



2010
Rulebook

About the GFOA

The GFOA was started in 2008 by several middle GA field owners that noticed a lack of quality tournament events in the area. Several large series have events in GA. In order to fully take part in those series, local teams were forced to travel which was expensive and time consuming. The GFOA offers events that are all within two to three hours of each other and are low cost when compared to other series.

Currently the GFOA is:

- 5 man format w/ 8 events held throughout the year
- 3 Divisions: Open Division, Division 4 (Rookie) and Division 5 (Beginner)
- BYOP (w/ event sponsors on site selling paint at an affordable price)
- Fields include OTP, Dan's Land, Dynamic Games and Wildfire in Madison.
- Prizes will be awarded at the end of each event.

1 INFORMATION

- 1.1 The event promoter will supply tournament information, including information concerning entry fee, an itinerary and schedule of events including time and place for rules meeting and captains meeting, hotel information, a waiver and roster form and the GFOA rules, to any team having entered the competition in need of the same.
- 1.2 A rules meeting will be held in conjunction with the captains meeting of each competition. The purpose of this meeting is for the judging staff to answer questions concerning these rules.
- 1.3A captains meeting will be held before the beginning of the competition. The purpose of the meeting is to provide information to the captains of the teams attending concerning the organization, administration and non-field rules and regulations governing the tournaments.
- 1.4 A complete schedule of preliminary round play, consisting of each teams opponents, the fields it will play on, and its approximate schedule game times will be distributed before captains meeting, and thereafter, posted on the scoreboard.
- 1.5 Teams may examine the fields and or conduct any activity to prepare for tournament play. No team or member there of shall in any way alter any playing field.
- 1.6 Registration for all 2010 GFOA events will be \$225.00 for any division if received by Friday prior to the week of the event. Any entry fee received after Friday prior to the week of the event but before the Sunday prior to the event will be \$25.00 more. Any registration received after the Sunday prior will be an additional \$25.00 more. Registration for all GFOA events will be cut-off the Wednesday preceding event at midnight. Registration for all teams will include team name, playing status, team roster and full payment. Waivers may be turned in at event check-in prior to the start of the event.
- 1.7 In order to determine pairing, the GFOA will use APPA.

2 FEES

- 2.1 Division 5 (Beginner) – 2010 entrance fees are set at \$225.00 per event.
- 2.2 Division 4 (Rookie) – 2010 entrance fees are set at \$225.00 per event.
- 2.3 Open Division – 2010 entrance fees are set at \$225.00 per event.

2.4 The GFOA will be a BYOP Event. Paint will be available for purchase at each event. Types of paint and pricing are posted on GFOA's website (www.thegfoa.com) prior to the event.

3 TEAM ROSTER

3.1 A five player team may have up to 8 players on their roster, but may field a maximum of 5 in any one game.

3.2 No player may appear on more than one five player roster per tournament.

3.3 All teams must submit complete rosters prior to play.

3.4 To qualify as the same team, a team must have no less than three of its original roster members from its first date of play in the GFOA 2010 season.

3.5 Any team that keeps its lineup in tact but chooses to change names in the mid-season will carry seed points from old name to the new name, provided the team submits in writing, notification of the name change to the GFOA.

4 TEAM ROSTERS – COMPOSITION

4.1 Open teams will be allowed players of any classification.

4.2 Division 5 (Beginner) teams will be permitted to have one Division 4 (Rookie) player.

4.3 Division 4 (Rookie) teams will be permitted to have one Division 3 player.

4.4 The GFOA reserves the right to review and correct the playing status of any player at any time.

5 PLAYER CLASSIFICATION

5.1 Starting with the 2010 season, GFOA classification will coincide with the APPA ranking systems. Players can check their current ranking by logging into www.paintball-players.org with their APPA user id number and password and click on the classification tab. If a player feels there classification is incorrect contact the APPA administrator.

6 FIELD STANDARDS

6.1 All game fields shall be free from anything that would pose an unnecessary risk to players, including stumps, holes, areas with jagged rock. Etc

- 6.2 Both players and judges should be able to move freely on game fields, and game fields should not contain significant wet or swampy areas, dense undergrowth and the like to impede free movement hereon.
- 6.3 Fields will consist of three flag stations, two team flag stations and a center flag station. The center flag will be placed at mid field, in such a manner as to assure that players equally fast can reach the center flag station from either team flag station in the same amount of time.
- 6.4 Game fields shall be balanced so that the better and more talented of two teams will usually win starting the game from either team flag station.
- 6.5 All bunkers shall be adequately secured in a stationary position so as to withstand amount of force and remain in place. A bunker shall be arranged on the playing field in such a manner to be playable from both the left hand and right hand sides.
- 6.6 Flags are to be hung so that the lowest reachable point on the flag is within the grasp of the smallest players on the field. Minimum reach being around 5 foot from its hanging place.
- 6.7 Game flags shall be secure in such a manner as to prevent the game flag from being shot down.

