

# SPEEDBALL TOURNAMENT

## PAINTBALL RULES

### CONTACT INFORMATION

Please e-mail Bob Pace [PACERO@ci.colospgs.co.us](mailto:PACERO@ci.colospgs.co.us) to get your team registered for the speedball tournament. See costs below. Ages for teams are 11 – 13 and 14 - 17. Open play is open to all boys ages 9-17.

### GENERAL GUIDELINES

1. The cost to enter the 5-player team is \$65 per team (\$13 per person). Open shooting, when there are no tournaments taking place on the paintball field, boys may use it for \$5 for 100 paintballs.
2. Registration will take place on site. Please pay at that time in cash.
3. The speedball tournament at Camporama will be a single elimination tournament played on one day of Camporama. The tournament will be played in a capture the flag format with a time limit on each game. The winning team of each game will be advanced in the bracket and the losing team will be eliminated.
4. All equipment needed for play will be provided by the National Royal Rangers Office (such as the paintball marker, hopper, air tank, compressed air, goggles, and paintballs). No personal equipment will be allowed in the tournament.
5. If neither team is able to secure and post the flag within the time limit the following tie breaker will be used to determine the winner:

Event	5 Player
Active players at end of game	2 each
Opponents eliminated	4 each
First flag pulled	20 points
Possession of flag at time limit	25 points

### FLAGS & FLAG CARRIERS

1. A flag is designated as "pulled" or "secured" when it is removed from its station and held in the possession of an active player.
2. The flag may be handed off between active players. A flag may not be handed off or relayed from an eliminated player to an active player.
3. Any active player may pick up a dropped or discarded flag,
4. A flag carrier must carry the flag in plain view of referees and other players on the field. He may carry the flag openly in his hand or around his neck.
5. FLAG HANG: The game will end when the flag carrier **TOUCHES THE OPPONENT'S GOAL WITH THE FLAG** and the player is found to be clean (unmarked). The flag carrier must have

physical possession of the flag, and be free of elimination marks for any flag hang to be valid. The flag may not be thrown.

6. A flag carrier automatically becomes neutral when he breaks the plane of the station or touches the opponent's goal. If the flag carrier was marked prior to breaking the plane or touching the opponent's goal and game time did not expire during the check, the judge will eliminate the carrier and move the flag out of the station approximately 25 feet (in the direction it came from) and the game continues.
7. An eliminated flag carrier must immediately drop the flag, and raise his marker and arms above his head to signify his elimination and immediately leave the field

## **ELIMINATIONS & MARKINGS**

1. A player is eliminated from the game when he is ordered off the field or eliminated by a judge, or when a player signifies his elimination **whether marked or not**. A player's first priority when fired upon should be to check himself to determine if he has been marked. A player is eliminated if he has been marked with paint the size of a quarter.
2. Start of Game. The countdown and "game-on" signals will be issued to both teams simultaneously. No more than the 5 players may be on the playing field when the game-on signal is given or at any time during the game. A team may start the game with fewer than the prescribed number of players.
3. A player is eliminated from the game when he is marked anywhere on his body, clothing or equipment with a quarter-sized or larger splat caused by a direct hit from a single paintball. The size of the paint mark is cumulative
4. It is the player's responsibility to notify a judge when he is marked other than by a shot (e.g., by kneeling on a paintball, from cleaning his marker, from leaning against a paint-stained object, etc.). If the judge determines the mark was not from a hit, the **judge** will wipe off the mark.
5. It is each player's responsibility to check himself and call himself out when he has been marked from an obvious hit. An "obvious" hit is a direct impact that leaves a quarter-sized or larger splat and that, in the judge's determination, the player should physically sense.
6. Immediately upon determining that he has been marked, an eliminated player must raise his marker over his head, and exit the field immediately in such a way that he does not interfere with live play.
7. Once a player signifies he is eliminated through use of any audible or visual elimination signal, whether the player is marked or not, the player is eliminated.

## **PAINTCHECKS**

1. Paint checks may be requested by any active player any time during a game
2. Judges may visually check a player without performing a "neutral" paint check (without "calling him neutral"). During these non-neutral paint checks, play continues across the field without restrictions to shooting and movement.
3. Neutral Paint checks: A judge will perform a "neutral" paint check if, in the performance of the check, he will expose the player to hits or interferes with normal game activity. A player becomes neutral only when a judge gets close enough to touch the player, calls out "This Player is

"Neutral", and signals the player's neutrality to the rest of the field. However, until the referee has called the player being checked "neutral", play continues.

4. When a judge performs a "neutral" paint check, he must signal the player's neutrality to the rest of the field. He will then call the player neutral or clean and the game continues. An active player shall not shoot or advance toward a neutral player.
5. Judges, not the player, will wipe off indirect spatter and wrongful hits, such as when players are hit after being called neutral.
6. A player who attempts to remove paint splatter and/or spray off his clothing or equipment commits an infraction. However, the exception is a player's goggle lens; a player may wipe off his lens.

## **GENERAL**

1. Goggles must be worn 100% of the time when a player is in the arena, handling a marker, exiting arena until directed by one of the Marshals to remove it. Failure to comply will result in elimination.
2. Marshals have complete control of the field and all players must follow their directions.
3. Any disagreement will be handled by the Head Marshal at the conclusion of the game with each team Captain present.
4. The decision of the Marshals are final
5. A simple game, get the flag, hang the flag, eliminate opponents. It's all about team work and communication.