



# Spyder Cup Rule Book 2008

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Last Revision: March 24, 2008

# Summary of Game Play

Six players will pass through the chronograph station and enter the field prior to the beginning of their scheduled game. Three players from one team will line up on one side of the field, three players from the other team will line up on the opposing side of the field. One flag will be hung in the middle of the field by a referee. At the time the Head Referee counts down to the 10 second warning, each player must have the barrel of his/her marker pointing to the back netting on their side of the field and have their entire bodies and equipment in the End Zone and not on the playing field (space permitting). Players may start out behind the back line in any position, as long as they remain in bounds. When the Head Referee calls "Game-On" or "Go go go," all players will generally move forward (while firing their markers toward their opponents) and attempt to take cover behind various bunkers on the field. Play will continue until one team has captured the flag and touched it to the back-wall of the opposing teams starting side or the flag has broken the plane of the opposing End Zone, or until the three (3) minute time limit has expired. Points will be awarded using the scale below:

## **100 POINT SYSTEM**

- (1) Elimination = 10 points per opposing player eliminated during regulation time
- (2) Flag Hang = 55 points to the first team to hang the flag
- (3) Flag Possession = 20 points to the team in possession of the flag at game end (if any) if no flag hang occurs
- (4) Live Player(s) = 5 points for each live player remaining at game end

When a player is eliminated, he or she will raise his/her marker to point at the sky, thus signifying that they are eliminated. The eliminated player will then quickly move to the center of their back-wall and place his/her marker on the ground along with the air source and paintball loader. The eliminated player will then quickly move to the team's designated "Dead Box" where he/she will remain with goggles on until the game ends. Players in the "Dead Box" may not signal to players, referees, or spectators in any verbal or non-verbal fashion, and may not watch the action in progress on the field.

In the event that two or more teams have the same cumulative score after completing all preliminary games and are tied for the last spot moving to finals, each team will have the option to choose one member to compete in a single elimination "Sudden Death" game to determine the team that will move on. Sudden Death games will not use a flag and will have a one minute time limit. If neither player is eliminated before the one minute time limit expires, a coin flip will determine the winner. Additional Sudden Death rounds will be added as necessary in the event of three-way ties etc. If a team elects to forfeit or no team members can be reached within 30 minutes of the final preliminary game, that team will automatically be ranked below any/all other teams with equivalent cumulative scores.

Top four (4) teams will play in finals. The first and fourth ranked teams will compete for a spot in the final match. The second and third ranked teams will compete for a spot in the final match. The matches to decide 1st - 4th place will be played best two out of three games.

# Basic Rules

The Playing Field. The playing field shall be up to 100 feet (30.48 m) long by 70 feet (21.34 m) wide. Check field layout for each event for the actual field size. Players will start games behind the back line of their end zone. Bunkers will be positioned throughout the playing field and will be at least five feet (1.52 m) inside of the playing field nets. See the Spyder Cup field layouts at [www.spyder.tv](http://www.spyder.tv) for visualization of the field layout options.

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

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

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

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

Field Orientation. Any team competing in any 2008 Spyder Cup tournament may examine any and all playing fields on the day of the tournament, but may not in any way alter any playing field.

## Spyder Cup 2008 Player Qualifications

No Professional, Semi-Professional, Open, or Division 1 class players will be allowed to participate in any Spyder Cup event during the 2008 season. This means that any player who has competed in any of these divisions during the past three (3) years (2005, 2006, or 2007) in the NPPL, PSP, NXL, or Millennium series shall be considered disqualified from all 2008 Spyder Cup events. This rule will be strictly enforced by immediate team disqualification. No refunds will be given to any disqualified team. Players must have a valid identification card ("ID") to participate in the tournament and players must be able to produce their ID at any time while on the premises of the tournament site.

Role of the Promoter. The tournament promoter will supply tournament information concerning entry fee, a schedule of events including time and place for the Rules Meeting, hotel information, and an Insurance waiver to any team having entered the Spyder Cup. Teams must adhere to the administrative rules and regulations promulgated by the promoter for any given tournament event (e.g., no filming, shooting photographs or otherwise recording games).

Captain's Meeting. A Captains' Meeting will be held the morning of the first Spyder Cup tournament competition date at each event. Check with the event promoter for details on time and location. The purpose of this meeting is to provide information on the Rules and any updates.