7 OFF-FIELD PRE GAME STRUCTURE

- 7.1 Each team is expected to report to the game field at least 10 minutes prior to the schedule start of their game.
- 7.2 All teams will be afforded the opportunity to chronograph their equipment before going to the field to play. It is the teams responsibility to ensure that it's players are under 300fps. There will be a mandatory pregame chronographing of each team. Any player found to be shooting over 300 fps will not be allowed on the game field until their marker has been adjusted to be less than 300 FPS, or the offending marker has been replaced by a marker that doesn't exceed 300 FPS.
- 7.3 The event staff may inspect a marker for the following:
1. The presence of foreign matter in the barrel, feed port or loader.
 2. Tightness of screws, barrel, tank and other working parts which can increase or decrease velocity.
 3. Presence of valve or expansion chambers which can be turned on or off; all valves will be placed in the fully open position.
 4. Presence of external velocity adjusters which are not covered or fixed in place.

5. Any other devices, part or item which would enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools.
 6. Any other devices, part or item which would enable a player to operate his marker in an illegal mode on the game field without resorting to the use of tools.
- 7.4 Players are responsible for removing old hits or bringing the same to the attention of the field judge so that it may be dealt with a manner that would not result in it resulting in an elimination of a player.
- 7.5 Players are not allowed to bring tools or other prohibited equipment onto the game field. Presence of such equipment may result in a penalty and disciplinary proceedings against the offending player and or team.

8 GAME STRUCTURE

- 8.1 A game will end at the earliest of:
1. A successful flag hang,
 2. The elimination of all players on the game field
 3. 5 minutes after the start of the game
- 8.2 Flag stations for all rounds will be determined by coin toss prior to start of the game if both teams wish to have the same side.
- 8.3 Teams will be instructed to leave their barrel blocking devices on their markers until the 10 second warning is about to be given. At this time the Head Judge will instruct the teams to remove their barrel blocking devices and issue the 10 second warning to signal the start of the game.
- 8.4 Starting procedures will be standardized at every hosting site. Players will place their gun barrels on some portion of the starting station. Marker barrels must be angled toward the ground and below the waist of the user of the marker. Players may turn their bodies including their faces in any direction that the player chooses. Any player that doesn't have his/her barrel touching the starting station and below the waist at the start of the game is subject to be eliminated. All forms of starting stations shall be in bounds of play.
- 8.5 The head Judge on the field will begin a game by giving a ten second warning so that each team may hear clearly such warning. The head judge will give such a warning with a countdown of "Three, two, one, ten seconds." Thereafter the game will start by head judge shouting so that each team may hear, by radio or otherwise, either, "Game On" or "Go, Go, Go."

- 8.6 A first flag pull occurs when a player not eliminated physically grabs the center flag, before a player from the other team manages to do the same. Only one team in the game may earn first flag pull points.
- 8.7 Flag hang points are awarded when a player breaks the plane of a flag station with a flag. Flag hangs may be awarded in conjunction with or independently of first flag pulls. Flag hangs are only awarded when a flag is hung in the opponents flag station. Flag hangs may be awarded to the team that is not in possession of the flag when it is hung, since it is the flag and the station that is hung in that determines the points awarded and to whom. Flag hangs will not be immediately awarded upon flag breaking the boundary plane of a flag station. The status of the flag carrying player will first be verified and before a flag is considered to be official. The time that the flag carrier breaks the plane of the station with the flag will be recorded by the flag field judge, and should the player be determined to be live after being checked by the field flag judge, the hang will be announced and the game will have ended as of the time that such player broke the plane of the flag station.
- 8.8 A game will end only by the head judge on the field announcing, "Game Over."
- 8.9 Players that are eliminated, immediately upon elimination, must exit the game field by the most direct route to the dead box or as directed by a field judge.
- 8.10 All live players at the end of a game must present themselves to a field judge at the exit point for inspection. At this time a field judge will inspect the player for hits and will if any are found, the head judge will be notified and proper penalties will be assessed.
- 8.11 Players may not re-enter the playing field without the permission of a field judge.
- 8.12 In the event of an emergency situation, the judge discovering the emergency will request that all judges immediately cause all action to stop. Game time will also be halted for the duration of the emergency.
- 8.13 Official game time will be kept by the head judge or a field judge appointed hereby. In the event that a game is to be interrupted, because of a medical emergency, or otherwise, he will mark the time or cause the field judge appointed thereby to keep the official game time to mark the time. Once the condition causing the game stoppage has abated or been resolved all the live players and flags are placed in proper positions by field judges, the head judge will restart the game and the time will begin by a ten second warning followed by the game on signal. Time will begin to run upon such restart.

