



RUSH

Tournament Rules 2025 V1.0

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1. INFORMATION

- 1.1.1 A captains meeting will be held at the start of the day to brief the captains of each team on any special conditions on the running of the tournament.
- 1.1.2 Only paintballs sold on the day of the tournament at Elite 1 can be used on the field during the tournament. Each player can use and carry any number of paintballs during each game.
- 1.1.3 In case of a situation not covered by this Rulebook or any conflict between two sections of this Rulebook, the authorized officials will make its decision based on the laws and common sense.
- 1.1.4 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 (but not limited to) suspended from the remainder of the event and surrender all seed points in that event.

2. FIRING MODE

- 2.1.1 Firing mode is uncapped semi-automatic with a feet per second range of 300fps. All markers must be tournament locked on entering the field. If a player's marker exceeds this, the following penalties will apply.

Feet Per Second Range / Penalty		
0 fps	300 fps	Legal
301 fps	314 fps	Minor Penalty
315 fps	329 fps	Major Penalty
330 fps		Gross Major Penalty

3. SCORING SYSTEM

3.1 Points

- 3.1.1 Points are awarded for:
 - a) Pressing buzzer of opposing base as active player.
 - b) "Throwing the towel" by opposing coach.
 - c) A penalty Major or Gross Major, the last 60 seconds of game time.
 - d) Opposing team starts with more than 5 players.

- e) If at any time in a game the opposing team receives a Major or Gross Major penalty, and the penalty removes all the remaining players on the opposing team.
- f) If at any time in a game the opposing team receives a penalty Minor, Major or Gross Major, and doesn't have enough players to pull.
- g) The last player of opposing team gets a penalty Minor, Major, Gross Major.
- h) If opposing team player who presses the buzzer is found to have been eliminated, and the team that did not hit the buzzer has any number of active players.

3.1.2 A point scored is awarded at the conclusion of the point played, by the Head Referee.

3.2 Forfeits

3.2.1 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.

3.2.2 Any team that is scheduled to oppose a team that has forfeited a game will receive a game win and the average margin of their other games, or the opposite of the average margin of the games played by the forfeiting team, whichever is greater. The lowest margin a team can receive from a forfeited game is +1 (1- 0 game score).

3.2.3 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.

3.3 Round scoring

- Three points will be awarded to a team for a win of game.
- One point will be awarded to a team for a draw of a game.
- Zero point will be awarded to a team for a loss of a game.

4. REFEREES

- The field will be staffed with one head referee, a scorekeeper and referees around the field
- A team captain only may approach the head referee to dispute or discuss a matter relation to their teams' game.
- Referees to the best of their abilities will attempt to ensure the field is clear of hazards and any discarded equipment or paint prior to the start each point.

4.1 Referee hand signals and flags

4.1.1 Hand signals

Eliminated - Referee will signal elimination by putting one hand on their head and pointing at the eliminated player with their other hand and yelling "OUT." Once a player has been called out, the referee cannot put the player back in.

Clean – Referee will call a player clean where no paint is observed on the player by waving their hand in a circular motion.

10 seconds before game starts – Referees will raise their arms up vertically over above their heads their heads.

60 seconds left in the match – Referees will signal the final 60 seconds by raising their arms above their heads in an X position.

Time/Towel – Referees will raise their arms up vertically over above their heads their heads.

4.1.2 Flags

Minor (one for one) – Yellow flag

The referee will first call “out” the player that committed the infraction. The referee will then signal the minor penalty by throwing their yellow flag in the air and calling “penalty” and signal the next player out by moving their arms up and down vertically and calling “out” to the player.

Major (two for one) or Gross major (three for one) – Red flag

The referee will first call “out” the player that committed the infraction. The referee will then signal the penalty by throwing their red flag in the air and calling “penalty” and signal the next players out by moving their arms up and down vertically and calling “out” to the players.

Referees may verbalise a penalty call in the instance they do not have the required flag (colour) on their person using the above rulings.

5. PAINT CHECKS

- Referees will perform on field paint checks when they observe or are called in to check by a player receiving a possible hit they cannot self-check. Penalties will be given if a player requests a paint check on an area that can be self-checked by the player.

