

The Rule book for The Lost City of Victory Hill

Table of Contents

Pages

I. General

1. The Sport and the League

1.01 The Sport

1.02 Referees

1.03 Divisions

2. The Field and Adjacent Areas

2.01 The Playing Field

2.02 Out-of-Bounds

2.03 Dead Boxes

2.04 Safety Netting

2.05 Spectators Safety Zone

3. Tournament Eligibility

3.01 Entry Fees

3.02 Rosters

3.03 Team Captains Meeting

3.04 Age Requirements

3.05 No Players on Multiple Rosters

3.06 Player Status

3.07 Inter-League Play

3.08 The one on one Tournament

II. Equipment

4. Uniform

4.01 Protected Color

4.02 Jerseys

4.03 Padding in Jersey's

4.04 Layers and Padding

4.05 Appearance

4.06 Headgear

4.07 Gloves

4.08 Armbands

4.09 Prohibited Materials

4.10 Metal Cleats

5. Protective Gear

5.01 Facemask, Goggles

5.02 Protective Padding Separate from Clothing

5.03 Neck Protection

6. Markers

6.01 Marker Specifications

6.02 Trigger

6.03 External Adjusters page

6.04 Inspection

6.05 Surrender of Marker

6.06 Marker Velocity

6.07 Sound Suppressors

6.08 Barrels

6.09 Ball Detection Systems

6.10 Barrel Blocking Devices

The Rule book for The Lost City of Victory Hill

- 6.11 Stickers
- 6.12 Exposed Markers

- 7. Other Equipment
 - 7.01 Paint Loaders
 - 7.02 Remote Tank
 - 7.03 Pouches, Pods or Tubes
 - 7.04 Squeegees

- 8. Paintballs
 - 8.01 Specifications
 - 8.02 Red Paint Prohibited

III. Officiating

- 9. Referees
 - 9.01 Pro Refs
 - 9.02 Authorization
 - 9.03 Preamble Equipment Inspection
 - 9.04 On Field Chronographing
 - 9.05 Paint Checks
 - 9.06 Referees Hand Signals
 - 9.07 Emergencies
 - 9.08 Referee Communications
 - 9.09 Bias

IV. Pregame Procedures

- 10. Pre-Game
 - 10.01 Inspection Procedure
 - 10.02 Marker Inspection
 - 10.03 Chronographing
 - 10.04 Remedial Measures
 - 10.05 Pre-Game Restricted Area
 - 10.06 Choice of Flag Station
 - 10.07 Equipment
 - 10.08 Old Hits

V. The Game

- 11. Game Start
 - 11.01 Ten Second Warning
 - 11.02 Markers
 - 11.03 Game Start
 - 11.04 Time
- 12. Game Stoppages
 - 12.01 False Start
 - 12.02 Reasons for Game Stoppage
 - 12.03 Procedure
 - 12.04 Restart
- 13. Game End
 - 13.01 Cease Shooting
 - 13.02 Inspection
 - 13.03 Game End
- 14. Marked with Paint

The Rule book for The Lost City of Victory Hill

- 14.01 Marked with Paint
- 14.02 Obvious Hits
- 14.03 Obvious, but not Easily Verifiable
- 14.04 Unobvious Hits

15. Illegal Activities

- 15.01 Playing-On
- 15.02 Freight Training
- 15.03 Wiping
- 15.04 Modification of Markers
- 15.05 Spectator Interference
- 15.06 Unsportsmanlike Conduct
- 15.07 Embarrassing, Dangerous or Destructive Behavior
- 15.08 Act Paintball Responsible

VI. Eliminations and Penalties

16. Assessment of Penalties

- 16.01 Verbal Warnings
- 16.02 Eliminations
- 16.03 One-for-One
- 16.04 Two-for-One
- 16.05 Three-for-One

17. Procedure

- 17.01 Field Exit
- 17.02 Elimination of Last Player
- 17.03 Finality of Calls

18. Suspensions, Disqualifications, Fines

- 18.01 Team Responsibility
- 18.02 Suspensions
- 18.03 Three-Game Suspension
- 18.04 Six-Game Suspension
- 18.05 Forfeiture
- 18.06 Forfeiture
- 18.07 Forfeiture

VI. Scheduling, Scoring and Ranking

19. Scheduling

- 19.01 Scheduling Preliminary Rounds

20. Seeding

- 20.01 Re-Seeding After Preliminary Rounds

21. Tournament Rounds of Play

- 21.01 Preliminary Round
- 21.04 Final Round

22. Scoring

- 22.01 Game Scoring for Speedball
- 22.02 Score Sheets for speedball

VII. Exhibits

I. General

The Rule book for The Lost City of Victory Hill

1. The Sport and the League

1.01 The Sport. Paintball is a sport played by one or three or five man teams with the number of players ranging from one to five per team.