Age Requirements. Players must be over the age of 10. Any minors under the age of 18 will be required to get written consent from a parent or legal guardian.

Association with Spyder. No current or past Spyder/Kingman employees or their immediate family members may compete in any Spyder Cup event. No current or past member of any Spyder sponsored teams may compete in any Spyder Cup event.

# Equipment

## **Markers**

Every device used to propel a paintball during any Spyder Cup event must be a Spyder paintball marker and must be recognizable as such. Upgrades to the barrel, regulator, feed neck, grips, bolt, expansion chamber, and external cosmetics will be allowed as long as the marker can still be easily recognized as a Spyder paintball marker and the basic functioning of the marker remains that of a Spyder. At no time may any Spyder name or logo be covered or removed from

a paintball marker used in any Spyder Cup event. All original marker text and logos must remain clearly visible throughout the duration of each event.

Marker Specifications. Players may use a single 68-caliber Spyder paintball marker (electronic or mechanical) in the Spyder Cup. Each marker must consist of a single barrel and a single trigger or Spyder Rocking Trigger. Players may purchase a new Spyder marker between the date when they register for the event, and the actual competition date. Permitted marker upgrades shall include the barrel, regulator, bolt, feed neck, expansion chamber, gas-through, and external cosmetics. Board upgrades will be allowed as long as they are manufactured and distributed by Spyder. All Spyder paintball markers shall only operate in semi-auto mode and may not operate in other discharge modes such as burst, ramping, or full-auto during play. Spyder markers operating in semi-auto mode will not have a rate of fire cap as long as each shot is fired by an individual pull and release of the trigger. One pull, one shot. Any player caught breaking these rules will be disqualified from the series.

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.

External Adjusters. Markers with electronic firing systems must be locked in a tournament semi auto or tournament ramping mode. The player may NOT be able to adjust dwell, debounce, shooting mode etc. while on the playing field. Markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. Depending on the 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 field adjustments.

Inspection. Markers are subject to inspection at any time during the Spyder Cup. The team of any player found to be using a marker in violation of the rules shall be penalized by disqualification.

Surrender of Marker. Players must surrender their marker immediately upon the request of any Referee at any time. 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.

Marker Velocity. All markers must be chronographed at a chrono station prior to the start of each game. Markers may not exceed a maximum velocity of 275 feet per second when performing the pre-game chronograph test. During play, any marker chronographed over 300 feet per second will incur a violation as listed under "Penalties".

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.

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

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.

Barrel Blocking Devices. Markers must have a Blocking device that meets ASTM Standards over or in their barrel at all times the marker is in any un-goggled area.

Stickers. Stickers on markers and barrels are limited to one 2" by 4" sticker on each side of the marker. Stickers on loader lids are allowed. Colors of stickers may not contain the Protected Color *orange*.

Air Source. Only one air tank (either CO2 or Compressed Air) may be carried and used by each player during any given game. Eliminated players may not share their equipment with "live" players.

## **Clothing**

Protected Color. Players' uniforms, loaders, markers, tanks, covers, pads, accessories, etc may not contain the color *orange*, which is reserved as the "Protected Color" for paint.

Jerseys. Team players are encouraged to wear jerseys consisting of the same color and style. Jerseys may not have black and white stripes or be designed to cause confusion with Referees. Padding in jerseys will be limited to the forearm/elbow. Padding size will be limited to 4" in overall width and extend from the wrist to 4" past the elbow. Padding Material will be limited to an Esther based open cell foam backed with Nylon Trico at a maximum thickness of 3/16 or an Approved

Equal. Patches are allowed on Jerseys. Patches can be any number. Patch thickness will be a maximum of 1/16". Jersey's that have additional padding may be worn without an under garment. Padding thickness must not exceed 3/16". Before the Championship Game at the Grand Finale Spyder Cup event, each player registered with the top two teams will be given a Spyder jersey to wear during the final match and following press time unless the players are already wearing Spyder jerseys. At no time during the final game may any text or logo on a Spyder jersey be covered or removed. Teams are encouraged but not required to wear Spyder jerseys during all other Spyder Cup games. Team/player logos, names, numbers, and sponsors may be printed on Spyder jerseys and worn at the event as long as all Spyder text and logos remain visible. Media exposure will be primarily directed toward teams wearing Spyder apparel.