6. EQUIPMENT

6.1 General

- 6.1.1 Two live players may exchange equipment and podded paint during a game, excluding a marker.
- 6.1.2 Players may carry any number of pods and squeegees.
- 6.1.3 Players may wear up to, but not exceeding one pack, designed to carry pods.
- 6.1.4 Players may carry up to, but not exceeding one time keeping device.
- 6.1.5 Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, as long as such objects are not unnecessarily padded or absorbent. It is the player’s responsibility to bring the use of such items to the attention of the referees prior to play beginning in order to assure no calls are made by mistake.

6.2 Goggles

- 6.2.1 The goggle systems used by players and all others must be manufactured for paintball use, in good repair and with undamaged lenses.
- 6.2.2 Chin straps are recommended to be used by all players and spectators if under the age of 18 years.
- 6.2.3 Goggles must be worn at all times in any area a marker is allowed to be discharged.
- 6.2.4 Violation of the rules in this section 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 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.

6.3 Barrell sock

- 6.3.1 Barrel socks must be properly attached at all times to all markers with an air system at the tournament site or anywhere in the vicinity of the tournament site. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fulfil the requirements of this rule.
- 6.3.2 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.
- 6.3.3 A player must have their barrel sock on their person at all times in a firing zone.

6.4 Clothing

- 6.4.1 Each player may only wear two layers of clothing (Each layer consists of a standard cotton T-Shirt garment with approximately 150g/m) 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).
- 6.4.2 Players must wear full pants, and long sleeve jerseys as their outer layer.
- 6.4.3 Player's clothing including pants and jersey must be free from rips and tears, 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 in nature material, such as nylon or rubber.
- 6.4.4 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.
- 6.4.5 Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes.
- 6.4.6 Jerseys or tops must be fully tucked into the player's pants or harness.
- 6.4.7 Players may wear a single pair of padded gloves.
- 6.4.8 Players may wear up to, but not exceeding, two items on their head.
 - 6.4.8.1 Players may wear headgear that does not extend beyond 2cm below the shoulders.
 - 6.4.8.2 Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness.
- 6.4.9 If a player is found to be wearing illegal clothing during the game, he will be eliminated.
- 6.4.10 Stickers are not allowed on clothing.
- 6.4.11 Vests and pouches may not be constructed in such a fashion that they constitute padding.

6.5 Protective Gear

- 6.5.1 A Player's protective gear cannot be modified from the manufacturer's original form and must meet the international standards. Other protection is prohibited.
- 6.5.2 Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.
- 6.5.3 Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.
- 6.5.4 Players may wear one layer of chest protection manufactured for the use in paintball, provided that the padding has not been modified from the manufacturer's original form.

Chest protectors' total layers thickness must not exceed 2cm. A chest protector will count as one layer of the two allowed layers clothing.

- 6.5.5 Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.
- 6.5.6 Players may wear groin protection.

6.6 Prohibited equipment

- 6.6.1 Yellow pods
- 6.6.2 Players who play using any piece clothing or equipment similar to the colour of paint being used in the tournament do so at their own risk of being eliminated due the colouring being mistaken for a hit or in the event the referee is unable to confirm a hit on large block of similar colour e.g. coloured loaders and headwear.
- 6.6.3 Listening devices, communication devices or any form of electronic surveillance device.
- 6.6.4 Propellant cylinders with expired certification dates, without valid certification seals or which are not in a good working order.
- 6.6.5 Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders or with an open box of such paintballs will be subject to suspension.

7. PAINTBALL MARKERS

7.1 Air systems

- 7.1.1 Bottles must be originally manufactured to meet the international safety standards. Using of bottles with an expired certification date is forbidden.
- 7.1.2 Air systems can be covered by a layer of neoprene for safety reasons.
- 7.1.3 Each player may only carry one bottle connected to the marker on entering the field.
- 7.1.4 Throwing of air systems will see the player ejected from the tournament.