8.14 Game stoppages will only occur in the case of an emergency, dangerous weather conditions, other “acts of God” or a physical altercation on the game field.

8.15 Only the ultimate judge may declare the event stopped.

8.16 In the event of an emergency, dangerous weather conditions, other “acts of God” that would cause the GFOA Tournament to be stopped before the completion of the event, the final results for each division will be taken from the last complete round.....i.e. event stops in the middle of the 3rd round of the semi-finals, final scores would be taken from the last complete round (2nd round of semis). Should an event end during, but without completing the semi-finals, when the last completed round is determined, the top 2 scores from each bracket will be advanced as if going to the finals. From this point, final standings will be determined.

9 GAME STRUCTURE - # OF GAMES & SCORING

9.1 Open and Beginner teams will play 6 preliminary round games. Such games will be played against teams within the defined group of such teams.

9.2 Teams will qualify for the semi-finals by finishing the preliminaries with one of the top 8 (12 or 16 depending on divisional attendance) scores for that division.

9.3 Scoring for the five-player games will be conducted on a 100 point system and will be awarded as follows:

A: A team will be awarded 10 points for every player on the opposing team eliminated.

B: A team will be awarded 5 point for every player on such team not eliminated.

C: A team will be awarded 10 points if it pulls the center flag first.

D: A team will be awarded 15 points when the flag is hung in its opponents flag station.

9.4 Points are awarded at the conclusion of the game by the Head Judge.

9.5 Clerical or mathematical errors may be corrected at any time prior to the start of the next round.

10 FORFEITS

10.1 A forfeit will be declared for each game that a team fails to report in a timely fashion for its pregame chronographing, or for any game in which a team refuses to take the field as long as its opponents is willing to and or does 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.

10.2 Any team which is scheduled to oppose a team that has forfeited a game will receive 80 points or the average of all their games in that round which is higher and the forfeited team will receive zero points for that game, unless the opposing team also forfeited that game, in which case both teams will receive zero points for that game.

10.3 Once a forfeit has been declared, the forfeit game will not be rescheduled and the score will stand.

11 SEMI-FINAL BRACKETS

11.1 When the attendance within a division reaches or exceeds 40 teams, that division's semi-finals will be expanded to the top 16 teams as defined by final preliminary scores within that division.

11.2 When the attendance within a division reaches 30 teams, but doesn't exceed 40 teams, that division's semi-finals will be expanded to the top 12 teams as defined by final preliminary scores within that division.

12 8 TEAM SEMIS

12.1 All divisions will hold round robin semifinals. Teams will be seeded 1 through 8 (or 12 or 16) based on their final totals in the preliminaries. After the seeding of all semi-finalists, game brackets for an 8 team semis shall be as follows:

A: Bracket 1 : Seeds #1, #8, #4 and #5

B: Bracket 2 : Seeds #2, #7, #3 and #6

12.2 In an 8 team semi-finals, the top 2 scoring teams in each bracket will advance to the finals.

12.3 Cumulative semi-final scores will determine the finishing order for the 4 teams not advancing to the finals.

13 12 TEAM SEMIS

13.1 After the seeding of all semi-finalists, game brackets for a 12 team semis shall be set as follows:

A: Bracket 1: Seeds #1, #6, #9, and #12

B: Bracket 2: Seeds #2, #7, #10, and #15

C: Bracket 3: Seeds #3, #6, #11, and #14

D: Bracket 4: Seeds #4, #5, #12, and #13

13.2 In a 16 team semi-finals, only the top scoring team in each bracket will advance to the finals.

- 13.3 Cumulative semi-final scores will determine the finishing order for the 12 teams not advancing to the finals.
- 13.4 If there are less than eight teams in a classification (Open, Rookie or Beginner), there will be no semifinal round and the top four teams will qualify and play in the final round.
- 13.5 All divisions will hold round robin finals. Cumulative scores will determine the finishing order for finals.
- 13.6 Team positions at the end of a days play are determined by total points earned by the teams that day.

