

The page features a decorative graphic consisting of several overlapping circles in various shades of blue. Two thin, light blue lines intersect in the upper left quadrant. The circles are arranged in a way that some are partially obscured by others, creating a layered effect. The largest circle is at the bottom right, while smaller ones are positioned in the top right and middle left.

OZB³ SERIES RULE SET

2011

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GENERAL

1. THE SPORT AND LEAGUE

1.01. THE SPORT

1.01.01. Paintball is a sport played by two teams with the number of players ranging from three to seven per team.

1.01.02. Team shall field a maximum of three players at OzB³ Series tournaments.

1.01.03. The objective of the game is for each team to capture a centre flag and to eliminate as many opposing players as possible, while capturing the flag and returning it to the opposing team's flag station within a limited time period.

1.01.04. Matches played in the OzB³ Series will have a 15 minute limited time period, consisting of three 5 minute point games (see [RULE 13.1 3 MAN RACE TO 2](#))

1.02. THE LEAGUE

1.02.01. The OzB³ Series has been set up to be as an affordable, easy and excellent place for players new to the sport of Paintball to cut their teeth, and to give semi-pro and professional players a place to help, train and nurture the sport they love so much – in a tournament setting.

1.03. THE RULES COMMITTEE

1.03.01. The Rules Committee is responsible for formulating the official playing rules ("Rules") for the League. The Rules Committee will meet as needed to review and issue interpretations of these Rules.

1.04. EQUIPMENT

1.04.01. The Rules Committee is responsible for determining what paintball equipment will or will not be permitted to be used by players.

1.04.02. Significant changes to the equipment rules must be announced by The League by June for the following season's rules.

1.04.03. All players are responsible for the performance of their own equipment.

1.05. THE REFEREES

1.05.01. The Referees are responsible for the strict enforcement of these Rules created by the Rules Committee.

1.06. THE DIVISIONS

1.06.01. The League will have 3 Divisions consisting of: Division 1("D1"); Division 2("D2") and Amateur ("AM").

1.06.02. The Amateur division is strictly limited to rental markers only.

2. THE FIELD

2.01. FIELD OF PLAY

2.01.01. The Field of Play will consist of a level rectangular area called the "in-bounds" area, and any area between the in-bounds area and the netting surrounding the in-bounds area.

2.01.02. The Field of Play will be free of any undue obstacle or hazard to participants or officials.

2.01.03. The edge of the in-bounds area will be marked by a boundary line.

- 2.01.04. The boundary line and any object or ground outside of the boundary is out-of-bounds.
- 2.01.05. The in-bounds area will include at least 20 obstacles arranged symmetrically across the midpoint or mid-line of the in-bounds area.
- 2.01.06. Obstacles will be at least a meter away from the boundary line.
- 2.01.07. The Field of Play will include a starting station in the centre of and parallel to the boundary line at each end of the in-bounds area consisting of:
- 2.01.07.01. A vertical rectangular surface one meter high by two meters wide, OR
- 2.01.07.02. An inflatable obstacle one meter high by two meters wide, OR
- 2.01.07.03. A netted penalty box two meters high by two meters wide.
- 2.01.08. The starting station is in-bounds.
- 2.01.09. Teams will be permitted to examine the Field of Play during field-walking times designated by the promoter.
- 2.01.10. Any person who intentionally alters the Field of Play will be assessed a 1 game suspension.
- 2.01.11. Any team whose player, staff or affiliated member who intentionally alters the Field of Play will be ejected from the event.
- 2.01.12. Any person on the Field of Play outside of field-walking times designated by the promoter OR immediately before, during or after a game in which the person is listed as a player or staff member of a competing team without permission of an authorised event staff will be assessed a XXX.

2.02. STAGING AREA AND COACHING

- 2.02.01. No person appearing on the roster of a team may employ an electronic or mechanical device to communicate with any other person during any of their team's games or matches.
- 2.02.02. The team of any person violating this rule will forfeit the match during which the infraction occurred.
- 2.02.03. Each team will be provided with a staging area adjacent to the Field of Play. All team players and staff must remain in the team's designated staging area during any games on the Field of Play except:
- 2.02.03.01. Players and staff may be on the Field of Play for a game in which their team is scheduled, or during the break period before or after such game, OR
- 2.02.03.02. To travel directly to and from a place where paintballs may be purchased, OR
- 2.02.03.03. To travel directly to and from the nearest place where air tanks may be filled, if fills are not currently available on the team's designated staging area.

2.03. OUT-OF-BOUNDS

- 2.03.01. Field boundaries are to be marked in either yellow or white material or a paint line. There is no back line.
- 2.03.02. Touching the side lines constitutes out-of-bounds in which the player will be eliminated.
- 2.03.03. Any ground space outside of the in-bounds area shall be out-of-bounds and result in the elimination for the player.

2.03.04. If any non-disposable equipment touches the side lines or goes out-of-bounds, the player that the equipment belongs to is considered out-of-bounds and will be eliminated.

2.04. DEAD BOXES

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

2.05. SAFETY NETTING

2.05.01. The Field of Play will be surrounded in safety netting. Netting must comply with Standard XXX-YY

2.06. SPECTATOR ZONE

2.06.01. Should space allow, fields will have a roped off safety zone no less than 1.5 meters from any side of the safety netting.

2.06.02. Players and spectators will stay behind the roped off area.

2.06.03. Those individuals who choose to go into the safety zone are subject to immediate ejection from the event.

2.07. FIELD ORIENTATION

2.07.01. Any team competing in an OzB³ Series tournament may examine any and all playing fields on the morning of the tournament but may not in any way alter any playing field.

2.07.02. No team or player may play any field prior to any tournament, unless such play is for promotional purposes and the team or player has been authorised by a representative of the League.

2.08. FILMING AND PHOTOGRAPHY OF GAMES

2.08.01. Only approved individuals will be allowed in any tower or enter any field to film, photograph or record games.

2.08.02. No photographers are allowed on the playing field at any time. To maintain continuity, safety and game flow, Photographers will comply with the directions of the Referees.

2.08.03. If a photographer's position impedes or influences the game, the photographer will be asked to leave the field.

2.08.04. At no time is a coach, or support person from a team allowed on the field or tower during a game.

3. THE TOURNAMENT

3.01. OZBALLERZ MEMBERSHIP

3.01.01. Players must have a valid OzBallerz ID card to participate in any OzBallerz tournament and players must be able to produce their ID at any time while on the premises of an OzBallerz tournament.

3.01.02. A player will not be allowed to enter the field without a valid ID or authorised OzBallerz event wristband.

3.02. ID/MEMBERSHIP CARDS AND FEES

3.02.01. OzBallerz player cards can be purchased online at [HTTP://OZBALLERZ.COM](http://ozballerz.com) or at any OzBallerz tournament.

3.02.02. The regular administrative fee for an OzBallerz ID card is \$XX.00 AUD.

3.02.03. OzBallerz ID cards are valid for one calendar season.

3.02.04. OzBallerz may offer a discount on ID cards applied for online before an event. The deadline for the discounted ID cards is typically two weeks before the event.

3.02.05. Replacement Ids will be issued for \$XX.00 AUD.

3.02.06. All ID card applications require at least 2 valid forms of government ID.

3.03. ROLE OF THE LEAGUE

3.03.01. The League will supply tournament information concerning entry fee, a schedule of events, including time and place for the Rules Committee and the Captains' Meeting, and an Insurance waiver to any player or team having entered an OzBallerz tournament.

3.03.02. Teams must adhere to the administrative rules and regulations administered by the League for any given tournament.

3.04. ENTRY FEES

3.04.01. Entry fees must be paid to the League of the OzBallerz tournament.

3.04.02. Entry fees for the D1, D2, and AM division teams will be established by the League.

3.04.03. Team rosters will be accepted and player wristbands issued only after all administrative fees have been paid in full.

