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EPBF

PAINTBALL RULES BOOK

Version 1.0



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PREFACE

In the twelve years since its last major revision of the Paintball Game Rules, the European Paintball Federation Board has made a significant number of additions and amendments to the Rules in order to assist referees in their duties and to clarify concepts for the paintball community as a whole.

The overall wording and structure has been reviewed and revised to consolidate and reorganize the content for the sake of consistency, simplification and clarification.

In addition, certain principles that were previously implicitly understood throughout the game but did not explicitly feature in the Rules of the Game have been included in this new edition for completeness.

Finally, the European Paintball Federation Board reminds the federations and associations that it is their duty, under the EPBF Statutes, to ensure the Rules of the Game are implemented strictly and consistently at all levels of competition.

MODIFICATIONS

The EPBF Rules Committee is responsible for taking care about Rules and Regulations. Should a problem not dealt herein require a decision, the EPBF Rules Committee will be in charge of issuing such a decision, and that decision will be final and further integrated into the rules.

Any changes in the Rules or Regulations may be made by September (current year) and will take effect next year. Latest changes will be published to the EPBF website.

For exceptional reasons a tournament organizer may decide to modify one or more rules for the duration of the event. Such modifications must take place only when they are impossible to avoid. The organizer must obtain the agreement of the participating team captains, and must inform the teams of the reasons and of the modifications during the captains meeting at the latest. Should any reasons for a modification arise during the tournament, a captains meeting will immediately be called and no game will be started until the meeting is over.

DECORUM

The display of political or religious messages or slogans in any language or form by players and officials on their playing or team uniform, equipment or body is prohibited.

Teams and their players shall refrain from engaging in any conduct that would likely bring the league, the tournament, the promoter or any sponsor into disrepute, including - but not limited to - the trashing of hotel rooms, the discharge of loaded markers in ungoogled trafficked areas, the wilful destruction of private property, engaging in physical altercations (except in defence of one's person against an unprovoked aggressor) or the commission of a criminal act.

All teams shall adhere to the tournament-specific administrative rules and regulations put forth by the promoter(s) of each event.

All teams shall properly dispose of all trash they generate while at the tournament site or in the parking area.

Any violations of the rules and regulations contained in this section shall be reported to the event's Officials for the necessary sanctions to be imposed. Also it should be submitted to EPBF Rules, Referees, Disciplinary and Ethic Committee for the final decision.

IMPORTANT

References to the male gender in the Rules of the Game in respect of referees, players and officials are for simplification and apply to both males and females.

CONTENT

LIVRE 1. REGULATIONS	5
Section 1.1. GENERAL TERMS	5
Section 1.2. PLAYERS SAFETY REMINDER	5
Section 1.3. DEFINITIONS	5
Section 1.4. OFFICIAL TOURNAMENTS (EVENTS)	7
Section 1.5. OFFICIAL LANGUAGE(S)	7
Section 1.6. TOURNAMENT REGULATIONS	8
Section 1.7. MEDIA	8
Section 1.8. EPBF RANKING	8
LIVRE 2. PLAYING FIELD REQUIREMENTS	9
Section 2.1. LEGAL COMPLIANCE	9
Section 2.2. RESPONSIBILITY	9
Section 2.3. TOURNAMENT ARRANGEMENT	9
Section 2.4. FIELD SIZE AND REQUIREMENTS	10
Section 2.5. FIELD SAFETY	10
LIVRE 3. TOURNAMENT OFFICIALS	11
Section 3.1. OFFICIAL REPRESENTATIVE	11
Section 3.2. REFEREE (REF) MANAGER	11
Section 3.3. TOURNAMENT SECRETARY	11
Section 3.4. TECHNICAL CREW	11
LIVRE 4. THE REFEREES	12
Section 4.1. REFEREE TEAM	12
Section 4.2. HEAD REFEREE (HEADREF)	12
Section 4.3. FIELD REFEREES (REFS)	12
Section 4.4. REFEREES HAND SIGNALS	12
LIVRE 5. TEAMS	13
Section 5.1. TEAM MEMBERS	13
Section 5.2. ROSTERS	13
Section 5.3. IDENTIFICATION CARDS	13
LIVRE 6. EQUIPMENT	15
Section 6.1. GENERAL REQUIREMENTS	15
Section 6.2. GOGGLE	15
Section 6.3. BARREL SOCK	15
Section 6.4. PROTECTIVE GEAR	15
Section 6.5. CLOTHING	16
Section 6.6. PAINTBALLS	16
Section 6.7. PROHIBITED EQUIPMENT	16

LIVRE 7. PAINTBALL MARKER	17
Section 7.1. AIR SYSTEM	17
Section 7.2. MARKER	17
Section 7.3. BARREL	17
Section 7.4. LOADER (HOPPER)	17
LIVRE 8. THE GAME	18
Section 8.1. GAMES FORMATS	18
Section 8.2. SCORE SHEETS	18
Section 8.3. PIT-AREA	18
Section 8.4. PRE-GAME MARKER INSPECTION	19
Section 8.5. GAME START	19
Section 8.6. SRART PROCEDURE	20
Section 8.7. ON FIELD CHRONOGRAPHING	20
Section 8.8. PAINT CHECKS	20
Section 8.9. INTERFERENCE	20
Section 8.10. TIMEOUT	21
Section 8.11. GAME INTERRUPTION	21
Section 8.12. TOURNAMENT INTERRUPTION	21
Section 8.13. BUZZER PUSH	21
Section 8.14. TOWEL THROWING	22
Section 8.15. LAST 60 SECONDS RULE (only for Race-To format)	22
Section 8.16. OVERTIME (only for Race-To format)	22
Section 8.17. GAME END	22
LIVRE 9. HITS AND ELIMINATIONS	24
Section 9.1. DEFINITION OF A HIT	24
Section 9.2. PLAYERS AND HITS	24
Section 9.3. ELIMINATIONS	24
LIVRE 10. SCORING	26
Section 10.1. POINTS	26
Section 10.2. FORFEITS	26
Section 10.3. TIE BREAKERS	26
LIVRE 11. PENALTIES	28
Section 11.1. ASSESSMENT OF PENALTIES	28
Section 11.2. NOT-ENOUGH-PLAYERS RULE	28
Section 11.3. NEGOTIABLE GAME	29
Section 11.4. SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT	29
Section 11.5. CONFLICT IN THE RULES	29
LIVRE 12. EUROPEAN CHAMPIONSHIPS REGULATIONS	30
Section 12.1. EUROPEAN CHAMPIONSHIP	30

Section 12.2.	VENUES	30
Section 12.3.	FLAGS AND ANTHEMS	30
Section 12.4.	NATIONAL TEAMS	30
Section 12.5.	ROSTERS AND CREDENTIALS COMMITTEE	31
Section 12.6.	GAME RULES	31
Section 12.7.	REFEREEING	31
Section 12.8.	DISPUTES AND PROTESTS	31
Section 12.9.	EQUIPMENT	32
Section 12.10.	QUALIFICATION SYSTEM	32
Section 12.11.	AWARDS	32
Section 12.12.	SPECIAL CIRCUMSTANCES	32
LIVRE 13.	APPENDIXES	33
Section 13.1.	APPENDIX 1	33
Section 13.2.	APPENDIX 2	34
Section 13.2.	APPENDIX 3	35

LIVRE 1. REGULATIONS

Section 1.1. GENERAL TERMS

- Article 1.1.1 The main purpose of a paintball tournament is to define and rank the best teams, to encourage the athlete's skills growth and training, and to promote Paintball as a sport in Europe.
- Article 1.1.2 The Regulations define the conditions under which a tournament is to be held and set the organization guidelines.
- Article 1.1.3 The Regulations Department includes the tournament regulations and organization process.
- Article 1.1.4 Game Rules are described in other Department, so disciplinary matters that may occur in addition to referees decisions are not detailed here.
- Article 1.1.5 Any EPBF-affiliated National Federation can publish additions to the rules as long as these additions do not contradict the Rules Book.
- Article 1.1.6 The EPBF Regulations and Game Rules in force shall apply to every EPBF tournament organizer or participant.
- Article 1.1.7 A specific course for referees is mandatory for correct interpretation and appliance of this Rules Book. This course can only be done by the EuroRef Organization or authorized National Referee Body.
- Article 1.1.8 National Referee Body, authorized by EuroRef Organization is the only competent structure which players can refer to.

Section 1.2. PLAYERS SAFETY REMINDER

Article 1.2.1 Precautionary principles

Possible penalties are detailed along this Rules Book. However, it is important to remind basic principles related to precaution and security during paintball tournaments but also any paintball event.

- (a) Always wear dedicated paintball goggles wherever paintball markers can be used (gaming zone, technical zone, etc.).
- (b) Always put a barrel sock on your paintball gun wherever goggles are not mandatory.
- (c) Respect speed limit. Any player must be sure that his paintball gun does not shoot over 300 feet per second.
- (d) Only air and CO2 systems are allowed. Never use an expired bottle, a non CE standards fitting bottle. Never use product or do manipulation on your bottle if this does not meet the manufacturer's requirements.

Article 1.2.2 Fair Play

Willing to win must never, in any case, prevail to fair play or security concern on you or the others.

Article 1.2.3 Personal protections Fair Play

These commitments engage players and not accepting to follow them discharge referees and organization to any incident or accident that could happen due to the lack of personal protections. Players are the only responsible to their own safety. See Section 6.4

Section 1.3. DEFINITIONS

Article 1.3.1 **Paintball** (simply called "paint") is a spherical gelatin capsule, filled with a non-toxic and water-soluble dye. This set must not deteriorate the environment where this activity occurs. It must also be entirely biodegradable in a short period of time under the specific meteorological standards where paintball has been played.

Article 1.3.2 **Marker body:** object, containing paintball shooting mechanism.



- Article 1.3.3 **Trigger:** part of the marker, which player activates to shoot a paintball.
- Article 1.3.4 **Air system:** portable container, used to stock the gas that the marker needs to shoot a paintball.
- Article 1.3.5 **Loader:** balls tank, fixed to the marker.
- Article 1.3.6 **Pod:** Plastic container to carry a limited number of paintballs.
- Article 1.3.7 **Harness (backpack):** Equipment to hold the pods.
- Article 1.3.8 **Barrel:** tube, where the ball is shot through.
- Article 1.3.9 **Marker:** paintball gun, composed with air system, marker body, barrel and loader (also known as hopper or feeder). Technical requirements related to paintball guns are detailed in a specific department. Every paintball gun must fit these requirements to be allowed for use on a field.
- Article 1.3.10 **Markers** are divided in the following types regarding to their autonomy and recharging mode:
- (a) **Stock class:** Stock class guns do not exceed autonomy of firing of 11 balls, considering one ball is ready to be shot and the other 10 are stocked in a dedicated hopper.
 - (b) **Pump:** Pump paintball guns needs a manual recharging system using a pump located on or under the barrel and its run must fit «minimal» the size of the paint ball used.
 - (c) **Semi-automatic:** Semi-automatic paintball guns are characterized by the fact that another paint ball is automatically fed after each shot. Shots cannot be automatic using a single pressure on the trigger.
- Article 1.3.11 **Velocity (fps):** velocity of paintballs in feet per second.
- Article 1.3.12 **Ramping, Rate Of Fire – ROF (bps):** quantity of paintballs shoot per second.
- Article 1.3.13 **Categories** define the maximum number of players allowed in the same time in the paintball field at the start of the game. It can usually be 3, 5, 7 or 10.
- Article 1.3.14 **Game formats:**
- (a) **M format:** The goal is to touch the opposite base without being marked. Doing so only one time is enough to win the match.
 - (b) **RT format:** The goal is the same but you need to perform this goal a certain amount of times to win the game. The name of the game is called «Race to» plus the number of times you need to get points to win the game (e.g.: Race-to-2 means the team needs to touch 2 times the opposite base without being marked to win the match.)
- Article 1.3.15 **Game types:** Each EPBF-affiliated Federation or Organization is free to adopt one or any amount of formats. These formats can be named by those Organizations, but detailed description of each format should be provided to players.
- Article 1.3.16 **Obstacles** are built from one or many parts. When an obstacle is built from more than one part, these parts then must be stuck together, so that it leaves as little free space as possible.
- Article 1.3.17 **Safety materials:** goggle, bottle cover and barrel sock are part of the safety material.
- Article 1.3.18 **Protective gear:** all the elements that players wear in a clothing manner to protect the body.
- Article 1.3.19 **Accessories:** barrel cleaning tools, backpack and the paint ball pods.
- Article 1.3.20 **Standard thickness** for clothing and underwear is defined as a standard cotton piece not exceeding 150g/m².
- Article 1.3.21 **Out of order gun** should meet the following requirements:
- (a) No paint ball in the marker (feeder included) or its loader.
 - (b) Gas feeding system is shut off when it is technically possible and no air pressure inside the marker.
 - (c) Electrical switch is on OFF position when it is technically possible.
 - (d) The barrel is not mounted on the marker or, if the barrel is mounted on, it is necessarily covered with a barrel sock. Any other tool or equipment cannot replace the use of a barrel sock (except for pump markers where barrel plugs are permitted).
- Article 1.3.22 **False start** can be considered if any of the following terms occur:
- (a) The barrel is not touching the starting base at start signal or immediately after start signal, unless player have been shooting or posting towards opponents between start signal and touching the starting base (so called touch-back). See Article 8.5.3
 - (b) Any part of player's body is in contact with the area (either ground or netting) outside of the field boundaries.
 - (c) The player has made one or multiple shot(s) directly towards the opposite between the 10 seconds signal and the start of the game.
- Article 1.3.23 **Hit – Impact:** player is eliminated in case of being hit (personally or to any of his equipment) by a paintball, shot from paintball gun by live player. This is called a hit.
- Article 1.3.24 **Elimination:** player is eliminated when the paintball left some paint on him (valid hit). Paint traces on the players clothing that are not resulting from a hit are not considered as elimination. Referee can declare player clean if he (the referee) considers that the hit is not valid (e.g. player is marked by eliminated opponent) and therefore must wipe the hit off as soon as possible.
- Article 1.3.25 **Paint check** is performed by referees for the purpose of determining if a paintball has broken on and marked a player. This action also can be done by player himself, or he can ask a referee when it is not possible to do it personally («paint check request»).