14 TIE BREAKERS

- 14.1 In case of a tie score among teams:
- A: Such tie will be broken first by head to head competition, winner of such contest advances
 - B: If the tie cannot be broken by head to head competition in any round, the tie will then be broken by head to head competition in the previous round, if any, with the tie going to the winner of such contest.
 - C: If the tie cannot be broken by head to head competition in any round, the tie shall be broken by the total score in the preceding round, the tie would go to the team with the greatest score in the preceding round.
 - D: If the tie cannot be broken by scores in the preceding round, the tie shall be broken by the eliminations scored against each team in the current round, with the tie going to the team with the least eliminations scored against them in the current round.
 - E: If the tie cannot be broken by eliminations scored against each team in the current round, then the tie shall be broken by the eliminations scored against each team in the preceding round, with the tie going to the team with the fewest eliminations scored against them in the next preceding round.
 - F: If the tie cannot be broken by eliminations scored against each team in the next preceding round, then the tie shall be broken by rankings in the current seasons, entering the current event, with the tie going to the team with the highest ranking.
 - G: If the tie cannot be broken by the highest ranking, then the tie shall be broken by additional games between the tied teams, with the tie going to the team with the highest score in the first game that does not end in a tie score.

15 SEEDING & SEED POINT DISTRIBUTION

- 15.1 Five player team seed points are earned as follows:
- A: 100 points for the first place
 - B: 10 points for last place

C: Following 1st place the seed points will drop by the number set forth with the following formula for each place: $90 \text{ points} / \text{number of teams in a division} - 1$

D: If a team that has registered and paid and does not attend the current event, then that team will be omitted in the counting of number of teams in that division. All divisions will carry their own seed point standings.

15.2 Any team that elects to change their status by moving up a division will be allowed to keep a percentage of the seed points earned up to that point. The percentage of points kept will be determined by when the team elects to move up.

A: After the first event: 85%

B: After the second event: 70%

C: After the third event: 55%

D: After the fourth event: 40%

E: After the fifth event: 25%

F: After the sixth event: 10%

15.3 To maintain seed points, a team must have no less than three players off of its original GFOA series roster. Less than 3 of the teams original roster members constitutes a different team, which in turn will carry separate seed points.

15.4 Any team that decides to change names in the middle of the series will be allowed to keep and carry over seed points from the original name to the new name provided that the team notifies the league in writing of the change of names.

15.5 In the event of a tie between teams after seed points are awarded for the season. If this tie conflicts with any End of Season Prizes or awards from the GFOA, there will be a one game playoff between the teams to immediately dissolve the tie. The one game playoff will be played prior to The End of Season Awards Ceremony.

15.6 Seed points from seven events will be added together in order to achieve the final total score. Teams electing to play eight GFOA events will have their lowest score dropped. Teams playing seven events or less will stand on all posted scores.

16 EQUIPMENT – CLOTHING

16.1 Players may wear any suitable apparel except sleeveless or tank-top style shirts. Short sleeve and shorts are acceptable.

16.2 Players may not wear excessive amounts of clothing in order to create padding. Players are allowed 2 layers of clothing on their person. Under Armour brand underwear and other similar products are NOT

considered a layer due to the thinness of the material and the form-hugging construction of the product.

16.3 Players must wear pants or shirts that fit well. Players may not wear excessively over-sized clothing. This call is at the ultimate ref's discretion. If a player is found to be wearing such clothing, then he will be required to obtain and wear suitable replacement clothing. Hoodies are not allowed.

16.4 Players may not wear shirts 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. If a player is found to be wearing such material then he will be required to obtain and wear suitable replacement clothing.

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

16.6 Players may wear nylon neck protection of a single layer.

16.7 Players may wear up to 2 items on their head. As an example: one sandana and one headband. Players may wear turtle caps but no other headgear.

16.8 Footwear must not be modified from the manufacturer's original form and must not include metal cleats, metal spikes, or ceramic spikes that might be harmful to players or equipment. Metal cleats, metal spikes, or ceramic spikes are illegal.

16.9 Any decisions regarding clothing issues not covered in this section, are left to the discretion of the Ultimate Referee of GFOA Field owners. Players found in violation of any rule in section 16.0 of the GFOA rulebook will be eliminated upon discovery.

17 PROTECTIVE GEAR

17.1 Players must wear goggles manufactured for use in paintball games in good repair and with lenses that are not damaged. These goggles must met or exceed ASTM Standards.

