for verification or failure of such teammate to respond immediately constitutes playing on by the hit player. If no such teammate is available for verification, such player must immediately call for a paint check by a Field Ref. Failure to call for such a paint check immediately will constitute playing on by such player.

19.4 **Unobvious Hits.**

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

20. **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 the 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. ***See Rule 22.3, Rule 23.3 and Rule 23.4***

21. **Illegal Activities**

21.1 **Playing-On.**

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

21.1.1 Continuing to shoot or otherwise engage the opposition,

21.1.2 Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a Referee,

21.1.3 Talking, signaling or otherwise communicating, either to a Referee, opposing players or teammates, except that a player may say, "Hit" or, "Out" or something to that effect once,

21.1.4 Impeding the progress of opposition players or a Referee,

21.1.5 Hampering a Referee in making a paint check or a call,

21.1.6 Discharging or degassing the marker or providing teammates with paintballs or equipment.

21.1.7 Remaining in the game while making no effort to leave the field.

21.2 **Freight Training.**

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

21.3 **Wiping.**

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

21.4 **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 22.2*

21.5 **Spectator Interference.**

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

20.5.1 Issue instructions to players on the field,

21.5.2 Make comments about play which are likely to be heard by players on the field,

21.5.3 Have markers in their possession, or

21.5.4 Otherwise interfere with play in any manner whatsoever.

21.5.5 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.

21.6 **Unsportsmanlike Conduct.**

Players will be eliminated if they engage in unsportsmanlike conduct and will be subject to further penalties. *See Rule 23.3 and 23.4.* Unsportsmanlike conduct may include, but is not limited to:

21.6.1 Deliberately shooting at Referees.

21.6.2 Excessively shooting an eliminated player with intent to injure.

21.6.3 Requesting of paint checks to distract Referees from checking themselves or teammates.

21.6.4 Verbally abusing any players, spectators or Referees.

21.6.5 Throwing equipment.

21.7 **Embarrassing, Dangerous or Destructive Behaviour.**

Teams and players participating in the MY-NPL sanctioned tournament shall not engage in conduct that would bring the MY-NPL, 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. Any player caught violating this rule will be ejected for a full season. ***See Rule 23.5.***

21.8 Act Paintball Responsible.

The MY-NPL encourages all player members while attending the league 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 22.5 and may have member card revoked indefinitely.



VI. ELIMINATIONS AND PENALTIES

22. Assessment of Penalties

22.1 Verbal Warnings.

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

22.1.1 First Offenses.

First offenses for wrongfully calling for a paint check, or use of inappropriate language.

22.1.2 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 23.3*

22.1.3 Player leaving the dead box during a game. *See Rule 23.3*

22.2 Eliminations.

Referees will eliminate players for the following reasons:

22.2.1 Hit. Player is marked with paint.

22.2.2 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).

22.2.3 Second Offenses. Second offenses for wrongfully calling for a paint check, or use of inappropriate language.

22.2.4 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.

22.2.5 Faulty Start. Player's marker barrel is not touching the flag station at the game start.

22.2.6 Abandoned Equipment or Uniform. Player abandons equipment (other than squeegees, the game flag, rags or

full or empty pods), on the field by more than five (5) feet (1.5 meter)

22.2.7 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.

22.2.8 Faulty Check-Out. Live player checks-out at game end with an unobvious hit.

22.2.9 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.

22.2.10 Player is hit in an obvious location.

22.2.11 Failure to wear goggles.

22.2.12 Velocity Violation. **Shooting 301 feet per second (FPS) to 310 FPS.**

22.2.13 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.

22.3 **One-for-One.**

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

22.3.1 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.

22.3.2 Disobedience. Player fails to obey a direct instruction of a Referee (discretionary).

22.3.3 Physical Aggression. Player attempts physical contact with another person on the field in a hostile manner.

22.3.4 Affiliated Spectator Interference. Spectator that is known to be affiliated with team or player on team provides strategic advice.

