



**CAMERON**  
**SPEEDWAY**

**& AMUSEMENTS**  
GOKARTS • PAINTBALL • LASER TAG • ROCK CLIMBING



# ***2013 Tournament Rules Catalog***

## **Intro**

Cameron Speedway's Paintball is dedicated to making a safe, fair and competitive tournament experience. This rules catalog is set out as a guideline and is not intended to regulate every aspect of the game. There may be some rules that are written in such a manner that may be interpreted in a way that would normally be considered cheating. Just because something that would be considered cheating is missed here doesn't mean that you can do it. All players know the rules and have the common sense needed to play fair and allow this competition to be about whom the better team is and players are, and not who can manipulate the rules the best.

# Index

## Divisions pg 3

- Young Guns pg 3
- Rookie pg 3
- Team Setup pg 3

## Equipment pg 4

- Markers pg 4
- Clothing pg 4
- Protective Equipment pg 5
- Extra Equipment pg 5

## Game Setup pg 6

- Game Start pg 6
- Eliminations pg 7
- Game Over pg 7
- Semi Finals/Finals pg 8
- Paint Checks pg 8
- Obvious vs. Unobvious Hits pg 9

## Point System pg 10

- Points pg 10
- Score Sheets pg 10
- Forfeits pg 10

## Penalties pg 11

- Playing On pg 11
- Wiping pg 11
- Interference pg 11
- Non Conforming Equipment pg 12
- Unsafe Practices pg 12
- Unsportsmanlike Conduct pg 12
- Game Play/Moving Infractions pg 13
- Multiple Game Ejections pg 13
- Penalty Quick Reference pg 14

# Divisions

Any player that has played in any Novice or higher than RXL is **NOT** eligible for either division.

All Divisions will use the following Firing mode and Rate of Fire as follows: Semi-automatic, 15.4 BPS (Balls per second)!

## **Young Guns**

- 16 yrs old or younger
- Never played in a Rookie or No higher than CX4 division
- Players are able to move up to the Rookie division at any time however they may not move back down to the Young Guns division
- Any guns allowed (all mech and electronic)
- Roster Limit – 4 players Max per team
- No pod limit
- 3 man team (unless stated otherwise)

## **Rookie**

- Any Age
- Any Gun
- Never played an event at a higher division then Rookie ex. Novice
- Rookie teams may roster up to 2 RXL players per team.
- Roster Limit – 5 players MAX per team
- No Pod Limit
- 4 man team (unless stated otherwise)

## **Team Setup**

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- \* Everyone on the team **MUST** have registered with tournament organizers prior to tournament date.
- \* All rosters must be approved before the tournament starts

**Only Paintballs purchased from Cameron Speedway on the day of each tournament can be used (This includes when you are chronographing your marker). If a player is found to have any off field paint they will be immediately disqualified from the tournament.**

# Equipment

## Markers

- \* One marker per player allowed on the field at a time. Backup markers are recommended, but must be kept off the field
- \* All markers are to be chronographed prior to tournament start and must not exceed **280 fps**.
- \* Any marker found to be firing in an excess of **280 fps** before, during or after a game has been played will result in a penalty being issued (*refer to penalties/non conforming equipment/unsafe/practices*)
- \* Markers must be set to Semi-auto mode only. NO ramping, bounce, burst or full auto allowed (*refer to penalties/non conforming equipment*).
- \* Response Triggers are not allowed and must be taken off or set to single shot.
- \* All lights that show the firing mode must be visible for refs inspections at all times before after and during a game.
- \* All external velocity adjusters must be locked in place.
- \* All triggers must be intact and in the form that they were purchased.
- \* One or Two contact points for the trigger are acceptable. (**This means rocking triggers ARE allowed**)
- \* Remote lines are allowed but must be worn outside of clothing
- \* Any paintings or stickers that may impede the referees must be removed before the tournament start.
- \* If a referee requests to test a marker it must be handed over immediately upon request without any tampering or changes being made to the marker.