1.02 Referees. The Referees are responsible for strict enforcement of these Rules

Promulgated by the Rules Committee. See Rule 10.

1.03 Divisions. There will be three divisions consisting of: ("Novice"); ("Young guns").

2. The Field and Adjacent Areas

2.01 The Playing Field. The playing field shall be a rectangle, one and 3 man fields 125 feet long and 75 feet wide and the 5 man fields are 150 feet long and 100 feet wide. The playing field shall have three pig Stations, one at each end of the field, which will be placed at the center of each baseline. Bunkers will be positioned throughout the playing field and will be at least five feet inside of the playing field.

2.02 Out-of-Bounds. Field boundaries are marked all the way around the field in Either yellow or white material or paint line. Touching the line constitutes out of bounds in which the player will be eliminated. Crossing or touching the back boundary in flag pull or flag hangs situations by the flag carrier does not constitute elimination. All others will be eliminated for going out of bounds. Any ground space outside of the playing field shall be out-of-bounds.

2.03 Dead Boxes. There will be two dead boxes next to the playing field in the Out-of-bounds area where players must go when eliminated.

2.04 Spectator Safety Zone.

2.05 Spectator is to stay behind Safety Netting at times. At no time is a coach, player or support person from a team allowed on the field during the game.

3. Tournament Eligibility and Administration

3.01 Entry Fees. Entry fees must be paid to Victory Hill. Team rosters will be accepted only after all administrative or penalty fees have been paid in full.

3.02 Rosters. All teams must submit complete rosters prior to play. Teams may have one more active player on their roster. Each extra player must fill out a waiver and administration fee of \$10.00 will be required.

3.03 A Captains' Meeting

Teams Captains will be held on the one hour prior to the beginning of each Tournament The purpose of this meeting are to provide information to the players concerning the Rules, and other regulations.

3.04 Age Requirements. Players must be 18 years of age or older, except that players 10 through 17 years of age may play with written consent from a parent or legal guardian.

3.05 No Players on Multiple Rosters. No player may appear on more than one team roster in any The Lost City of Victory Hill tournament.

3.06 Player Status.

A "Novice Player" is a player that has been playing paintball at all more than a year or is over the age of 16.

A "Young Guns" is a player that is under 16 year of age and has not played in more than 5 tournaments (of any kind).

3.07 Inter-League Play.

Any player may be on Expert Team roster.

Only one Expert Player is able to be on the novice team roster.

Only one novice player is able to be on the young guns team and must be under the of 18 years of age.

3.08 The one on one Tournament will have two Division Top Gun and Young Guns.

The Rule book for The Lost City of Victory Hill

Only Expert and novice can play in the Top Gun Tournament. The prize will be a marker.

Only Young Guns may play in the YOUNG GUNS Tournament. The prize will be TBA.

II. Equipment

4. Uniform

4.01 Protected Color. Players' uniforms may not contain the color orange or Yellow, which is reserved as the "Protected Color" for paint.

4.02 Jerseys. Team players are encouraged to wear jerseys consisting of the same color and style. Jerseys may not be black and white stripes or be designed to cause confusion with Referees.

4.03 Padding in Jersey's.

Padding in jerseys will be limited to the forearm/elbow/Forearm/elbow. Padding size will be limited to 4" in over all width and extend from the wrist to 4" past the elbow. Padding Material will be limited to an Esther based open cell foam backed with Nylon Trico at a maximum thickness of 3/16 or an Approved Equal. Patches are allowed on Jerseys. Patches can be any number. Patch thickness will be a maximum thickness of 1/16". Jersey's that have additional padding may be worn without an under garment. Padding thickness must not exceed 3/16".

4.04 Layers and Padding. Players must wear only one pair of full-length pants and only a long-sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of under-shorts and one short or long sleeve t-shirt. Padding in garments will be limited to elbow, forearm, knee, shin, & hips, provided that the padding has not been modified from the manufacturer's original form. Any other soft padding in garments is prohibited.