3.04.04. Entry fees are non-refundable.

3.05. CAPTAINS MEETING

3.05.01. A Captains' Meeting will be held on the evening prior to the beginning of each OzBallerz tournament.

3.05.02. The purpose of this meeting is to provide information to the players concerning the League, any administrative changes to the League or the Rules, and other regulations governing teams' participation in the OzBallerz tournament.

4. THE ROSTERS

4.01. AMATEUR AND DIVISIONAL ROSTERS

4.01.01. D1, D2 and AM teams must submit their completed rosters prior to play.

4.01.02. Team rosters cannot be changed or added to after the first game has started.

4.01.03. Teams may have up to 5 players on their rosters and 2 team supporters.

4.01.04. Any team that submits a roster that does not qualify for the division they have applied to enter can and will be bumped to the qualifying Division.

4.01.04.01. Increased entry fees will be due before the team is allowed to play.

4.01.05. The team may also pay the higher 'late fee' for registering, approximately \$XX.00 AUD

4.02. TEAM SUPPORTERS

4.02.01. All team supporters are required to register at each event.

4.02.02. Each supporter must fill out a waiver, sign onto their team's roster and receive Field credentials.

4.02.03. An administration free of \$5.00AUD will be required per team supporter.

4.02.04. Supporter Field Passes are only valid for one event.

4.03. AGE REQUIREMENTS

4.03.01. Players must be 18 years or older, except players aged 12-17 years of age may play with written consent from a parent or guardian, where allowed by [RULE 4.03.02](#).

4.03.02. Players must abide by the age restrictions set by the state in which the event is being held in.

4.04. PLAYER CLASSIFICATION

4.04.01. Players will be assigned a class based on a classification rating computed from previous tournament participation history and performance data.

4.04.01.01. Each player earns an event score for each roster upon which they are listed as a player.

4.04.01.01.01. The event score earned is determined by the following formula

$$90 \times (\text{NUMBER TEAMS COMPETING} - \text{TEAMS PLACE} / \text{NUMBER TEAMS COMPETING} - 1) + 10$$

4.04.01.01.02. An event score that is more than 2 seasons old, or is not among a player's most recent 15 events, will be reduced by 25%.

4.04.01.01.03. An event score that is more than 3 seasons old, or is not among a player's most recent 20 events, will be reduced by 50%.

4.04.01.02. Each event score is multiplied by a division multiplier based on the division the player competed in.

4.04.01.02.01. Division 1 scores are multiplied by 4

4.04.01.02.02. Division 2 scores are multiplied by 2

4.04.01.02.03. Amateur Division scores are multiplied by 1

4.04.01.03. A player's classification rating is the sum of the player's second, third and fourth highest event scores.

4.04.01.04. A player's class is determined by their classification rating.

4.04.01.04.01. A player who had a classification rating higher than 72 at the end of the previous season is a Division 1 player.

4.04.01.04.02. A player who had a classification rating higher than 36 at the end of the previous season is a Division 2 player.

4.04.01.05. A player's classification may be raised mid-season if a player plays in a division higher than their current classification.

4.04.01.05.01. A player who plays in Division 1 and whose classification rating then exceeds 300 will then be classed as Division 1.

4.04.01.05.02. A player who plays in Division 2 and whose classification rating then exceeds 150 will then be classed as Division 2.

4.05. CHANGES TO PLAYER RANKINGS

4.05.01. Player status is based on playing history dating back to 2011.

4.05.02. Any player may request reclassification.

4.05.03. An administration fee of \$XX.00 AUD applies to all applications, regardless of the outcome of the decision.

4.06. INTER-DIVISIONAL PLAY

4.06.01. Any player may be on a D1 team roster

4.06.02. D2 may have unlimited D2 players, and up to 1 D1 player.

4.06.03. AM may have unlimited AM players, and up to 1 D2 player.

EQUIPMENT

5. UNIFORM

5.01. PROTECTED COLOURS

- 5.01.01. Player's uniforms may not contain the colour orange, which is reserved as the "Protected Colour" for paint and referees.
- 5.01.02. The colour yellow may also be reserved as protected, but is the decision of the Head Referee on the day and aimed at eliminating possible paint fill colour conflicts.

5.02. JERSEYS

- 5.02.01. Team players are encouraged to wear jerseys consisting of the same colour and style.
- 5.02.02. For the D2 and AM divisions – arm bands may be used to determine teams if using rental coveralls.
- 5.02.03. Jerseys may not have Black and White stripes, look similar to any Referee Jersey currently being used or be designed to cause confusion with the Referees or detection of paint hits.

5.03. PADDING IN JERSEYS

- 5.03.01. Padding in jerseys is not limited to specific areas provided that the thickness does not exceed 5mm.
- 5.03.02. Padding material is limited to open cell foam and must not be modified from the manufacturer's original form.

5.04. PATCHES

- 5.04.01. Patches may not exceed 10cm x 10cm and may not resemble a paintball splat or contain the protected colour.

5.05. LAYERS AND PADDING

- 5.05.01. Players must wear only one pair of full-length pants and only one long-sleeved jersey
- 5.05.02. Players in the D2 and AM divisions can also wear rented coveralls if they do not have the required uniform.
- 5.05.03. Players may wear only one layer of under clothing consisting of, at maximum:
 - 5.05.03.01. One pair of under-shorts, AND
 - 5.05.03.02. One short or long sleeved T-shirt, provided that
 - 5.05.03.03. It contains no padding, except for chest protector AND
 - 5.05.03.04. At its lowest point, does not hang past the in-seam crotch area.
- 5.05.04. Players may not wear sweatshirts or hoodies.
- 5.05.05. Any other soft padding in garments is prohibited.
- 5.05.06. Any layer of clothing that is thicker than a standard 100% cotton T-shirt is padding.
- 5.05.07. The League will allow for extra chest protection for female players.

5.06. APPEARANCE

- 5.06.01. Players' clothing must fit well.

5.06.02. Jerseys must be tucked into players' harness.

5.06.03. Players may not wear any oversized clothing.

5.06.04. Clothing is oversized if, when tightly gathered about the body or limb with excess clothing pinched together and away from the body, the excess clothing extends more than 10cm from the body or limb.

5.06.05. Players clothing including pants and jersey must be free from tears and rips.

5.06.06. If clothing is torn or ripped during the course of a game, the player must change or repair any torn or ripped clothing to a standard deemed satisfactory by a member of the Rules Committee or Head Referee prior to starting the next game.

5.06.07. The penalty will be the player is eliminated from the game.

5.07. HEADGEAR

5.07.01. Players may and are encouraged to wear headgear to protect the head.

5.07.02. Players may not wear bandanas and/or handkerchiefs anywhere other than on the head or neck.

5.07.03. Hats, caps and headbands may not be modified from the manufacturer's original form, and may not extend below the collar bone or shoulder blades.

5.08. GLOVES

5.08.01. Players may wear a single pair of gloves, with or without full fingers.

5.08.02. Gloves may be padded.

5.09. PROHIBITED MATERIALS

5.09.01. Players may not wear clothing that is made out of highly absorbent or slick materials, such as felt, fleece, nylon or rubber.

5.10. METAL CLEATS

5.10.01. Players may not wear metal or ceramic cleats, or cleats that may injure another player or damage the playing field (e.g. Puncture a bunker)

5.10.02. Players will not be allowed onto the playing field unless an authorised person rules that the footwear is deemed safe and will not cause any bodily injury or damage to the field.

5.11. NON-DISPOSABLE EQUIPMENT

5.11.01. Equipment that a player may not leave more than 1.5 meters from his/her position, excluding:

5.11.01.01. Squeegees

5.11.01.02. The game flag

5.11.01.03. Full or empty pods

5.12. OTHER EQUIPMENT

5.12.01. The League may at its own discretion alter equipment rules for unique circumstances such as accommodating disabled and/or handicapped players.