Layers and Padding. Players must wear only one pair of full-length pants and only a long-sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of under-shorts and one short or long sleeve t-shirt. Padding in garments will be limited to elbow, forearm, knee, shin, & hips, provided that the padding has not been modified from the manufacturer's original form. Any other soft padding in garments is prohibited.

Appearance. Players' clothing must fit well. Jerseys must be tucked into players' pants or harness. Players may not wear any oversized clothing. Players clothing including pants and jersey must be free from tears and rips. If clothing is torn or ripped during the course of a game the player must change or repair any torn or ripped clothing prior to the starting of next game. The penalty for disobedience will be that the player is eliminated from the game.

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

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

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

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

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

### **Protective Gear**

Facemask / Goggles. Players, officials and any other individuals present in a goggle-required area (e.g., the playing field and Chrono-station) must wear Goggles with full-face protection manufactured for use in paintball games in their 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

Protective Padding Separate from Clothing. Players may wear one layer of protection, over or under clothing, protecting the below body parts, provided that the padding has not been modified from the manufacturer's original form. The following protective padding has been approved for use: (i) neoprene neck protection; (ii) forearm and elbow protection; (iii) shin and knee protection; (iv) groin protection; and (v) chest protection.

Neck Protection. Players may wear neck protection consisting of a single layer of neoprene type material. Neck protectors must cover the neck only and may extend a maximum of one inch past the collarbone. Participants in the Spyder Cup are strongly encouraged to utilize neck protection.

### **Other Equipment**

Paint Loaders. Loader colors or designs may not resemble a hit or paintball mark. Stickers on loaders or other feed devices are prohibited, except for one 2" by 4" sticker on each side of the loader or other feeding devices in any color, except *orange* the Protected Color. Clear loaders are not permitted. Clear lids on hoppers are permitted. Players may not use cloth or neoprene loader covers.

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 Standards.

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

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

Flags. Flags will be sized appropriately for players to identify and carry.

## **Paintballs**

N/A

## **Prohibited Equipment**

Protected Color. players' clothing/gear may not contain *orange*, which is reserved as the "Protected Color" for paint.

Specifically Prohibited Items. Players may not use any listening devices, communication devices or any form of electronic surveillance. Players may not wear or display clothing or any other items with obscene or offensive pictures, words or logos anywhere on-site at a Spyder sanctioned tournament. Subject to disqualification.

# **Officiating**

## **Referees**

"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 four Field Refs including one Head Ref.

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.

Pre-game 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 clothing and equipment rules. Players that cannot comply with any Referee requirement before game start will not be permitted on the playing field.

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. Referees will seek to perform on field chronographing in a manner which least interferes with play. Players will not be subject to Referee chronographing after game end, but may be required to surrender their marker for inspection. Chronographing will be performed with equipment authorized by the Spyder Cup Scrutineer.

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

(1) Player Requested Paint Checks. Referees may, but are not obligated to, perform a paint check after a player has requested one.

(2) Neutrality. A Referee calling a player neutral will indicate the same to all players on the field by standing over the player, shouting, "Neutral", and holding his/her arm above his/her head and waving a towel overhead and shouting neutral. Referees will make every effort to perform a paint check without calling a player neutral. However, a Referee, at his/her discretion, may declare a

player neutral. A player declared neutral cannot be eliminated from the game or moved on, either by opposing team members or his/her own teammates, while in the state of neutrality. A Referee may move a neutral player's equipment and or request that such player expose additional areas for examination. Players not declared neutral may be eliminated while being checked.

(3) Flag Carriers. No flag carrier will ever be stopped and declared neutral for the purposes of performing a paint check.

(4) Not Easily Verifiable. Players, who are hit in obvious locations, which are not easily verifiable by such players may call for a paint check.

### **Referee Hand Signals.**

Referee hand signals will be as follows:

(1) 10 Seconds to Game-On. The Head Ref will signal 10 seconds to Game-On by raising his right hand.

(2) Game-On. The Head Ref will signal Game-On by dropping his right hand.

(3) Eliminated. Referee will signal when a player is eliminated by holding his right hand on top of his head and pointing his left arm at the player who is eliminated. The Referee will then pull the eliminated player's armband. The Referee cannot put a player back in after calling a player eliminated with a hand signal.

(4) Safe. Referee will signal safe by waving both hands in front of his body. This "safe" signal indicates that a player is considered clean of a hit and is still an active part of the game.