4.05 Appearance. Players' clothing must fit well. Jerseys must be tucked into player's pants or harness. Players may not wear any oversized clothing. Players clothing including pants and jersey must be free from tears and rips. If clothing is torn or ripped during the course of a game the player must change or repair any torn or ripped clothing prior to starting of next game. The penalty will be the player is eliminated from the game.

4.06 Headgear. Players may wear Headgear to protect the head. Players Headgear may not extend more than one inch below the shoulder blades. Players may not wear bandanas and/or handkerchiefs anywhere other than on the head or neck.

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

Gloves may be padded.

4.08 Armbands. Team members will be given an armband that is distinctive from the armband of the opposing team. Players must affix one armband to their left arm prior to game start. Armbands will be at least two inches in width and long enough to fit around the upper arm.

4.09 Prohibited Materials. Players may not wear jerseys and or pants which are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber.

4.10 Metal Cleats. Players may not wear metal cleats or cleats that may injure other players or damage the playing field (e.g., puncture a bunker).

5. Protective Gear

5.01 Facemask / Goggles. Players, officials and any other individuals present in a goggle-safe area (e.g., the playing field and Chrono-station) must wear Goggles with full-face protection manufactured for use in paintball games in its original form. Goggles must meet or exceed ASTM standards for eye protection and lenses be in good repair. Goggles must have adequate ear protection. See ASTM Standard F1776

5.02 Protective Padding Separate from Clothing. Players may wear one layer of protection, over or under clothing, protecting the below body parts, provided

The Rule book for The Lost City of Victory Hill

that the padding has not been modified from the manufacturer's original form. The following protective padding has been approved for use: (1) neoprene neck protection; (2) forearm and elbow protection (3) shin and knee protection; (4) groin protection; and (5) chest protection (female players only).

5.03 Neck Protection. Players may wear neck protection consisting of single layer of neoprene type material. Neck protectors must cover the neck only and may extend a maximum of 1 inch passed the collarbone.

6. Markers

6.01 Marker Specifications. Players may use a single, 68 caliber, pump or semi automatic paintball marker, which consists of a single barrel and single trigger. All Paintball Markers shall only operate in semi auto or pump mode and may not operate in other discharge modes such as burst, enhanced trigger or fully automatic discharge mode during league play. See ASTM F2272-03

6.02 Trigger. A "trigger" is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. 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. Markers may shoot at any rate of fire, and may shoot any number of paintballs, provided that it shoots in semi auto or pump mode only. This means that no more than one paintball may be discharged during each shooting cycle of a trigger pull.

6.03 External Adjusters. Markers with electronic firing systems must be locked in a tournament semi auto mode. The player may NOT be able to adjust dwell, debounce, shooting mode etc. while on the playing field. 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. Depending upon make or model of the markers, some may require locking tournament caps or may require multiple locking tournament caps. All regulators require locking tournament caps such that they cannot be adjusted without a tool with the marker gassed or degassed. Locking Tournament caps are devices used to lock down or prevent on field adjustments.

6.04 Inspection. Markers are subject to inspection at any time during tournament. The team of any player found to be using a marker in violation of Rules 6.01 through 6.03 shall be penalized according to Rule 21.09

(Disqualification)

6.05 Surrender of Marker. Players must surrender their marker immediately upon the request of any Referee or League representative at anytime. 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 21.09

(Disqualification).

6.06 Marker Velocity. Markers may not exceed a maximum velocity of 280 feet per second. All markers must be chronographed at a chrono station prior to start of each game.

6.07 Sound Suppressors. 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.

6.08 Barrels. Players may only bring one barrel on the playing field. The barrel must be attached to the marker.

6.09 Ball Detection Systems. Players may turn on or off the ball detection system (e.g., eye, etc.), if the player's marker has such functionality.

6.10 Barrel Blocking Devices. Markers must have a Blocking device that meets ASTM Standard F2271 over or in their barrel at all times the marker is in any un-goggled area.

6.11 Stickers. Stickers on markers and barrels are limited to one 2" by 4" sticker on each side of marker. Stickers on loader lids are allowed. Colors of stickers may not contain the Protected Color.

The Rule book for The Lost City of Victory Hill

6.12 Exposed Markers. Players may not have any exposed markers, tanks or barrels outside of the Players Paddocks. All markers taken outside the player paddocks must be concealed. See Rule 21.03 (Three-Game Suspension).

7. Other Equipment

7.01 Paint Loaders. Loader colors or designs may not resemble a hit or paintball mark. Players may not use cloth or neoprene loader covers.