6. PROTECTIVE GEAR

6.01. FACE MASK / GOGGLES

- 6.01.01. Players, officials and any other individuals present in an active paintball area (e.g. the playing field or chronograph station) must wear Goggle with full face protection manufactured for use in paintball games in its original form.
- 6.01.02. Goggles must meet or exceed standards for eye protection and lenses be in good repair.
- 6.01.03. Goggles must have ear protection.

6.02. PROTECTIVE PADDING

- 6.02.01. Players may wear one layer of protection, over or under clothing, protecting the below body parts, providing the padding has not been modified from the manufacturer's original form.
- 6.02.02. The following protective padding has been approved for use:
 - 6.02.02.01. Neck protection
 - 6.02.02.02. Forearm and elbow protection
 - 6.02.02.03. Shin and knee protection
 - 6.02.02.04. Groin protection
 - 6.02.02.05. Chest protection

6.03. NECK PROTECTION

- 6.03.01. Players may wear neck protection consisting of a single layer of neoprene type material.
- 6.03.02. Neck protectors must cover the neck only and may extend a maximum of 25mm past the collarbone.
- 6.03.03. Players may wear bandanas as long as they are rolled up and do not pass the collar bone.

7. MARKERS

7.01. LICENSING

- 7.01.01. All players that own markers must hold a valid licence as well as their registration papers for said markers.
- 7.01.02. If a marker is on loan from another player – the appropriate paperwork must be on hand to confirm this.

7.02. MARKER SPECIFICATION

- 7.02.01. Players may use a single, .68 calibre, pump OR semi-automatic paintball marker, which consists of a single barrel and a single trigger.
- 7.02.02. All paintball markers shall operate in semi auto or pump mode only, and may not operate in other discharge modes such as burst, ramp, or fully automatic.
- 7.02.03. Each marker must meet each state's minimum legal length and firearm laws regarding paintball markers.
- 7.02.04. Paintball markers may not fire over 15 balls per second.

7.03. TRIGGER

- 7.03.01. A trigger is a moveable lever that causes a marker to fire when force is applied directly to the trigger with a vector parallel and opposite to the vector the marker fires paintballs.

7.03.02. A marker that can be cause to fire by any other means is illegal.

7.03.03. A trigger pull requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every shooting cycle.

7.04. EXTERNAL ADJUSTERS

7.04.01. Markers with electronic firing systems must be locked in a tournament semi auto mode.

7.04.02. The player may NOT be able to adjust the dwell, de-bounce, shooting mode etc. While on the playing field.

7.04.03. 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.

7.04.04. Depending on the make or model of the markers, some make require locking tournament caps, or may require multiple locking tournament caps.

7.04.05. All regulators require locking tournament caps such that they cannot be adjusted without a tool with the marker gassed or degassed.

7.04.06. Locking tournament caps are devices used to lock down or prevent on field adjustments.

7.05. INSPECTION

7.05.01. Markers are subject to inspection at any time, before, during and after any games by any referee or member of the Rules Committee.

7.05.02. The team of any player found to be using a marker in violation of [RULES 7.02](#) through [7.04](#) shall be penalised according to [RULE 24.07](#)

7.06. SURRENDER OF MARKER

7.06.01. Players must surrender their marker immediately upon the request of any Referee or League representative at any time.

7.06.02. Players may not alter, pull the trigger, turn on or off, push any buttons or make any other movement that might cause a firing mode to change. See [RULE 24.04](#).

7.07. MARKER VELOCITY

7.07.01. Markers may not exceed a maximum velocity of 300 fps (feet per second).

7.07.02. All Markers must be chronographed at an official station (overseen by a Field Referee) prior to the start of each game

7.07.03. Violations depend on velocity over 300 fps. See [RULES 23.02](#), [24.04](#) and [24.05](#).

7.07.04. Team Chronograph slips, must have the team member name, signature and Chronograph Reading recorded on it and be given to a referee officiating their game before they will be allowed to commence play.

7.08. SOUND SUPPRESSORS

7.08.01. Marker barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or integral to the construction of the barrel.

7.09. BARRELS

7.09.01. Players may only bring one barrel onto the playing field.

7.09.02. The barrel must be attached to the marker.

7.09.03. Barrels that alter the trajectory of paintballs (Apex, Flatline etc.) are also prohibited.

7.10. BALL DETECTION SYSTEMS

7.10.01. Players may turn on or off the ball detection system (e.g. eye, break beam etc.), if the player's marker has such functionality.

7.11. BARREL SOCKS AND PLUGS

7.11.01. Markers must have a barrel sock/condom over their barrel at all times that the marker is in any unlogged area. See [RULE 24.04](#).

7.11.02. Barrel plugs are not to be used under any circumstances.

7.12. STICKERS

7.12.01. Stickers on hoppers or hopper lids are allowed.

7.12.02. Colours of stickers may not contain the Protected Colours or resemble a paintball splat.

7.13. EXPOSED MARKERS

7.13.01. Players may not have any exposed markers, tanks or barrels outside of the designated player marshalling areas.

7.13.02. All markers taken outside the player marshalling areas must be concealed. See [RULE 24.04](#).

8. OTHER EQUIPMENT

8.01. PAINT LOADERS/HOPPERS

8.01.01. Loader colours or designs may not resemble a hit or paintball mark.

8.01.02. Clear loaders are allowed.

8.01.03. Players may not use cloth or neoprene loader covers.

8.02. AIR TANKS

8.02.01. All compressed air (or other) tanks must be within current test date specified as per the manufacturer's recommendations.

8.02.02. All tanks must be free from dents or other defects and are subject to a visual inspection.

8.02.03. All tanks must be WorkCover approved and fitted with a tank cover. See [RULE 24.06](#).

8.03. REMOTE TANKS

8.03.01. Players may wear a remote tank hook-up.

8.03.02. The remote line may not be worn underneath clothing.

8.04. POUCHES, PODS OR TUBES

8.04.01. Players may carry any number of pouches, pods or tubes.

8.04.02. Pods and Tubes may not contain the Protected Colour(s).

8.04.03. Pouches may not be constructed in such a fashion that they be constitute padding.

8.04.04. All pods used for a match must be carried out at the commencement of the match and no additional pods are to be loaded into the players pack after the match has started unless from another live player.

8.05. SQUEEGEES

8.05.01. Players may carry multiple squeegees and/or swabs.

8.05.02. Players may not carry anti-fog cloths, spray or towels onto the playing field.

8.06. FLAGS

8.06.01. Flags will be a minimum of 30cm wide by 60cm long.

9. PAINTBALLS

9.01. SPECIFICATIONS

9.01.01. In accordance with marker specifications, all paintballs must be 0.68 calibre.

9.02. PROHIBITED FILLS

9.02.01. Prohibited Paint is deemed to be any paint filled with either a red or pink colour.

9.02.02. Any player using Prohibited Paint will be subject to penalties in [RULE 24.08](#), including responsibility for any resulting injury or property damage.

10. PROHIBITED EQUIPMENT

10.01. PROTECTED COLOURS

10.01.01. Players' equipment (including uniforms as provided in Section 6) may not contain the colour orange, which is reserved for paint and referees.

10.02. SPECIFICALLY PROHIBITED ITEMS

10.02.01. Players may not use any listening devices, communication devices or any form of electronic surveillance. Subject to Disqualification [RULE 24.07](#).

10.03. GENERALLY PROHIBITED ITEMS

10.03.01. Players may not bring any item not specifically permitted for use in the OzB³ Series in Rules 6 through 11 onto the playing field unless approved by the Rules Committee prior to game start. See [RULE 24.08](#).

OFFICIATING

11. REFEREES

11.01. REFEREES

11.01.01. The OzB³ Series will include a “Head Referee” and “Field Referees”.

11.01.02. Each playing field will be staffed by a minimum of 2 Referees for D2 and AM, and 3 Referees for D1 and PRO (inclusive of the Head Referee)

11.02. AUTHORISATION

11.02.01. All Referees are under direct control of the Head Referee.

11.02.02. Only Referees approved, authorised and assigned to a playing field by the Head Referee may make calls on that respective field.