17.2 Players must wear full-face protection as it comes from the manufacturer in its original form.

17.3 Players must wear ear protection that is part of the goggle system that was made by the manufacturer for that goggle system.

17.4 Players may wear forearm and elbow protection (1 per arm), provided that the padding on such protection has not been modified

from the manufactures original form. Such protection may be worn over or under clothing.

17.5 Players may wear shin and knee protection, provided that the padding has not been modified for the manufactures original form. Such protection may be worn over or under clothing.

17.6 Male players may wear groin protection and female players may wear breast protection.

17.7 Players may wear paintball sanctioned protective body armor. When wearing such items, no other layers will be permitted under jerseys or pants, i.e... body armor & jersey – 2 layers.

18 MARKERS

18.1 Players may use a single, 68 caliber, pump or semi automatic paintball marker, which consists of a single barrel and a single triggers.

18.2 A marker covered in whole or any part by a material of an absorbent or padded nature is illegal.

18.3 All 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 beaver tails and / or tournament caps or may require multiple tournament caps. All regulators require tournament caps such that they can not be adjusted without a tool with gun gassed or degassed.

18.4 Full autos are not allowed.

18.5 All markers are subject to inspection prior to each game at all GFOA events at all GFOA Tournaments. A marker will be deemed legal once it passes the following criteria:

A: Test 1 – Mechanical Bounce – Markers will be tested for mechanical bounce by a bumping or jarring of the marker. Markers will be bumped on the tank or hopper. No contact will be made with the trigger. The marker will be deemed o have mechanical bounce if the marker fires during the bump test.

B: Test 2 – Electronic Bounce – Markers will be tested for electronic bounce by shooting the marker. The marker trigger will be firmly pulled 3 consecutive times. During these 3 pulls, the marker may only fire 3 shots. Any marker that produces more than 3 shots on the 3 pulls will be deemed to have electronic bounce.

C: Test 3 – Rate of Fire Cap – 13.33 balls per second will be the legal allowed limit in the GFOA division 4 and Open, and

10.7 for the division 5 (beginner). Any marker that exceeds the Rate of Fire cap will be deemed illegal and will not be allowed on the field.

D: Test 4 – “Runaway Guns”- All markers will be checked for “runaway” triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that continues to fire while the trigger is not being pulled will be deemed to be a “Runaway Gun” and will not be allowed on the field.

E: Test 5 – Marker Chronographing – All markers will be chronographed prior to going onto the field. The maximum muzzle velocity allowed will be 300 feet per second. Markers will be tested by firing over Radarchron paintball chronographs.

F: For those that can't read between the lines – the GFOA does allow PSP style ramping. Marker rate of fire is capped at **.075 milli-seconds between shots or 13.3 balls per second for the Division 4 and open divisions. Division 5 (beginner) players will set ROF on the marker to 10.5 balls a second as the additional .2 bps is a cushion for malfunctioning and/or inaccurate electronic control boards.**

G: A marker with settings, whether mechanical, manual, or electronic, that maybe adjusted without the use of tools to operate in an illegal manner is illegal. A player who operates buttons, switches valves, or other adjustable devices on a marker on a field of play without the permission of a judge will be assessed a one for one penalty. A player who operates buttons, switches valves, or other adjustable devices on a marker on a field of play after being instructed to provide the marker to an official or prior to being instructed to do so, will be assessed a 60 point penalty.

H: A marker that is thought to be malfunctioning for a player can be brought to the attention of a judge so that the marker may be safely handled by whatever means the judge feels necessary so as not to cause the player or players any harm. This allows the player to still be considered active in the game and not incur any penalties.

18.6 The Team of any player found to be using a marker in violation of this rule shall receive the following penalty (penalties):

A: See for 36.0 Division 4 (rookie) and Open Division ROF Penalties.

B: See for 37.0 Division 5 (Beginner) ROF penalties

18.7 Gun barrels may be equipped with porting, slots, rifling, but may not have a sound suppresser attached or integral to the construction of the barrel. Only one barrel will be allowed on the field.

18.8 Magazines may use gravity feed, or force feed style loaders/feed systems.

- 18.9 Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing.
- 18.10 Players may not use cloth, neoprene, or other material to cover paint loaders on the marker. Cloth and neoprene tanks covers will be allowed on nitrogen and HPA tanks.
- 18.11 Barrel condoms are required at all times except on the field or the target range. Squeegees or old fashioned barrel plugs do not qualify as a barrel blocking device. Removing the barrel from the marker does not equate to having a barrel blocking device on the barrel while the barrel is attached to the marker. Any player caught in violation of this rule will immediately cause his team to receive a 10 point penalty.