7.02 Remote Tank. Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing. Air Tank Valves must meet or exceed ASTM Standard F1750-96 and ASTM Standard F2030-00

7.03 Pouches, Pods or Tubes. Players may carry any number of pouches, pods, or tubes. Pods and Tubes may not contain the protected color (Orange). Pouches may not be constructed in such a fashion that they constitute padding.

7.04 Squeegees. Players may carry multiple squeegees and or swabs. Players may carry anti-fog cloths or spray.

8. Paintballs

8.01 Specifications. In accordance with marker requirements, paintballs must be 0.68 calibers. Paintballs used at The Lost City of Victory Hill must be purchased. Players may not bring any paintballs onto the site which are not supplied by Victory Hill.

8.02 Red Paint Prohibited. Players may not use red filled paint ("Prohibited Paint").

III. Officiating

9. Referees

9.01 Refs. Tournaments shall be officiated by The Lost City paintballers Team Refs ("Referees"). The term "Referee" will include: "Ultimate Ref"; "Head Refs"; "Chrono-Refs"; "Corner Refs" "Flag Refs" and "Field Refs". Each playing field will be staffed with a minimum of six on The Lost City and Four on the Speedball Field Refs including one Head Ref on Each.

9.02 Authorization. All Referees are under direct control of the Ultimate Ref. Only Referees approved, authorized and assigned to a playing field or Chrono-Station by the Ultimate Referee may make calls on that respective playing field or Chrono-Station.

9.03 Pregame Equipment Inspection. The Chrono-Ref or the Head Ref 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 4 through 9. Players that cannot comply with any Referee requirement before game start will not be permitted on the playing field.

9.04 On Field Chronographing. Chronographing on the field may be done at any time at the discretion of any Field Referee to determine if a marker's muzzle velocity has risen above legal limits. See rule 6.01. Referees will seek to perform on field chronographing in a manner which least interferes with play. Players will not be subject to Referee chronographing after game end, but may be required to surrender their marker for inspection pursuant to Rule 6.04. Chronographing will be performed

9.05 Paint Checks. Paint checks are performed by Referees for the purpose of determining if a paintball has broken on and marked a player. Paint checks are performed by a Referee when the Referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the Referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the Referee, or when the Referee is directed to do so by another Referee.

The Rule book for The Lost City of Victory Hill

(1) Player Requested Paint Checks. Referees may, but are not obligated to, perform a paint check after a player has requested one.

(2) Neutrality. A Referee calling a player neutral will indicate the same to all players on the field by standing over the player, shouting, "Neutral", and holding his/her arm above his/her head and waving a towel overhead and shouting neutral. Referees will make every effort to perform a paint check without calling a player neutral. However, a Referee, at his/her discretion, may declare a player neutral. A player declared neutral cannot be eliminated from the game or moved on, either by opposing team members or his/her own teammates, while in the state of neutrality. A Referee may move a neutral player's equipment and or request that such player expose additional areas for examination. Players not declared neutral may be eliminated while being checked.

(5) Not Easily Verifiable. Players, who are hit in obvious locations, which are not easily verifiable, by such players may call for a paint check. (See rule 19.03)

9.06 Referee Hand Signals. Referee hand signals will be as follows:

(1) 10 Seconds to Game Start. The Head Ref will signal 10 seconds to Game Start by raising his right hand.

(2) Game Start. The Head Ref will signal the game start by dropping his right hand.

(3) Eliminated. Referee will signal when a player is eliminated by holding his right hand on top of his head and pointing his left arm at the player who is eliminated. The Referee will then pull the eliminated player's armband. The Referee cannot put a player back in after calling a player eliminated with a hand signal.

(4) Safe. Referee will signal safe by waving both hands in front of his body. This "safe" signal indicates that a player is considered clean of a hit and is still an active part of the game.

(5) Neutral. Referee will signal a player neutral by waving a white towel over his

head. Referee will then check player and make a safe or eliminated call. Neutral calls are at the discretion of the Referees, and will only be made in extreme cases where it is difficult to check the player for hits.

(6) One-for-One. Referee will call a player eliminated for a One-for-One using the eliminated signal first followed by a double fist up and down movement both arms in front of his body. Referee will then pull a player's armband and again signal a One-for-One. The double fist up and down movement may be repeated as necessary for Two-for-One and Three-for-One eliminations.