22.3.5 Tools. Player possesses, but does not use tools on playing field.

22.3.6 Velocity Violation. Shooting between 310 FPS and 319 FPS (inclusive)

22.3.7 Faulty Check-Out. Live player checks-out at game end with an obvious hit, **not easily verifiable hit.**

22.3.8 Distraction Tactics. Requesting a paint check to distract a Referee from a hit on player or a player's teammate.

22.3.9 Freight training, applied for each infraction

22.4 **Two-for-One.**

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

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

22.4.2 Faulty Check-out. Live player checks-out at game end with an obvious hit.

22.5 **Three-for-One.**

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

22.5.1 Playing-On. Player fires marker after acknowledging elimination. Also subject to suspension **Rule 23.4.5**

22.5.2 Wiping. Player deliberately removes paint in order to avoid elimination.

22.6 **Elimination of Last Player**

Assessment of the 1, 2 or 3-for-1 penalties where there are not enough live players left on the field, will result in the opposing team being awarded the pull and the hang. In addition, for every player that can not be pulled out the opposing team will receive a live player back on the score sheet, up to a maximum of 5 live players.

22.7 **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

23. **Suspensions, Disqualifications, Fines**

23.1 **Team Responsibility.**

Teams are responsible for the conduct of everyone on their roster which includes both players and supporters. During the event, the following will apply to fines, suspensions and ejections².

² In addition to these penalties, teams and players may liable for damages and injuries caused under the civil law and may be subjected to prosecution under the criminal law of the local jurisdiction

23.2 **Suspensions.**

Players may be issued three-game, six-game, event or one year suspensions. Suspensions must be served immediately. Suspensions are issued to the player and to the team. 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 during the term of such suspension up to a maximum of six (6) games. Suspensions will carry over from tournament to tournament until the suspension is fulfilled. Suspensions stay with the team, if the suspended player leaves the team. The team must still serve the suspension and the player may not play for other team until the suspension is fulfilled.
See Rule 23.7

23.3 **One Game Suspension**

The Head Referee may hand out one-game suspension when he deems the infraction does not deserve a more severe penalty (e.g. 3, 6 etc.)

23.4 **Three-Game Suspension.**

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

23.4.1 Outbursts.

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

23.4.2 Physical contact during or after play that does not result in injury (e.g., spit, shove, grab, shoulder-bump).

23.4.3 Verbal Abuse.

Verbally abusing any individual during or after play.

23.4.4 Shooting at a velocity of three hundred twenty (320) fps or higher.

23.4.5 Not having a Barrel Blocking Device on maker in ungoggled area.

23.4.6 Not having the marker bagged outside Players Paddocks.

23.4.7 Illegal Entry. Player leaves the dead box and reenters the field but does not shoot any paintball

23.5 **Six-Game Suspension.**

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

23.5.1 Outbursts.

Throwing marker or air system.

23.5.2 Physical contact during or after play that results in injury (e.g., punch or kick).

23.5.3 Over Shooting.

Over shooting any other player with intent to injure.

23.5.4 Deliberately shooting Referees.

23.5.5 Shooting from the Dead Box.

23.6 **One-Year Suspension.**

Any player or team that violates **Rule 21.7** shall be prohibited from competing in any of the MY-NPL sanctioned tournaments for a period of up to one (1) 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.

23.7 **Illegal Marker**

Offending player is ejected from the event and the following event, offending team will receive 0 points for the game, and a minus 100 points and serve a 6 games suspension. The team will retain seed points. Opposing team will receive 95 points or better, depending on the outcome of the game or their average points from the current round. **See Rules 7.1, 7.2, 7.3, 7.5**

23.8 **Disqualification Plus Forfeiture.**

A team will be disqualified from the MY-NPL sanctioned tournaments and will forfeit all points from the tournament to respective opposing teams for the following Rules violations:

23.8.1 Prohibited Player.

Playing with a prohibited player (due to the player not appearing on the roster, appearance on another team's roster, suspension or other ineligibility).

23.8.2 Game Fixing.

Two (2) opposing teams conspiring to fix the outcome of any game.

23.8.3 Using specifically prohibited items, **See Rule 10.2**

23.9 **Forfeiture**

A team will forfeit points from any game that they are found to be in violation of the following rules

23.9.1 Prohibited Paint

Any player is found using Prohibited Paint. See also **Rule 9.2** and Footnote 2

23.10 **Fines.**

Players may be required to pay a minimum fine of RM250.00 (Ringgit Malaysia Two Hundred Fifty Only) and maximum fine of RM5,000.00 (Ringgit Malaysia Five Thousand Only) per occurrence for actions resulting in penalties under **Rule 23**. The team of a player assessed a penalty will be prohibited from competing in any future MY-NPL sanctioned tournaments until such fine has been fully paid.



