

OFFICIAL CAPS RULES

I - INFORMATION

1. A captains' meeting will be held on the morning of the competition. The purpose of this meeting is to provide information to the captains of the teams attending concerning the organization, administration and non-field rules and regulations governing the tournaments.
2. All playing fields will be available for review by any team competing in the event prior to start of the event. No team or member shall in any way alter any playing field.
3. Only qualified individuals will be allowed to film, photograph, tape, or record games. Qualifications will be determined on an individual basis by the promoter or Ultimate judge.

II - TEAMS

1. No player may appear on more than one team roster at any tournament.
2. All players must be 18 years of age or older, except that players 12 through 17 years of age will be permitted to play with permission from a parent or legal guardian.
3. Team rosters for the upcoming tournament will only be accepted after all fees have been paid in full.
4. A rookie player is determined to be a rookie player if said player has no more than one year of playing experience. Rookie teams must be made up of all rookie players, no novice or amateur players are allowed on roster, period.
5. A novice player is determined to be a novice player if said player has not played for more than two years. Novice teams must be filled with novice players or a mix of novice and rookie players only. No amateur players will be allowed to play, period.
6. All teams must submit complete rosters prior to play.

III - FIELD STANDARDS

1. All game fields shall be free from anything that would pose an unnecessary risk to players, including cliffs, areas with jagged rock, etc...
2. Both players and judges should be able to move freely on game fields, and game fields should not contain significant wet or swamp areas, dense undergrowth and the like to impede free movement thereon.
3. All field borders will be free of doglegs, and no section of a border will be constructed in such a manner that allows players to shoot over a boundary and back onto the playing field.
4. Flag stations will be positioned at an equal distance from both side tapes, based on the field terrain and bunker arrangement.
5. Flag stations on fields of play for all rounds will be determined by coin toss prior to the start of the game.

IV - OFFICIATING

1. Judges will wear shirts of bright colors that will distinguish the judges from the players.
2. Clerical or mathematical errors may be corrected at any time prior to the start of the next round of play. These corrections may only be made by the ultimate judge.
3. Judges will not provide information to teams regarding the location of flag stations, terrain, boundaries, game time, or progress of a game during the game, except with respect to safety concerns.
4. Judges will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Judges will not impede the progress of the game.

V - GAME CONTROLS

1. Each team will need to chronograph all markers prior to start of game time.
2. 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 judge or other tournament official. Players who have passed the chronograph may not leave this area, except to enter the field with a judge. Players in this area may not be handed guns or tools.
3. Players are responsible for removing old hits or bringing the same to the attention of a field judge so that they may be dealt with in a manner that would not result in an elimination of the players.
4. Players are not allowed to bring tools or other prohibited equipment on the game field. Presence of such equipment may result in a penalty and disciplinary proceedings against the offending players and/or teams.
5. Flag stations on fields of play for all rounds will be determined by coin toss prior to the start of the game.
6. Each player will be given an armband in a distinctive team color and will wear the same on his left arm.
7. Players must have one foot in their flag station and barrels away from the center of the field prior to the start of the game. Any player that leaves this position prior to the start of the game and shoots his/her marker will be eliminated. If such player leaves prior to the start of the game, does not shoot his/her marker, returns to the start station and tags up can then continue on.
8. The ultimate judge on the field will begin a game by giving a ten-second warning so that each team may clearly hear such warning. The ultimate judge will give such warning with a countdown of "three, two, one, ten seconds." Thereafter, the game will start by the ultimate judge shouting so that each team may hear, by radio or otherwise, either, "Game on," or "Go, go, go."
9. A game will end only by the ultimate judge on the field announcing, "Game over."
10. A game will end at the earliest of (i) a successful flag hang (ii) the elimination of all players on the game field (iii) 5 minutes after the start of the game.
11. In the event of an emergency situation, the judge discovering the emergency will request that all judges on the field immediately cause all action to stop. Game time will also be halted for the duration of the emergency.