## Clothing

- \* Clothing must be weather appropriate and within reason (**I.E. no thick sweaters or jackets if not needed**)
- \* A total of 3 layers are allowed during winter months and 2 layers during the rest of the year (*refer to penalties/non conforming equipment*).
- \* If a chest protector is to be worn it will count as a layer
- \* If a jacket is to be worn it can't be thick.
- \* Outer layer shall be in a condition that doesn't impede reffing. This includes, but is not limited to, no rips, discolorations, checkered or rainbow patterns
- \* Outer layer must be tucked in, or can't be longer then back pocket.
- \* No oversized clothing
- \* Materials of a highly absorbent, highly padded or slick nature are not allowed
- \* **No metal cleats**
- \* If white paint is used in the tournament no white clothing or jerseys are allowed

- \* All clothing must be worn in the proper manner (**i.e. jerseys MUST NOT be worn inside out**)
- \* Jerseys must be tucked under the back of any pod packs so that the pods are visible

## **Protective Equipment**

- \* Goggles must be worn at all times in the playing area.
- \* Goggles must be in good, safe condition
- \* Goggles may not be modified in any physical way. Esthetic changes are allowed (**i.e. stickers/paintjobs**) as long as they do not impede refing (**refer to penalties/non conforming equipment**).
- \* Players may wear one layer of shin/knee protection as long as it is in its original manufactures condition.
- \* Players may wear groin protection and chest protection as long as it was originally intended for paintball use and has no extra padding.
- \* Nylon neck protection is allowed. The neck protector must be made for paintball and in the original manufacturer's condition without alterations.
- \* Padding in uniforms is allowed but only in the knee, hip, shoulder, stomach and elbow area.
- \* Padding and protective equipment may also be considered as a layer of clothing if it is deemed necessary by the refs

## **Extra Equipment**

- \* 1 squeegee allowed per person.
- \* No Tools, extra barrels or any other equipment is allowed on the field
- \* No towels or anything that would be used to clean is allowed on the field

## Game Setup

There will be a captains meeting before the start of each tournament to review the rules and go over any questions

### Game Start

- \* Each game has a **5min time limit**. In the event of back to back games players are given a maximum of **2min between games** to organize themselves.
- \* Each team will be given a tournament schedule and all games will be announced well in advance so that players have time to prepare.
- \* **It is the player's responsibility to keep track of games and to take the field during the appropriate time. IGNORANCE IS NOT AN EXCUSE.**
- \* **NO GAMES WILL BE DELAYED** for late players or equipment problems.
- \* All games use a **CAPTURE THE FLAG** format.
- \* Teams that are "Home Team" start on the closest side of the field, while "Away Team" is on the opposing or far side.
- \* The head ref will check to make sure both teams are in their **Ready Position** before commencing with the countdown. The countdown will consist of a **silent** count backwards from **5**
- \* Players start with the barrel of their marker on the starting banner with the barrel pointing towards the back net and must remain this way until the game begins this is considered the **Ready Position**.
- \* The barrel of each player's marker **MUST** touch the starting banner. Any thing other than this will be considered a **false start**.
- \* If a **false start** is done by a player the ref will remove the offending player (*refer to moving infractions*)
- \* Players may not shoot at all before the game starts or after the end of play
- \* Refs will count down and either yell GO, blow a whistle or sound a horn to signify the start of each game. No more than the prescribed number of players can be on the field at this time; however a team may choose to start with fewer players.
- \* No extra equipment can be left on the field other than what is carried on by players (*refer to clothing/extra equipment, penalties/non conforming equipment*)