(5) Neutral. Referee will signal a player neutral by waving a white towel over his head. Referee will then check player and make a safe or eliminated call. Neutral calls are at the discretion of the Referees, and will only be made in extreme cases where it is difficult to check the player for hits.

(6) One-for-One. Referee will call a player eliminated for a One-for-One using the eliminated signal first followed by a double fist up and down movement both arms in front of his body. Referee will then pull a player's armband and again signal a One-for-One. The double fist up and down movement may be repeated as necessary for Two-for-One and Three-for-One eliminations.

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

(8) Game End and Stoppages. The Head Ref will signal the game end or game stop by waving both hands overhead so that the wrists cross.

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.

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.

(2) Deliberately impede the progress of any competition.

## **Pregame Procedures**

### **Pre-Game**

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

Marker Inspection. Players will surrender their markers to the Chrono-Ref who will inspect them for the following:

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

(2) Electronic Parts Locked. Shooting modes of electronic markers may not be adjusted on field as to allow dwell, debounce, or trigger bounce.

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

(4) Foreign Matter. No foreign matter may be in the barrel, feed port or loader.

(5) Chronographing. The Chrono-Ref shall chronograph each marker as it would be shot effectively on the game field at its maximum velocity. The Chrono-Ref will shoot a minimum of three shots over the chronograph. Markers will pass inspection if no one shot is greater than 275 feet per second.

(6) 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. The maximum time allowed for marker adjustment or replacement prior to pass/fail decision by the chronograph judge shall be five (5) minutes. Players whose markers have not passed the chronograph may elect to enter the field without a marker or be counted as eliminated.

(7) 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.

(8) Choice of Flag Station. The team that wins a coin-toss shall choose which Flag Station it will defend.

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

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

## The Game

### Overview

Three players. A maximum of three qualified and registered players will be allowed on the field to compete for a single team per game. No additional players may enter the playing field immediately before, during, or immediately after any game.

Time. Each game will last a maximum of three (3) minutes. Two (2) minutes shall be allowed to pass between games so that players may gather any discarded equipment and exit the playing field before the next game begins. Games shall be scheduled to begin every five (5) minutes.

Scoring. Points will be scored and recorded using the following scale:

- (1) Elimination = 10 points per opposing player eliminated during regulation time
- (2) Flag Hang = 55 points to the first team to hang the flag
- (3) Flag Possession = 20 points to the team in possession of the flag at game end (if any) if no flag hang occurs
- (4) Live Player(s) = 5 points for each live player remaining at game end

The maximum score that a team can receive for a single game shall be 100 points.

### Game Start

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

Markers. Players must have the barrels of their markers pointing to the back-wall and have their entire bodies and equipment in the End Zone and not on the playing field before the game starts. Players must continue using barrel blocking devices until either instructed by a referee, or until the 10 second warning.



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

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.

### **Game Stoppages**

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

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.

Procedure. Field Refs will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Refs will insure that players remain in those locations. Referees will check all players and will remove any players who are eliminated prior to the game being stopped. Players may not reload or refill air during this time. Referees will confer to review the sequence of events prior to the game stoppage. If penalties need be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the field Referees determine, at their discretion, that a player was eliminated as a direct result of illegal actions, which led directly to the game stoppage.

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 Game Start. Time will begin to run upon such restart.

### **Game End**

Cease Shooting. Players may not fire their markers following: (i) an instruction from a Field Ref to cease fire; (ii) a successful flag hang; or (iii) game time runs out.

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.

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

### **Flags**

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

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

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 either team.

### **Flag Hangs**

Calling Time. When a player touches his or her opponent’s back-wall with the center flag or the flag breaks the plane of the opposing End Zone, the Flag Ref immediately calls time and the time of the call is recorded. The Flag-Ref then paint checks the flag carrier.

Re-Hang. If the flag carrier touching his or her opponent’s back-wall or End Zone with the center flag is found to have a hit, then the Flag Ref will radio his counterpart to re-hang the flag. The replacement flag will be immediately hung at the center flag station.

Game End. If the flag carrier touching his or her opponent’s back-wall or End Zone with the center 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 opponent’s back-wall or the flag breaks the plane of the opposing End Zone.