11.03. PRE-GAME EQUIPMENT INSPECTION

11.03.01. The Head Referee may require a player to change clothing and/or modify or substitute equipment prior to the start of a game in order to comply with [RULES 5](#) through [10](#).

11.03.02. Players that do not comply with this rule will not be permitted on to the playing field.

11.04. ON FIELD CHRONOGRAPHING

11.04.01. Chronographing on the field may be done at any time as the discretion of any Field Referee to determine if a marker's velocity has risen above legal limits. [RULE 7.7](#)

11.04.02. Referees will seek to perform on field chronographing in a manner which least interferes with play.

11.04.03. Players will not be subject to Referee chronographing after game end, but may be required to surrender their marker for inspection following [RULE 7.5](#) and [RULE 7.6](#)

11.04.04. Chronographing will be performed with equipment authorised by the Rules Committee.

11.04.05. The League may use different brands and/or types of official chronographs that may give slightly different testing results. Whatever device used at the time of testing will be the official result.

11.05. PAINT CHECKS

11.05.01. Paint checks are performed by Referees for the purpose of determining if a paintball has broken on and marked a player.

11.05.02. Paint checks are performed by a Referee

11.05.02.01. When they have observed a player taking shots, OR

11.05.02.02. When shots are directed into an area occupied by a player that the Referee cannot directly observe, OR

11.05.02.03. When the physical location that a paintball may have broken is not visible to the Referee, OR

11.05.02.04. When the Referee is directed to do so by another Referee.

11.05.03. Referees must check players within 10 seconds as to not impede their game.

- 11.05.04. Referees may, but are not obliged to, perform a paint check after a player has requested one on another player.
- 11.05.05. Players calling for Referee paint checks for hits that are clearly visible or constantly calling of paint checks on other players will result in them being eliminated or even a One-for-One penalty.
- 11.05.06. Flag carriers will never be stopped for the purpose of performing a paint check, unless requested by the flag carrier.
- 11.05.07. Players, who are hit in obvious locations, which are not easily verifiable, such players may call for a paint check. See [RULE 20.3](#).

11.06. REFEREES HAND SIGNALS

- 11.06.01. Referee hand signals will be as follows:
- 11.06.01.01. Ready to Game Start: The Head Referee will signal the Ready to Game Start by raising their right hand.
- 11.06.01.02. Game Start: The Head Referee will signal Game Start by dropping their right hand.
- 11.06.01.03. Eliminated: Referee will signal when a player is eliminated by holding their right hand on top of their head and pointing with their left arm at the player who is eliminated.
- 11.06.01.04. The Referee cannot put a player back in after calling a player eliminated with a hand signal.
- 11.06.01.05. Safe: Referee will signal safe by waving both hands in front of their body. This safe signal indicates a player is considered clean of a hit and is still an active player.
- 11.06.01.06. Neutral: Referee will signal a player is neutral by touching such player, shouting "Neutral" and holding the other arm above their head showing their hand to the opponents' team in a stop gesture.
- 11.06.01.07. The Referee will then check the player and make a safe or eliminated call.
- 11.06.01.08. Neutral calls are at the discretion of the referees, and will only be made in extreme cases where it is difficult to check a player for hits.
- 11.06.01.09. One-for-One, Two-for-One: Referee will call a player eliminated for a One-for-One ([RULE 23.03](#)) using the eliminated signal first followed by a double fist up and down movement with both arms in front of their body. Referee will then pull another player and again signal a One-for-One. The double fist up and down movement may also be repeated as necessary for Two-for-One ([RULE 23.04](#)) eliminations.
- 11.06.01.10. Out-of-Bounds: Referee will signal a player is out-of-bounds with a swing of both arms toward the direction where the player is out-of-bounds.
- 11.06.01.11. Flag Hang: Referee will signal a Flag Hang by placing both arms over their head and holding the left wrist with the right hand.
- 11.06.01.12. Game End and Stoppages: The Head Referee will signal the game end or game stop by waving both hands overhead so that the wrists cross.

11.07. EMERGENCIES

- 11.07.01. In the event of an emergency situation, the Referee discovering the emergency will alert all Referees of the emergency by using their whistle in 3 long bursts.
- 11.07.02. All other Referees on the field will immediately cause all action to stop.

11.07.03. Game time will be halted for the duration of the emergency.

11.07.04. All players will be asked to place their markers on the ground with barrel socks fitted.

11.08. REFEREES COMMUNICATIONS

11.08.01. Referees may only engage in rules related communications during games.

11.08.02. Referees shall not:

11.08.02.01. Through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game, OR

11.08.02.02. Impede the progress of any competition.

11.08.03. If the Head Referee rules that a Referee has broken [RULES 11.08.02.01](#) and [11.08.02.02](#) they will be replaced immediately and may be prohibited from Refereeing the teams involved for the remainder of the events.

11.09. BIAS

11.09.01. Referees shall perform their duties and shall make decisions in an unbiased manner.

11.09.02. A Referee showing bias in a call, for or against any team, shall be removed immediately as a Referee and will be subject to a penalty as determined by the Rules Committee.

11.10. DISPUTING REFEREE CALLS

11.10.01. If there is a dispute on a field regarding a call that a referee made during game play, then the player involved must communicate with the Team Captain or Team Owner.

11.10.02. The referee involved must communicate to the Head Referee.

11.10.03. The dispute is to be resolved in a timely manner by the Head Referee and the Team Captain only.

11.10.04. If the Head Referee feels necessary, the dispute will be take off the field where the Assistant Head Referee will carry on the duties of the Head Referee until the Head Referee returns.

11.10.05. Off the field, the Head Referee and the Team Captain or Team Owner will resolve the dispute.

11.10.06. If necessary, the Head Referee will be called only to clarify the call made on the field.

11.10.07. The Head Referee's decision will be final.

PRE-GAME PROCEDURES

12. PRE-GAME

12.01. INSPECTION PROCEDURE

- 12.01.01. Each team must report to the Chronograph Station at least 5 minute before the game is scheduled to start.
- 12.01.02. Each player must chronograph their own marker, record their reading on the Team Chronograph Log and sign that their reading is correct.
- 12.01.03. Once all team members have completed this chronograph record the Team Captain must present this sheet to the Head Referee on field.

12.02. MARKER INSPECTION

- 12.02.01. Players will surrender their markers to the Head Referee who will inspect the following:
 - 12.02.01.01. Mechanical Parts locked: Screws, barrels, tank and other working parts which can increase or decrease velocity are adequately tightened.
 - 12.02.01.02. Any external velocity adjusters are covered or fixed in place.
 - 12.02.01.03. No device, component or item which could enable a player to increase muzzle velocity of the marker on the game field without resorting to the use of tools is present on the marker.
 - 12.02.01.04. Electronic Parts locked: Shooting modes of electronic markers may not be adjusted on the field as to allow the dwell, de-bounce and trigger bounce or ramping.
 - 12.02.01.05. Valves: Valves must be placed in the fully open position and no valves or expansion chambers can be turned off.
 - 12.02.01.06. Foreign Matter: No foreign matter may be in the barrel, feed port or loader.

12.03. CHRONOGRAPHING

- 12.03.01. Each player shall chronograph their own marker as it would be shot effectively on the game field at its maximum velocity.
- 12.03.02. Players must shoot a minimum of three shots over the chronograph. Markers will pass inspection if no one shot is greater than 300 feet per second.

12.04. REMEDIAL MEASURES

- 12.04.01. Players whose markers do not pass inspection or chronographing will be so informed and will be given an opportunity to remedy the situation, time permitting.
- 12.04.02. Players whose markers have not passed the chronographing may elect to enter the field without a marker or be counted as eliminated.