7.2 Marker

- 7.2.1 Players may use a single paintball marker of .68 which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.
- 7.2.2 The definition of a trigger is the moveable lever or button that comes in contact with the finger. 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.
- 7.2.3 The marker must have a trigger guard that is unaltered from the manufacturer's original grip frame. The trigger guard must protect the trigger of the marker.
- 7.2.4 Triggers must ONLY fire 1 shot per trigger pull. If additional shots are fired from a single trigger pull, this will be deemed as an illegal marker and will constitute a penalty.
- 7.2.5 Markers must only shoot when the trigger is pulled.
- 7.2.6 Markers must be locked on tournament mode.
- 7.2.7 A marker can be checked for compliance at any time by a referee.

8. TOURNAMENT STRUCTURE AND GAMES

8.1 Game structure

- Race to 3 points
- 7-minute game time
- All games will be preceded by a pre-game marker inspection, pursuant to which each player's marker will be chronographed and checked for compliance to the marker rules. Pre-game marker inspection will be performed on the field before the scheduled games.

8.2 Split deck system

- A break period for a match (A and B) will be at least two minutes long.
- The break time between the points of the two games being played is 45 seconds.
- If the previous game runs under 2 minutes, the break time will be increased to 1 minute.

8.3 Game start

- 8.3.1 Players must start with their barrels touching the start gate.
- 8.3.2 Players must start the game inside the boundary line.
- 8.3.3 If a player breaks early they may touch back if they have not moved more than 2 meters from the start gate if they have not discharged marker.
- 8.3.4 Teams will switch starting sides of the field after each point scored.
- 8.3.5 Overtime. Start from original end if so.
- 8.3.6 Any member of the team that is not a live player must stay within their designated pit area during the game play. This includes coaches and pit crew members. Failure to do so will result in a penalty.
- 8.3.7 Once game time has started any persons in the team's pit area, regardless of team association must remain quiet, if deemed communication in pits can be heard from the field eliminations or penalties will apply for the offending team.
- 8.3.8 Once game play has started spectators must not communicate in a manner that may affect the game regardless of team affiliation including unsportsmanlike conduct or heckling. If the offender is affiliated with a team, eliminations or penalties will apply to the offending team. If the spectator cannot be affiliated with a team, the spectator will be asked to leave the tournament grounds.

8.4 Time outs

- 8.4.1 A team may call a one-minute time out once during a match.
- 8.4.2 The time out call must be called by a team member from the pit area.
- 8.4.3 A time out cannot be called within 30 second of the break time

8.5 Concede call

- 8.5.1 At any time during a point a team may call a concede ending the match.
- 8.5.2 The towel call must be made by a team member from the pit area.
- 8.5.3 The point will then be immediately awarded to the opposing team.

8.6 Last 60 seconds of game time

8.6.1 During this period any penalty of Major or Gross Major (red flag) stops the game time. Once the penalty has been assessed and granted this automatically gives point to the opposing team and the game is called “over”. If the penalty is not granted, the point will reset and the game will continue with the remaining time on the clock.

8.7 Buzzer push

- 8.7.1 The “buzzer” is pushed when touching any part of the opponents start gate.
- 8.7.2 Any live player can push the buzzer on the base.
- 8.7.3 When a player pushes the buzzer on the opposite team’s base, the referees make a call “Time!” and the time is stopped. The game will automatically freeze, and no player is allowed to leave their position. The player who pushes the buzzer will be paint checked.
- 8.7.4 If the buzzer pusher exceeds the boundary line after pushing the buzzer due to momentum the player will still be counted as alive.
- 8.7.5 If the player that presses the buzzer is declared clean by the referee, a point will be awarded for that team.
- 8.7.6 If the player that presses the buzzer is found to have a hit on them, penalties will be assessed.
- 8.7.7 A team cannot win a point if their player who hits the buzzer is found to have a hit on them.
- 8.7.8 The player who pushes the buzzer will be checked for paint hits in any case, even if this player marks himself as eliminated after the buzzer push, accidentally or on purpose.
- 8.7.9 If the player that presses the buzzer receives a penalty and there are more than enough active players to fulfil the penalty and the opposing team has no active players, it will be ruled a no point.
- 8.7.10 If the player that presses the buzzer receives a penalty and there are not enough players to pull, the result will be an automatic point for the opposing team. The team who was assessed the penalty will also have to start the following point minus the number of players that will fulfil the penalty.
- 8.7.11 If the player that presses the buzzer receives a Minor Penalty and the team has the exact number of active players to fulfil the penalty, leaving no active players on the field, it will result in a “no point” and no point will be awarded to any team.
- 8.7.12 If the player that presses the buzzer receives a Major or Gross Major Penalty and the team has the exact number of active players to fulfil the penalty, leaving no active players on the field, the point will automatically be awarded to the opposing team.
- 8.7.13 If the player that presses the buzzer receives a penalty and the opposing team has any number of active players. The point will automatically be awarded to the opposing team, regardless of the number of active bodies on the team that pressed the buzzer.