19 OTHER EQUIPMENT

- 19.1 Players may carry any number of pouches, clips or loaders.
- 19.2 Vests and pouches may not be constructed in such a fashion that they constitute padding.
- 19.3 Players may carry multiple squeegees and or swabs.
- 19.4 Two live players may exchange equipment.
- 19.5 Players who are eliminated must exit the field with all equipment they were carrying when they were eliminated.
- 19.6 Players must carry all paint, gas and equipment to be used during the course of the game on their person at the start of the game.
- 19.7 Any player found to be using equipment that has stickers applied to it, and who's sticker shape or color may impede the judges ability to make a proper call may be asked to discontinue the use of that equipment or to remove the stickers from that equipment.
- 19.8 Players may wear or carry items that are made necessary by a medical condition or to protect an existing injury so long as such objects are not unnecessarily padded or absorbent.

20 PROHIBITED EQUIPMENT

- 20.1 Prohibited equipment includes listening devices, communication devices and any form of electronic surveillance device, incendiary devices, smoke producing devices, paint which is toxic and not biodegradable and paint which has a shell, fill or both altered or augmented in any way.

20.2 Players shall be prohibited from wearing orange colored clothing or using orange colored gear at all GFOA events. Players caught on the field of play with orange apparel or gear will be eliminated.

20.3 Players shall be prohibited from shooting or using paintballs with a pink fill at all GFOA events. Any player or team found to be shooting pink paint at GFOA events could risk the forfeiture of all points earned up to the point of discovery.

20.4 Any player found to be using a marker who's color may impede the judges ability to make a proper call may be asked to discontinue the use of that marker.

20.5 Players shall be prohibited from using Loaders and/or pods that are yellow or orange. Loaders will be allowed and number of stickers as long as they do not impede with the judges ability to make a proper call. The following sticker colors are allowed: Red, Blue, Black, or White. If a sticker contains any other color it is not allowed and may result in the removal of the offending player during the game play. Players caught on the field of play with other color stickers will be eliminated. The sticker color limitations also will be enforced on players other equipment as well.

21 ELIMINATIONS

21.1 A player is eliminated if a paintball shot by a live member of the opposing team or such player's team strikes that player or anything he is wearing or carrying and such paintball breaks upon the object struck. 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 player is hit and marked by a paintball shot by an eliminated member of the opposing team or such players team, 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. If a judge does not see a paintball shot by a live member of the opposing team or a players team strike that player or another object, but that player has paint on himself or anything he is wearing or carrying that resembles a hit, such player may be eliminated by such judge. Generally, if the paint mark is reasonably solid and at least the size of a quarter, it will be considered a valid hit. If two opposing players are hit and marked, as provided in this section, simultaneously, or if the judges cannot determine which player was hit and marked first, both players will be eliminated. Judges may wipe splatters on non valid hits off a player at the time they are inspected. If a judge observes a direct hit that marks a player, such player will be eliminated regardless of the size of the paint splat.

- 21.2 Players will be eliminated if any part of their bodies or anything that they are wearing or carrying breaks the plane separating the field from the out-of-bounds area. Such elimination will take place immediately upon the breaking of such plane. Judges, in their discretion, may warn players, once and only once, if they are getting too close to the boundary line of the field.
- 21.3 Players that are found with tools or other prohibited equipment on the field or those working on their markers will be immediately eliminated.
- 21.4 Players that separate from piece of equipment or clothing that they brought onto the game field by more than 5 feet, except squeegees, rags, or pods used in holding paintballs will be immediately eliminated.
- 21.5 Players that take action which cause members of the opposing team to reasonably believe that such players have been eliminated, including but not limited to calling himself out or hit, hiding the armbands, holding the markers in positions above shoulders, placing objects in the barrels of the markers and carrying them in view of members of the opposing teams or walking I groups of eliminated players, will be eliminated.
- 21.6 Players whose markers shoot on the field in excess of 300 feet per second, but under 305 fps will be eliminated. If the hot marker is discovered after the conclusion of the game, the penalty will be 20 points off of the offending teams score.
- 21.7 Players whose markers shoot on the field in excess of 305 feet per second, but under 315 fps will result in a one for one penalty. If the hot marker is discovered after the conclusion of the game, the penalty will be 40 points off the offending teams score.
- 21.8 Players whose markers shoot on the field in excess of 315 feet per second, but under 325 fps will result in a two for one penalty. If the hot marker is discovered after the conclusion of the game, the penalty will be 60 points off of the offending teams score.
- 21.9 Players whose markers shoot on the field I excess of 325 feet per second will result in a three for one penalty. The offending player will be disqualified for the remainder of the current event and also will be suspended from next GFOA event. The offending team will play a man down (4 players) until the penalty and suspension has elapsed. If the hot marker is discovered after the conclusion of the game, the penalty will be 60 points off of the offending teams score and the offending player will be disqualified for the remainder of the current event and also will be suspended from next GFOA event. The offending team will play a man down (4 players) until the penalty and suspension has elapsed.