VII. SCHEDULING, SCORING AND RANKING

24. Scheduling

24.1 Scheduling Preliminary Rounds.

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

25. Seeding

25.1 Seeding.

Teams will be seeded in accordance to ranking points awarded at The Malaysian National Paintball League Series 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".

25.2 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 27.5*. After the preliminary round, teams will be re-seeded.

26. Tournament Rounds of Play

26.1 Preliminary Rounds

All teams will be scheduled to play eight (8) games in the preliminary round. All games will be played against teams from the same division

26.2 Quarter Final Round

Teams will qualify for the Quarter final rounds in the following manner:

26.2.1 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.

26.2.2 If the Division has more than 8, but less than 24 teams, then the top 8 teams will qualify for the Quarter Final round. The top 8 will skip the Sweet 16 round and advance to the Elite 8 round of the Quarterfinal. *See Rule 26.2.3*

26.2.3 If the Division has 24 or more teams, then the top 16 teams (Sweet 16) will qualify for the Quarter Final round. The teams will be paired according to their preliminary ranking. The highest ranked team will play the lowest ranked team (i.e. 1 plays 16, 2 plays 15, 3 plays 14, etc.). Once these games are finished there will be a second round of play in the Quarter Finals known as the Elite 8. Teams will keep their ranking from the preliminary round and the highest ranked team will play the lowest ranked team. The Final 4 will move onto the Semi Final round. All games in the Quarter Final will be Best of Three where games are Win, Lose or Tie (NO Points) and the team must hang the flag within the given time for a win.

26.3 **Semi Finals Round**

The Final 4 will move onto the Semi Final round. All games in the Semi Final will be Best of Three where games are Win, Lose or Tie (NO Points) and the team must hang the flag within the given time for a win.

26.4 **Final Round**

After the semi finals, the winner from each match will play for 1st and 2nd place whilst losing teams will play for 3rd and 4th place. Best of Three game format.

26.5 **Sister Teams**

If two (2) sister teams are scheduled to play each other in the preliminary round, then these games will be moved to the beginning of the schedule for that schedule.

27. **Scoring**

27.1 **Game Scoring.**

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

27.1.1 Eliminated Players.

Both teams will be awarded 4 points for every player eliminated on the opposing team.

27.1.2 Remaining Players.

Both teams will be awarded 2 point for every player on such team not eliminated.

27.1.2 Flag Pull.

The first team to pull its opponent's flag will be awarded 20 points. Flag pull point will be awarded only to the first team that pulls its opponent's flag.

27.1.3 Flag Hang.

The first team to successfully hang the opposing team's flag at its flag station will be awarded 50 points.

27.2 Score Sheet Procedures.

27.2.1 The score sheets will be filled out by the Head Referee of the field and shown to both team captains.

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

27.2.3 It is the responsibility of each team captain to check the score sheet. If a team captain finds a mistake on the score sheet, a new one will be filled out.

27.2.4 When both team captains agree on the score sheet, they will sign it and the score sheet will not be modified even if mistakes are discovered afterwards with the exception of mathematical errors.

27.2.5 If a team captain refuses to sign the sheet because of a disagreement, an Ultimate Referee may 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.

27.2.6 Score sheets will be filled out in four (4) copies. The original copy will go to the scores table via runner and a duplicate will stay with the Head Referee. Each team captain will be given a copy of the score sheet.

27.2.7 Mathematical errors may be corrected at any time prior to the start of the next round of play. Mathematical error is defined by the addition on the score sheet and not counting live players at the end of the game.

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

27.4 **Session Scoring**

27.4.1 During the preliminary rounds, teams will be ranked by the sum of all points earned in the games played in such round.

27.4.2 Best of Three

In the quarterfinal, semifinal and final rounds, teams will play in a best of three format. Individual game points will not be taken into account and a team must successfully hang their opponent's flag for the game to be considered a win. If a team has two (2) wins after the second game, the third game will not be played.