- Article 1.3.26 **Clean player:** player is clean when he has no valid hits.
- Article 1.3.27 **Playing on** consists on continuing to act as a live player in the game after being eliminated. Playing on includes, but is not limited to:
- (a) continuing to shoot or otherwise engage an opposite player;
 - (b) continuing to move, except with respect to exiting the field by the most direct route or at the direction of a referee;
 - (c) talking, signalling or otherwise communicating, either to a referee, opposing players, spectators or team-mates;
 - (d) impeding the progress of opposition players or a referee;
 - (e) hampering a referee in making a paint check or a call;
 - (f) discharging or degassing the marker or providing team-mates with paintballs or equipment;
 - (g) absence of elimination signal (hand on head) by the player.
- The penalty for playing on is the removal of a team-mate in a one-for-one call, unless in the referee'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 team-mates in a two-for-one call.
- Article 1.3.28 **Virtual elimination:** a penalty is given to a non-playing person (e.g.: invalid coaching).
- (a) The referee makes the visual signal for elimination but no real elimination can be done.
 - (b) Virtual eliminations are always accompanied by a penalty applied to one of the in game players and will be applied as if it was a standard penalty.
 - (c) Virtual eliminations should only be applied by the head referee.
- Article 1.3.29 **Game** – Competition of two teams on the field during a predetermined period of time (game time) and format with one or more rounds. When the format has more than one round it may have one or more time breaks (see Section 8.1).
- Article 1.3.30 **Round** – Period of time between buzzer start or time break (according to the game format) with playing action that will finish when any situation of Section 10.1 is met.
- Article 1.3.31 **(Flag) Hanging:** A valid (flag) hanging is characterized by the fact that a «clean» player has reached the opponent's base before the end of the gaming time and his «clear» status has been confirmed by a referee. Some mechanical or electrical systems can complete this action.
- Article 1.3.32 **Point (or Valid Round)** – every time a round finishes and any situation of Section 10.1 is met.
- Article 1.3.33 **Abandon:** in order to abandon an object, or a part of it, a player must not use or wear it anymore and must separate himself 2 meters from it.
- Article 1.3.34 **Unsportsmanlike behaviour** occurs when any gesture or talking demonstrates the loss of self-control in a sporting way. This includes, but not only, the willing to hurt, insulting words or gestures towards anybody (players, referees, organization representatives, spectators) and any kind of deterioration, etc.
- (a) As a principle, the paintball player behavior must be blameless and be considered as an example of self-control which is mandatory with the use of paintball guns.
 - (b) Any kind of misconduct will be considered as unsportsmanlike behaviour.

Section 1.4. OFFICIAL TOURNAMENTS (EVENTS)

- Article 1.4.1 The official EPBF tournament is a tournament, organized by the EPBF itself or an EPBF member (National Federation or other Organization, affiliated or recognized by EPBF), which is held according to the EPBF Rules and requirements. The EPBF tournaments can be held as follows:
- (a) European Championships: Men, Women and Youth U19 and Veterans 40+.
 - (b) International events: European Series and International events organized by EPBF members and recognized by EPBF.
 - (c) National events: National Leagues or events organized by National Federations which are the EPBF members.
- Article 1.4.2 The official EPBF tournaments are held according to the Seasonal events schedule established by EPBF, National Federations or European Series and approved by the EPBF.
- Article 1.4.3 The EPBF tournaments can be classified in following categories:
- (a) **complex** (men, women and youth play together);
 - (b) **men** (men only);
 - (c) **women** (women only);
 - (d) **youth** (youth under 19 only, according to the year of birth).
 - (e) **veterans** (40 years and older).

Section 1.5. OFFICIAL LANGUAGE(S)

- Article 1.5.1 The official language is:
- (a) English for EPBF Championships and EPBF International events;
 - (b) National language(s) for the National events and if there are international teams participating, English should be used as a second language.

Section 1.6. TOURNAMENT REGULATIONS

- Article 1.6.1 All the information about the event and participants should be included in the Tournament Regulations, which is developed by the organizer and should fit the Rules and other EPBF requirements.
- Article 1.6.2 The Regulations should consist of the following items:
- Tournament management;
 - Venue date, location and directions from main airports, trains stations or highways;
 - Participants;
 - Paintball format;
 - Prizes;
 - Entry fees;
 - Registration conditions and registration form;
 - Information about hotels, restaurants, night life, and similar.
- Article 1.6.3 The Regulations should be published on the organizer's homepage as follows:
- (a) National events – minimum 1 month before the event;
 - (b) International events – minimum 6 weeks before the event;
 - (c) European Championships - minimum 8 weeks before the event.
- Article 1.6.4 All changes and additions to the Regulations can be made until 2 weeks before the starting date. All the participants shall be informed about the latest changes by the organizer.

Section 1.7. MEDIA

- Article 1.7.1 Only authorized individuals will be allowed to film, photograph, tape or record games. Media personnel must apply at the administration table at the start of each event and, if approved, the organizer will assign an according press/media pass.
- Article 1.7.2 Photographers and other media personnel are not allowed within the marked boundaries of the playing field during a game, and are required to do their work in cooperation with the referees and other league personnel, especially if it regards the possibility of impeding or influencing a game.
- Article 1.7.3 Photographers and other media personnel may be allowed within the netted area of an arena unless restrictions are imposed by events officials. Always before entering a netted area it is mandatory to get head ref permission.

Section 1.8. EPBF RANKING

- Article 1.8.1 The EPBF Ranking consists on a list with the sum of the results from International and National EPBF tournaments.
- Article 1.8.2 EPBF Ranking will include all results from the 1st of January until the 31st of December. At the beginning of each year the ranking will be reset and starts over.
- Article 1.8.3 All the EPBF Members shall supply the EPBF with their International and National events schedules at the beginning of a year to include it into the EPBF Schedule. To be included, the organizer should send it to the EPBF Secretary until 2 weeks after the tournament has finished.
- Article 1.8.4 According to the dimension and number of participants, the EPBF ranked tournaments are divided into following groups:
- (a) Grand Slams - for the large European Series;
 - (b) Masters – for the small European Series and Open International events;
 - (c) EPBF 600 – for National events with over 100 participants;
 - (d) EPBF 400 – for National events with 51 - 100 participants;
 - (e) EPBF 240 – for National events with up to 50 participants;
 - (f) EPBF WS - for National Winter Series.
- Article 1.8.5 Teams get points into the EPBF Ranking according to the Ranking table (Appendix #1).
- Article 1.8.6 There is no limit of events that a team may participate to obtain ranking points, but the team can play only in one event at the same time.

LIVRE 2. PLAYING FIELD REQUIREMENTS

Section 2.1. LEGAL COMPLIANCE

- Article 2.1.1 To prevent the event's participants or spectators of any health accidents or injuries that may occur, each EBPF event should have on location a Paramedic or Ambulance on duty until all games are finished.
- Article 2.1.2 Copies of insurance certificates proving that the tournament location is safe.
- Article 2.1.3 Free parking area reserved for emergency.

Section 2.2. RESPONSIBILITY

- Article 2.2.1 It is a responsibility of the organizer to provide all of the safety and other requirements listed below.
- Article 2.2.2 During the event if any tournament participant notices a violation of any of these rules which affects players, referees, staff or spectators, the event organizer should be informed immediately and the tournament stops until the safety will be restored.
- Article 2.2.3 Each case of violation of this section must be passed to National Federation or EPBF for the final decision about the organization quality.

Section 2.3. TOURNAMENT ARRANGEMENT

Article 2.3.1 Organization Area

- (a) This area is reserved for the organization and used for:
- Registration of tournament participants;
 - Reception and public information;
 - Location for medics if necessary.
- (b) This area should be available for players and public.
- (c) It includes parking area reserved for medics.
- (d) Also in this area should be exposed the score tables with all scores during the tournament. The score table should be visible to all players and spectators.

Article 2.3.2 Public Area

- (a) This area includes other areas where the public can move freely, including areas surrounding the playground to watch the games.
- (b) All boundaries must be clearly identified, marked with information boards and appropriate warning and secured, so that the public cannot get out by accident.
- (c) Markers are allowed out of its bags in this area, only if they turned off and with a barrel sock. A bag should be kept with a marker so it can be stored on request. Violating of this rule causes a disqualification from the tournament, other penalties can be applied.

Article 2.3.3 Players Area

- (a) Secured area, where players can store their equipment and prepare for games, and during the games in Pit-areas (using for RT format only).
- (b) Access to this area is limited only to registered teams members, referees, media, staff or the tournament officials.
- (c) Markers in this area should be turned off and with a barrel sock. Violating of this rule causes a disqualification from the tournament, other penalties can be applied.
- (d) For Pit-areas, markers can be turned on but with a barrel sock.

Article 2.3.4 Shooting Area

- (a) Secured area, where players can adjust their markers with shooting.
- (b) Access is limited only to players and referees.
- (c) Wearing goggles is a mandatory for everyone in this area.

Article 2.3.5 Playing Area

- (a) This is the area where the games are held. It is also called "field" or "playground".
- (b) The access is limited to referees, playing teams, media authorized by the Head referee of the field and technical staff (if necessary).
- (c) Prohibited equipment is not allowed in this area.
- (d) Wearing goggles is a mandatory for everyone in this area.
- (e) Only the Head referee of the field can allow the access to the playing field.

Article 2.3.6 Deadbox Area (for M format only)

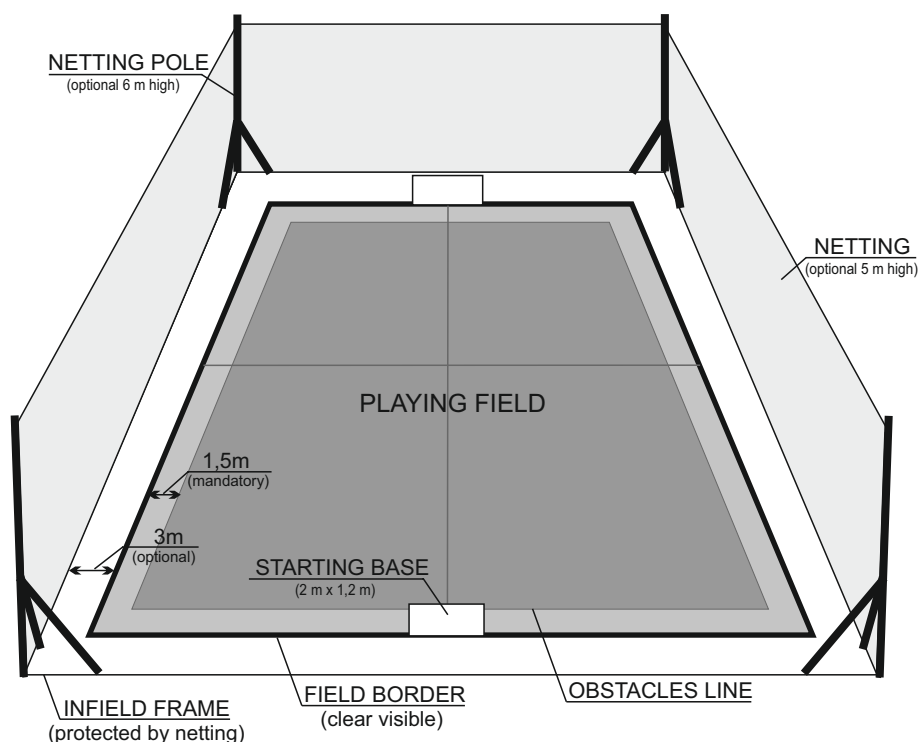
- (a) This area is located inside the field or outside near the field entrance, and is a place for eliminated players to stay till the game is over.
- (b) Markers in this area should be turned off and with a barrel sock. Violating of this rule causes a disqualification from the tournament, other penalties can be applied.