VI - PAINT CHECKS

1. Paint checks are performed by judges for the purpose of determining if a paintball has broken on and marked a player.
2. Paint checks are performed by a judge when the judge has observed a player taking fire, when fire is directed into an area occupied by a player that the judge cannot directly observe, when the physical location on which a paintball may have broken is not visible to the judge, or when the judge is directed to do so by another judge.
3. Judges may, but are under no obligation to, make a paint check after a player has requested one.
4. Players may be eliminated while being checked.

VII - SCORING

1. Scoring for three player games will be conducted on a 100 point system and will be awarded as follows:
 - (i) A team will be awarded 7 points for every player on the opposing team eliminated;
 - (ii) A team will be awarded 3 points for every player on their own team not eliminated;
 - (iii) A team will be awarded 20 points if it pulls its opponents' flag first; and
 - (iv) A team will be awarded 50 points when the opposition flag is hung in the flag station of the team awarded the points.
2. Each round of competition will start with all teams at zero points
3. Points are awarded at the conclusion of the game by the ultimate judge.
4. Abandonment of equipment (moving at least five feet away from such equipment), except hoppers (pods) used to carry paint, or delaying taking the field after being told to do so by the ultimate judge will constitute elimination.
5. A first flag pull occurs when a player not eliminated physically grabs the center flag, in a three player game, before a player from the other team manages to do the same. Only one team in a game may earn first flag pull points.
6. Flag hang points are awarded when a player breaks the plane of a flag station with a flag. Flag hangs may be awarded in conjunction with or independent of first flag pulls. Flag hangs may be awarded to the team that is not in possession of the flag when it is hung, since it is the flag station that it is hung in that determines the points awarded.
7. When a player breaks the plane of a team's flag station, the ultimate judge immediately calls time and the time of the call is recorded. The judge then paint checks the flag carrier.
8. If the flag carrier breaking the plane of a flag station is found to have a hit on him/her the opposing team will be awarded the flag hang points.
9. Players carrying flags must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.
10. Flags may be passed from live players to live players.

11. 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 either team. Flags must be surrendered by the eliminated flag holder to any live player touching it. At which time the eliminated player will proceed to the dead box.

12. Team positions at the end of a round of play are determined by total points earned by the teams in said round.

VIII - TIES AND TIE BREAKERS

In case of a tie score among teams, such tie will be broken, first, by head to head competition, the winner of such contest advancing. If the tie among teams remains after such tie breaking determination, the previous round scores shall break the tie, the team with the greatest score in the previous round advancing. If the tie among teams remains after such tie breaking determination, the next previous round scores shall break the tie, the team with the greatest score in such next previous round advancing. If the tie among team remains after such tie breaking determination, the tie shall be broken by the elimination's scored against the teams in the round, the team with the fewest eliminations in such round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the elimination's scored against the teams in the previous round, the team with fewest eliminations in such round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the elimination's scored against the teams in the next previous round, the team with the fewest eliminations in such round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by CAPS ranking.

IX - FORFEITS

1. A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game chronographing, or for any game in which a team refuses to take the field, as long as its opponent is willing to and/or does take the field. In the event that both teams fail to show for a game or both teams are unwilling to take the field, both teams will have forfeited that game.

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

3. Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand, except if the reason for having missed the game was completely beyond the control of the team declared to have forfeited that game. Promoter will determine what is beyond the team's control.

X - ELIMINATIONS

1. A player is eliminated if a paintball shot by a live member of the opposing team or such player's team strikes that

player or anything he is wearing or carrying and such paintball breaks upon the object struck. If the paintball strikes the player or anything he is wearing or carrying but does not break and leave a mark, such player is not eliminated. If a player is hit and marked by a paintball shot by an eliminated member of the opposing team or such player's team, such player is not eliminated. If a paintball strikes another object first and breaks upon that object before marking a player or anything he is wearing or carrying, such player is not eliminated. If a judge does not see a paintball shot by a live member of the opposing team or a player's team strike that player or another object, but that player has paint on himself or anything he is wearing or carrying that resembles a hit, such player will be eliminated by such judge. Generally, if the paint marking is reasonably solid and at the size of a quarter, it will be considered a valid hit. If two opposing players are hit and marked, or if the judges cannot determine which player was hit and marked first, both players will be eliminated. Judges will wipe splatter or non-valid hits off a player at the time they are inspected. No player will be allowed to continue play with paint that is considered non-valid until it is wiped clean by a judge.