(7) Flag Hang. Referee will signal Flag hang by placing both arms over his/her head and holding left wrist with right hand.

(8) Game End and Stoppages. The Head Ref will signal the game end or game stop by waving both hands overhead so that the wrists cross.

9.07 Emergencies. In the event of an emergency situation, the Referee discovering the emergency will request that all Referees stay off the radios. Other Referees on the field will immediately cause all action to stop. Game time will also be halted for the duration of the emergency.

9.08 Referee Communications. Referees may only engage in rules related communications during games. Referees shall not: (1) through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game or (2) impede the progress of any competition.

9.09 Bias. Referees shall perform their duties and shall make decisions in an unbiased manner. A Referee showing bias in a call, for or against any team, shall be removed as a Referee and will be subject to penalty as determined by the "Disciplinary Committee".

The Rule book for The Lost City of Victory Hill

IV. Pregame Procedures

10. Pre-Game

10.01 Inspection Procedure. Each team must report to the Chrono-Station at least 10 minutes before the game is scheduled to begin. Each player's clothing will be inspected and markers will be chronographed by a Chrono-Ref in a designated area outside of the field prior to each game.

10.02 Marker Inspection. Players will surrender their markers to the Chrono-Ref who will inspect it for the following : (1) Mechanical Parts Locked. Screws, barrel, tank and other working parts which can increase or decrease velocity are adequately tightened. Any external velocity adjusters are covered or fixed in place. No device, component or item which could enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools is present on the marker.

(2) Electronic Parts Locked. Shooting modes of electronic markers may not be adjusted on field as to allow dwell, debounce, trigger bounce, or ramping.

(3) Valves. Valves must be placed in the fully open position and no valves or expansion chambers can be turned on or off.

(4) Foreign Matter. No foreign matter may be in the barrel, feed port or loader.

10.03 Chronographing. The Chrono-Ref shall chronograph each marker as it would be shot effectively on the game field at its maximum velocity. The Chrono-Ref will shoot a minimum of three shots over the chronograph. Markers will pass inspection if no one shot is greater than 280 feet per second.

10.04 Remedial Measures. 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. Players whose markers have not passed the chronograph may elect to enter the field without a marker or be counted as eliminated.

10.05 Pre-Game Restricted Area. Players who have passed the chronograph will be stationed in a controlled area adjacent to the chronograph area. This area will be supervised by a Referee or other tournament official. Players who have passed the chronograph may not leave this area, except to enter the field with a Referee. Players in this area may not accept any items from any person outside of this area, except through the Chrono-Ref.

10.06 Choice of Flag Station. The team that wins a coin-toss shall choose which Flag

Station it will defend in preliminary rounds, quarter finals, and the first and third game of the semi-finals and finals. In the second game of the semi-finals and finals the teams shall defend the Flag Station opposite to the Flag Station they defended in the first round.

10.07 Equipment. Teams must carry all paintball, gas or air and equipment to be used during the course of the game on their person at the start of the game.

10.08 Old Hits. Players are responsible for removing old hits or bringing the same to the attention of a Field Ref prior to game time, so that they may be dealt with in a manner that would not result in the elimination of the players.

V. The Game

11. Game Start

11.01 Ten Second Warning. The Head Ref on the field will begin game by saying Field Remove your barrel protection and get ready for the 10 second warning. The Head Ref will then say 10 second warning in 3, 2, 1, 10 second warning so that each team may hear clearly such warning.

The Rule book for The Lost City of Victory Hill

11.02 Markers. Players must have the barrels of their markers touching the Flag Station. Players must start in front of the break out board with Makers touching the Flag Station.

11.03 Game Start. The Head Ref will give such warning with a countdown of get ready for 10 second warning then 10 seconds in "Three, two, one, ten-seconds." Thereafter, the game will start by the Head Ref shouting so that each team may hear, by radio or otherwise, either, "Game on", or "Go, go, go".

11.04 Time. Official game time will be kept by the Head Ref or a Field Ref appointed thereby, but in no event shall the official game time be kept by a Flag Ref. In the event that a game is to be interrupted because of a medical emergency, or otherwise, the Head Ref will mark the time or cause the Field Ref appointed thereby to keep the official game time to mark the time.

12. Game Stoppages

12.01 False Start. In a situation where a false start happens due to a Referee mistake or miscommunication the Head Ref will stop the game and restart as if the game had never started.

12.02 Reasons for Game Stoppage. Only the Head Ref may declare the game stopped. 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.