Article 2.3.7 Referees Area

- (a) This area is designated for referees.
- (b) Players are not allowed in this area, except team Captains, when they need to communicate with the Head referee of the field.
- (c) Markers are not allowed in this area in any kind.

Section 2.4. FIELD SIZE AND REQUIREMENTS

- Article 2.4.1 The field of play must be rectangular. Field size requirements for different paintball formats are as follows:
- (a) 5M, 7M & RaceTo formats: 45x36 metres with at least 35 obstacles;
 - (b) 3M format: 45x25 metres with at least 25 obstacles.
- Article 2.4.2 A base must be 2x1.2 meters wide and placed in the middle of the back boundary of the field.
- Article 2.4.3 Minimal number of obstacles: 25 for 3man format and 32 for 5man.
- Article 2.4.4 The playing-field boundary shall be marked clearly and placed a minimum of 1.5 meters off the netting.
- Article 2.4.5 Obstacles should be placed a minimum of 1.5 meters off the boundary. The order of the obstacles on the field should meet the official events layout.
- Article 2.4.6 Each field must be provided with 2 pit-areas for the teams on each side of the field and a referee's tent between the pit-areas.
- Article 2.4.7 To meet the RT format requirements, field should be provided with the electronic scoreboards with a timer, base buzzers, operating console and loud sound signals.
- Article 2.4.8 No player or team member is allowed to change the playing field at any time. Altering the field layout during the game on purpose will lead to elimination of that player. Any player altering the field at any other time before or during the tournament will be suspended for that on-going tournament.
- Article 2.4.9 For the EPBF Championships, International and National events, all playing fields should be available for review by any team competing in the tournament at least 15 hours before the start of the first games.



Section 2.5. FIELD SAFETY

- Article 2.5.1 A playing-field is defined by a flat, levelled surface to avoid injuries on athletes and completely surrounded by league approved netting to ensure safety.
- Article 2.5.2 The obstacles must be securely fastened; pegs and fixing tools should not stick out of the obstacles.
- Article 2.5.3 Netting should be minimum 5m in height (minimum 3m in height for 3M format).
- Article 2.5.4 Netting should be mounted on solid racks (towers), minimum height of 5 meters, with a reliable fixing of the upper and lower contour.
- Article 2.5.5 Field entrances should be secured to avoid paintballs being shot off the field.
- Article 2.5.6 Pit-area should be completely surrounded by netting and protected against access by spectators and players who are not members of teams.

LIVRE 3. TOURNAMENT OFFICIALS

Section 3.1. OFFICIAL REPRESENTATIVE

- Article 3.1.1 Official representative is the representative of the National Federation or the EPBF, depending on the tournament rank.
- Article 3.1.2 Official representative is responsible for ensuring of the organization quality and safety standards fulfilment.
- Article 3.1.3 Official representative should be represented to all the team captains on the event.
- Article 3.1.4 A presence of Official representative is necessary to keep the status of an EPBF relative tournament.

Section 3.2. REFEREE (REF) MANAGER

- Article 3.2.1 The Ref manager manages the tournament, responsible for the observance of existing rules and regulations on the tournament, allocates responsibilities among referees, and appoints the Credentials committee, except as provided solution organizations conducting competitions. The Ref manager leads the Credentials committee.
- Article 3.2.2 The Ref manager should hold a referees meeting on the eve of each tournament and the time and location of this meeting will be published on the organizer's website a minimum of one week prior to the start of the tournament. The purpose of this meeting is for the officiating staff to review schedules, rules and on-field assignments.
- Article 3.2.3 The Ref manager shall meet the referees before the tournament, at the end of tournament for discussion of the general results, and in other cases requiring collegial decision.
- Article 3.2.4 Ref manager is responsible for:
- Holding the captains meeting before the games to meet with representatives of the teams and instructing referees;
 - Inspecting the tournament venue, equipment and inventory;
 - Implementing of the safety rules at the event;
 - Terminating or suspending the tournament for safety reasons;
 - Considering violating of the Rules by the tournament participants and making the proper decisions;
 - Submitting the tournament report to the organizer after the event.
- Article 3.2.5 Ref manager can:
- Terminate the tournament start if necessary.
 - Cancel or suspend the tournament due to adverse weather conditions.
 - Switch referees between fields or inside the field.
 - To fine and/or remove from tournament a referee(s) who is not able to fulfill their duties correctly.
 - To impose the proper sanctions on any of the tournament participant for violating of the tournament rules and regulations.
- Article 3.2.6 The Ref manager does not depend on the tournament organizer or the tournament official.
- Article 3.2.7 Ref manager should be represented to all the team captains on the event.
- Article 3.2.8 A presence of Ref manager is necessary to keep the status of an EPBF relative tournament.
- Article 3.2.9 It is strongly recommended not to combine the functions of Official representative and Ref manager to avoid potential conflicts of interest.

Section 3.3. TOURNAMENT SECRETARY

- Article 3.3.1 Tournament Secretary is responsible for:
- (a) teams and player's registration,
 - (b) processing the tournament documentation: **preparatory** (teams applications, Credentials Committee protocols), **tournament** (scoreboards keeping, games schedules) and **after-tournament** (tournament results protocol, etc.)
- Article 3.3.2 Tournament Secretary operates under direction of Ref manager.

Section 3.4. TECHNICAL CREW

- Article 3.4.1 The staff under the responsibility of the tournament organizer may be assigned different tasks logistics, safety control, cleaning playgrounds, control and use of the storage area.

LIVRE 4. THE REFEREES

Section 4.1. REFEREE TEAM

Article 4.1.1 The Referees Team consists of:

- (a) Headref on each field;
- (b) Field Referees;
- (c) Ref Secretary.

Article 4.1.2 Each field will be staffed with a minimum of:

- (a) 6 Field Referees plus one Head Referee for 3M format;
- (b) 8 Field Referees plus one Head Referee for 5-7M format;
- (c) 10 Field Referees plus one Head Referee for RT format.

Article 4.1.3 All Field Referees and Head Referees are under direct control of the Referee Manager.

Section 4.2. HEAD REFEREE (HEADREF)

Article 4.2.1 Headref of the field is responsible for the course of games on his field, prevents the games from presence of unauthorized persons, report to the Ref manager about all cases of the rules violations, warnings made to players, suspensions and disqualifications made.

Article 4.2.2 The Headref is the only person authorized to receive complaints from team captains and to provide the proper explanations of penalties awarded.

Section 4.3. FIELD REFEREES (REFS)

Article 4.3.1 Only referees authorized by the Head Referee of each field will be allowed to make calls on that field.

Article 4.3.2 All referees shall be thoroughly familiar with the EPBF rules and regulations and shall put their best efforts in fulfil their duties as referees during the entire tournament. All referees shall perform their duties and shall make decisions in an impartial manner. If any referee is found to have performed a partial refereeing in his activities, for or against any team, such person shall be dropped from the referee staff for the remainder of the tournament. Any incident in question will also be presented to the EPBF Ref Committee.

Article 4.3.3 Referees must use jerseys that clearly distinguish them from all the players.

Article 4.3.4 Referees will not provide information to teams during the game, except those regarding safety concerns, warnings, neutrality and eliminations.

Article 4.3.5 Referees will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Referees will not obstruct the progress of the game.

Article 4.3.6 All the calls and decisions on a field can be reviewed by the Head Referee for that field. All the calls and decisions approved by the Head Referee are final, and may not be changed except by him.

Section 4.4. REFEREES HAND SIGNALS

Article 4.4.1 **Eliminated** – Referee will signal when a player is eliminated by putting one hand on his head and pointing with the other hand well stretched and flat at the eliminated player. The referee will then pull the players armband (if being used). The referee cannot put a player back in after calling player eliminated with a hand signal. At the same time the referee shouts loud and clearly “OUT”.

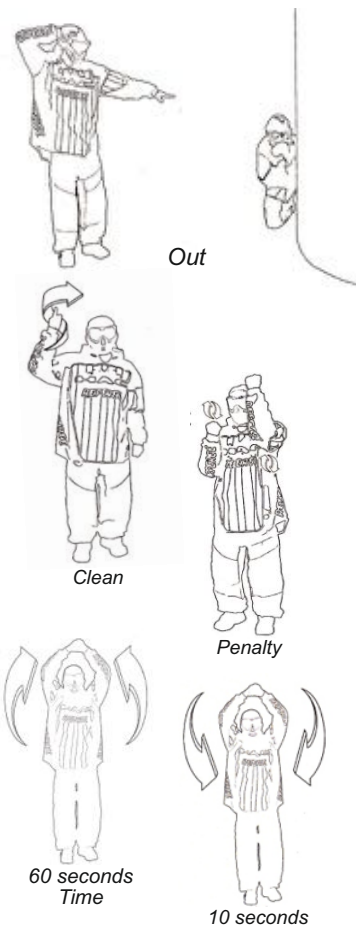
Article 4.4.2 **Clean** – A referee will signal that a player is clean of any valid hits and has not been eliminated, by lifting a finger or a towel in the air and moving it in a circular motion.

Article 4.4.3 **One-for-one, two-for-one or three-for-one** penalty signal – A referee will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by a double fist up and down movement with both arms in front of body of the additional player(s), repeating the penalty signal for every additional player counted as eliminated due to the infraction. The referee will also verbally call the penalty. The referee will only shout “OUT” to the eliminated player. All other players must be aware of the referee's action with the signal for the penalty.

Article 4.4.4 **60 seconds** – All referees will lift their hands, hitting with one fist ed hand repeatedly against the other flat stretched hand.

Article 4.4.5 **10 seconds** – All referees will raise both hands with flat stretched hands facing the field at the 10 second buzzer sign. The Head Ref may shout “10 seconds”. All referees shall lower their arms immediately after the buzzer starts.

Article 4.4.6 **Time** – One or more referees raise their hands forming a “T” above their heads with both flat stretched hands.



LIVRE 5. TEAMS

Section 5.1. TEAM MEMBERS

Article 5.1.1 Team Representative, Coach, Captain

- (a) Team Representative should be familiar with these Rules and Regulations of the tournament.
- (b) Representative, as team leader, is responsible for the organization, supervising and discipline of the team members.
- (c) Representative may not interfere in the referees work. All necessary information he receives from the Head referee or the Tournament officials. He is the only person authorized to discuss questions with the Head Referee or Tournament officials.
- (d) The representative must be present at the captains or technical meetings, if held.
- (e) Representative is responsible for:
 - Registration of a team for the tournament and providing the required documents to organization,
 - Signing the games score sheets,
 - Giving notice of appeal to the Appeals Board.
- (f) One person can fulfil obligations of Team Representative and Coach at the same time.
- (g) Representatives and coaches who violate the requirements of the tournament Rules and Regulations, will be warned or suspended from tournament participation. In absence of a Coach (representative) their duties should be fulfilled by the team captain.

Article 5.1.2 Players

- (a) Only players complied with the tournament Regulations can participate on the tournament.
- (b) Players must abide the tournament Rules and Regulations.
- (c) Players may not interfere in the referees work. All necessary information they receive from the team's Representative (Coach, Captain).
- (d) Any spare player from the tournament roster can replace a basic or suspended player at any time during the tournament.
- (e) Violation of the tournament Rules and Regulations may cause the penalties.