8.8 End of the Game

- 8.8.1 The game is officially over when the head referee announces “game”.
- 8.8.2 The following ends a point:
 - a) the start gate is touched by a player
 - b) a towel is thrown by a team
 - c) a major or gross major penalty (red flag) is thrown in the last 60 seconds of game time
 - d) If a player gets penalized Minor, Major or Gross Major, and the team does not have enough players to pull. In that case the point goes to the opposite team.
 - e) If a player gets penalized a Major or Gross Major, and the penalty removes all that teams remaining players.

- f) When the game time comes to an end.
- 8.8.3 Referees will check all live players and if a player is found to have a hit on them, penalties will be assessed.
- 8.8.4 Players may not re-enter the playing field without the permission of a Field Referee.

8.9 Finals Structure/Overtime

Divisional finals will be decided based on where each team places in their respective brackets.

- Bracket A first place will play bracket B second Place and bracket A second place will play bracket B first place.
- Winners will go on to play for first and second place. Losers will play off for third place.

GOLDEN POINT

Golden point will be 5 minute game time. Team to score first wins the match. If no score when time runs out, move to 2 minute 1v1 "Sudden Death"

9. HITS AND ELIMINATIONS

9.1 Definition of a hit

- 9.1.1 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.
 - 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 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.
- 9.1.2 If the referee did not see the source of a paint marking a player has on him that resembles a hit, such player will be declared eliminated (penalties may apply). Generally, 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, it will be considered a valid hit.
- 9.1.3 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.
- 9.1.4 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.
- 9.1.5 Only referees will remove invalid hits, except that a player may remove an invalid hit on the lens of their goggle system with the permission of a referee.

9.2 Players and hits

- 9.2.1 Players are responsible for becoming aware of hits.
- 9.2.2 If being hit a player has to immediately cease play and signal his elimination. Failing to do so constitutes playing on.
- 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, harness) he has to immediately cease play and call a referee for a paint check. Failing to do so constitutes playing on.
- 9.2.4 Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between them and the nearest opponent. 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.

9.2.5 Players who are hit in locations that can be self-checked, may not call for a paint check. Calling for a paint check under such circumstances constitutes playing on.

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.

9.3 Eliminations

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

- a) Abusive calls for paint checks.
- b) Subsequent failure to obey a referee's instructions.
- c) Going out of bounds or moving the boundary tape.
- d) Marked with a valid hit.
- e) Failure to make a touch back while not having the barrel tip touching the front of the base at the start signal.
- f) Posting of the marker or firing it after the start signal regardless as to whether they later touch back.
- g) Failure to wear goggles inside the field during the game period, including goggles coming off during game play.
 - Game play may be stopped if loss of goggles is a danger to the player.
- h) Interference or communication during the game in the pit-area by a person affiliated with the team.
- i) Excessive shooting (shooting a player more than is reasonably enough to effect elimination). Additional penalties may apply.
- j) Altering the playing field in game on purpose.
- k) A player forcing themselves between two bunkers that have been positioned together to create one bunker.
- l) Players that are found with prohibited equipment on the field or those working on their markers in violation of the provisions specified in marker section will be immediately eliminated.
- m) Players that separate themselves from any piece of equipment or clothing that they brought onto the game field including barrel socks and by more than 2 meters, except squeegees, pods.
- n) Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.
- o) A Player placing a barrel sock on their barrel while the opposing team has any number of active players.
- p) Players loading loose paintballs from the playing field into their marker.