12.03 Procedure. Field Refs will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Refs will insure that players remain in those locations. Referees will check all players and will remove any players who are eliminated prior to the game being stopped. Players may not reload or refill air during this time. Referees will confer to review the sequence of events prior to the game stoppage. If penalties need be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the field Referees determine, in their discretion, that a player was eliminated as a direct result of illegal actions, which led directly to the game stoppage.

12.04 Restart. 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 Refs, the Head Ref will restart the game in accordance with the procedures specified in Rule 12. Time will begin to run upon such restart.

13. Game End

13.01 Cease Shooting. Players may not fire their markers following: (1) an instruction from a Field Ref to cease fire; (2) a successful flag hang; or (3) 7-minutes after the start of the game.

13.02 Inspection. All live players at the end of a game must present themselves to a Field Ref for inspection. At this time, a Field Ref will inspect the player for hits, and if any are found, the Head Ref will be notified, and proper penalties will be assessed.

13.03 Game End. A game will end only by the Head Ref on the field announcing, "Game over."

14. Marked with Paint

14.01 Marked with Paint. A player will be eliminated if such player is marked with paint. 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 he or she is wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark. 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 he or she is wearing or carrying, but that player or that player's equipment is marked with paint, then such player will be eliminated. Generally, if the paint marking is reasonably

The Rule book for The Lost City of Victory Hill

solid and the size of a quarter, it will be considered a valid hit. If the referee witnesses the ball hit and break and leaves less than a quarter size it will be considered a valid hit. Conversely, a player will not be eliminated if a 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 he is wearing or carrying but does not break or if a paintball strikes another object first and breaks upon that object before marking a player or anything he/she is wearing or carrying. Referees will wipe splatter or non-valid hits off a player at the time they are inspected. Players playing with paint that is considered non-valid will do so at their own risk, until it is wiped clean by a Referee. 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. 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.

14.02 Obvious Hits. 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. Such players must then remove their armbands, and go straight to elimination box. Obvious hits are those which impact and break on observable places on the body or equipment.

14.03 Obvious, but not Easily Verifiable while wearing goggles. 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. The teammate must respond immediately, and if the hit player was eliminated, he must cease play, signal his elimination and exit the field. Failure to call on such teammate for verification or failure of such teammate to respond immediately constitutes playing on by the hit player. If no such teammate is available for verification, such player must immediately call for a paint check by a Field Ref. Failure to call for such a paint check immediately will constitute playing on by such player.

14.04 Unobvious Hits. Unobvious hits are those which impact and break on player's harnesses & tubes located on players back. Players with un-obvious hits will be eliminated but will not be penalized. Should a player with an un-obvious hit become aware, through his/her own actions or through information provided by teammates that he/she has been validly marked, such hit at such time shall then be deemed to constitute an obvious hit. Any part of the harness located in front of a player's hips are considered obvious.

15. Illegal Activities

15.01 Playing-On. A player that continues to play after being marked with paint is Playing-On. Playing-On includes, but is not limited to:

- (1) Continuing to shoot or otherwise engage the opposition,
- (2) Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a Referee,
- (3) Talking, signaling or otherwise communicating, either to a Referee, opposing players or teammates, except that a player may say, "Hit" or, "Out" or something to that effect once,
- (4) Impeding the progress of opposition players or a Referee,
- (5) Hampering a Referee in making a paint check or a call,
- (6) Discharging or degassing the marker or providing teammates with paintballs or equipment.
- (7) Remaining in the game while making no effort to leave the field.

15.02 Freight Training. Freight training is the act of utilizing 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

The Rule book for The Lost City of Victory Hill

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

15.03 Wiping. Wiping is defined as the active and deliberate removal of paint by a player in order to avoid elimination or avoid a Referee's call is a Two for one.

15.04 Modification of Markers. 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 13.02

15.05 Spectator Interference. Spectators may be allowed to observe games and the activities on a field but may not:

- (1) Issue instructions to players on the field,
- (2) Make comments about play which are likely to be heard by players on the field,
- (3) Have markers in their possession, or
- (4) Otherwise interfere with play in any manner whatsoever.

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.

15.06 Unsportsmanlike Conduct. Players will be eliminated if they engage in unsportsmanlike like conduct. Unsportsmanlike conduct may include, but is not limited to:

- (1) Deliberately shooting at Referees.
- (2) Excessively shooting an eliminated player with intent to injure.
- (3) Requesting of paint checks to distract Referees from checking themselves or teammates.
- (4) Verbally abusing any players, spectators or Referees.
- (5) Throwing equipment.