12.05. PRE-GAME RESTRICTED AREA

- 12.05.01. Players who have passed the chronograph must travel directly to the playing field or adjacent viewing area where velocity altering devices are prohibited.
- 12.05.02. This area will be supervised by a Referee or other event official.
- 12.05.03. Players who have passed the chronograph may not leave this area, except to enter the field with a Referee.

12.05.04. Players in this area may not accept any items from any person outside of this area, except through the Chronograph Referee.

12.05.05. Players may not fill up air after passing chronograph inspection.

12.05.06. If a player chooses to fill up air then that marker must be re-inspected before entering the playing field.

12.06. CHOICE OF FLAG STATION

12.06.01. The team that wins a coin-toss shall choose which Flag Station it will defend in preliminary rounds.

12.06.02. For the quarterfinals, semi-finals and final rounds teams will flip for the first and third games, if necessary.

12.06.03. In the second game of these rounds teams shall defend the opposite flag station, that they defended in the first round.

12.06.04. If both teams agree on which side they would like to defend, no coin toss is necessary.

12.07. EQUIPMENT

12.07.01. Teams must carry all paintballs, gas or air and equipment to be used during the course of the match on their person at the start of each point.

12.07.02. At no point may a play receive any additional paintballs, gas or air and equipment after commencement of the point.

12.08. OLD HITS

12.08.01. Players are responsible for removing old hits or bringing the same to the attention of a Field Referee prior to the start of the game so that they may be dealt with in a manner that would not result in the elimination of the players.

THE GAME

13. MATCH STRUCTURE

13.01. 3 MAN RACE-TO 2

- 13.01.01. Each match will consist of a series of 5 minute points.
- 13.01.02. Points will be played in rotation amongst all opponents scheduled for a team in the current round of play.
- 13.01.03. The match ends if
 - 13.01.03.01. A team has scored two points, OR
 - 13.01.03.02. Three points have been played, OR
 - 13.01.03.03. A team forfeits.
- 13.01.04. The team that scores the most game points during the match wins the match.
- 13.01.05. If a preliminary match ends with the same number of points scored by each team, the match is a tie.
- 13.01.06. If a playoff match ends with one point scored per team, the team that scored their point in the least game time wins.
- 13.01.07. If a playoff match prior to the semi final or final round ends with no points scored by either team, the teams will switch sides and play one additional 5 minute overtime point.
- 13.01.08. If neither team scores in the overtime point, both teams lose, neither teams advance and the team that would have played the winner of the match in the next round receives a bye.
- 13.01.09. If a playoff match in the semi final or final round ends with no points scored by either team, the team will play a sudden death untimed overtime games until a team scores a point, switching sides at the start of each overtime point.

14. GAME START

14.01. FLAG STATION CHRONOGRAPH

- 14.01.01. Before the 10 second warning, the referees have the option to chronograph the players.
- 14.01.02. A player who is found to consistently shoot over 300 fps will be eliminated. See [RULES 23.02, 24.04, 24.05](#).

14.02. TEN SECOND WARNING

- 14.02.01. The Head Referee on the field will begin the game by saying “Players, remove your barrel protection and get ready for the 10 second warning”
- 14.02.02. The Head Referee will then start a 10 second count down and raise right hand in the air (See [RULE 11.6.1](#)) so that each team may hear and see clearly such warning.

14.03. MARKERS

- 14.03.01. Players must have the barrels of their markers,
 - 14.03.01.01. Below the waist, AND

14.03.01.02. Touching or breaking the plane of the start station.

14.03.02. Players must also start in front or to the side of, but not behind the Start Station with their markers touching or breaking the plane of the Start Station. See [RULE 23.02](#).

14.04. GAME START

14.04.01. The Head Referee will give such warning with a countdown of get ready for 10 second warning then 10 seconds in “Three, two, one, ten-seconds.”

14.04.02. Thereafter, the game will start by the Head Referee shouting so that each team may hear, by radio or otherwise, either, “Game on” or “Go, go, go”

14.05. TIME

14.05.01. Official game time will be kept by the Head Referee or a Field Referee appointed thereby, but in no event shall the official game time be kept by a Flag Referee.

14.05.02. In the event that a game is to be interrupted because of a medical emergency, or otherwise, the Head Referee will mark the time or cause the Field Referee appointed thereby to keep the official game time to mark the time.

15. GAME STOPPAGES

15.01. FALSE START

15.01.01. 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.

15.02. REASONS FOR STOPPAGES

15.02.01. Only the Head Referee may declare the game stopped.

15.02.02. 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.

15.03. PROCEDURE

15.03.01. Field Referees will note the locations of the players at the time that the game is stopped.

15.03.02. Once the game has been stopped, the Field Referees will insure that players remain in those locations.

15.03.03. Players will place their markers on the ground in front of them to mark the spot where they were when the game was stopped.

15.03.04. Referees will check all players and will remove any players who were eliminated prior to the game being stopped.

15.03.05. Players may not reload or refill air during this time.

15.03.06. Referees will confer to review the sequence of events prior to the game stoppage.

15.03.07. If penalties need to be assessed, they will be so assessed at such time.

15.03.08. Players with hits may be reinstated into the game if the Field Referees determine, at their discretion, that a player was eliminated after the game was declared stopped or as a direct result of illegal actions, which led directly to the game stoppage.

15.04. RESTARTS

15.04.01. 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 [RULE 14](#).

15.04.02. Time will begin to run upon such restart.

16. GAME END

16.01. CEASE SHOOTING

16.01.01. Players may not fire their markers following

16.01.01.01. An instruction from a Field Referee to cease fire; OR

16.01.01.02. When a player hangs the Flag and the Flag Referee calls and signals time. See [RULE 18.03](#); OR

16.01.01.03. When Official Game Time expires.

16.02. INSPECTION

16.02.01. All live players at the end of a game must present themselves to a Field Referee for inspection.

16.02.02. At this time, a Field Referee will inspect the player for hits, and if any are found, the Head Referee will be notified, and proper penalties will be assessed.

16.03. GAME END

16.03.01. A game will end only by the Head Referee on the field announcing "Game over".

16.03.02. This will happen if the time runs out in the period of play or 1 team reaches a score indicated in the relevant Match Structure. See [RULE 13](#).

17. FLAGS

17.01. FLAG FIELD PLACEMENT

17.01.01. The Flag will be hung in the centre of the field prior to the start of a game by a Field Referee.

17.02. CARRYING THE FLAG

17.02.01. Players carrying the Flag must carry it in full view.

17.02.02. Players cannot attempt to hide or disguise the Flag in any way.

17.03. PASSING THE FLAG

17.03.01. Flags may be passed between live players.

17.04. ELIMINATED WHILE CARRYING THE FLAG

17.04.01. If a player is eliminated while possessing the Flag, the player will drop the Flag at the point of elimination.

17.04.02. A Referee may hang the Flag on a nearby bunker.

18. FLAG HANGS

18.01. CALLING TIME

18.01.01. When a player touches his or her opposing team's flag station with the flag, the Flag Referee immediately calls time and the time of the call is recorded.

18.01.02. The Flag Referee then checks the flag carrier and the Field Referees check the remaining live players.

18.01.03. 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.

18.02. RE-HANG

18.02.01. 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.

18.02.02. The replacement flag will be hung in the centre of the playing field (See [RULE 17.01](#)).

18.02.03. 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".

18.03. GAME END

18.03.01. 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.

19. FORFEITURE

19.01. FORFEITURE

19.01.01. A forfeit will be declared for each game that;

19.01.01.01. A team fails to submit a Team Chronograph Log completed in full to a game referee prior to the scheduled start time of their game.

19.01.01.02. A team that has been disqualified from the event.

19.01.01.03. For any game in which a team refuses to take the field.

19.01.02. In the event that both teams fail to show for a game or are unwilling to take the field, both teams will have forfeited the game.

