

2019 Florida 10 Man Classic Rules

10-MAN FORMAT

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1.00 INFORMATION

1.01 A rules and captains will be held either on the eve of the competition or at least one hour before the first games on the first day of the competition. The purpose of the meeting is for event staff to answer any questions concerning the rules and provide all administrative information regarding the competition.

1.02 It is the responsibility of the players and staff to understand and comprehend all rules governing the event.

1.03 All fields will be available for inspection the day prior to the start of competition. 1.04 Only personnel authorized by the tournament administration will be allowed to film, photograph, tape or record games.

2.00 STANDARDS

2.01 All game fields will consist of hyperball, mounds and woodsball environment's.

2.02 Fields are created in different shapes and sizes.

2.03 Fields will contain two flag stations positioned at opposite ends and equidistant from the side tapelines, based on the field terrain.

3.00 STAFFING

3.01 Each field shall have a minimum of 6 field judges, including the Ultimate Judge.

3.02 Only judges authorized by the Ultimate Judge of a field may actually make calls of games played on that field.

4.00 TEAMS

4.01 All the team's players taking part in the event should be included in the team's submitted roster.

4.02 Only people included in the team's roster as players have the right to play in the event.

4.03 No player may appear on more than one team roster.

4.04 All teams must submit complete rosters before the start of the event. A player may not be removed from a team's roster after the start of the tournament.

4.05 There may be no more than 15 people on a roster.

5.00 CONTROLS

5.01 Players are responsible for removing old hits or will be eliminated at the start of the game.

5.02 Players are not allowed to use tools during game play.

5.03 Each player must have one foot in the team's flag station prior to the start of each game. Barrels must be pointed down below the player's waistline.

5.04 The Ultimate Judge will begin a game by counting down so that each team can clearly hear the following: "3-2-1, ten seconds." Thereafter, the game will begin 10 seconds later with the Ultimate and flag judges yelling "GO, GO, GO." Or with a whistle, horn or siren, as defined by the Ultimate Judge and discussed in the Captain's Meeting.

5.05 A game will end only by the Ultimate Judge announcing "Game Over." Or with a horn or siren, as defined by the Ultimate Judge and discussed in the Captain's Meeting.

5.06 Eliminated players must go to their starting stations by the most direct route or as directed by a field judge and go behind the pre-assigned "dead box." All players must place their markers inside the crates located by their dead box and not retrieve them until the game has been declared over.

5.07 All live players at the end of a game must present themselves to a field judge at the exit point for inspection.

5.08 No player having exited the field may re-enter without permission from a field judge.

6.00 CHRONOGRAPHING

6.01 Players will be randomly chronographed at their flag stations by the chronograph judge prior to the start of the game. Players are responsible for pre-chronographing their markers. A chronograph will be set near each field. We will test field chronographs against field chronographs to ensure reasonable accuracy. Field chronographs are the official chronograph. You may request to be chronographed when you enter the field if you want to make sure that you are complying with rate of fire or fps. The chronograph judge may take the markers from the players and inspect them for the following:

- (i) The presence of foreign matter in the barrel, feed port or loader
- (ii) Tightness of screws, barrels, tanks and other working parts that can increase or decrease muzzle velocity
- (iii) Presence of valves or expansion chambers, which can be turned on or off – all valves, will be placed in the open position
- (iv) Presence of external velocity adjusters, which are not covered or fixed in place
- (v) Bouncing triggers
- (vi) Any other device, part or item which would enable a player to effectively shoot in violation of the rules set forth in Section 10.2 or increase the muzzle velocity of a marker

6.02 Markers will pass inspection if the foregoing is complied with and the velocity of any paintball does not exceed 300 feet per second. All players whose marker did not pass inspection of the chronograph judge can elect to enter the field without a marker or be counted as eliminated.

6.03 Additional chronographing on the field may take place at any time at the discretion of the field judges. Such chronographing will take place in a manner which would least interfere with play. Players whose markers are shooting in excess of the allowed limits will be eliminated from play. If during game play, **one shot** is fired between 301-309, that player will be immediately eliminated. If **one shot** is fired between 310-319, a 1 for 1 penalty will be assessed. If **one shot** is fired at 320 or more, a 2 for 1 penalty will be assessed.

7.00 PAINTCHECKS

7.01 Paintchecks are performed by a judge in his sole and absolute discretion or if directed to do so by another judge if it is felt by any judge that a paintball may have hit and broken upon the player called for the check.

7.02 Judges may, but are under no obligation to perform a paintcheck if a player has requested one on himself or any other player in the game from his or the opposing team.