Article 5.1.3 Pit crew

- (a) The pit crew is part of the team, and responsible for assisting players between the rounds and games.
- (b) Pit crew members are not allowed to play for the team, unless they are registered as players.
- (c) The pit crew can enter the field only if it is allowed by referees.

Section 5.2. ROSTERS

- Article 5.2.1 All the team's players taking part in the event, should be included in that team's roster. More detailed definition of team's rosters will be published on the EPBF league's website separately.
- Article 5.2.2 Only persons included in the team's rosters as players have a right to play on the EPBF events.
- Article 5.2.3 No player may appear on more than one team roster.
- Article 5.2.4 All players must be allowed to play in the country where the on-going tournament takes place by their National Federations.
- Article 5.2.5 All teams must submit complete rosters at the registration. A team's rosters cannot be changed after the start of the tournament. Team rosters will be accepted only after all applying fees have been completely paid.
- Article 5.2.6 A player that plays in the same tournament for 2 different teams will get immediately suspended from the tournament and all the games he has played will be declared as a loss.

Section 5.3. IDENTIFICATION CARDS

- Article 5.3.1 Every participant in the tournament must have a valid Identification Card (I.D.) to participate in the European Championships. Players must be able to produce their I.D. card at all times on the tournament grounds and when asked by any member of the organization staff. No player will be allowed to play without showing his I.D. card to a referee before entering the field.
- Article 5.3.2 Only valid I.D. cards and proper credentials will be allowed to enter the "Athlete Restricted Area".
- Article 5.3.3 I.D. cards can be applied online at the EPBF league's website or onsite at the event. The price of the I.D. card shall be announced on each league's website separately.

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- Article 5.3.4 I.D. cards are valid for one calendar year.
- Article 5.3.5 I.D. cards must show the following items to be considered valid:
- EPBF logo, League, National Federation or organizer's logo (when applied);
 - Country of origin;
 - Type of participant (Media, Staff, Referee, Player, Pit Crew, other);
 - ID Card number (#);
 - First Name and Surname;
 - Picture showing clearly the players face without sunglasses, hats or other objects that may lead to doubts in the identification. Note: No whole body pictures are allowed!
 - Year of Birth;
 - Team name (can be skipped for National Leagues);
 - Team Division (when applied) (can be skipped for National Leagues).
- Article 5.3.6 Players who start or register under false name will be banned for at least 5 EPBF tournaments.

LIVRE 6. EQUIPMENT

Section 6.1. GENERAL REQUIREMENTS

- Article 6.1.1 EPBF is authorized to publish a specific list of allowed or banned from its tournaments equipment. It is strongly recommended for players to use equipment allowed by the EPBF to avoid potential suspension of tournaments.
- Article 6.1.2 Two live players may exchange equipment during the game.
- Article 6.1.3 Players may carry any number of pouches, pods or tubes.

Section 6.2. GOGGLE

- Article 6.2.1 The goggle systems used by players and all others in a goggle-on zone must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed EC & ASTM Standards. Goggle manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds EC & ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament.
- Article 6.2.2 Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:
- Playing fields
 - Chronograph stations
 - Shooting ranges.
- Violation of the rules in this section will result in an official warning given to the captain of the players' team for the first offence. For the second offence, the offending team member will be excluded from playing the tournament.
- If the person can't be associated with any team, the person should be ejected from the site.
- Article 6.2.3 Players, officials and all on field must wear full-face protection as it comes from the manufacturer in its original form. The face or ear protection of goggle systems will not be allowed to be turned or twisted upward or in any way modified from their original form at any time or place where goggles are required.
- Article 6.2.4 Stickers on Goggle systems are not allowed.

Section 6.3. BARREL SOCK

- Article 6.3.1 Barrel socks must be properly attached at all times to all markers with an air system attached at the tournament site, anywhere in the vicinity of the tournament site including, but not limited to, parking lots/car parks and at hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fore fill the requirements of this rule.
- Article 6.3.2 The only exceptions to this requirement are:
- (a) During velocity check at chronograph stations
 - (b) During test shooting in locations set up for such purposes
 - (c) For M format - after a referee has directed players to remove their barrel socks
 - (d) For Race-to format - prior to the start of a game
 - (e) While cleaning markers
- Article 6.3.3 During a game barrel socks must be carried by the players and be able to be used at any time required.
- Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member being excluded from playing the tournament.
- If the person can't be associated with any team, the person should be ejected from the site.

Section 6.4. PROTECTIVE GEAR

- Article 6.4.1 The protections cannot be modified from the manufacturers' original form and must meet the international standards. Other protection is prohibited.
- Article 6.4.2 Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturers' original form. Such protection may be worn over or under clothing.
- Article 6.4.3 Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturers' original form. Such protection may be worn over or under clothing.
- Article 6.4.4 Players may wear one layer of chest protection, provided that the padding has not been modified from the manufacturer's original form.
- Article 6.4.5 Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.

- Article 6.4.6 Male players may wear groin protection, and female players may wear chest protection manufactured for use in paintball, provided that paintballs do break on impact on such protection.
- Article 6.4.7 Players are encouraged to wear neck protection consisting of close fitting neoprene around the whole neck, with a total layers thickness not exceeding 2cm. Scarves and similar clothing are forbidden.
- Article 6.4.8 Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.

Section 6.5. CLOTHING

- Article 6.5.1 Each player may only wear two layers of clothing¹, unless the temperature has been officially announced to be below 10°C in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s).
- Article 6.5.2 Players must wear full pants, not shorts and long sleeve jerseys as outer layer.
- Article 6.5.3 Player uniforms may not contain yellow colour, except that a player's jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow colouring is more than 0.25 cm from some other colour, and no more than 10% of any 5cm by 5cm square on clothing or item is yellow. Player uniforms containing white must be reasonable clean, if there is too much staining, a ref can demand to change this part of the uniform.
- Article 6.5.4 Players clothing including pants and jersey must be free from tears and rips, must fit well and cannot be oversized. Players may not wear pants or jerseys that 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.
- Article 6.5.5 Quilting is defined as two layers of clothing stitched over each other. Quilting counts as two layers of clothing in the area that is quilted.
- Article 6.5.6 Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes.
- Article 6.5.7 Jerseys or tops must be fully tucked into the player's pants or harness.
- Article 6.5.8 Players may wear a single pair of padded gloves.
- Article 6.5.9 Players may wear headgear that does not extend beyond 2cm below the shoulders.
- Article 6.5.10 Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness.
- Article 6.5.11 If a player is found to be wearing illegal clothing during the game he will be eliminated.
- Article 6.5.12 Stickers are not allowed on clothing.
- Article 6.5.13 Vests and pouches may not be constructed in such a fashion that they constitute padding.

Section 6.6. PAINTBALLS

- Article 6.6.1 All paintballs used at the event must have a Material Safety Data Sheet on file with the league. Paintballs used at the EPBF affiliated events must comply with EC & ASTM standards and meet the league's non-staining & environmental criteria.
- Article 6.6.2 Paintballs with RED, ORANGE or PINK fillings are prohibited.

Section 6.7. PROHIBITED EQUIPMENT

- Article 6.7.1 Prohibited equipment includes:
- yellow (or any colour similar to Pantone colours 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803) coloured equipment (hopper, marker, etc.);
 - listening devices, communication devices or any form of electronic surveillance device;
 - incendiary devices or smoke-producing devices;
 - paintballs with red, orange or pink fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in any way;
 - propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order and / or have had safety warnings removed or covered.
- Article 6.7.2 Players with prohibited coloured equipment, devices or cylinders will not be allowed on the field. If found during the game, such player will be eliminated.
- Article 6.7.3 Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will have to pay a fine of €500 to Organizer. The team will also be ejected from the tournament and all points taken away from that game. Paintballs will be tested in accordance to the testing criteria located on the EPBF website.
- Article 6.7.4 Anything not specified in Section "Equipment", as permitted will be prohibited.

¹ Each layer consists of a standard cotton T-Shirt garment with approximately 150g/m².

LIVRE 7. PAINTBALL MARKER

Section 7.1. AIR SYSTEM

- Article 7.1.1 Only air and CO² are permitted as gas propellants. The filling stations must meet the requirements of the specific type of gas filling.
- Article 7.1.2 Bottles must be originally manufactured and meet the international safety standards. Using of the bottles with an expired certification date is forbidden. Violation of this will cause suspension of player from the event.
- Article 7.1.3 High pressure bottles can be covered by neoprene for safety reasons.
- Article 7.1.4 A player may enter the field with only one bottle, and this must be connected to the marker.
- Article 7.1.5 It is strictly forbidden to throw the bottle to the ground (especially if connected to the marker body) in any reasons. Violation of this will cause suspension of player from the event.

Section 7.2. MARKER

- Article 7.2.1 Players may use a single paintball marker of .50 or .68 calibre, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.
The first 3 shots must be semi-auto mode only.
- Markers will be limited to a ROF of 10 balls per second, defined as no two consecutive shots may be timed shorter than 95ms apart (reading on ROF meter of 10.5 bps or less is legal; reading on ROF meter of 10.6 bps or higher is illegal).
- Clarification: 5 bps for start/sustain ramping does not need to be hit physically, it refers to the time delay between trigger activations, which must be at least the equivalent to 5 bps. So a marker may start to ramp up to 10 bps, if (after the first three shots being in semi-auto only) the time delay between 3rd and 4th trigger activation is less than 200ms.
- Article 7.2.2 The definition of a trigger is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.
- Article 7.2.3 When the marker activates the ramping, only one ball is allowed to be shot when the trigger is pressed.
- Article 7.2.4 Markers with electronic firing systems must be locked in a tournament mode. The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.
- Article 7.2.5 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. All regulators require tournament caps such that they cannot be adjusted without a tool.
- Article 7.2.6 Players may not use cloth, neoprene or other material to cover the paint loaders, barrels or markers.
- Article 7.2.7 Any player who got caught during the game whose marker violates this section will be excluded from the remainder of the tournament and the player's team will forfeit the game during which this illegal marker was used, unless the player as such is without ill intent. The only way to prove no ill intention is to surrender immediately after the error occurred, but before a referee detects it. If the situation is being detected before the start of the game but after the pre-game chronographing procedure, the game will be forfeited but the player won't be suspended².
- Article 7.2.8 Stickers on markers are limited to one 5 x 10 cm sticker on each side of marker. Sticker colours may not contain yellow.

Section 7.3. BARREL

- Article 7.3.1 Marker barrels may be equipped with porting, slots and/or rifling and inserts, but may not have a sound suppressor attached or integral to the construction of the barrel.
- Article 7.3.2 Only one barrel per player will be allowed on the field.
- Article 7.3.3 The barrels with a control system modifying the ball curve are prohibited.
- Article 7.3.4 Barrels cannot be covered with any kind of materials. Stickers are not allowed on the barrel.

Section 7.4. LOADER (HOPPER)

- Article 7.4.1 Loaders cannot be clear and must be made of a single colour. Smoked colour hoppers are allowed.
- Article 7.4.2 Loaders cannot be covered with any kind of materials.
- Article 7.4.3 Stickers on loaders or other feed devices will not be allowed except for one 5 x 10 cm sticker on each side of the loader or other feeding devices. Sticker colours may not contain yellow.
- Article 7.4.4 Transparent lids on loaders are permitted.
- Article 7.4.5 Only one loader per player will be allowed on the field.

² Because the player had no chance to detect the error and surrender. Game is still lost because it's a safety issue.

LIVRE 8. THE GAME

Section 8.1. GAMES FORMATS

Article 8.1.1 *EPBF formats:*

(a) **Man format (M)** can be played as:

- **3M.** Starting line-up consists of a maximum 3 players, up to 6 players in tournament roster and the coach. Game time – 3 min.
- **5M.** Starting line-up consists of a maximum 5 players, up to 8 players in tournament roster and the coach. Game time – 5 min.
- **7M.** Starting line-up consists of a maximum 7 players, up to 11 players in tournament roster and the coach. Game time – 7 min.

(b) **Race-to format (RT)** - Starting line-up consists of 5 main players, up to 9 players in tournament roster and the coach. RT format can be played as:

- RT5 - race to 5 points, game time – 12-15 min.
- RT4 - race to 4 points, game time – 10 min.
- RT3 - race to 3 points, game time – 8 min.
- RT2 - race to 2 points, game time – 6-7 min.

Article 8.1.2 For the information on EPBF leagues format see the leagues official websites.

Article 8.1.3 Divisional Play: each Division's team play only other teams from the same Division.