### **Marked with Paint**

Marked with Paint. A player will be eliminated if such player is marked with paint. A player is marked with paint if a paintball shot out of a paintball marker by any live player, including members of the opposing team or a player's own team strikes that player or anything he or she is wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark. If a Referee does not see a paintball shot by a live member of the opposing team or the player's own team strike that player or anything he or she is wearing or carrying, but that player or that player's equipment is marked with paint, then such player will be eliminated. Generally, if the paint marking is reasonably solid and the size of a quarter, it will be considered a valid hit. If the referee witnesses the ball hit and break and leaves less than a quarter size it will be considered a valid hit. Conversely, a player will not be eliminated if a player is hit and marked by a paintball shot by an eliminated member of the opposing team or if a paintball strikes the player or anything he is wearing or carrying but does not break or if a paintball strikes another object first and breaks upon that object before marking a player or anything he/she is wearing or carrying. Referees will wipe splatter or non-valid hits off a player at the time they are inspected. Players playing with paint that is considered non-valid will do so at their own risk, until it is wiped clean by a Referee. Players who are in motion while hit in obvious locations, which are easily verifiable, will immediately turn their motion away from the opposition, and stop. If two opposing players are hit and marked, as provided in this Rule simultaneously, or if the Referee cannot determine which player was hit and marked first, both players will be eliminated.

Obvious Hits. Players who are hit in an obvious location are expected to immediately signal their elimination by announcing "HIT" or "OUT" at the time of such elimination. Such players must then remove their armbands, and go straight to the elimination box. Obvious hits are those which impact and break on observable places on the body or equipment.

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.

Unobvious Hits. Unobvious hits are those which impact and break on a 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 player's hips is considered obvious.

### **Illegal Activities**

Playing-On. A player that continues to play after being marked with paint is Playing-On.

Playing-On includes, but is not limited to:

- (i) Continuing to shoot or otherwise engage the opposition,
- (ii) Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a Referee,
- (iii) Talking, signaling or otherwise communicating, either to a Referee, opposing players or teammates, except that a player may say, "Hit" or "Out" or something to that effect once,
- (iv) Impeding the progress of opposing players or a Referee,
- (v) Hampering a Referee in making a paint check or a call,
- (vi) Discharging or degassing the marker or providing teammates with paintballs or equipment.
- (vii) Remaining in the game while making no effort to leave the field.

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.

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.

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.

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

- (i) Issue instructions to players on the field,
- (ii) Make comments about play which are likely to be heard by players on the field,
- (iii) Have markers in their possession, or
- (iv) Otherwise interfere with play in any manner whatsoever. Team members and associates of the competing teams who interfere or communicate with the play of that game will immediately receive a penalty as if a player Played-On.

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

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

## Eliminations and Penalties

### Assessment of Penalties

Verbal Warnings. Referees will issue verbal warnings on the field for the following reasons:

- (i) First Offenses. First offenses for failure to observe a neutral call, wrongfully calling for a paint check, or use of inappropriate language. 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.
- (ii) Player leaving the dead box during a game.

Eliminations. Referees will eliminate players for the following reasons:

- (1) Hit. Player is marked with paint.
- (2) Out-of-Bounds. Player, any part of player's body touches the line or goes out-of-bounds (irrespective of whether the boundary tape, if any, is moved). The back boundary in flag pull and flag hang situations where the flag carrier crosses the line will not be eliminated.
- (3) Second Offenses. Second offenses for failure to observe a neutral call, wrongfully calling for a paint check, or use of inappropriate language.
- (4) Surrender. Player without being hit raises marker above head, or shouts "hit" or "out", is not wearing armband, walks with eliminated player(s) or otherwise creates the appearance of having been hit.
- (5) Faulty Start. Player's marker barrel is not pointing to the back wall at the game start.
- (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 feet.
- (7) Compressing Bunkers. Players found to be altering a bunker to gain an advantage for elimination, such as pushing the marker or body between two bunkers, compressing the shapes, stepping or jumping on, or moving the bunker off its axis will be eliminated. The initial contact of the hand on the bunker will be allowed provided it does not compress the shape excessively or move it off its axis.
- (8) Faulty Check-Out. Live player checks-out at game end with an unobvious hit.
- (9) Dead Man Walks are prohibited as defined herein: Players that take such action that would cause members of the opposing team or field referees to reasonably believe that such players

have been eliminated, including but not limited to, calling themselves hit or out, hiding their armbands, holding the markers above the shoulders, placing objects in the barrel, walking with eliminated player(s), turning away from oncoming aggressive player(s) will be eliminated. Players who have been marked by a player doing a dead man walk will be reinstated in the game by a referee unless their armband has already been removed then the player is eliminated.