2. Players will be eliminated if any part of their bodies or anything that they are wearing or carrying breaks the plane separating the field from the out-of-bounds area. Such elimination will take place immediately upon the breaking of such plane. Judges, in their discretion, may warn players, once and only once, if they are getting too close to the boundary line of the field.

3. Players will be eliminated if they are not wearing armbands issued prior to the start of the games, and if the armband is not fully exposed on their left arms.

4. Players that are found with tools or other prohibited equipment on the field or those working on their markers will be immediately eliminated.

5. Players that separate from any piece of equipment or clothing that they brought onto the game field by more than five feet, except squeegees, rags, hoppers or pods used in holding paintballs, will be immediately eliminated.

6. Players that engage in un-sportsmanlike conduct, including, but not limited to, failure to obey a judge's directions, deliberate avoidance of a judge in a manner to prevent a judge from chronographing a marker on the field or prevent him from making a call, shooting at judges, excessive shooting at an eliminated player after being warned by a judge to cease such activity, the requesting of paint checks to distract judges from checking themselves or teammates, or to use judges to locate opposition players, or verbal abuse of opposition players or judges will be eliminated.

7. Players that take action which would cause members of the opposing team to reasonable believe that such players have been eliminated, including but not limited to calling themselves out or hit, hiding the armbands, holding the markers in positions above the shoulders, placing objects in the barrels of the markers and carrying them in view of members of the opposing teams or walking in groups of eliminated players, will be eliminated.

8. Players whose markers shoot on the field in excess of 300 feet per second will be eliminated.

9. Players may be eliminated as a penalty called by a judge for infractions committed by teammates pursuant the provisions contained herein.

10. Eliminated players will surrender their armbands to the closest judge and exit the field immediately or at a

judge's directions.

XI - OBVIOUS HITS

1. Obvious hits are those which impact and break on easily observable places on the body or equipment being carried or those that have been felt by the player. A judge will determine whether a player felt a hit by where that paintball impacted his body and whether he reacted upon being hit.
2. 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.
3. Such players must then remove their armbands, and hold the marker in the air above their head and proceed to the dead box.
4. Players, who are hit in obvious locations, which are easily verifiable, by such players may not call for a paint check. Calling for a paint check under such circumstances constitutes continuing play.
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.
6. Players with obvious hits in areas which are not easily verifiable, such as the back, may continue to play, but must immediately call for a paint check by a field judge. Failure to call for such a paint check immediately will constitute playing on by such player.

XII - UNOBVIOUS HITS

1. Unobvious hits are those which impact and break on players or equipment in those areas defined as being not easily observable and those which players receiving the same give no indication of knowledge of them having occurred.
2. Players with unobvious hits will be eliminated but will not be penalized.
3. Should a player with an unobvious hit become aware, through his own actions as seen by a judge or through information provided by teammates, that he has been validly marked, such hit at such time shall then be deemed to constitute an obvious hit.

XIII - PENALTIES

7.1.1.1 1. PLAYING ON

(A). Playing on entails continuing to act as a player in the game after being eliminated. Playing on includes but is not limited to, continuing to fire or otherwise engage the opposition, continuing to move, except with respect to exiting the field by the most direct route or at the direction of a judge, talking, signaling or otherwise communicating either to a judge, opposing players or teammates, except that a player may say, "I'm hit," or "Out" or something to that effect once, impeding the progress of opposition players or a judge, hampering a judge in

making a paint check or a call, discharging or degassing the marker or providing teammates with paintballs or equipment.

(B). The penalty for playing on is the removal of a teammate in a one-for-one call, unless, in the judge's opinion, such playing on has materially influenced the course of the game, giving the offending player's team an advantage, in which case the penalty for playing on is the removal of two teammates in a two-for-one call.

7.1.1.2 2. WIPING

(A). Wiping is defined as the active and deliberate removal of paint by a player in order to avoid elimination or avoid a judge's call. (B). Wiping is penalized by the immediate removal of the player from the game and the simultaneous removal of two additional players from the same team.

7.1.1.3 3. FREIGHT TRAINING

(A). 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.