7.03 Judges will make every effort to perform a paintcheck without calling a player neutral, but that judge, in his sole and absolute discretion may call a player neutral if it is felt that he cannot effectively make the check without such a call. If such a call is made, the judge will signal that player neutral and that player can no longer be eliminated until the judge completes the check and the player can resume his position prior to the call and check. Players called neutral are **not** allowed to shoot their markers. Players not called neutral may be eliminated during a paintcheck.

7.04 No flag carrier will ever be stopped and declared neutral for the purposes of performing a paintcheck.

7.05 If a judge performing a paintcheck determines that a player is hit, the player must immediately signal himself eliminated by calling out "HIT" or "OUT", just once, place his barrel bag on his marker and exit the field by the most direct route or as directed by a judge.

7.06 If a judge performing a paintcheck determines that a player is not hit, the player may continue to play.

7.07 Any field judge in his or her sole and absolute discretion, has the right to remove an invalid hit from a player at any time during or after the game.

8.00 ELIMINATIONS

8.01 A player is eliminated if a paintball shot by a live player strikes and breaks on him or anything that he is wearing or carrying. If the paintball does not break, the player is not eliminated. If the paintball strikes another object and paint splatters on a player or anything that he is wearing or carrying, he is not eliminated. Judges rulings on such matters are final and non-appealable.

8.02 Obvious hits are those which impact and break on easily observable places on the body or equipment of a player. Players with obvious hits must immediately announce themselves eliminated by calling "HIT" or "OUT" not more than one time while in the same position where he or she was eliminated. Announcing an elimination more than once will be considered continuation of play with a possibility of a penalty of a 1 for 1.

8.03 Players with hits in areas or places which are not easily verifiable must immediately call for paintchecks on themselves.

8.04 Unobvious hits are those which are not felt and break on players or equipment which are not easily observable or discovered. Players with unobvious hits will be eliminated when discovered.

8.05 A player is eliminated if:

- (i) Any part of his body or anything that he is wearing or carrying is outside the playing area, and judges rulings on such matters are final and non-appealable
- (ii) He is found with prohibited equipment on the field
- (iii) He separates himself by more than 5 feet from equipment brought onto the field, except pods or squeegees
- (iv) He engages in unsportsmanlike conduct, including, but not limited to excessive shooting, failure to obey a judge's direction to stop moving on a player, deliberate avoidance of a judge in a manner to prevent that judge from chronographing a marker, making a call or otherwise enforcing these rules, shooting at a judge and verbal abuse of opposition players, and judges rulings on such matters are final and non-appealable
- (v) He takes actions which would cause members of the opposing team to believe that he has been eliminated
- (vi) His marker is shooting in excess of 300 feet per second on any one shot
- (vii) He is eliminated by a judge as a result of a penalty called on a teammate

8.06 Judges in their sole and absolute discretion may issue warnings rather than eliminate players or call penalties for the following infractions:

- (i) A first offense failure to observe a neutral call
- (ii) Failure to use a barrel blocker
- (iii) Use of inappropriate language towards referee
- (iv) A first offense abuse of calling for paintchecks
- (v) Talking after being eliminated

8.07 Judges will eliminate players for the following infractions:

- (i) A second offense failure to observe a neutral call
- (ii) A second offense abuse of calling for paintchecks
- (iii) Use of inappropriate language towards a referee
- (iv) Aggressive movement during a neutral call within 60 feet of the neutral player
- (v) Failure to wear an authorized goggles, full face and mask system; and checking in as a live player at the end of a half with an unobvious hit

8.08 Eliminated players must remove their armband and hand it to the nearest referee.

9.00 PENALTIES

9.01 If a player is playing on, that is continuing to play with an obvious hit, which includes, but is not limited to continuing to shoot his marker or otherwise engage the opposition, continuing to move except in appropriately exiting the field, talking, signaling or otherwise communicating information, except to say "HIT" or "OUT" just once, impeding the progress of opposition players, hampering a judge in making a paintcheck or a call, or providing a teammate with paintballs or equipment, the judge can call a "One-for-One" penalty and such player along with one teammate will immediately be eliminated; provided however, if a judge determines that the offending player's actions altered the course of the game, he, in his sole and absolute discretion, can call a "Two-for-One" penalty and remove the offending player and two live players from the offending player's team. Judges rulings on such matters are final and non-appealable.

9.02 If a judge determines that a player is attempting to deliberately remove paint from a valid hit in order to avoid elimination, the judge will call a "Three-for-One" penalty and such player along with three teammates of such player will be immediately eliminated. Judges rulings on such matters are final and non-appealable.