## Elimination

- \* The player is out when a paintball hits and breaks on any part of the player or their equipment.
- \* When players are eliminated they must stop firing immediately, or risk being penalized (*refer to penalties/playing on*), and walk to their teams **DEAD BOX**.
- \* Players must stay in the **DEAD BOX** until the end of the game. This allows the refs a chance to determine who has been eliminated and allows players to check their score cards after each game.
- \* Failure to remain in the **DEAD BOX** will result in the forfeiture of any points for remaining players on the team in question (*refer to point system*).
- \* Hits received from players on your own team **DO COUNT**
- \* Hits received from already eliminated players don't count.
- \* A paintball that doesn't break and just bounces off does not count as a hit.
- \* If a player calls himself out, and then realizes that a paintball has not broken on them, they are unable to rejoin the game or they will be penalized for trying to do so (*refer to paint check and playing on*)
- \* A paintball that hits another object and splatters on the player doesn't count
- \* However if a ref sees paint on a player or any of their equipment that is mostly solid, around **thumb sized**, and it is not possible to determine whether or not it was splatter, it will be called as a hit.
- \* If two opposing players hit each other and the ref is unable to tell who hit who first, or it is reasonable to believe that the balls were in air at the same time then both players will be considered out.
- \* A player is also considered out if they or any of their equipment leaves the playing area.
- \* Players that leave ANY part of their equipment (**except pods + squeegee**) on the field and move away from it (**by more than 5 feet**) are considered out. **This prevents people from taking off equipment that was hit**
- \* Players are also considered out if they act in an unsportsmanlike manner or cheat. (*Refer to penalties/unsportsmanlike conduct*)
- \* Players that are eliminated cannot communicate with any players still in play or they will be penalized (*refer to penalties/interference*)
- \* It is also advisable that any players in the **DEAD BOX** should put there barrel covers on during this time

## Game Over

- \* The game is ended when the 5min time limit has expired, the flag is hung at the opposing teams starting location or no players are left on the field due to penalties. The head ref will signal this by yelling game over
- \* All players that are alive at the end of the game must report to their sides ref before leaving the field to ensure that points are awarded properly and to ensure that no players played on after being hit. Any player that leaves the field is either going to be

considered to be hit (**and therefore eliminated**) or to have played on (*refer to penalties/playing on/game play moving infractions*).

- \* Players must leave with all equipment that they had on them when they were eliminated.

## **Semi Finals/Finals**

- \* All teams play a **minimum of eight preliminary games**. In the event of a large roster of teams the tournament will be held using a **two tier system**. If this happens then the top two scoring teams from each tier will move on to a “**ROUND ROBIN**” **semi final**.
- \* This will ensure that no team will have received an easier schedule and that only the better teams move on.
- \* The top two teams from the semi finals will play a **best of three final** for first and second place, while the bottom two teams after the semis will play for third and fourth place.
- \* However if the **two tier system is NOT used** and it is possible to have every team play each other then the standings for the day will be used to determine which teams move on to the finals.
- \* All rules remain the same including the **5min time limit**.
- \* In the event of a tie **POINT TOTALS** will be used to determine the winner.

## **Paint Checks**

- \* Paint checks are performed when a ref believes that a player may have been hit, or upon the request of other players or the player in question.
- \* The purpose of a paint check is to determine if the player has taken a hit that should have eliminated them
- \* If a ref believes that a player is simply calling paint checks in order to deliberately distract a ref then they will be penalized (*refer to unsportsmanlike like conduct/interference*).
- \* Any player that believes that they were hit and are unable to see it or check themselves **MUST** call for a paint check or will be considered to be *playing on*
- \* The ref may have the player move to allow for a better view of an area that may have been hit.
- \* The player is still in **PLAY** and **CAN BE HIT** during a paint check.
- \* A player who fails to call for a paint check and waits until the game ends to signal his elimination or who has an obvious hit but attempts to report as a live player after the game will be considered to have *played on* and will be penalized accordingly



## Obvious vs. Unobvious Hits

- \* Obvious hits are direct hits that come into contact with the body and are visible to the player
- \* Unobvious hits are hits that come into contact with any part of the equipment (**i.e. Pod packs**) that may not be felt.
- \* Hits that come into contact with equipment and weren't felt but were made obvious either by the player looking, or it was brought to their attention the hit then will be considered obvious.
- \* If a hit is taken in an area where it was obviously felt but may not be verified by the player to see if it broke. (I.e. their back) the player must call for a paint check immediately after the hit. Failure to call for a paint will be considered ***playing on*** and penalties will apply (***refer to penalties/playing on***).
- \* If a hit is taken in areas where it was obviously felt and could be verified by the player they are to immediately call themselves out. Calling a paint check would be considered a distraction measure and penalties may be applied (***refer to penalties/interference***).
- \* If a player who has been hit hangs the flag then his team will not receive points for the flag hang since the flag must be hung by a live player.