(B). Judges will allow a freight train to continue, but will remove one player for each instance of continuing to play by any of the freight-training players.

7.1.1.4 4. INTERFERENCE

A). Spectators may be allowed to observe games and the activities on a field but may not

- (i) issue instructions to players on the field.
- (ii) make comments about play, which are likely to be heard by players on the field.
- (iii) have guns in their possession.
- (iv) otherwise interfere with play in any manner whatsoever.

(B). 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" on the field and will result in the removal of one or more players from the associated team.

7.1.1.5 5. ASSESSMENT OF PENALTIES

(A). Judges must assess the penalty proscribed for playing on or wiping.

(B). Only ultimate judges may assess penalties that remove points earned on the field.

(C). Judges will issue one verbal warnings for the following infractions:

- (i) Failure to use a barrel plug.
- (ii) First offense abuse of calling for paint checks.
- (iii) First offense on the use of inappropriate language.

(D). Judges will eliminate players for the following infractions:

- (i) Second offense on the use of inappropriate language.

- (ii) A player going out of bounds or moving the boundary tape.
- (iii) A player hit in an unobvious location.
- (iv) A player having tools on the field.
- (v) A player leaving the start station prior to the start of the game and shooting prior to tagging up at the start station.
- (vi) Removal of goggles during a game.
- (vii) Using a marker with muzzle velocity above 300 feet per second and below 310 feet per second.

7.1.1.6 6. ASSESSMENT OF THE ONE FOR ONE RULE

The removal of the player committing the infraction and a teammate will take place for the following infractions:

- (i) A player having tools on the field.
- (ii) Freight training, applied for each infraction.
- (iii) Continuing to play hit in an obvious location.
- (iv) Reentering field after elimination.
- (v) Interference during the course of the game by a person affiliated with the team not playing in game.
- (vi) Playing on.
- (vii) Engaging in physical contact with another person on the field in a hostile manner.
- (viii) Using a marker with muzzle velocity at or above 310 feet per second

7.1.1.7 7. ASSESSMENT OF THE TWO FOR ONE RULE

The removal of the player committing the infraction and two teammates will take place for the following infractions:

- (i) Continuing to play, hit in an obvious location, which results in an alteration of the course of the game.
- (ii) Use of a fully automatic marker, or firing in a prohibited mode.
- (iii) Wiping.
- (iv) Shooting after acknowledging your elimination or from the dead box.

7.1.1.8 8. PENALTY POINTS WILL BE ASSESSED FOR THE FOLLOWING:

- (A). Checking in as a live player at the end of the game with a hit in an unobvious location is a 10 point penalty.
- (B). Checking in as a live player at the end of the game with a hit in an obvious location is a 50 point penalty.

7.1.1.9 9. ADDITIONAL PENALTIES

(A). An ultimate judge may assess additional one-for-one penalties during the game or additional point penalties off the field for the following infractions:

- (i) Each time a player fails to obey a judge's instructions.
- (ii) Fighting or other hostile physical contact.

(B). If a penalty is called that results in the removal of the last player from a team, the other team will be awarded the flag hang automatically.

(C). Assessments of one-for-one and two-for-one penalties when no live players are left will result in the following penalty points being assessed against the offending team:

- (i) 12 penalty points in lieu of a one-for-one penalty.
- (ii) 18 penalty points in lieu of a two-for-one penalty.

(D). A player prohibited from playing on a team, because his name appears on another team's roster, or otherwise will cause the forfeiture of all the games of such team.

(E). Referee's calls during a game will stand and cannot be changed after a game except in extreme situations with the ultimate judge's approval.

XIV - RANKING AND SEEDING FOR THE 2003 SEASON

Team-ranking points are earned as follows:

- (i) 50 points for first place;
- (ii) 46 points for second place;
- (iii) 43 points for third place;
- (iv) 40 points for fourth place;
- (v) 24 points plus 1 point for every 25 game points earned in the semi final for all semi finalists not in the final four; and
- (vi) 1 point for every 40 game points earned in the rounds preceding the semi finals for all teams not making the semi finals.
- (vii) Teams must have a full 25 or 40 points to receive ranking and seeding points.