9.03 Freight training is the act of utilizing multiple players who move and act in concert so that the lead players after being marked and eliminated impede or prevent the timely elimination of other players in the train. Judges will allow a freight train to continue, but will remove one live player as well as eliminated players for each instance of continuing to play by the players eliminated.

9.04 If an eliminated player shoots from the dead box, a judge will call a Three-for-One penalty and eliminate three live players from the offending player's team. Judges rulings on such matters are final and non-appealable.

9.05 If during a game a player uses a marker in violation of Section 10.20 hereof, a judge can penalize the offenders team with a Three-for-One penalty as well as the offending player. Judges rulings on such matters are final and non-appealable.

9.06 Immediately after a game, if a judge determines that a marker is in violation of Section 10.20, penalties against the player and the team will be enforced in accordance to the penalties laid out in Section 10.20.

DEAD MAN WALKS

While we discourage Dead Man Walks, but the reality is that we cannot control them. If you see an opponent with an armband on, it is up to you to make sure he signals elimination by one of the following;

- i. Voicing an elimination by the use of the words out, hit etc.
- ii. By raising his hand/marker above his chest at any time while walking towards an opposing team with live players.
- iii. By removing his armband

A dead man walks attempt from a player that has signaled elimination, will be considered "continuation to play" while eliminated. Referees will eliminate a player attempting to do an illegal dead man's walk and asses a 1 for 1, 2 for 1 or 3 for 1 to match the number of eliminations caused by the dead man's walk. A referee can also re-instate the eliminated players in their original positions.

10.00 GEAR WORN OR CARRIED

10.01 Each player may wear only one layer of underclothing beneath jersey and pants.

10.02 Each player must wear only one long sleeved jersey and the Jersey can go over the podpack front strap

10.03 Each player must and one pair of full-length pants which are not made from highly absorbent material such as felt or fleece or of a highly padded or slick material such as nylon or rubber.

10.04 Players may wear single layer nylon neck protection.

10.05 Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.

10.06 Players may wear headgear, which does not extend more than 3 in. below the collarbone or below the shoulder blades.

10.10 PROTECTIVE GEAR

10.11 Players must wear goggles, full face and ear mask systems manufactured for use in paintball games that are in good repair and with lenses not in any way damaged.

These systems must meet or exceed ASTM standards.

10.12 Players may wear unmodified forearm, elbow, knee and shin protection over or under clothing. Male players may wear groin protection, and female players may wear breast protection.

10.20 MARKERS

10.21 Players may carry into a game and use only one 68 caliber pump or semiautomatic “mechanical” marker or an electronic marker with a rate of fire capped at 5.5 balls a second or less, and which has a single barrel and a single action trigger. Where applicable, the force needed to pull the trigger of the marker must exceed the bounce back force of the trigger caused by the expenditure of the paintball, eliminating the possibility of a bouncing trigger.

10.21.1 Guns with triggers that only activate a pneumatic switch in order to fire the gun are restricted to a trigger guard with an internal size no larger than 1.300” in height.

Pneumatic switch - Any pneumatic device actuated by the trigger that controls the flow or exhaust of air/gas in the firing cycle of a paintball marker would be considered as a pneumatic switch.

10.11.2 Marker modifications such as the Legacy Mods used on G-tek and 160R or guns like the Air Gun Design RT ULE ULT trigger mod or RT Auto-Response triggers are not permitted.

10.22 FIRE MODE REQUIREMENTS AND INFRACTIONS:

Players may choose to use electronic markers with a semi automatic firing mode capped at 5.5 balls per second or they may choose to use 2018 NXL/Millennium ramping firing mode capped at 5.5 balls per second. Full Auto is not allowed.

(i) A player on the field of play whose marker fires two shots at 5.6 to 5.9 bps will likely be assessed a major penalty (3 for 1). Or if discovered after a game by a judge, the team will be assessed a -20 points penalty on their score sheet.

(ii) A player on the field of play whose marker fires two shots at 6.0 to 7.0 bps will result in the match automatically being awarded to the opposing team, with the losing team receiving a score of -20 and the winning team receiving a score of 100.

(iii) A player on the field of play whose marker fires two shots above 7.1 bps will result in the match automatically going to the opposing team, with the losing team receiving a score of -30 and the winning team receiving a score of 100.

(iv) Any illegal marker (illegal mode and/or settings) is not allowed on the field of play. Players attempting to carry an illegal marker on the field of play prior to the start of the game will be assessed a major penalty. A player bringing an illegal marker onto the field of play after being informed by a referee that the marker is illegal will be assessed an event suspension.

(v) All markers may be checked by the Ultimate Judge after a game has been completed, but before a score sheet has been signed by the team’s captains.