- 21.10 Players who appear to be eliminated will be ruled to be eliminated. Deadman walks are illegal.
- 21.11 False starts or not having your barrel on the starting station at the start of play is ok, so long as the player is in bounds and tags up within the first 5 seconds of the game. Any false starting player who fires his marker down-field will be eliminated.

22 ELIMINATIONS – OBVIOUS HITS

- 22.1 Obvious hits are those which impact and break on easily observable places on the body or equipment being carried or those that have been felt by the player. A judge will determine whether a player felt a hit by where that paintball impacted his body and whether he reacted upon being hit.
- 22.2 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 eliminations.
- 22.3 Such players must hold the marker or hand in the air above the head and exit the field immediately by the most direct route or upon the instructions of a field judge, if given.
- 22.4 Players who are hit in obvious locations which are easily verifiable by such players may not call for a paint check. Calling for a paint check under such circumstances constitutes continuing to play on.
- 22.5 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.
- 22.6 Players with obvious hits in areas which are not easily verifiable, such as the back, may continue to play, but 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 pursuant to the provisions of the rules. 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 may continue to play, but must immediately call for a paint check by a field judge. Failure to call for such a paint check immediately will constitute playing on by such player.

23 ELIMINATIONS – UNOBVIOUS HITS

23.1 Un-obvious hits are those which impact and break on players or equipment in those areas defined as being not easily observable and those which players receiving the same give no indication of knowledge of them having occurred.

23.2 Players with un-obvious hits will be eliminated but will not be penalized.

23.3 Should a player with an un-obvious hit become aware, through his own actions or through information provided by team mates, that he has been validly marked, such hit at such time shall then be deemed to constitute and shall constitute an obvious hit.

24 PAINT CHECKS

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

24.2 Paint checks are performed by a judge when the judge has observed a player taking fire, when fire is directed into an area occupied by a player that the judge cannot directly observe, when the physical location that a paintball may have broken on is not visible to the judge, or when the judge is directed to do so by another judge.

24.3 Judges may, but are under no obligation to, make a paint check after a player has requested one.

25 NEUTRALITY

25.1 Judges will make every effort to perform a paint check without calling a player neutral. However, a judge, at his discretion, may declare a player neutral.

25.2 No flag carrier will ever be stopped and declared neutral for the purposes of performing paint check.

25.3 A judge calling a player neutral will indicate the same to all players on the field by standing over the player, shouting, "Neutral," and holding his arms above his head or waiving them.

25.4 A player declared neutral cannot be eliminated from the game or moved on, either by opposing team members or his own teammates, while in state of neutrality.

25.5 A judge may move a neutral player's equipment and or request that such player expose additional areas for examination.

25.6 Players not declared neutral may be eliminated while being checked.

26 FLAGS – FLAG CARRIERS

- 26.1 Players Carrying flags must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.
- 26.2 Flags may be passed from live players to live players.
- 26.3 A players eliminated while in possession of the flag will hang the flag on the nearest bunker in the area in which he was eliminated and then proceed to the dead box.
26. If the flag carrier makes the mistake of hanging the game flag at his own starting station, flag hang points will be awarded to that games opponent.

“DIRTY HANGS”

1. If a player is found to be hit after hanging the flag in a location were he can not see or feel, it's a 1 for 1
2. If a player hangs the flag with a hit in a obvious place then it's a 2 for 1
3. If there are players left to hang the flag after each penalty is given, then the game will resume until someone hangs flag.
4. If there are no players left alive after the penalty, then it will be swing points to the other team

27 PENALTIES – PLAYING ON

- 27.1 Playing on entails continuing to act as a player in the game after being eliminated. Playing on includes, but is not limited to;
- A: Continuing to fire or otherwise engage the opposition.
- B: Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a judge.
- C: Taking, signaling or otherwise communication, either to a judge opposing players or teammates, except that a player may say, “I’m Hit.” Or “Out.” Or something to that effect once.
- D: Impeding the progress of opposition players or a judge.
- E: Hampering a judge in making a paint check or a call.
- F: Discharging or degassing the marker or providing teammates with paintballs or equipment.
- The penalty for playing on is the removal of a teammate in a one-for-one call, unless, in the judges opinion, such playing on has materially influenced the course of the game, giving the offending player's team an advantage, in which case the penalty for playing on is the removal of two teammates in a two-for-one call

28 WIPING

28.1 Wiping is defined as the active and deliberate removal of paint by a player in order to avoid an elimination or avoid a judge's call.