15.07 Embarrassing, Dangerous or Destructive Behavior. Teams and players participating in a Victory Hill tournament shall not engage in conduct that would bring the Victory Hill. During any tournament weekend, players must not: discharge loaded markers in any un-goggled areas; harass or intimidate any individuals (including event staff and spectators); provoke a physical altercation or otherwise incite violence, wear or displaying offensive pictures, words or logos intentionally damage or destroy private property (including hotels), or engage in any other criminal, destructive, dangerous activity that would cast the sport of paintball in a negative light. Any player caught violating this rule will be ejected for a full season.

15.08 Act Paintball Responsible. The Victory Hill encourages all players while attending events to be paintball responsible. This includes, keeping paintball markers safe and concealed when not in the private players paddocks or on the playing field. Players should not shoot markers outside the venue or in hotels or public places. Players when speaking to public should speak of Paintball in a respectful clean positive way. Players need to obey and respect all local laws. Players who do not act paintball responsible will be subject to rule 21.05 and may have member card revoked indefinitely.

VI. Eliminations and Penalties

16. Assessment of Penalties

16.01 Verbal Warnings. Referees will issue verbal warnings on the field for the following reasons:

- (1) First Offenses. First offenses for failure to observe a neutral call, wrongfully calling for a paint check, or use of inappropriate language.
- (2) Verbal Warning may be given for not having a barrel blocking device on in goggle safe area or having an unbagged marker outside of player's paddocks. See rule 21.03

16.02 Eliminations. Referees will eliminate players for the following reasons:

- (1) Hit. Player is marked with paint.

The Rule book for The Lost City of Victory Hill

(2) Out-of-Bounds. Player, any part of player's body touches the line or goes out-of-bounds (irrespective of whether the boundary tape, if any, is moved). The back boundary in flag pull and flag hang situations where the flag carrier crosses the line will not be eliminated.

(3) Second Offenses. Second offenses for failure to observe a neutral call, wrongfully calling for a paint check, or use of inappropriate language.

(4) Surrender. Player without being hit raises marker above head, or shouts "hit" or "out", is not wearing armband, walks with eliminated player(s) or otherwise creates the appearance of having been hit.

(5) Faulty Start. Player's marker barrel is not touching the flag station at the game start.

(6) Abandoned Equipment. Player abandons equipment (other than squeegees, the game flag, rags, armbands or full or empty pods), on the field by more than five feet.

(7) 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. 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.

(8) Faulty Check-Out. Live player checks-out at game end with an unobvious hit.

(9) Dead Man Walks are prohibited: as defined herein: 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, hiding their armbands, holding the markers above the shoulders, placing objects in the barrel, walking with eliminated player(s), turning away from oncoming aggressive player(s) will be eliminated. 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.

(10) Aggressive movement during a neutral call.

(11) Player is hit in UN obvious location.

(12) Failure to wear goggles.

(13) Velocity Violation shooting over 300 feet per second (FPS) and below 310FPS

(14) Players who are observed 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. 18.03 One-for-One. Assessment of the one-for-one penalty (the removal of the player committing the infraction and a teammate) may take place for the following infractions:

(1) Playing-On. A player that continues to play after an obvious hit is Playing-On, but does not materially influenced the course of the game.

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

(3) Physical Aggression. Player attempts physical contact with another person on the field in a hostile manner.

(4) Illegal Reentry. Player leaves the dead box and reenters the field, but does not shoot any paintballs.

(5) Affiliated Spectator Interference. Spectator that is known to be affiliated with team or player on team provides strategic advice.

(6) Tools. Player possesses, but does not use tools on playing field.

(7) Velocity Violation. Shooting over 280 and between 319 feet per second
2 In addition to these penalties, teams and players may be liable for damages and injuries caused under civil law and may be subject to prosecution under the criminal law of the local jurisdiction.

(8) Faulty Check-Out. Live player checks-Out at game end with an obvious hit.

(9) Distraction Tactics. Requesting a paint check to distract a Referee from a hit on player or a player's teammate.

The Rule book for The Lost City of Victory Hill

(10) Freight training, applied for each infraction

16.04 Two-for-One. Assessment of the two-for-one rule (the removal of the player committing the infraction and two teammates) may take place for the following infractions:

(1) Playing-On. Player continues to play after an obvious hit and materially alters of the course of the game.