10.23 All markers with any form of external velocity adjusters must be modified in such a way so that the velocity adjuster is not readily accessible during the course of play. All regulators require tournament caps so that they cannot be adjusted without a tool with the marker gassed or degassed.

10.24 Barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or an integral part of the construction.

10.25 Cloth, neoprene or other material may be used to cover the air tanks attached to the markers. However neoprene may not be used to cover any other components of a players marker i.e. hopper or marker itself.

10.26 Barrel bags must be used off the field of play and away from the chronographing areas.

10.30 PAINT

10.31 Only 68 caliber paint shall be used.

10.32 Paint must be non-staining and water soluble.

10.40 OTHER EQUIPMENT

10.41 Players may carry any number of paint pouches, clips or loaders.

10.42 Players may carry one goggle cloth in their pocket.

10.43 Players may carry any number of squeegees and swabs.

10.44 Players may have just one compressed air or CO2 tank certified for use as of the dates of the tournament.

10.50 PROHIBITED EQUIPMENT

10.51 Prohibited equipment includes, without limitation, listening devices, any form of electronic surveillance, incendiary devices, smoke producing device, paint which contains toxins or pathogens, paint with a shell or fill altered or augmented in any way or paint which is not biodegradable.

10.52 Markers or other equipment not in conformity with the provisions of Section 10.2 are prohibited.

11.00 GAME STRUCTURE

11.01 Each team will begin with its flag hanging in its flag station.

11.02 The objective of a team playing the two flag game is to capture its opponents flag and take it back to its flag station by an unmarked player.

11.03 All ten-player teams will play the two flag game format.

11.10 SCORING

11.11 In a two flag game, a team will be awarded 2 points for every player on the opposing team eliminated at game's end, and 1 point for every player on such team not eliminated at game's end.

11.12 In a two flag game, a team will be awarded 20 points if it successfully pulls its opponents' flag. Both teams can earn 20 points for pulling their opponents flag.

11.13 In a two flag game, a team will be awarded 50 points if it successfully hangs its opponents' flag in its flag station first.

11.14 Points are awarded at the conclusion of the game by the Ultimate Judge.

11.15 Elimination points are awarded to a team for every opposing player removed from the game in progress. A player may be removed for a valid hit, going out of bounds, surrender or voluntary exit from the field, elimination by a judge, valid or invalid, abandonment of equipment (moving more than 5 feet away from such equipment, except spent or unspent paint pods), or beginning the game outside the team flag station.

11.16 A flag pull occurs when a player not eliminated physically grabs, and completely removes, the flag from their opponents' flag station.

11.17 Flag hang points are awarded when a player not eliminated breaks the plane of his flag station with the flag. Flag hangs are awarded in conjunction with or independently of first flag pulls. Flag hangs will not immediately be awarded upon the flag breaking the boundary of a flag station. The status of the flag carrier will first have to be verified as not eliminated. The time of the flag hang will be recorded prior to such verification, and if the player is determined to be not eliminated and no other hang occurred prior to that hang, the hang will be considered valid and the game will be considered over at the time of such hang.

11.18 In case of a tie score among teams, such tie will be broken:

- (i) First, by head to head competition, the winner of such contest advancing
- (ii) If tied still, second, by previous round scores, top scorer in that previous round advancing
- (iii) If tied still, third, by total eliminations scored in the round, the top team in such scoring advancing
- (iv) If tied still, fourth, a single 3 minute 1 on 1 on a field of the event organizers choosing
- (v) If tied still, fifth, with a single coin toss

12.01 FIELD AND HOTEL DECORUM

12.02 Teams and players thereon shall refrain from wearing or otherwise displaying offensive pictures, words or logos.

12.03 BARREL COVERS MUST BE WORN outside of the field of play and chronograph areas at all times.

12.04 Do not shoot paintballs anywhere else other than inside a field or at the chronograph

12.05 NO ALCOHOL OR DRUGS ARE TO BE CONSUMED OR SMOKE IN THE PROPERTY! We still have kids and families that are our guests playing at our field.

12.04 Teams and players thereon shall refrain from engaging in any conduct that would bring the tournament, the promoters or the game-site into disrepute, including, but not limited to trashing hotel rooms, the discharge of markers in ungoggled trafficked areas, the willful destruction of private property, physical altercations, except in defense of one's person against an unprovoked attack, or the commission of a criminal act.

12.05 Players are not allowed to sell paint or product to any of the field customers. Doing so will get you banned from future events.

12.06 No discharging of paintballs outside of the chrono and or field area.

13.00 The promoter reserve the right to add, change or modify rules as needed at any time during before or after the event.