19.02. SCORING

19.02.01. Any team which is scheduled to oppose a team that has forfeited a game will receive 1 game point for each game that is missed or forfeited.

19.03. FINALITY

19.03.01. 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 caused by a League Official.

20. HITS

20.01. MARKED WITH PAINT

20.01.01. A player will be eliminated if such player is marked with paint.

20.01.02. A player is marked with paint if a paintball shot out of a paintball marker by any live player, including members of the opposing team or a player's own team strikes that player or anything they are wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark.

20.01.03. If a Referee does not see a paintball shot by a live member of the opposing team or the player's own team strike that player or anything they are wearing or carrying, but that player or the player's equipment is marked with paint, then such a player will be eliminated.

20.01.04. Generally, if the paint marking is reasonably solid and the size of a 10 cent piece or greater, it will be considered a valid hit.

20.01.05. Conversely, a player will not be eliminated if the player is hit and marked by a paintball shot by an eliminated member of the opposing team or if a paintball strikes the player or anything they are wearing or carrying but does not break or if the paintball strikes another object first

and breaks upon that object before marking a player or anything they are wearing or carrying.

20.01.06. Referees will wipe splatter or non valid hits off a player at the time they are inspected.

20.01.07. Players playing with paint that is considered non valid will do so at their own risk, until it is wiped clean by a Referee.

20.01.08. Players who are in motion while hit in obvious locations, which are easily verifiable, will immediately turn their motion away from the opposition, and stop.

20.01.09. If two opposing players are hit and marked, as provided in this Rule simultaneously, or if the Referee cannot determine which player was hit and marked first, both players will be eliminated.

20.01.10. Pods with non valid hits: A player may use disposed pods that have been marked with paint, but still contain paintballs as long as the player notifies the nearest referee that the pod has a non valid hit.

20.01.11. If a player does not notify a referee, the player may use the pods at their own risk of being eliminated.

20.02. OBVIOUS HITS

20.02.01. Obvious hits are those which impact and break on observable places on the body or equipment.

20.02.02. Players who are hit in an obvious location are expected to immediately signal their elimination by announcing "Hit" or "Out" at the time of such elimination.

20.02.03. Such players must place a hand on top of their head, and go straight to the elimination box.

20.03. OBVIOUS HITS, NOT EASILY VERIFIABLE WHILE WEARING GOGGLES

20.03.01. Players with obvious hits in areas which are not easily verifiable, such as the back must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate whether or not such player was eliminated.

20.03.02. The teammate must respond immediately, and if the hit player was eliminated, they must cease play, signal their elimination and exit the field.

20.03.03. Failure to call on such teammate for verification or failure of such teammate to respond immediately constitutes playing on by the hit player.

20.03.04. If no such teammate is available for verification, such player must immediately call for a paint check by a Field Referee.

20.03.05. Failure to call for such a paint check immediately will constitute playing on by such player.

20.04. UNOBVIOUS HITS

20.04.01. Unobvious hits are those which impact and break on a player's harness and tubes located on a player's back.

20.04.02. Players with unobvious hits will be eliminated.

20.04.03. Should a player with an unobvious hit become aware, through their own actions or through information provided by team mates that they have been validly marked, such hit at such time shall be deemed to constitute an obvious hit.

20.04.04. Any part of the harness located in front of a players hips are considered obvious.

21. FIELD EXIT

21.01. PROCEDURE

- 21.01.01. Eliminated players have to wait in their designated area (dead box) for the direct release command by a Referee, even after “Game Over” has been announced.
- 21.01.02. After the game all live players must proceed directly to their nearest referee for inspection.
- 21.01.03. Players are allowed to turn off their loaders but not their markers.
- 21.01.04. 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.
- 21.01.05. Players who are not present at the live player inspection are subject to being counted as eliminated.
- 21.01.06. Players may not re-enter the playing field without the permission of a Field Referee.

INTERFERENCE AND SPORTSMANSHIP

22. ILLEGAL ACTIVITIES

22.01. PLAYING ON

22.01.01. A player that continues to play after being marked, in an obvious location, with paint is Playing On.

22.01.02. Playing On includes, but is not limited to:

22.01.02.01. Continuing to shoot or otherwise engage the opposition.

22.01.02.02. Continuing to move, except with the respect to exiting the field by the most direct route or at the direction of a Referee.

22.01.02.03. Talking, signalling or otherwise communicating, either to a Referee, opposing players or team mates, except that a player may say "Hit" or "Out" or something to that effect once.

22.01.02.04. Impeding the progress of opposition players or a Referee.

22.01.02.05. Hampering a Referee in making a paint check or a call.

22.01.02.06. Discharging or degassing the marker or providing team mates with paintballs or equipment.

22.01.02.07. Remaining in the game while making no effort to leave the field.

22.01.02.08. Turning marker off before "Game Over" is called.

22.02. FREIGHT TRAINING

22.02.01. Freight training is the act of utilising multiple players who move and act in such a manner so that the lead players after being marked and eliminated impede or prevent the timely elimination of other players in the train.

22.02.02. Referees will allow a freight train to continue, but will assess penalties for Playing On.

22.03. WIPING

22.03.01. Wiping is defined as the active and deliberate removal of paint by a player in order to avoid elimination or avoid a Referees call.

22.04. MARKER MODIFICATION

22.04.01. Players may not modify markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports. See [RULE 23.2.11](#).

22.05. SPECTATOR INTERFERENCE

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

22.05.01.01. Issue instructions to players on the field.

22.05.01.02. Make comments about play which is likely to be heard by players on the field.

22.05.01.03. Have markers in their possession, or

22.05.01.04. Otherwise interfere with play in any manner whatsoever.

22.05.02. 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.

22.06. UNSPORTSMANLIKE CONDUCT

22.06.01. Players will be eliminated if they engage in unsportsmanlike like conduct and will be subject to further penalties. See [RULES 26.03](#) and [26.04](#). Unsportsmanlike conduct may include, but is not limited to:

22.06.01.01. Deliberately shooting at Referees.

22.06.01.02. Excessively shooting an eliminated player with intent to injure.

22.06.01.03. Requesting of paint checks to distract Referees from checking themselves or team mates.

22.06.01.04. Verbally abusing any players, spectators or Referees.

22.06.01.05. Throwing equipment.

22.07. EMBARRASSING, DANGEROUS OR DESTRUCTIVE BEHAVIOUR

22.07.01. Teams and players participating in the OzB³ Series shall not engage in conduct that would bring the OzBallerz Tri-League, the promoter or any sponsors into disrepute.

22.07.02. During any event, players must not:

22.07.02.01. Discharge loaded markers in any ungoggled areas;

22.07.02.02. Harass or intimidate any individuals (including event staff & spectators);

22.07.02.03. Provoke a physical altercation or otherwise incite violence, wear or displaying offensive pictures, words or logo's;

22.07.02.04. Intentionally damage or destroy private property (including hotels), or engage in any other criminal, destructive, dangerous activity that would cast the sport of paintball and OzBallerz in a negative light.

22.07.03. Any player caught violating these rules will be ejected from the venue for a full year. See [RULE 24.06](#).

22.08. ACT PAINTBALL RESPONSIBLE

22.08.01. OzBallerz encourages all players while attending the OzB³ Series to be paintball responsible.

22.08.02. This includes, keeping paintball markers safe and concealed when not in the player marshalling areas or on the playing field.

22.08.03. Players should not shoot markers outside the venue or in hotels or public places.

22.08.04. Players when speaking to the public should speak of Paintball in a respectful clean positive way.

22.08.05. Players need to obey and respect all local laws. Players who do not act "paintball responsible" will be subject to [RULE 24.05](#).

22.08.06. Any player caught shooting towards the spectator sideline or opponent's end line during a break will be eliminated in their next game. See [RULE 23.02](#).

22.08.07. Any person who throws an air source will be ejected from the tournament and will serve a suspension banning them from the next scheduled event.