# Point System

## Points

- \* Teams will be awarded points on a game to game basis.
- \* Points will go up to 100 points per game for young guns and 125 for Rookie
  - \* 15 points for each elimination of other team's player
  - \* 10 points for each player left on your team
  - \* 10 points for first flag pull
  - \* 15 points for hanging up the flag
  - \* Points will be awarded at the end of each game

## Score Sheets

- \* A score sheet will be filled out by the head referee at the end of each game.
- \* If there are any problems with the scoring/calls then it is up to the **team's captain** to approach the head referee immediately after the completion of the round. Any issues must be discussed at this time.
- \* If there are any disagreements as to the scoring the head referee's decision is final.
- \* It is suggested that the captains check the scoring sheet after every game to ensure accuracy.
- \* After the scores have been given to the scoring judge they are **FINAL**. Any discussions, arguments, distracting or harassment of the scoring judge will result in penalties being issued (*refer to penalties/interference*).
- \* **You have been warned.**

## Forfeits

- \* A forfeit will be declared if one team is unable or unwilling to take the field when they are supposed to (**i.e. equipment failure**)
- \* The team that was willing and able to get to the field will receive full points.
- \* If both teams were unable to make the game neither will receive any points and the game will not be rescheduled.

## Penalties

- \* Penalties will be assigned to any player or team that breaks any of the rules.
- \* Penalties are the judgment of the head ref under the advisement of the ref that saw the infraction.
- \* All decisions are final and any arguing of calls may result in further penalties
- \* Penalties can range from verbal warnings, player eliminations, multiple player eliminations, team eliminations, as well as being eliminated for multiple games, being eliminated from the tournament or having the entire team eliminated from the tournament
- \* In the case where a player commits an infraction that removes more players from their team then are available the other team will be credited players back to them for the purpose of scoring. **(Only up to the 100% point mark)**

### **Playing On/ Minor Penalties**

- \* Playing on is when a player that has been eliminated continues to take actions as an active player.
  - \* Some examples are:
    - \* Continuing to shoot
    - \* Continuing to move without a hand up
    - \* Communicating with other players
    - \* Providing paint or equipment to players
    - \* Hampering players or refs movements
- \* Penalties for “Playing On” are generally penalized by being eliminated as well as 1 teammate. At the referees discretion could also be a 2 for 1 .
- \* If the flag is hung by a player who has been hit then the team in question will not receive points for the flag hang since the
- \* Minor penalties will remove offending player plus 1 teammate.
- \* Minor penalties will be signaled by a yellow flag/or 1 arm in the air by the referee

### **Wiping/Majors**

- \* Wiping is the deliberate removal of paint in order to avoid being eliminated.
- \* Wiping also applies to when players remove splattered paint from any area other than their mask.
- \* The penalty for wiping will be elimination of that player as well as 2 more. The offending player will also sit out of the next game, leaving their team shorthanded.
- \* Major penalties will remove offending player plus 2 teammates.
- \* Major penalties will be signaled by a red flag/or 2 arms in the air by the referee.

### **Interference**

- \* Interference is when team members or people connected to the team alter the game play while not playing. This is usually accomplished by providing information to active players (**coaching**), diverting the attention of the players and refs or by creating noise only for the intention of making it hard for active players to be able to hear each other.
- \* The penalty for interference is the elimination of one player. The ref will try to pull the player that benefited the most from the interference.