Article 8.1.4 A complete schedule for the preliminary round of play - consisting of each teams opponents, the fields they will play and the scheduled game times - will be published on the league's website and distributed to each team upon their registration the day before the tournament.

Section 8.2. SCORE SHEETS

Article 8.2.1 Teams' rosters must be correctly filled on the game score sheets and given to the Ref Secretary or Headref before the game start.

The fact of not filling the roster on the game score sheet at the beginning of the game is considered as a "no show". In this case the not showed team receives a defeat, game will not be started and the game score sheet should be signed by the opposite team's captain and the Head referee of the field.

Article 8.2.2 **Score sheet Procedures.**

- The score sheet will be filled out by the Ref Secretary of the field.
- The score sheet must have the following items filled out: Date, Game start time, Game finish time, Event name, Team names, roster of both teams, points scored, penalties assessed, indication of banned players if they occur, any other information regarding the game that might be considered useful.
- If anything on the score sheet is crossed out or written over, the Ref Secretary must fill out a new one.
- The exact time that a score sheet has been signed by the captains (or refused to be signed) will be recorded on the score sheet as a record of when the teams were released from the field (game finish time).
- Score sheets will be filled out in duplicate. The original copy will go to the scores table via a runner and the duplicate copy will stay with the Head Referee.

Article 8.2.3 **Score sheet validating.**

- The score sheet at the end of the game should be validated by signatures by both the team captains and the Head Referee of the field.
- It is the responsibility of each team captain to check the score sheet. If a team captain finds a mistake on the score sheet, and if the Head ref agrees with the mistake, a new one will be filled out or the corrections will be approved by signature of the Head ref.
- The captain who agrees on the score sheet will sign it. If both captains have signed it the score sheet will not be modified even if mistakes are discovered afterwards.
- If a team captain refuses to sign the sheet because of a disagreement about the information it bears, the Head Referee will note such on the score sheet.

Section 8.3. PIT-AREA

Article 8.3.1 Maximum 10 rostered people (7 player/3 pit crew) per team may be in the pit. The next team staging in pit is not allowed to take part in the on-going game in any way.

Article 8.3.2 **Coach.** Each team must have a designated coach. The designated coach must stay in the pit area all the time. If the designated coach is a player, he can function as coach only from the pit area. Only the designated coach may throw the towel, ask for a timeout or may ask for an explanation of a call (only to the Headref, only if Headref is off the field and only during breaks).

Article 8.3.3 **Choosing sides with coin toss.** Winner of the coin toss chooses pit area and starts the first round from the same base as his pit area. Looser takes opposite side. If teams decide not to use coin toss, the starting bases should be the same as written in the games schedule.

Article 8.3.4 The use of radios, cell phones plus devices designed to amplify sound is not allowed in the pits.

Section 8.4. PRE-GAME MARKER INSPECTION

- Article 8.4.1 All games will be preceded by a pre-game marker inspection session, pursuant to which each player's marker will be chronographed and checked for compliance to the marker rules. Pre-game marker inspection provided on the field before the scheduled game starts.
- Article 8.4.2 The referees will take a player's marker and inspect it for the following:
- (a) Presence of foreign matter in the barrel, feed port or loader (hopper);
 - (b) Any device, part, item, adjustment or lack thereof which would enable a player to increase either the muzzle velocity of the marker or change the shooting mode on the game field without resorting to the use of tools.
- Article 8.4.3 After a marker passes the above inspection, such marker may then be checked for bounce, runaway, velocity, rate of fire and illegal modes.
- Article 8.4.4 Marker Checking Procedure:
- (a) **"Runaway Guns" test** - All markers will be checked for "runaway" triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that fires more than 1 additional shot after the final trigger activation, with a maximum delay of 100 ms, will be deemed to be a "Runaway Gun" and will not be allowed on the field.
 - (b) **Marker Velocity and rate of fire test** - All markers will be chronographed prior to going onto the field. The maximum muzzle velocity allowed will be maximum 300 feet per second. Markers will be tested by firing over a radar chronograph website and distributed to each team upon their registration the day before the tournament.
- Article 8.4.5 Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation if the time permits.
- Article 8.4.6 Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start according to schedule, may choose to enter the playing field without their markers and play the game or stay in the pit area.
- Article 8.4.7 All markers are subject to a more rigorous inspection in any time of the game at the discretion of the Head Referee to check for compliance with the marker rules.
- Special additions for M format.**
- Article 8.4.8 Each team is expected to report to the chronographing station for the applicable game field at least 10 minutes prior to the scheduled start of the game with their markers ready for play.
- Article 8.4.9 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.
- Article 8.4.10 Players may not leave this area, except to enter the field with a referee. Players on the field or in this area may not be handed markers or tools without approval of a referee.

Section 8.5. GAME START

- Article 8.5.1 Team may start the round in a short squad.
- Article 8.5.2 Players start the rounds inside the playing field boundaries with the muzzle (tip) of their barrels (or touching with the hand if they play without marker) touching the front of the base.
- Article 8.5.3 Any player false starting by removing the tip of the barrel of the gun (or hand) from the start gate before the start signal is given, will NOT be automatically pulled from the point, as long as they immediately return it to the gate (touch back).
Even if the signal goes before they have returned it, they may still return the barrel to the gate (touch back) and then can continue. If they fail to return the barrel to the gate (touch back) either before or after the start signal is given, they will be eliminated.
If, however, a player posts their marker or fires it before the start signal regardless as to whether they later touch back, they will be eliminated in the normal manner.
- Article 8.5.4 Players must carry all equipment to be used during the course of the game on their person at the start of the game.
- Article 8.5.5 Players may remove their barrel socks after entering the field (except M format).
- Article 8.5.6 **Switch ends.** After certain number of points awarded (each point for race-to-3, each 2 for race-to-4 and each 3 points for race-to-5) or valid rounds, the starting bases will be switched but the pit areas stay the same.
- Article 8.5.7 The break between the rounds (pit-stop) occurs only in Race-To formats. Pit-stop may be from 30 seconds till 2 minutes, depends on the format.
- Article 8.5.8 Official game time will be kept with countdown timer on the electronic scoreboard by the Ref Secretary.

Section 8.6. START PROCEDURE

- Article 8.6.1 **30 seconds.** A clearly heard signal should be given in the last 30 seconds before each round (with a break between rounds 1 min on more).
- Article 8.6.2 **10 seconds.** A clearly heard signal should be given in 10 seconds before each round. Also the Head referee announces 10 seconds with a call «TEN SECONDS!» and all the other referees duplicate the call by rising their hands.
No shooting in the direction of opposite players should be made between 10 seconds and round start signals. Shooting can only be done in a way, with no risk to hit an opposite player.
- Round start.** A clearly heard and recognisable signal (different from other sounds) should be given for each round start. When there is no electrical system using, start must be given by a whistle or any other similar device.
All the infield referees lower their hands to confirm the round start.
- Special additions for M format.**
- Article 8.6.3 The referee starting the game ascertains that both teams are ready. Then the referee announces, "Barrel socks off!" upon which the players remove their barrel socks, which they have to carry on person. Then Head referee gives the 10 seconds warning as it is described.

Section 8.7. ON FIELD CHRONOGRAPHING

- Article 8.7.1 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 or the Rate of Fire Cap is being exceeded. Referees will seek to perform on field chronographing in a manner which least interferes with play.
- Article 8.7.2 Players with markers chronographed during a game at 300 feet per second or less or shoot less or equal than one ball in 95 ms will continue to play without elimination or penalty.
- Article 8.7.3 Players with markers which velocity is over 300 feet per second but less than or equal to 310 feet per second will be eliminated from play.
- Article 8.7.4 Players with markers, which velocity is over 310 feet per second, but less than or equal to 324 feet per second will be eliminated from play and given a One-for-One penalty.
- Article 8.7.5 Players with markers, which velocity is 325 feet per second or above, will be eliminated from play and given a Two-for-One penalty.
- Article 8.7.6 Players with markers, which shoot more than one paintball within 95 ms will be eliminated from play and suspended from the on-going tournament. The point of that round will be awarded directly to the opposite team.
- Article 8.7.7 In all instances of on-field chronographing that results in a penalty, the referee will show the chronograph result to the player who was chronographed.
- Article 8.7.8 Players who are observed working on their markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately eliminated from play. Operating buttons in any way will only be allowed with agreement by a referee.

Section 8.8. PAINT CHECKS

- Article 8.8.1 Paint checks are performed by referees for the purpose of determining if a paintball has broken on and marked a player.
- Article 8.8.2 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.
- Article 8.8.3 Referees may, but don't have to, make a paint check after a player has requested one.

Section 8.9. INTERFERENCE

- Article 8.9.1 No communication is allowed by anyone (players, coaches, pit crew or any other person) from the designated pit-areas and fenced area near the netting from spectators side to the active field of play during any team points or matches.
- Article 8.9.2 Each time a team member in the pit-area communicates with any of their infield players, the player will be eliminated.
- Article 8.9.3 Any physical intervention from an area outside the field with influence on the course of game is considered as physical interference. Each time a team member physically interference to the field, will cause the elimination of the involved player. Penalty for unsportsmanlike behaviour may be also applied.
The net tightening or stepping on the net will be considered a physical interference.

- Special additions for M format.**
- Article 8.9.4 Spectators may be allowed to observe games and the activities on a field but may not:
- issue instructions to players on the field,
 - make comments about play which are likely to be heard by players on the field,
 - otherwise interfere with play in any manner whatsoever.
- Article 8.9.5 Team members and associates of the competing teams who interfere or communicate with the play of that game will immediately receive a penalty as if a player “played on” on the field and will result in the removal of at least one player from the associated team.

Section 8.10. TIMEOUT

- Article 8.10.1 **Game timeout.**
- (a) Each team is entitled to ask for one timeout of 1 minute per game.
 - (b) Timeout call should be made by designated Coach to Head referee or Scoreboard operator.
 - (c) Timeout cannot be taken in the last 10 seconds before the round starts.
- Article 8.10.2 **Technical timeout.**
- (a) Technical timeout may be applied to Head referee by maintenance staff or can be assigned by Head referee for technical reasons.
 - (b) Technical timeout lasts as long as necessary for maintenance staff to remove technical problem on the field.
 - (c) If technical timeout must be taken during 10 seconds, after technical issue is fixed, time counting automatically starts from 10 seconds.

Section 8.11. GAME INTERRUPTION

- Article 8.11.1 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.
- Article 8.11.2 In a situation where a false start happens due to a Referee mistake or miscommunication the Head Referee will stop the game and restart as if the game had never started.
- Article 8.11.3 All Field Referees will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Referees will insure that players remain in those locations. 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 Referees, the Head Referee will restart the game in accordance with the procedures specified in game start section.
- Article 8.11.4 Game stoppages will be indicated by the referees calling “Time!” Every player has to remain in the position he was in when the time call was made.
- Article 8.11.5 In the event that a game has to be interrupted because of an emergency, or otherwise, the Head Referee will stop the countdown timer. When the game is restarted the “Start” procedure of these rules will be used. Time will begin to run upon such restart.

Section 8.12. TOURNAMENT INTERRUPTION

- Article 8.12.1 A request for termination of the event can be made by the event organizer or authorized officials (representative of the National Federation or EPBF).
- Article 8.12.2 Meeting of the event organizer, authorized officials and the captains of registered teams should be called immediately. Based on the decision of meeting congregation event can be cancelled, postponed or moved to another dates and location.
- Article 8.12.3 A report indicating the reasons and decisions taken shall be established and published on the internet sources available within 48 hours by the event organizer.

Section 8.13. BUZZER PUSH

- Article 8.13.1 There are buzzers installed on the bases.
- Article 8.13.2 Any live player can push the buzzer on the base.
- Article 8.13.3 When player pushes the buzzer on the opposite team’s base, the time on the electronic scoreboard stops. If there is no scoreboard, then referees make a call “Time!” and the time is stopped. The game will be automatically freezed and no player is allowed to leave his position. The buzzer-pusher will be paint checked.
- Article 8.13.4 During the chronographing for velocity infractions only one shot should be made. For the second shot made without the ref permission player will be eliminated.
- Article 8.13.5 If the player that presses the buzzer is found to have a hit on him or happens to be over the velocity limit of 300 fps, penalties will be assessed and if there any live players left the Head Referee will continue the game with a call “Game on!”
- Article 8.13.6 Buzzer-pusher will be checked on paint hits in any case, even if this player mark himself as eliminated after the buzzer push, accidentally or on purpose.
- Article 8.13.7 If the player that presses the buzzer is declared clean by the referee, a point will be awarded for that team.