ELIMINATIONS AND PENALTIES

23. ASSESSMENT OF PENALTIES

23.01. VERBAL WARNINGS

- 23.01.01. Referees may issue verbal warnings on the playing field for the following reasons;
- 23.01.02. First Offences. First offensives for wrongfully calling for a paint check, or use of inappropriate language used to vent frustration only and not directed at any referee, player or spectator.
- 23.01.03. Verbal Warning may be given for not having a barrel blocking device on in goggle safe areas or having un-bagged markers outside of the player's marshalling area and/or field of play. See [RULE 24.03](#).
- 23.01.04. Player leaving the dead box during a game. See [RULE 24.03](#).

23.02. ELIMINATIONS

- 23.02.01. Referees will eliminate players for the following reasons:
 - 23.02.01.01. Hit: Player is marked with paint.
 - 23.02.01.02. Out of bounds: Player, any part of a player's body touches the line or solid fixtures or goes out of bounds.
 - 23.02.01.03. Second Offence: Second offence for wrongly calling for a paint check, or use of inappropriate language used to vent frustration only and not directed at any referee, player or spectator.
 - 23.02.01.04. Surrender: Player without being hit raises marker above head, or shouts "Hit" or "Out", walks with eliminated player(s) or otherwise creates the appearance of having been hit.
 - 23.02.01.05. Abandoned Equipment or Uniform: Player abandons equipment (other than squeegees, the game flag or full or empty pods) on the field.
 - 23.02.01.06. Compressing Bunkers: Players found to be altering a bunker to gain an advantage for elimination, such as pushing the marker or body between two bunkers, compressing the shapes, stepping or jumping on, or moving the bunker off its axis will be eliminated.
 - 23.02.01.06.01. The initial contact of the hand on the bunker will be allowed provided it does not compress the shape excessively or move it off its axis.
 - 23.02.01.07. Faulty Checkout: Live player checks out at game end with an unobvious hit.
 - 23.02.01.08. Dead Man Walks: These are prohibited and are defined as follows - Players that take such action that would cause members of the opposing team or Field Referees to reasonably believe that such players have been eliminated, including but not limited to, calling themselves hit or out, holding the markers above the shoulders, placing objects in or over the barrel, walking with eliminated player(s) or turning away from oncoming aggressive player(s) will be eliminated.
 - 23.02.01.08.01. Players who have been marked by a player doing a dead man walk will be reinstated in the game by a Referee unless their armband has already been removed, then the player is eliminated.
 - 23.02.01.09. Player is hit in an obvious location.
 - 23.02.01.10. Failure to wear goggles.

23.02.01.11. Players who are observed to be working on their markers during the course of the game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately removed from play.

23.02.01.12. Velocity Violation: Shooting in excess of 301 – 310 FPS.

23.03. ONE-FOR-ONE

23.03.01. Assessment of the One-for-One penalty (the removal of the player committing the infraction and a team mate) may take place for the following infractions:

23.03.01.01. Playing On: A player that continues to play after being hit is Playing On, but does not materially influence the course of the game.

23.03.01.02. Disobedience: Player fails to obey a direct instruction of a Referee (discretionary).

23.03.01.03. Physical Aggression: Player attempts physical contact with another person on the field in a hostile manner.

23.03.01.04. Affiliated Spectator Interference: Spectator that is known to be affiliated with team or player on team (other than the designated coach) provides strategic advance.

23.03.01.05. Tools: Player possesses, but does not use tools on the playing field.

23.03.01.06. Faulty Checkout: Live player checks out at game end with an unobvious hit.

23.03.01.07. Distraction Tactics: Requesting a paint check to distract a Referee from a hit on a player or team mate.

23.03.01.08. Freight Training: Applied for each infraction.

23.03.01.09. Turning marker off before “Game Over” is called.

23.03.01.10. Overshooting: Eight or more balls breaking on a player shot from one opposing player without necessary intent to injure.

23.03.01.11. Faulty Start: Player’s marker barrel is not touching or breaking the plane of the flag station at the game start.

23.03.01.11.01. Players that leave early and do not shoot, may return and touch the flag station, without penalty.

23.04. TWO-FOR-ONE

23.04.01. Assessment of the Two-for-One rule (the removal of the player committing the infraction and two team mates) may take place for the following infractions:

23.04.01.01. Playing On: Player continues to play after an obvious hit and materially alters the course of the game or Player fires marker after acknowledging elimination. Also subject to suspension [RULE 24.04.05](#).

23.04.01.02. Wiping: Player deliberately removes paint in order to avoid elimination.

23.04.01.03. Faulty Checkout: Live player checks out at game end with an obvious hit.

23.05. ELIMINATION OF LAST PLAYER (SWING POINTS)

23.05.01. Assessments of the One-for-One or Two-for-One penalties where there are not enough live players left on the field, will result in the opposing team being awarded the pull and the hang.

23.05.02. In addition, for every player that cannot be pulled out, the opposing team will receive a live player back on the score sheet, up to the match’s maximum number of live players.

23.06. FINALITY OF CALLS

23.06.01. Referees calls during a game will stand and cannot be changed after a game except in extreme circumstances when the Head Referee becomes involved.

23.07. PENALTIES IN TIMEOUT PERIOD

23.07.01. If a penalty is assessed during the timeout period immediately prior to a point the team is scheduled to play, the team will start short one player for each player that would normally be eliminated by the penalty.

24. SUSPENSIONS, DISQUALIFICATIONS, FINES**24.01. TEAM RESPONSIBILITY**

24.01.01. Teams are responsible for the conduct of everyone on their roster which includes both players and supporters.

24.01.02. During the event the following will apply to suspensions and ejections.

24.02. SUSPENSIONS

24.02.01. Players may be issued one game, three game, six game, event or one year suspensions.

24.02.02. Only the Head Referee or member of the Rules Committee may issue such penalties.

24.02.03. Suspensions must be served immediately.

24.02.04. Suspensions are issued to the players and teams.

24.02.05. The team for which that player plays will have to play short as though that player was eliminated from all games played by that team during the term of such suspension up to a maximum of six games.

24.02.06. Bye games are NOT considered to be one of the games during the suspension.

24.02.07. Suspensions will carry over from event to event until the suspension is fulfilled.

24.02.08. Suspensions stay with the team, if the suspended player leaves the team, the team must still serve the suspension and the player may not play for another team until the suspension is fulfilled.

24.03. ONE GAME SUSPENSION

24.03.01. Players will be suspended, causing the team to play short for one game for the following infractions:

24.03.02. Excessive bad language or failure to obey referees instructions

24.04. THREE GAME SUSPENSION

24.04.01. Players will be suspended, causing the team to play short for three games for the following infractions:

24.04.01.01. Outbursts: Throwing smaller equipment (e.g. goggles, harness) in an unsportsmanlike like manner.

24.04.01.02. Physical contact during or after play that does not result in injury (e.g. spit, shove, grab, shoulder bump).

24.04.01.03. Verbal Abuse: Verbally abusing any individual during or after a game.

24.04.01.04. Not having a Barrel Blocking Device on marker in an ungoggled area.

24.04.01.05. Not having the marker bagged outside of the player marshalling areas and/or playing area.

24.04.01.06. Illegal Re-entry: Player leaves the dead box and re-enters the field, but does not shoot any paintballs.

24.04.01.07. Continuing to argue with the Head Referee after a decision has been reached.

24.04.01.08. Velocity Violation: Shooting in 311 - 319 FPS.

24.05. SIX GAME SUSPENSION

24.05.01. Players will be ejected and the team will play short for six games (or remaining games of the season) for the following infractions:

24.05.01.01. Outbursts: Throwing marker or air system.

24.05.01.02. Physical contact during or after play that results in injury (e.g. punch or kick).

24.05.01.03. Over Shooting: Overshooting any other player with the intent to injure.

24.05.01.04. Deliberately shooting Referees.

24.05.01.05. Shooting after acknowledging elimination.

24.05.01.06. Shooting from the dead box.

24.05.01.07. Illegal Marker or Air System. See [RULE 24.07](#).

24.05.01.08. Velocity Violation. Shooting 320 FPS or higher.

24.06. ONE YEAR SUSPENSION

24.06.01. Any player or team that violates [RULE 22.07](#) shall be prohibited from competing in any OzBallerz sanctioned event for a period of up to one year from the date of the infraction.