(Ex. 223 points in prelims would receive 5 points, a score of 223 in semi finals would earn your team 32 points).

XV - EQUIPMENT

7.1.1.10 1. CLOTHING

(A). Each player may wear only one layer of underclothing consistent with the weather of the day for all but unseasonably cold weather. This shall consist of, at minimum, one pair of under shorts and one short or long sleeve T-shirt.

- (B). Each player must wear only one pair of full-length pants and only a long-sleeved jacket or shirt, either button or pullover style, as long as the colors on the outer garments are not the same as any armbands, flags or judges apparel chosen for use at the event.
- (C). Players must wear pants or shirts or jackets that fit well. Players may not wear oversized clothing. If a judge deems that a player's clothing is oversized, the judge may require new attire or make temporary adjustment using tape, pins, etc...
- (D). Players may not wear jackets and or pants, which are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber. If a player is found to be wearing such material, then he will be required to obtain and wear suitable replacement clothing.
- (E). Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.
- (F). Players may wear nylon neck protection of a single layer.
- (G). Players may wear headgear that does not extend beyond one inch below the collarbone or below the shoulder blades.

7.1.1.11 2. PROTECTIVE GEAR

- (A). Players must wear goggles manufactured for use in paintball games in good repair and with lenses that are not damaged. These goggles must meet or exceed ASTM Standards.
- (B). Players must wear full-face protection as it comes from the manufacturer original form.
- (C). Players must wear ear protection that is part of the goggle system that was made by the manufacturer for that goggle system.
- (D). Players may wear forearm and elbow protection, provided that the padding on such protection has not been modified from the manufactures original form. Such protection may be worn over or under clothing.
- (E). Players may wear shin and knee protection, provided that the padding has not been modified for the manufactures original form. Such protection may be worn over or under clothing.
- (F). Male players may wear groin protection and female players may wear breast protection.

7.1.1.12 3. MARKERS

- (A). Markers may fire at any rate of fire, and may shoot any number of paintballs, provided that it fires in semi auto or pump mode only, which means that no more than one paintball is discharged during each firing cycle.
- (B). Players may use a single, 68 caliber, pump or semi automatic paintball marker, which consists of a single barrel and a single trigger. Double action triggers are prohibited. A paintball marker capable of firing in other than semi auto or pump mode shall be rendered incapable of firing in such mode in such a manner that a player may not readily change the marker back to such mode during a game and such that the modification is readily visible to the judges.
- (C). All 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 beaver tails and/or tournament caps or may require multiple tournament caps. All regulators require tournament caps such that they cannot be adjusted without a tool with the gun gassed or degassed.

(D). Gun barrels may be equipped with porting, slots, rifling, but may not have a sound suppresser attached or integral to the construction of the barrel. Only one barrel will be allowed on the field.

(E). Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing.

(F). Players may not use cloth, neoprene, or other material to cover the paint loaders on the marker. Cloth and neoprene tanks covers will be allowed.

(G). Guns must have a barrel sock over their barrel at all times the gun is in a goggle safe area.

7.1.1.13 4. OTHER EQUIPMENT

(A). Players may carry any number of pouches, clips or loaders.

(B). Vests and pouches may not be constructed in such a fashion that they constitute padding.

(C). Players may carry a single hand towel or washcloth, provided that it is not of the same color as armbands, flags, or judge's apparel. Players may carry multiple squeegees and or swabs. Players may carry anti-fog cloths or spray.

(D). Players may carry extra constant air tanks.

7.1.1.14 5. PROHIBITED EQUIPMENT

Prohibited equipment includes listening devices, communication devices and any form of electronic surveillance device, incendiary devices, smoke producing devices, or paint not supplied by event promoter and purchased at the event.

7.1.1.15 6. POSSESSION AND EXCHANGE

(A). Two live players may exchange equipment.

(B). Players who are eliminated must exit the field with all equipment they were carrying when they were eliminated.

(C). Players must carry all paint, gas and equipment to be used during the course of the game on their person at the start of the game.

XV - BRACKETING

Odd numbered brackets (less than 9 teams and more than 5 teams in a bracket) are determined by predetermined bracketing and a final "blind draw".