16.05 Three-for-One. Assessment of the three for-one rule (the removal of the player committing the infraction and three teammates) may take place for the following infractions:

(1) Playing-On. Player fires marker after acknowledging elimination.

(2) Wiping. Player deliberately removes paint in order to avoid elimination.

17. Procedure

17.01 Field Exit. Eliminated players must remove armband, put on barrel sock over his or her marker barrel and proceed directly to the dead box closest to team flag station, using the most direct route or according to the direction of a Field Ref, if any is given. Players shall remain in the dead box until directed to leave by a Referee. Eliminated players shall exit the field with all equipment that they were carrying at the time of elimination.

17.02 Elimination of Last Player. If the last player on a team is found to have been playing on with an obvious hit or wiping then the other team will automatically be awarded the pull and the hang.

17.03 Finality of Calls. Referee's calls during a game will stand and cannot be changed after a game except in extreme circumstances when the Ultimate Ref becomes involved.

18. Suspensions, Disqualifications, Fines

18.01 Team Responsibility. Teams are responsible for the conduct of everyone on their roster which includes both players and supporters. During the event the following will apply to fines, suspensions and ejections.

18.02 Suspensions. Players may be issued three-game, six-game or one year suspensions. Suspensions must be served immediately. Suspensions are issued to the player 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 in the tournament in which the suspension was authorized during the term of such suspension. Player suspensions will carry over from tournament to tournament until suspension is fulfilled.

18.03 Three-Game Suspension. Players may be suspended, causing the team to play short for three games for the following infractions:

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

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

(3) Verbal Abuse. Verbally abusing any individual during or after play.

(4) Shooting at a Velocity of 320fps or higher.

(5) Not having a Barrel Blocking Device on maker in ungoggled area.

(6) Not having the marker bagged outside Players Paddocks.

18.04 Six-Game Suspension. Players will be ejected and the team will play short for six games for the following:

(1) Outbursts. Throwing marker or air system.

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

(3) Over Shooting. Over shooting any other player with intent to injure.

(4) Shooting Referees.

(5) Shooting from Dead Box.

The Rule book for The Lost City of Victory Hill

18.05 Forfeiture. A forfeit will be declared for each game 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 a game or both teams are unwilling to take the field, both teams will have forfeited that game.

18.06 Forfeiture. Any team which is scheduled to oppose a team that has forfeited a game will receive max points. The forfeited team will receive zero points for that game.

18.07 Forfeiture. 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 due to the schedule.

VI. Scheduling, Scoring and Ranking

19. Scheduling

19.01 Scheduling Preliminary Rounds. 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 that day at the beginning of the tournament and will thereafter be posted on the scoreboard.

20. Seeding for the finals.

20.01 Re-Seeding After Preliminary Rounds. Team positions at the end of the preliminary round are determined by the total points earned. The finals are a bracket format 1 verse 4 and 2 verse 3 the best out of 3 series the winners play for first and second and the loser for third and 4 fourth.

21. Tournament Rounds of Play

21.01 Preliminary Round. Teams will play a maximum of six games. Teams will play four games in the preliminary round.

(1) There are less than 12 teams in the division there will be no Quarter or Semi final round and the top four teams will qualify directly for the Final round.

22. Scoring systems

22.01 For speedball

Eliminated player's 1= 5 pts.

Then under 30 sec. =25

Then under 1 min. =20

Then under 1.5 min. =15

Then under 2 min. =10

Player's left on winning team 1= 10pts.

The total points possible for 3 man = 70pts

The total points possible for 5 man = 100pts

Exhibit 1. Playing Field.

Exhibit 2. Protected Color.

Exhibit 3. Jersey Specification

ASTM standards reference www.astm.org

F1750-96 Standard Specification for Paintball Gun Threaded-Propellant Source Interface

F1777-02 Standard Practice for Paintball Field Operation

F1979-04 Standard Specification for Paintballs Used in the Sport of Paintball

F2030-00 Standard Specification for Paintballs Cylinder Burst Disk Assemblies

F2041-00 Standard Specification for Paintball Marker Warnings

F2184-02 Standard Guide for Installation of Paintball Barrier Netting

F2271-03 Standard Specification for Paintball Marker Barrel Blocking Devices

F2272-03 Standard Specification for Paintball Markers (Limited Modes)

F2278-03 Standard Test Method for Evaluating Paintball Barrier Netting