9.3.2 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.

- 9.3.3 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.
- 9.3.4 Players that get eliminated, shall do following immediately after:
- a) Stop playing.
 - b) Signal their elimination by putting one hand on their head.
 - c) Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off-field, 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".
 - d) Eliminated players must remain in their pit area for the remainder of the point.

10. PENALTIES

10.1 Assessment of penalties

- 10.1.1 Any penalties assessed before the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the current point.
- 10.1.2 Any penalties assessed after the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the following point.
- 10.1.3 Any penalties assessed after a point is conceded will be assessed in the following point.

10.2 Verbal warnings

- 10.2.1 Referees will issue verbal warnings for the following infractions (not only limited to):
- (a) First offence of failure to obey a referee's instructions.

10.3 Minor penalty

- 10.3.1 (removal of the player who committed the infraction and a teammate). 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 on any part of a body or equipment (e.g.: shooting, posting, talking, moving forward).
 - b) Using a marker that is chronographed on the field at 301-314 feet per second.
 - c) Communicating to anyone after being signalled eliminated by a referee with the intent to influence the game.
 - d) Possessing prohibited clothing or equipment on the field of play.
 - e) Any person who shoots towards the spectator sideline or opponent's end line during a break period.
 - f) Any person who engages in aggressive or insulting behaviour towards another person, except a referee.
 - g) Having any players or team staff members who are above the number of players that are allowed to play in a point not past the out of bounds line closest to the team's pits at the start of the point.
 - h) IF SITUATION IS NOT SPICIFIED ABOVE, DECISSION WILL BE MADE AT THE HEAD REFEREES DISCRESSION

10.4 Major penalty

- 10.4.1 Major Penalty (removal of the player who committed the infraction and two teammates). 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) Eliminating a player after being marked with a valid hit.
 - b) Passing multiple bunkers after being marked with a valid hit.
 - c) First offense of a player carrying an illegal marker on the field of play.
 - d) Using a marker that is chronographed on the field at 315-329 feet per second.
- .1..1.1.1 A teammate will be removed for every player that a marked player eliminates after the original player they eliminated causing the major penalty.

10.5 Gross major penalty

- 10.5.1 (removal of the player who committed the infraction and three teammates). 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 that a player is actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.
 - b) 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.

10.6 NOT ENOUGH PLAYERS RULE

- 10.6.1 Assessment of Minor, Major and Gross Major penalties when not enough players are left:
- The match is stopped, and the win is awarded to the opposing team,
 - The opposing team does not need to have any active players to be awarded the win.
- 10.6.2 If the last player of a team gets a Minor, Major or Gross Major penalty, the match win automatically goes to the opposite team.
- 10.6.3 Assessment of Minor penalty when the exact number of live players are left to fulfill the penalty, and the opposing team does not have any active players, the match will end in a tie.
- 10.6.4 Assessments of Major or Gross Major penalty when the exact number of live players are left to fulfill the penalty, the point will be awarded to the opposing team. The opposing team does not need to have any active players to be awarded the win.

10.7 Sin Bin

- 10.7.1 Players who engage in argument with any referee may be "Sin Binned" for the remainder of the round. This decision will be made ONLY by the Head Referee.

10.8 Suspensions

- 10.8.1 Players who engage in any dangerous or physical conduct or ignore the directions of a referee or field staff after one warning could face suspensions from the tournament. These will be assessed according to the severity of the conduct.

11. TEAM ROSTERS

11.1 Rosters

11.1.1 Teams may only have 8 players to a roster.

11. 1.2 Players may only appear on 1 roster per event.

11. 1.3 Players may only play down 1 division i.e Pro may only play down to semi-pro.

11. 1.4 Teams may only have maximum 2 players of a higher division on their roster and may only field 1 at a time.

11. 1.5 Once a player has played a single point for the event, they may not be placed or moved to another team's roster.

11. 1.6 If a player is injured, a player of equal or less ranking that has not played on a roster, may replace the injured player.