## Nonconforming Equipment

- \* Nonconforming equipment is any equipment that isn't accepted under this rules catalog which includes markers and clothing and may result in the player or equipment being eliminated from the round/tournament depending on the severity of the infraction.
- \* If a marker is found to be shooting in excess of **280fps** then that player will be eliminated for 1 round and must be chronographed before being allowed to return to the field.
- \* If a player is found to be repeatedly shooting over the allowed speed of **280fps**, is unable to maintain a consistent velocity, or is unable to set the marker to an acceptable velocity will result in the elimination of the marker in question from the tournament and possibly the player as well (*refer to unsafe practices*).
- \* For using a marker in a mode other than semi will result in the elimination of that player for 4 games (leaving their team short handed) and the elimination of the marker in question from the tournament points may also be rewarded back to the opposing team who was affected.
- \* Other penalties will be judged on a case to case basis

## Unsafe Practices

- \* Any action that endangers the safety of players, refs, spectators, or anyone involved in the tournament is deemed to be an unsafe practice.
- \* Lifting mask on the field, not having cover and safety on in safe zone, picking up paint from ground or tables, shooting over or under the nets, shooting at lights, or working on a gun with the tank attached are all considered unsafe.
- \* For minor or first time infractions warnings will be issued, but for repeated or major infractions the player will be pulled from at least 2 games and possibly removed from the tournament.

## Unsportsmanlike Conduct

- \* Unsportsmanlike conduct is not displaying the qualities or behavior befitting a good sport.
- \* This specifically refers to failure to obey referees directions, moving on a neutral player, deliberately avoiding a referee, shooting an eliminated player, the requesting of paint checks to distract refs, having tools on the field, shooting at refs, verbal and physical abuse and bonus balling.
- \* Penalties will vary depending on their impact on the game itself, but the minimum penalty is ejection from the game in play

## **Game Play/Moving Infractions**

- \* These include but are not limited to:
  - \* Starting before game start, false start (Elimination)
  - \* Moving out side of playing area (Elimination, 1+1 if intentional)
  - \* Not reporting to refs for check in
  - \* Going over/under bunkers, **including jumping bunkers**
  - \* Moving Bunkers
  - \* Touching another player, **including teammates**

## **Multiple Game Ejections**

- \* The actions of one player may affect the rest of the team. If a player's actions are deemed worthy they may be removed for more then one game. In this case the team will be left short handed for that time.
- \* Other players on the roster are not allowed to fill in.
- \* Players will be removed and teams will be short handed for the rest of the tournament for the following infractions:
  - \* Assault of other players, refs, or spectators
  - \* Shooting in the safe zones
  - \* Shooting Refs intentionally or with the intent to harm
  - \* Shooting into field after admitting elimination

## Penalty Quick Reference

- \* **Please remember that this is a general guide line for penalties and that all penalties will be judged on a case by case basis depending on the severity of the actions, and the affect that these actions had on the overall game play.**
- \* In most cases if a penalty is issued before the end of the game or before the player in question is eliminated then that round will count as 1 game. However if a player is eliminated or the round ends before the penalty was issued then the penalty may not take effect until the following game.
- \* Players will be removed and teams will be short handed for up to and including 5 games for the following:
  - \* Throwing Equipment = **2 games**
  - \* Verbal abuse = **2 games**
  - \* Nonconforming equipment, extra layers = **1 game**
  - \* Non paintball Padding = **1 game**
  - \* False Start = **1 game**
  - \* Bunker Jumping = **1 game**
  - \* Adjusted Equipment = **2 games**
  - \* Gun Ramping = **4 games + gun disqualified**
  - \* Gun Bouncing = **2 games**
  - \* Chronoing Over 280fps = **1 game**
  - \* Playing On = **1+1 (2 players eliminated 1 game)**
  - \* Wiping = **2+1 (2 players eliminated 1 game, 1 player for 2 games)**

**Repeated or excessive violations may result in the entire team being disqualified from the tournament.**