Special additions for M format. Flags and flag hangs

- Article 8.13.8 Flags shall be a minimum of 30 cm wide and a minimum of 60 cm long. Each field shall have two sets of two flags in contrasting colours. The second flag of each colour shall be readily accessible by each flag station referee for immediate hanging in the event of a call for a flag re-hang.
- Article 8.13.9 Once a team flag is hung in its flag station prior to the start of a game, it is not to be touched by its own team. A player touching his own flag in order to prevent an opponent from pulling it will be eliminated.
- Article 8.13.10 Players carrying flags must carry them in their hands and in full view. Players cannot attempt to hide or disguise the flag in any way. Failure to do so will result in the flag carrier being eliminated.
- Article 8.13.11 Flags may be passed from live players to live players.
- Article 8.13.12 If a player is eliminated while in possession of a flag, the flag will be seized by a referee and the replacement flag will be hung in the base of origin.
- Article 8.13.13 When a player breaks the plane of his team's flag station, the flag referee immediately calls "Time" and the time is stopped. By the time the flag is hung (successful or unsuccessful) the game will be automatically freeze and no player is allowed to leave his position. The flag-carrier will be paint checked and chronographed for velocity infractions.
- Article 8.13.14 If the flag-carrier breaking the plane of a flag station hereof is found to have a hit on him or happens to be over the velocity limit of 300 fps, penalties will be assessed and the flag referee will radio his counterpart to re-hang the flag. The replacement flag will be hung in the flag station. The Head Referee will inform the players on the remaining game time and will start the game with a ten seconds warning followed by the "Game On" signal as specified in Section "Game Start".
- Article 8.13.15 Flag carrier will be checked on paint and his marker on velocity in any case, even if this player mark himself as eliminated after the flag hanging, accidentally or on purpose.
- Article 8.13.16 If the flag-carrier breaking the plane of his flag station with his opponent's flag is found to be clean, then the hang will be successful.

Section 8.14. TOWEL THROWING

- Article 8.14.1 At any time during the round, a team may decide to finish the round by throwing the towel and giving a point to the opposing team.
- Article 8.14.2 If a designated coach decides to throw the towel, he should loudly call "Towel" to the Head referee or Scoreboard operator.
- Article 8.14.3 After the "Towel" call the round will be finished automatically and a point awarded to the opposing team. Head referee announces the "Towel" call loudly so everyone is noticed.

Section 8.15. LAST 60 SECONDS RULE (only for Race-To format)

- Article 8.15.1 60 seconds rule is about the last sixty seconds of the main time.
- Article 8.15.2 During this period any penalty of 2-for-1 or 3-for-1 stops the game time, gives point to the opposing team. Next round starts automatically according to the start procedure.
- Article 8.15.3 If in the last 60 seconds of regular time a penalty is given, while the game has been stopped, a point will not be awarded due to this penalty, but other effects will apply.

Section 8.16. OVERTIME (only for Race To format)

- Article 8.16.1 If at the end of the regular time both teams have the same number of points, there will be an overtime of 5 minutes.
- Article 8.16.2 In this overtime the first team scoring a point wins the game (Golden Goal).
- Article 8.16.3 The "60 seconds rule" applies in the last sixty seconds of overtime.
- Article 8.16.4 If no point is scored during overtime, the tournament seeding for this event decides the winner.

Section 8.17. GAME END

- Article 8.17.1 A game will officially be considered over when the Head Referee announces the result after the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected until they left the field.
- Article 8.17.2 Round-ending situations are any one of the following:
- A buzzer is pushed by a player;
 - "Towel thrown" by opposite coach;
 - a penalty (two-for-one or more) in the last 60 seconds of regular time or in last 60 seconds of overtime;
 - If team starts to play with a bigger number of players then set by rules or by Head referee;
 - If the last player gets penalized 1-4-1, 2-4-1 or 3-4-1. In that case point goes to the opposite team.
 - If regular game time comes to an end.
- Article 8.17.3 Players may not re-enter the playing field without the permission of a Field Referee.

Special additions for M format. Flags and flag hangs

- Article 8.17.4 Game-ending situations are any one of the following:
- (a) A successful flag hang
 - (b) Elimination of all players on the game field
 - (c) Set game time have elapsed
- Article 8.17.5 When the game time has expired or a flag referee declares a flag carrier clean and the hang completed, the Head Referee will communicate to all referees "Game over!" as specified.
- Article 8.17.6 Eliminated players have to wait in their designated area (dead box) for the direct release command by their base marshal, even after "Game Over" has been announced.
- Article 8.17.7 After the game players are allowed to turn off their loaders but not their markers. At this time, a referee will inspect the player for hits and if any are found the Head Referee will be notified and proper penalties will be assessed. Players who are not present at the live player inspection are subject to being counted as eliminated.
- Article 8.17.8 Players may not re-enter the playing field without the permission of a Field Referee.

LIVRE 9. HITS AND ELIMINATIONS

Section 9.1. DEFINITION OF A HIT

A player is eliminated if a paintball, fired from a paintball marker by a live player, strikes that player or anything he is wearing or carrying and such paintball breaks and leaves a mark, regardless of the size.

- 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, 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.

When the referee did not see the source of such paint marking while the player has paint on him that resembles a hit, such player will be declared eliminated. Generally, in such cases, if the paint marking is reasonably solid, appears to be a direct hit - rather than smear, splatter, spray, paint from kneeled-on or sat-on paintballs - is at least the size of a €2 coin (approximately 2.5 cm in diameter), it will be considered a valid hit.

In the event two opposing players are hit and marked simultaneously, or if the referee cannot determine which player was hit and marked first, both players will be eliminated.

Referees will make every effort to wipe smear, splatter, spray, or paint from kneeled-on or sat-on paintballs off a player at the time they are inspected. If a player continues to play with such paint such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.

Section 9.2. PLAYERS AND HITS

- Article 9.2.1 Players are responsible for becoming aware of hits.
- Article 9.2.2 If being hit a player has to immediately cease play and signal his elimination. Failing to do so constitutes playing on.
- Article 9.2.3 If a player gets shot at and he cannot check for a hit by himself at certain locations (for example visor, throat, back, battle pack) he has to immediately cease play and call a ref for a paint check. Failing to do so constitutes playing on.
- Article 9.2.4 Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between themselves and the nearest opponent not including the cover the opposing player is using. Otherwise they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover the player must immediately check himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.
- Article 9.2.5 Players who are hit in locations which can be self-checked, may not call for a paint check. Calling for a paint check under such circumstances constitutes playing on.
- Article 9.2.6 Players who get shot in non-abandoned equipment to which they are separated less than 2 meters (except squeegees and pods) are considered hit.

Section 9.3. ELIMINATIONS

- Article 9.3.1 Players will be eliminated for picking up paintballs from the ground in order to shoot them.
- Article 9.3.2 Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary.
- Article 9.3.3 Players will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered to be in-bounds.
- Article 9.3.4 Players will be eliminated, if they lose their goggles.
- Article 9.3.5 Players that are found with tools or other prohibited equipment on the field or those working on their markers in violation of the provisions specified in marker section will be immediately eliminated.
- Article 9.3.6 Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees, pods, harnesses and loaders will be immediately eliminated.
- Article 9.3.7 Players who pick up any equipment (also abandoned) which has hit on it are considered eliminated.
- Article 9.3.8 Players that engage in unsportsmanlike conduct will be eliminated. Unsportsmanlike conduct includes, but is not limited to:
- (a) Failure to obey a referee's call.
 - (b) Deliberate avoidance of a referee in a manner that prevents a referee from chronographing a marker on the field or prevents him from making a call.
 - (c) Shooting at referees.
 - (d) Shooting a clearly eliminated player with malicious intent to injure or intimidate.
 - (e) Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination.
 - (f) Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players.

(g) Verbal abuse of any players, spectators or referees.

(h) Physical contact with anyone deemed to be intentional and hostile.

Additional penalties may apply.

Article 9.3.9 Players may be eliminated as the result of a penalty called by a referee for infractions committed by team-mates pursuant the provisions contained herein.

Article 9.3.10 Players are responsible for removing old hits or bringing the same to the attention of a referee prior to game time, so that they may be dealt with in a manner that would not result in the elimination of the players.

Article 9.3.11 Players that get eliminated, shall do following immediately after:

- Stop playing.
- Signal their elimination by putting one hand on their head.
- Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off-field (towards the dead box for M format) or any other route directed by a referee. Players that take routes that are not the most direct and that are meant to conceal from the other team such players' eliminations or players that refuse to follow a referee's direction on leaving the field will be considered to be "playing on".

Special additions for M format.

- If there is a designated area, then leave their marker outside the dead box without turning the marker off (the loader may be switched off).
- Enter the dead box where they must remain until directed to leave by a referee.

Article 9.3.12 The eliminated player may not talk or otherwise communicate. Especially the player cannot shout "Hit!" in order to let his team-mates know, nor point on opponents after being eliminated. Any player who, in the opinion of a referee, is abusing this in order to communicate his elimination to a team-mate will be considered to be playing on.

Article 9.3.13 Players that violate the rules in this section will be considered to be playing on and the appropriate penalties will be assessed.

LIVRE 10. SCORING

Section 10.1. POINTS

Article 10.1.1 Points are awarded for:

- (a) Pressing buzzer of opposing base as live player;
- (b) "Throwing the towel" by opposing coach;
- (c) A penalty Two-for-one or Tree-for-one in the last 60 seconds of regular time or in last 60 seconds of overtime;
- (d) Opposing team starts with more players then set by the Rules (regular 5 players) or by the Head ref (start with less number of players);
- (e) The last player of opposing team gets a penalty One-for-one, Two-for-one or Three-for-one.
- (f) Opposite team has used an illegal gun.

Article 10.1.2 Points are awarded at the conclusion of the round by the Head Referee.

Article 10.1.3 **Scoring for games.**

- (a) The first team scoring the certain number of points (depending of the game format) during the game time (or overtime) wins the game.
- (b) After the game finishes, teams receive 1 point for a win and 0 point for a loss.
- (c) Teams will also get the result of point difference of that game (total of round points scored minus total of points conceded).

Special additions for M format.

Article 10.1.4 Scoring for games will be conducted as follows:

- A team will be awarded 3 Match points for a valid flag hang.
- A team will be awarded 2 Match points for "flag in transit". A flag in transit occurs if the opponent's flag is at the end of the game in possession of a live player. If both parties are in possession of the flag, the Match points will be only awarded to the first to pull the opponents flag.
- Each team will receive 1 Match point for a draw. A draw will be any game where the flag was not grabbed or the flag carrier was eliminated at the end of the game.
- A team will receive 0 Match points for a loss.

A team will also receive Elimination Difference (E/D) points. E/D points are calculated as the numeric difference between the number of own players being alive at the end of the game and the number of live opponents. Therefore the E/D can range from positive 7 (+7) to negative 7 (-7). Elimination Difference Points are only relevant in case of a tiebreak between teams.

Section 10.2. FORFEITS

Article 10.2.1 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. In the event that both teams fail to show for its pre-game chronographing or both teams are unwilling to take the field, both teams will have forfeited that game.

Article 10.2.2 Any team which is scheduled to oppose a team that has forfeited a game will receive maximum points and the maximum point difference according to the format. The forfeited team will receive the opposite score for that game.

Article 10.2.3 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 a fault from the organization staff and the relevant round is not over yet.

Article 10.2.4 Games will be scheduled so that there is a certain minimum between start of any teams games. No forfeits will be given during this period.

Special additions for M format.

Article 10.2.5 Any team which is scheduled to oppose a team that has forfeited a game will receive 3 Match points and number of E/D points according to the format. The forfeited team will receive zero Match points and the inversion (=negative) E/D points of the winning team for that game.

Section 10.3. TIE BREAKERS

Article 10.3.1 Ranking of teams in prelim groups and the finals:

- number of games won;
- difference between rounds won and lost;
- if 2 teams tied result of direct match-up in current round;
- if 3 teams tied higher number of rounds won;
- if 3 teams tied result of direct match-up in current round;
- seeding.