24.06.02. Examples of rules violations likely to lead to civil or criminal exposure include, but are not limited to the use of Prohibited Paint, Velocity Violations and verbal or physical abuse.

24.07. ILLEGAL MARKER OR AIR SYSTEM

24.07.01. Offending team will receive 0 points for the event and the offending player will serve a six game suspension. The Opposing team will receive the full 7 points. See [RULES 7.01](#), [7.02](#), [7.03](#), [7.04](#) and [7.05](#).

24.08. DISQUALIFICATION PLUS FORFEITURE

24.08.01. A team will be disqualified from the event and will forfeit all points from the event to respective opposing teams for the following Rules violations:

24.08.01.01. Prohibited Player: Playing with a prohibited player (due to the player not appearing on the roster, appearance on another team's roster, suspension or other ineligibility).

24.08.01.02. Game Fixing: Two opposing teams conspiring to fix the outcome of any game.

24.08.01.03. Using specifically prohibited items. See [RULES 10.02](#) and [10.03](#).

24.09. FORFEITURE

24.09.01. A team will forfeit points from any game that they are found to be in violation of using Prohibited Paint. See also [RULE 9.02](#).

SCHEDULING, SCORING AND RANKING

25. SCHEDULING

25.01. SCHEDULING PRELIMINARY ROUNDS

25.01.01. A complete schedule for preliminary round play consisting of each team's opponents, the fields it will play on, and its scheduled competition times will be distributed the day prior to the beginning of the tournament and will thereafter be posted in the OzB³ registration area.

26. SCORING

26.01. POINT SCORE

26.01.01. A team scores one point each time:

26.01.01.01. Any active player touches the point flag to the opposing team's starting station, OR

26.01.01.02. All members of the opposing team are eliminated

26.02. ROUND SCORE

26.02.01. A team scores 2 match points for each match won.

26.02.02. A team scores 0 points for all other matches.

26.02.03. In the event two or more teams have the same total number of match points, the tie will be broken by:

26.02.03.01. Number of matches won, followed by

26.02.03.02. Total number of game points scored, followed by

26.02.03.03. Total point time remaining in points won.

26.03. FORFEITS

26.03.01. A match will be scored as a loss for any team that forfeits a match.

26.03.02. A match will be scored as a win for any opponent of a team that forfeits a match, if the opponent does not also forfeit the match.

26.03.03. If a team scores a match win by forfeit, the match will be scored with

26.03.03.01. 2 points won, with the point time remaining in each match being the higher of

26.03.03.01.01. The point time remaining in the team's other points won in the current round,
OR

26.03.03.01.02. The average point time remaining in points scored against the opponent in the current round, OR

26.03.03.01.03. Zero

26.03.03.02. 0 points lost

26.04. SCORE SHEETS

26.04.01. The score sheets will be filled out by the Head Referee on the field and shown to both team captains.

26.04.02. Nothing on the score sheet may be crossed out or written over except by the Head Referee

- 26.04.02.01. The Head Referee will initial all changes made to the score sheet.
- 26.04.03. It is the responsibility of each team captain to check the score sheet.
- 26.04.03.01. If a team captain finds a mistake on the score sheet, they should bring it to the Head Referee's attention immediately.
- 26.04.04. When both team captains agree to sign on the score sheet, they will sign it and the score sheet will not be modified under any circumstances – with the exception of mathematical errors.
- 26.04.05. If a team captain refuses to sign the sheet because of a disagreement, the Head Referee may be called.
- 26.04.05.01. The Head Referee will talk with the Field Referees & both team captains off the field.
- 26.04.05.02. The Head Referee will decide whether the score sheet must be amended, and if the team captain still refuses to sign the sheet, the Head Referee will validate the score.
- 26.04.06. Mathematical errors may be corrected at any time prior to the start of the next round of play.
- 26.04.06.01. A mathematical error is defined by the incorrect addition of scores on the sheet.
- 26.04.07. Only mathematical errors may be corrected after the score has been posted on the scoreboard.

27. RANKING

27.01. SEASON RANKING

- 27.01.01. Each team will be ranked in the last division played.
- 27.01.02. Teams will be ranked by the sum of their event scores as computed in [RULE 4.04.01.01.01](#), except scores earned in a higher division than the last division played will be reduced by 50% for each division higher than the last division played.
- 27.01.03. A team that plays in a division other than the division they last played in will be seeded into the next event based on their ranking in the division they will be playing.
- 27.01.04. A team that changes divisions may only include scores from previous divisions when computing their ranking in their new division if at least the same 4 players appear on all rosters in both the original and new division.
- 27.01.05. If there is a tie in the number of ranking points,
- 27.01.05.01. The team with the highest number of ranking points earned in events in which the team appeared in the finals of events in that division in the current season will be ranked higher.
- 27.01.05.02. If the first tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the semi-finals of events in that division in the current season will be ranked higher.
- 27.01.05.03. If the second tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the quarterfinals of events in that division in the current season will be ranked higher.
- 27.01.05.04. If the third tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the finals of events in that division in the current season will be ranked higher.

- 27.01.05.05. If the fourth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the semi-finals of events in that division in the current season will be ranked higher.
- 27.01.05.06. If the fifth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the quarterfinals of events in that division in the current season will be ranked higher.
- 27.01.05.07. If the sixth tiebreaker fails to break the tie, the team with the highest margin of victory in all rounds events in that division in the current season will be ranked higher.
- 27.01.05.08. If the seventh tiebreaker fails to break the tie, the team with the highest ranking at the end of the preceding season will be ranked higher.
- 27.01.05.09. If the eighth tiebreaker fails to break the tie, the team whose name is first in alphabetical order will be seeded higher, spelling out any numerals in word form and ignoring any non-alphanumeric characters and any instances of the words "the" or "team".

MISCELLANEOUS

28. MAINTENANCE AND CLEAN-UP

- 28.01.01. All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and clean-up of the event facility.
- 28.01.02. All persons will dispose of all trash they generate in designated trash receptacles.
- 28.01.03. Teams will remove paint boxes from enclosed team pit areas.
- 28.01.04. Any person that fails to adhere to rules and regulations contained in [RULE 27](#) or promulgated by the promoter may be fined up to \$XX.00 AUD by authorised personnel.

29. DECORUM

- 29.01.01. Teams and their players shall refrain from wearing or otherwise displaying offensive pictures, words or logos at the tournament site.
- 29.01.02. 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 discharge of loaded markers in marked safe 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.
- 29.01.03. Any person or team that fails to adhere to the rules and regulations specified in this section will be prohibited from competing in OzBallerz tournaments for a period of one year from the date of the infraction.
- 29.01.04. All teams shall adhere to the tournament-specific administrative rules and regulations put forth by the promoter(s) of each respective event.
- 29.01.05. All teams shall properly dispose of all trash they generate while at the tournament site or in the parking area.
- 29.01.06. Any team that fails to adhere to the rules and regulations contained in this section will be subject to and pay a \$XXX.00 AUD fine to the promoter, and such team will be prohibited from competing in any future event until such fine has been fully paid.

30. RULES MODIFICATIONS

- 30.01.01. For exceptional reasons a tournament organizer may decide to modify one or more rules for the duration of the event.
- 30.01.02. Such modifications must take place only when they are impossible to avoid.
- 30.01.03. The organizer must obtain the agreement of the rules commissioner, and must inform the teams of the reasons and of the modifications during the captains' meeting at the latest.
- 30.01.04. 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.