(10) Aggressive movement during a neutral call.

(11) Player is hit in unobvious location.

(12) Failure to wear goggles.

(13) Velocity Violation shooting over 300 feet per second (FPS) and below 310 FPS

(14) Marker alterations. 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.

**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:

(1) Playing-On. A player that continues to play after an obvious hit is Playing-On, but does not materially influence the course of the game.

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

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

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

(5) Tools. Player possesses, but does not use tools on playing field.

(6) Velocity Violation. Shooting over 310 and under 319 feet per second

(7) Faulty Check-Out. Live player checks-Out at game end with an obvious hit.

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

(9) Freight training, applied for each infraction

**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:

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

(2) Playing-On. Player fires marker after acknowledging elimination.

(3) Wiping. Player deliberately removes paint in order to avoid elimination.

## **Procedure**

Field Exit. Eliminated players must remove armband, apply barrel blocking device to marker and proceed directly to the dead box closest to team flag station, using the most direct route or according to the direction of a Field Ref, if any is given. Players shall remain in the dead box until directed to leave by a Referee. Eliminated players shall exit the field with all equipment that they were carrying at the time of elimination.

Elimination of Last Player. If the last player on a team is found to have been playing on with an obvious hit or wiping then the other team will automatically be awarded the pull and the hang.

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.

## **Suspensions, Disqualifications, Fines**

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

Suspensions. Players may be issued three-game, six-game or one year suspensions.

Suspensions must be served immediately. Suspensions are issued to the player the team for which that player plays will have to play short as though that player were eliminated from all games played by that team in the tournament in which the suspension was authorized during the term of such suspension. Player suspensions will carry over from tournament to tournament until suspension is fulfilled.

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

- (1) Outbursts. Throwing smaller equipment (e.g., goggles, harness) in an unsportsmanlike like manner.
- (2) Physical contact during or after play that does not result in injury (e.g., shove, grab, shoulder-bump).
- (3) Verbal Abuse. Verbally abusing any individual during or after play.
- (4) Shooting at a Velocity of 320fps or higher.
- (5) Not having a Barrel Blocking Device on marker in un goggled area.
- (6) Not having the marker bagged outside Players Paddocks.
- (7) Illegal Reentry. Player leaves the dead box and reenters the field, but does not shoot any paintballs.

**Six-Game Suspension.** Players will be ejected and the team will play short for six games for the following:

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

- (1) Outbursts. Throwing marker or air system.
- (2) Physical contact during or after play that results in injury (e.g., punch, kick, or spit).
- (3) Over Shooting. Over shooting any other player with intent to injure.
- (4) Shooting Referees.
- (5) Shooting from Dead Box.

**One-Year Suspension.** Any player or team that violates shall be prohibited from competing in any Spyder sanctioned tournament for a period of up to one year from the date of the infraction. Examples of rules violations likely to lead to civil or criminal exposure include, but are not limited to the use of Prohibited Paint, velocity violations, and verbal or physical abuse.

**Forfeiture.** A forfeit will be declared for each game a team fails to report in a timely fashion for its pre-game chronographing, or for any game in which a team refuses to take the field. In the event that both teams fail to show for a game or both teams are unwilling to take the field, both teams will have forfeited that game. Any team which is scheduled to oppose a team that has forfeited a game will receive 95 points and the forfeited team will receive zero points for that game. Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand, except if the reason for having missed the game was due to the schedule.

**Disqualification Plus Forfeiture.** 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 game suspension. The team will retain seed points. Opposing team will receive 95 points or better depending on out come of game or average points. A team will be disqualified from a Spyder tournament and will forfeit all points from the tournament to respective opposing teams for the following Rules violations:

- (1) Prohibited Player. Playing with a prohibited player (due to appearance on another team's roster, suspension or other ineligibility).
- (2) Prohibited Paint. Any player is found using Prohibited Paint.
- (3) Game Fixing. Two opposing teams conspiring to fix the outcome of any game.

**One Ultimate Referee shall be designated by each league or field prior to game-play. The Ultimate Referee shall have the authority to settle any/all disputes that may arise regarding the rules/procedures listed above.**