Article 10.3.2 **Tournament ranking:**

- (a) Ranks 1-4 decided by final games.
- (b) Losers of quarterfinals and octofinals are ranked by:
 - difference between rounds won and lost
 - higher number of rounds won
 - higher number of games won in whole tournament
 - difference between rounds won and lost in whole tournament
 - higher number of rounds won in whole tournament
 - result of latest direct match-up in tournament
 - seeding
- (c) Losers of prelims are ranked by:
 - number of games won
 - difference between rounds won and lost
 - higher number of rounds won
 - result of direct match-up in tournament
 - seeding

Article 10.3.3 **Special additions for M format.
Ranking of teams after prelims:**

- matchpoints
- E/D
- direct match-up
- seeding

Article 10.3.4 **Ranking of teams after Round 2:**

- matchpoints
- E/D
- direct match-up
- total matchpoints of rounds 1 and 2
- total E/D of rounds 1 and 2
- direct match-up of round 1
- seeding.

Article 10.3.5 **In final rounds:**

- matchpoints
- E/D
- tournament ranking after previous round (s)

Article 10.3.6 **Overall ranking of teams:**

- (a) teams get points for the overall ranking according to the appropriate Point table respectively (see the league`s website).
- (b) teams tied in points are ranked by the highest number of highest rank in all tournaments of season.
- (c) if still tied, they are ranked by the highest number of next highest rank and so on.
- (d) if still tied, they are ranked by better result from last tournament.

LIVRE 11. PENALTIES

Section 11.1. ASSESSMENT OF PENALTIES

Article 11.1.1 **Verbal warnings.**

Referees will issue verbal warnings for the following infractions (not only limited to):

- (a) First offence of failure to obey a referee's instructions.
- (b) First offence to put their hand on their head after being eliminated.

Article 11.1.2 **Elimination.**

Referees will eliminate players on the field for the following infractions (not only limited to):

- (a) Abusive calls for paint checks.
- (b) Use of inappropriate language per incident (other penalties may apply).
- (c) Subsequent failure to obey a referee's instructions.
- (d) Going out of bounds or moving the boundary tape.
- (e) Marked with a valid hit.
- (f) Failure to make a touch back while not having the barrel tip touching the front of the base at the start signal.
- (g) Posting of the marker or firing it after the start signal regardless as to whether they later touch back.
- (h) Failure to wear goggles inside the field during the game period.
- (i) Having tools on the field.
- (j) Using a marker which is chronographed on the field between 301 and 310 feet per second.
- (k) Operating buttons or switches on an electric or electronic marker and hopper during the game without permission from a referee.
- (l) Failure to present ID card at the request of a referee during the game.
- (m) Interference or communication during the game in the pit-area by a person affiliated with the team.
- (n) Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
- (o) Altering the playing field in-game on purpose.

Article 11.1.3 **One-for-one penalty** (removal of the player who committed the infraction and a team-mate).

Assessment of the one-for-one penalty to players on the field will take place for the following infractions (not only limited to):

- (a) Continuing to play with a hit in any part of a body or equipment (e.g.: shooting, posting, talking, padding, moving forward).
- (b) Engaging in physical contact with another person on the field in a hostile manner after being eliminated (other penalties may apply).
- (c) Checking in as a live player at the end of a game with a hit.
- (d) Using a marker which is chronographed on the field at 311-324 feet per second.
- (e) Communicating to anyone after being eliminated.

Article 11.1.4 **Two-for-one penalty** (removal of the player who committed the infraction and two team-mates).

Assessment of the two-for-one rule to players on the field will take place for the following infractions (but not only limited to):

- (a) Playing on that materially influences the course of the game giving the offending player's team a significant advantage.
- (b) Using a marker which is chronographed on the field at 325 feet per second or above.

Article 11.1.5 **Three-for-one penalty** (removal of the player who committed the infraction and three team-mates).

Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):

- (a) **Wiping.** Wiping means player actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.
Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized for wiping.
Concealing a shot is also considered a wiping call.
- (b) **Re-entering the field** after elimination in order to interfere in the on-going game without being asked by a referee.

Section 11.2. NOT ENOUGH PLAYERS RULE

Article 11.2.1 Assessments of 1-for-1, 2-for-1 or 3-for-1 penalties when not enough live players are left: next round team starts with fewer players in order to completely fulfill the assessed penalty.

Article 11.2.2 If the last player of a team gets a penalty One-for-one, Two-for-one or Tree-for-one, point automatically goes to the opposite team.

Special additions for M format.

- Article 11.2.3 Assessments of 1-for-1, 2-for-1 or 3-for-1 penalties when not enough live players are left: will result in the penalty being assessed against the offending team; the offending team's flag is considered being grabbed and hanged and for every player that cannot be pulled out, the offended team will receive back an active player on the score sheet, up to the maximum number of players being alive, allowed by the game format.

Section 11.3. NEGOTIABLE GAME

- Article 11.3.1 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team being on their roster will be suspended from the remainder of the event and surrender all seed points in that event.

Section 11.4. SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

- Article 11.4.1 **Responsibility of teams members.**
Teams are responsible for the conduct of everyone on their roster which includes players, pit-crew and supporters. During the event the following may apply to fines, suspensions and ejections.
When game suspensions are issued to a player, the team must play short if they do not have a substitute player on their roster.
- Article 11.4.2 **Responsibility of spectators.**
Any spectator engaging in unsportsmanlike conduct to any other event participant will be forced to leave the site.
- Article 11.4.3 **Players' suspension.**
Players who have been suspended must surrender their ID card to the Head Referee who assesses the penalty.
If a player refuses to hand out his ID card the team will forfeit the next game automatically.
The ID card will be returned to the player when the penalty time is over.
- Article 11.4.4 **Players' ejection.**
Players will be ejected from the tournament grounds for the following infractions:
(a) Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar).
(b) Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
(c) Any applicable maker infraction in section "Markers".
(d) Abusive language directed at any player, referee or spectator.
(e) Deliberately shooting from outside the field or boundary.
(f) Deliberately shooting referees.
(g) Re-entering the field after elimination in order to interfere in the on-going game without being asked by a referee.
Fines will be imposed in the event a person or persons involved in an ejection or suspension continues to act in an unsportsmanlike manner. These fines must be paid in full before entry fees will be accepted for such player's(s') team for any subsequent EPBF related event.
Fines will be a minimum of €250 and not to exceed €1000 per occurrence. The EPBF Discipline Committee will determine which fines may be applicable and such decisions will be sent in writing to the offending person(s) and the captain of said team.
- Article 11.4.5 **Players' suspension from several events.**
(a) Players will be ejected from the tournament grounds and suspended from the next tournament for the following:
• Throwing marker and/or air system;
• Aggressive physical contact that could possibly be construed as assault and battery;
• Shooting a clearly eliminated player or any referee with malicious intent to injure and/or intimidate.
(b) Player's suspension will carry over from tournament to tournament until the term of the suspension is fulfilled. If a player gets suspended for a second time in one season for whatever reason, he will be banned for at least one more event. This penalty may carry over to the next season.

Section 11.5. CONFLICT IN THE RULES

- Article 11.5.1 In case of a situation not covered by this Rules or any conflict between two sections of this Rules, the authorized officials will make its decision based on the laws and common sense.
- Article 11.5.2 Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.
- Article 11.5.3 Any situation within the bounds of this section shall be passed to EPBF Rules, Disciplinary and Ethic Committee as soon as possible. This Committee has a right to modify or amend these Rules even if this amendment would go against the decision originally taken.

LIVRE 12. EUROPEAN CHAMPIONSHIPS REGULATIONS

Section 12.1. EUROPEAN CHAMPIONSHIP

- Article 12.1.1 The European Championships (Men, Women and U19) - are the official EPBF competitions which take place every year.
- Article 12.1.2 The Regulations for the EPBF Championships ("Regulations") regulate the rights, duties and responsibilities of all the parties participating and involved in the preparation, organization and hosting of EPBF events.
- Article 12.1.3 Every Federation (or other Organization) affiliated to EPBF may participate in the European Championships. Not affiliated National Teams can participate in the European Championships as well.
- Article 12.1.4 Entry fee amounts for the participation in the European Championships are to be defined by EPBF Executive Committee.
- Article 12.1.5 The European Championships consist of a qualification games and a final competition.
- Article 12.1.6 EPBF owns and controls all commercial and intellectual property rights in relation to the European Championships.
- Article 12.1.7 EPBF will issue Media Regulations specifying these commercial rights. All National Federations shall fully comply with these regulations.

Section 12.2. VENUES

- Article 12.2.1 The venues and dates for the EPBF Championships shall be proposed by the Local Organizers (LO) and approved by EPBF Executive Board, who fixes the dates and venues of the tournaments. The locations and facilities in which the tournaments take place shall comply with the EPBF requirements.
- Article 12.2.2 The fields of play, equipment and all facilities for each tournament shall be in optimum condition and comply with the Rules and all other relevant regulations. All fields should be completely covered with paintball netting around the perimeter.
- Article 12.2.3 Tournaments may be held on natural or artificial surfaces. The color of artificial surface must be green and the surface must meet the EPBF requirements or the International Artificial Turf Standard.
- Article 12.2.4 Matches may be played in daylight or under floodlight. Matches played at night may be played only at venues where the floodlighting installations meet the minimum lighting requirements defined by EPBF.
- Article 12.2.5 All venues shall be available and free of any and all commercial activities and identifications other than those recognized by EPBF.
- Article 12.2.6 All playing fields should be available for review by any team competing in the tournament at least 24 hours before the start of the first games.
- Article 12.2.7 If a tournament is interrupted before the completion of normal playing schedule because of extreme weather or for reasons outside the control of the organizer, the not played games shall be arranged for the following day. If it is still impossible to play the games the next day, the EPBF Executive Board shall take any other necessary decisions related to such games.

Section 12.3. FLAGS AND ANTHEMS

- Article 12.3.1 During the tournament, the EPBF flag and the flags of the participating countries shall be displayed in the stadium, in a visible location.
- Article 12.3.2 The national anthems will be played for each National team before the qualification games and before the final games.

Section 12.4. NATIONAL TEAMS

- Article 12.4.1 The national teams participating on the European Championships (the "National Teams") agree to comply with and ensure that every Teams Member (players, pit-crew, coaches, managers, officials, representatives and guests) complies with these Regulations, the Games Rules, the EPBF Statutes and EPBF's regulations, in particular the Media Regulations as well as with any other EPBF regulations, guidelines, directives and/or decisions.
- Article 12.4.2 On entering the tournament, the National Teams automatically assume to:
- (a) comply with the maximum number of players and pit-crew as defined by the Regulations;
 - (b) participate in all games in which their team is scheduled to take part;
 - (c) accept all of the arrangements relating to the tournament made by the Organizer in agreement with EPBF;
 - (d) ensure adequate insurance to cover their Team Members against all risks, including but not limited to injury, accident, disease and travel;
 - (e) ensure that all the team players have a good health condition before the start of the tournament;
 - (f) bear the costs of the board and lodging of the National Team during the European Championship any costs associated with additional teams members;
 - (g) apply for all necessary visas in time;
 - (h) attend all press conferences and any other official media activities organized by EPBF in accordance with EPBF's instructions.

- Article 12.4.3 All National Teams shall confirm their participation by submitting the official entry form and any other required documentation to the EPBF general secretariat by the deadline(s) set by EPBF. If a National Team fails to adhere to the time limits and/or fails to meet the formal requirements for submitting the necessary documents, the EPBF Executive Board shall sanction the team.
- Article 12.4.4 A National Team that withdraws from any of the European Championships before the start of the competition may be replaced by another National Team. Depending on the circumstances of the withdrawal, the EPBF Disciplinary Committee may impose sanctions, including the suspension of the National Federation concerned from subsequent EPBF competitions.

Section 12.5. ROSTERS AND CREDENTIALS COMMITTEE

- Article 12.5.1 Each National Team shall submit its roster to the EPBF secretariat, using the official form (Appendix #2), accompanied by copies of the passport or other ID of each player shown on the list. Teams roster should be submitted not later than 1 week before the event.
- Article 12.5.2 Number of players for the European Championships:
(a) Maximum 12 players in a tournament roster;
(b) Maximum 10 players in a game roster.
- Article 12.5.3 The National Federations are responsible for fielding only eligible players. Each National Federation shall ensure that all players have the nationality of its country and are subject to its jurisdiction when selecting for the European Championship.
- Article 12.5.4 For the European Championship U19, in addition, each National Federation shall ensure that all players are between 16 and 19 years old (age is to be counted by the year of birth).
- Article 12.5.5 The Credentials Committee verifies the participants data with the declared teams list and admits players, coaches and teams representatives to participate on the event. The Credentials Committee shall consist of Ref Manager and Ref Secretary of the tournament.
- Article 12.5.6 Before the tournament starts, every player in the roster must prove their identity, nationality and age by producing her legally valid individual passport or other ID with photograph (stating year of birth) to the Credential Committee. Any player who fails to submit these documents will not be allowed to take part in the competition.
- Article 12.5.7 Protests regarding the eligibility of players shall be decided by the EPBF Disciplinary Committee in accordance with the Regulations.

