

RULEBOOK

DIVISION 5 MAN X-ball

GAME TIME AND GAME ENDING

Playing so called Mercy gaming system, i.e. the goal is to achieve leadership by a certain number of points within a pre-determined time limit. The game is terminated by expiring the time limit or reaching the desired difference in points.

Time limit	Difference enabling Mercy
10 Minut	4 points

BARREL SOCK

(= condom). Players will not be punished for losing the barrel sock during the game. However, players continue to be required to secure the barrel sock before entering the pit. In exceptional case, the game can be interrupted and head referee can demand players to put their guns on the ground until further notice.

LOADER COLOR

(= hopper) Loaders cannot be clear. A solid color loader is suggested but not required, solely to not impede with the referee's judgment. Head Referee does have the right to ban a player's hopper if he feels that the colors do impede with the referee's judgment.

MANIPULATION WITH MARKER

Players can turn on / off marker and eye (vision mode) during the game without referee's permission. Players are allowed to have tools all the time on the field. However, the use of any tools or additional settings during the game is prohibited, including time before the game starts until the end of the game, when the player returns to the pit again. Collecting paintball balls from the ground is allowed.

SIDE CHANGING

Teams change the sides of the field after every point. If the game starts, but ends no-point (none of the teams scored), the

following game sides do not change. Each team will start the first game of the match on the side where their pit is placed.

VIEWER INTERVENTION IN THE GAME

Viewers / bystanders are forbidden to communicate with players, hint or otherwise interfere with the game at any time of the match. If even yet the viewer / bystander communicates, hints or otherwise intervenes in the game, after disrespecting the warning, they may be banned from the proximity of the field. How exactly the discipline of the audience is forced, or the dismissal of the rioters, is on the shoulders of the main organizer.

TIE BREAKS

If there are three or more teams with the same score after playing a group, the order in the group is decided according to the following parameters (from the first most important):

- 1.) Number of matches won
- 2.) Number of matches won among tied teams
- 3.) Result of matches between tied teams
- 4.) Technical points from all group matches
- 5.) Number of points won from all the group matches
- 6.) The ranking of the previous season

If there are teams with the same score, those did not compete against each other in the tournament, the order in is decided according to the following parameters (from the first most important):

- 1.) Number of matches won
- 2.) Technical points from all group matches
- 3.) The number of points won from all matches of the group
- 4.) The ranking of the overall previous season

FIELD SIZE - 45m x 36m

PENALTIES

1-for-1 will be rated as Minor Penalty (less significant, lowest penalty)

2-for-1 will be rated as Major Penalty (significant, second highest penalty)

3-for-1 will be rated as Gross Major Penalty (severe, highest penalty)

If a player receives a Gross Major Penalty, this player is suspended until the end of the match and is not allowed to start in the following match of his team as part of the tournament.

BUZZER PUSH WITH HIT

If a player pushes a buzzer with a hit, his team can't receive a point.

The player is punished with a penalty according to the situation. If there is another live teammate after penalty on the field, and no opponent of the game ends with no point status.

If there aren't enough players on the field to fill a penalty, the team is penalized to the next point by the corresponding amount of players to fill the penalty. The point is automatically awarded to the opponent.

If a player receives 1-for-1 and there is an accurate number of players on the field to fill the penalty and no player of the opponent, the game ends with no point.

If a player receives 2-for-1 or 3-for-1 and there is an accurate number of players on the field to fill the penalty, the opponent will automatically receive the point.

If a player receives a penalty and the opponent has any amount of players on the field, the opponent will automatically receive the point.

ILLEGAL GUN USING

A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.

A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be as-

essed a major penalty (to the next game) and it will result in the match automatically go to the opposing team.

A player on the field of play whose marker fires two shots above 12.5 bps will be assessed a major penalty (to the next game) and it will result in the match automatically go to the opposing team. The player who receives the penalty will be suspended for the rest of the tournament.

OVERTIME

If two teams are tied at the end of a match regulation time, a 5 minute overtime will be played. Overtime is played to a sudden death: winning the team that scores first. In the last minute of overtime there is the standard rule of the last minute (Major Penalty means automatic loss of point).

If there is no point in overtime, One-on-One will be played.

The One-on-One will be 2-minutes and is sudden death; the first player to eliminate the opposing player or hit the buzzer at the opponent's base will win the match.

If in case of a stalemate (expiration of game time or neither team having any active players) in the One-on-One there will be a break time of one minute and the teams must choose a different player to compete in a second One-on-One.

This will be repeated until a team wins a One-on-One.

No player may compete in more than One-on-One, unless everyone on the team has already competed in a One-on-One.