27.5 **Tie Score.**

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

27.5.1 Head to head competition. Most recent game first, then previous.

27.5.2 Previous round scores, most recent round first, then earlier round(s);

27.5.3 Least eliminations scored against the team in this round, and

27.5.4 The league ranking based on a team's position in the previous round of league.

27.6 **Tie Score Best of Three.**

If the teams involved have a win each and a draw (or all three games end in a draw), such tie will be broken by the following criteria.

27.6.1 Both teams will choose one player to play one-on-one with a two minute time period.

27.6.2 If the one-on-one match ends in a draw, each team will choose another player and play another one-on-one until a winner is decided.

27.6.3 A coin toss will determine side. Players will alternate sides until a winner is determined.

27.6.4 Teams will be allowed a maximum of five (5) minutes to select and prepare their first player for the one-on-one and two (2) minutes for subsequent rounds.

27.6.5 Teams are playing for elimination. No need to pull and hang the flag

28. Ranking

28.1 Format

The 2008 Malaysian National Paintball League Overall Title for D1, D2 and D3 are based on points accumulated from five (5) rounds. A Series Cup will be awarded to each Divisional Series winner. Teams do not have to attend all five (5) events to be ranked.

28.1 Divisional Ranking Points.

Team-ranking points for D1, D2 and D3 are earned as follows:

1 st = 50	2 nd = 46	3 rd = 43	4 th = 40	5 th = 36
6 th = 34	7 th = 32	8 th = 30	9 th = 26	10 th = 24
11 th = 22	12 th = 20	13 th = 18	14 th = 16	15 th = 14
16 th = 12	17 th thru 30 th = 6	31 st thru 40 th = 4		
41 st thru 50 th = 2		51 st and up = 1		

28.2 Tie Scores

In case of a tie score between teams in the rankings, the tie will be broken as follows:

28.2.1 Head to head competition. Most recent game first, then previous, of the current season

28.2.2 Previous round placing

28.3 Team Promotions

Any team that elects to change its status from D2 to D1 and D3 to D2, will keep a percentage of their points based on which tournament of the year that they move up,

- 28.3.1 After the first round : 80%
- 28.3.2 After the second round : 60%
- 28.3.3 After the third round : 40%
- 28.3.4 After the fourth round : 20%

VIII. OTHER FORMAT

29. 7-Man Format

29.1 Rule Changes

For 7-Man events, the following rule changes will apply

29.2 Game Time

Game time will be limited to seven (7) minutes

29.3 Number of players

Any reference within these rules to five (5) players shall be changed to seven (7) players for 7-Man events.

29.4 Rosters

Teams may have up to ten (10) active players on their roster and two (2) team supporters

29.5 Game Scoring

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

29.5.1 Eliminated Players

Both teams will be awarded three (3) points for every player eliminated on the opposing team

29.5.2 Remaining Players

Both teams will be awarded one (1) point for every player on such team not eliminated

29.5.3 Flag Pull

The first team to pull the flag will be awarded thirty two (32) points. Flag pull points will be awarded only to the first team that pulls its opponent flag.

29.5.4 Flag Hang

The first team to successfully hang the opposing team's flag at its flag station will awarded forty (40) points

30. **3-Man Format**

30.1 **Rule Changes**

For 3-Man events, the following rule changes will apply

30.2 **The Playing Field**

Will be a maximum of 180 feet long by 100 feet wide

30.3 **Game Time**

Game time will be limited to three (3) minutes

30.4 **Number of players**

Any reference within these rules to three (3) players shall be changed to three (3) players for 3-Man events.

30.5 **Rosters**

Teams may have up to five (5) active players on their roster and two (2) team supporters

30.6 **Game Scoring**

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

30.6.1 **Eliminated Players**

Both teams will be awarded five (5) points for every player eliminated on the opposing team

30.6.2 **Remaining Players**

Both teams will be awarded one (1) point for every player on such team not eliminated

30.6.3 Flag Pull

The first team to pull the flag will be awarded fifty (50) points. Flag pull points will be awarded only to the first team that pulls its opponent flag.

30.6.4 Flag Hang

The first team to successfully hang the opposing team's flag at its flag station will awarded thirty two (32) points



ASTM Standards Reference - www.astm.org

ASTM standards are available to purchase on 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 Testing Method for Evaluating Paintball Barrier Netting