Section 12.6. GAME RULES

- Article 12.6.1 All the European Championship games shall be played in accordance with the EPBF Game Rules in force.
- Article 12.6.2 In the case of any discrepancy in the interpretation of the translation of the Game Rules, the English version shall be authoritative.

Section 12.7. REFEREEING

- Article 12.7.1 The referees for each EPBF event shall be appointed by the EPBF Referees Committee from the Euroref's list. The decisions of the EPBF Referees Committee are final and not subject to appeal.
- Article 12.7.2 The referees shall receive their official ref equipment from EPBF. They shall wear and use this equipment during the whole tournament.
- Article 12.7.3 If any referee is not able to carry out his duties, he will be replaced. The decision about this replacement is to be made by the Ref Manager.
- Article 12.7.4 After the tournament the Ref Secretary shall complete the official EPBF report form (Appendix #3). This form should be signed by the Ref Manager and to be sent to the EPBF Secretariat not later than 1 week after the event.

Section 12.8. DISPUTES AND PROTESTS

- Article 12.8.1 All disputes in connection with the European Champs shall be promptly settled by EPBF.
- Article 12.8.2 For the purpose of these Regulations, protests are objections of any kind related to events or matters that have a direct effect on games, including but not limited to the field conditions, referees actions, equipment and eligibility of players.
- Article 12.8.3 Protests regarding the eligibility of players nominated for games shall be submitted in writing not later than 2 hours after the incident occurs and passed to the EPBF Disciplinary Committee.
- Article 12.8.4 Protests regarding the field conditions shall be made in writing to the Ref Manager before the start of the game by the team captain or its representative in the presence of the captain of the opposing team.
- Article 12.8.5 Protests against any incidents that occur during the game shall be made to the Ref Manager by the team captain immediately after the incident occurs.
- Article 12.8.6 No protests may be made about the referee's decisions regarding facts connected with play, such decisions are final.
- Article 12.8.7 If the above time limits and formal requirements for lodging a protest are not met, the protest shall be disregarded either by the Ref Manager or by the EPBF Disciplinary Committee.

Section 12.9. EQUIPMENT

- Article 12.9.1 National Teams should play only in jersey from the official supplier, except special circumstances, where the EPBF Executive Board should consider the issue.
- Article 12.9.2 Player's jersey must meet the EPBF official jersey template requirements. Each player shall wear the number assigned to them on the official player's list in accordance with the Regulations. Numbers must be placed on the back (large size) and on the sleeve (small size).
- Article 12.9.3 Player's name printing is permitted and is under control of National Federations. The player's name or popular name (or abbreviation) shall be affixed above the number on the back of the shirt and shall be clearly legible in accordance with the Equipment Regulations.

Section 12.10. QUALIFICATION SYSTEM

- Article 12.10.1 The EPBF Executive Board determines the maximum number of teams to take part in the final competition. If there are more teams registered, the qualification games should be played before the final competition.
- Article 12.10.2 50% of the spots for the final competition shall be taken without the qualification games by the top-ranked teams among the EPBF Members teams. Ranking from previous season shall be used to seed the teams.
- Article 12.10.3 The rest 50% of the spots available will be taken by teams, qualified out of the rest participants based on the qualification games results.
- Article 12.10.4 In final competition teams, which will lose their first game, will have to play one more game for the purpose of the seasonal Ranking.

Section 12.11. AWARDS

- Article 12.11.1 A representative from EPBF will present the winner of each European Championship with the trophy.
- Article 12.11.2 A diploma will be presented to the National Teams ranked first, second and third on the events.
- Article 12.11.3 There are no official awards other than those listed above, unless it is decided otherwise by the EPBF Executive Board.

Section 12.12. SPECIAL CIRCUMSTANCES

- Article 12.12.1 The EPBF Executive Board shall, in conjunction with the Organizer, issue any instructions created by special circumstances that may occur. These instructions shall form an integral part of these Regulations.
- Article 12.12.2 Any matters not provided for in these Regulations and any cases of force majeure shall be decided by the EPBF Executive Board. All decisions shall be final and binding and not subject to appeal.

LIVRE 13. APPENDIXES

Section 13.1. APPENDIX 1

RANKING TABLE

Category	W	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
GS-1	2000	1600	1280	1024	973	924	878	834	792	753	677	610	549	494	444	400																	
GS-2	1000	800	640	512	486	462	439	417	396	376	339	305	274	247	222	200	170	145	123	104	89	75	64	55	46	39	33	28	24	21	17	15	
GS-3	500	400	320	256	243	231	219	209	198	188	169	152	137	123	111	100	85	72	61	52	44	38	32	27	23	20	17	14	12	10	9	7	
GS-4	300	240	192	154	146	139	132	125	119	113	102	91	82	74	67	60	51	43	37	31	27	23	19	16	14	12	10	9	7	6	5	4	
GS-5	200	160	128	102	97	92	88	83	79	75	68	61	55	49	44	40	34	29	25	21	18	15	13	11	9	8	7	6	5	4	3	2	
GS-6	125	100	80	64	61	58	55	52	50	47	42	38	34	31	28	25	21	18	15	13	11	9	8	7	6	5	4	4	3	3	2	2	
M-1	1000	800	640	512	486	462	439	417	396	376	339	305	274	247	222	200	170	145	123	104	89	75	64	55	46	39	33	28	24	21	17	15	
M-2	500	400	320	256	243	231	219	209	198	188	169	152	137	123	111	100	85	72	61	52	44	38	32	27	23	20	17	14	12	10	9	7	
M-3	250	200	160	128	122	116	110	104	98	94	85	76	69	62	56	50	43	36	31	26	22	19	16	14	12	10	8	7	6	5	4	4	
M-4	150	120	96	77	73	69	66	63	59	56	51	46	41	37	33	30	26	22	18	16	13	11	10	8	7	6	5	4	4	3	3	2	
M-5	72	58	46	37	35	33	32	30	28	27	24	22	20	18	16	14	12	10	9	8	6	5	4	3	3	3	2	2	2	2	1	1	
E600-1	600	480	384	307	292	277	263	250	236	226	203	183	165	148	133	120	102	87	74	63	53	45	38	33	28	24	20	17	15	12	10	9	
E600-2	400	320	256	205	195	185	176	167	158	151	135	122	110	99	89	80	68	58	49	42	35	30	26	22	19	16	13	11	10	8	7	6	
E600-3	300	160	128	102	97	92	88	83	79	75	68	61	55	49	44	40	34	29	25	21	18	15	13	11	9	8	7	6	5	4	3	3	
E600-4	125	100	80	64	61	58	55	52	50	47	42	38	34	31	28	25	21	18	15	13	11	9	8	7	6	5	4	4	3	3	2	2	
E600-5	72	58	46	37	35	33	32	30	28	27	24	22	20	18	16	14	12	10	9	8	6	5	4	3	3	3	2	2	2	2	1	1	
E600-6	60	48	38	31	29	28	26	25	24	23	20	18	16	15	13	12	10	9	7	6	5	4	3	3	3	2	2	2	2	1	1	1	
E600-7	36	29	23	18	16	17	16	15	14	14	12	11	10	9	8	7	6	5	4	4	3	3	2	2	2	2	1	1	1	1	1	1	
E600-8	21	17	13	11	10	10	9	9	8	8	7	6	6	5	5	4	4	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1	
E400-1	400	320	256	205	195	185	176	167	158	151	135	122	110	99	89	80	68	58	49	40	34	29	24	21	18	15	13	11	9	8	7	6	5
E400-2	240	192	154	123	117	111	105	100	95	90	81	73	66	59	53	48	33	28	24	20	17	15	12	11	9	8	6	5	4	3	3	3	
E400-3	120	96	77	61	58	55	53	50	48	45	41	37	33	30	27	24	14	12	10	9	7	6	5	4	4	3	3	2	2	2	1	1	
E400-4	72	58	46	37	35	33	32	30	28	27	24	22	20	18	16	14	9	8	7	6	5	4	3	3	2	2	2	2	2	1	1	1	
E400-5	36	29	23	18	16	17	16	15	14	14	12	11	10	9	8	7	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1	1	
E240-1	240	192	154	123	117	111	105	100	95	90	81	73	66	59	53	48	37	31	27	23	19	16	14	12	10	9	7	6	5	4	4	3	
E240-2	120	96	77	61	58	55	53	50	48	45	41	37	33	30	27	24	22	19	16	14	11	10	8	7	6	5	4	4	3	3	2	2	
E240-3	60	48	38	31	29	28	26	25	24	23	20	18	16	15	13	12	9	8	7	6	5	4	3	3	3	2	2	2	2	1	1	1	
E240-4	36	29	23	18	16	17	16	15	14	14	12	11	10	9	8	7	6	5	4	4	3	3	2	2	2	2	1	1	1	1	1	1	
WS-1	120	96	77	61	58	55	53	50	48	45	41	37	33	30	27	24	22	19	16	14	11	10	8	7	6	5	4	4	3	3	2	2	
WS-2	60	48	38	31	29	28	26	25	24	23	20	18	16	15	13	12	9	8	7	6	5	4	3	3	3	2	2	2	2	1	1	1	
WS-3	36	29	23	18	16	17	16	15	14	14	12	11	10	9	8	7	6	5	4	4	3	3	2	2	2	2	1	1	1	1	1	1	

EVENTS LIST

CATEGORY

GROUP

EPBF Grand Slams	international	MILLENNIUM SERIES	OPEN INTERNATIONAL EVENTS	NATIONAL LEAGUES SERIES with over 100 teams register in Series/ Event. = DPL, FPS
EPBF Masters	international	NATIONAL LEAGUES SERIES with 50-100 teams register in Series/ Event.	NATIONAL LEAGUES SERIES with upto 50 teams register in Series/ Event.	
EPBF 600	national	NATIONAL WINTER SERIES.		
EPBF 400	national			
EPBF 240	national			
EPBF WS	national			

RANKING SYSTEM DETAILS:

1. There is no limit of events taken into overall ranking for 1 team. (4 Grand Slams, unlimited national events)
2. Team can participate only in one event at the same time
3. Series that are running competition in league format (ie. Double round robin during whole season) - the points will be multiply by 4.
4. Ranking will be counted from January 1st till December 31st.
5. National Winter Series will be counted starting from January 1st, based on the Ranking Table.

APPENDIX 2

Event's name

Date

Location

APPLICATION FORM

_____	NATIONAL TEAM
Country	

Representative	_____
Phone contact	_____
E-mail contact	_____

1. Name	_____	Y/B	_____	ID	_____
2. Name	_____	Y/B	_____	ID	_____
3. Name	_____	Y/B	_____	ID	_____
4. Name	_____	Y/B	_____	ID	_____
5. Name	_____	Y/B	_____	ID	_____
6. Name	_____	Y/B	_____	ID	_____
7. Name	_____	Y/B	_____	ID	_____
8. Name	_____	Y/B	_____	ID	_____
9. Name	_____	Y/B	_____	ID	_____
10. Name	_____	Y/B	_____	ID	_____
11. Name	_____	Y/B	_____	ID	_____
12. Name	_____	Y/B	_____	ID	_____
Coach	_____	Y/B	_____	ID	_____

Pit-crew	_____
Pit-crew	_____
Pit-crew	_____
Pit-crew	_____

APPENDIX 3

EUROPEAN CHAMPIONSHIP REPORT

1. Event's name: _____
Date _____
Location _____

2. Regulations:
Game format _____
Roster size _____
Participants _____
Players age _____

3. Number of participants
Teams _____
Players _____
Referees _____

4. Tournament results:

Place	Team name	Place	Team name
I		7	
II		8	
III		9	
4		10	
5		11	
6		12	

5. Players/teams disqualification

No	Players name	Team name	Reason	Period of disqualification
1.	-	-	-	-

6. Teams rosters

National Team's name			
#	Players name	Position	Year of birth

National Team's name			
#	Players name	Position	Year of birth

President of European Paintball Federation

General Secretary of European Paintball Federation