28.2 Wiping is penalized by the immediate removal of the player from the game and simultaneous removal of three additional players from the same time.

29 FREIGHT TRAINING

29.1 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 in the train.

29.2 Judges will allow a freight train to continue, but will remove one player for each instance of continuing to play by any of the freight train players. When the freight train stops, the players who took multiple hits will also be removed from play.

30 INTERFERENCE

30.1 Spectators may be allowed to observe games and the activities on a field but may not:

A: Issue instructions to players on the field

B: Make comments about play which are likely to be heard by players on the field

C: Otherwise interfere with play in any manner whatsoever.

30.2 Team members and associates of the competing teams who interfere with the play if that game will immediately receive a penalty as if a player "play on" on the field and will result in the removal of one or more players from the associated team.

30.3 Any person who engages in aggressive or insulting behavior towards another person, except a judge, will be assessed a one for one penalty.

30.4 Any person who engages in aggressive or insulting behavior towards a judge will be assessed a three for one penalty.

30.5 Any person who engages in hostile physical contact with another person, including shooting another person who is not participating in a game or shooting from outside the field of play, except in defense of that person's immediate safety, will be assessed a one year suspension.

- 30.6 Any person who engages in intentional physical contact with an official will be assessed a one year suspension.
- 30.7 Any person who throws an air source will be penalized 40 points and given their first offense for throwing a marker. Any player who commits a second offense of throwing an air source will be assessed a 40 point penalty and will be suspended for the next six games. The offending player's team will play short-handed, regardless of the number of players on their team roster during the duration of the suspension.
- 30.8 Any player who intentionally slams/spikes a marker will be suspended for the next six games and will be assessed a 60 point penalty. The offending player's team will play those next six games short-handed with only 4 players on the field, regardless of the number of players on their team roster. Any suspensions can and will carry from one event to the next event until the suspension has elapsed. Any player who commits a second offense of slamming/spiking a marker will be disqualified for the remainder of the season.
- 30.9 Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system will be assessed a six game suspension.
- 30.10 Any person who engages in other minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty (one for ones or three for ones).
- 30.11 Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed a minor or major suspension by an ultimate judge. (Minor = 6 games, Major = 1 year/ rest of season).
- 30.12 Every player on any team that intentionally gives up points to an opponent or plots to set scores with opponents will be assessed a major suspension.
- 30.13 A minor suspension is defined as a 6 game suspension. Any team that has a player serving a MINOR SUSPENSION will play short-handed for the duration of the suspension.
- 30.14 A major suspension is defined as a one year suspension. Any team that has a player serving a MAJOR SUSPENSION may continue to play with 5 players provided they have more than 5 players on their team's roster when the suspension occurs.

31 ASSESSMENT OF PENALTIES

31.1 Judges must assess the penalty prescribed for playing on or wiping. Only Head judges may assess penalties that remove points earned on the field. Judges will eliminate players for the following infractions:

1. Unsportsmanlike conduct
2. Intentionally shooting at refs
3. The use of inappropriate language
4. A player going out of bounds or moving the boundary tape
5. A player hit in an unobvious location
6. A player having tools on the field
7. Player fails to tag up with the starting station after a false start
8. Failure to wear goggles
9. Malicious intent. Malicious intent is defined as: knowingly or willingly shooting an opponent who has already been eliminated.
10. Shooting in excess of 300 FPS, but under 305 FPS
11. Wearing unapproved or altered face/ear protection
12. Excessive padding or layers of clothing.

31.2 Assessment of the one-for-one rule (the removal of the player committing the infraction, and a teammate) will take place for the following.

1. A player having tools on the field
2. Freight training, applied for each infraction
3. Continuing to play, hit in an obvious location
4. Reentering the field after elimination
5. Interference during the course of a game by a person affiliated with the team, not playing in the game.
6. Playing on after being eliminated. Altering the course of the game.
7. Engaging in physical contact with another person on the field in a hostile manner.
8. First offence for marker violations
9. Malicious intent
10. Shooting in excess of 305 FPS, but under 315 FPS
11. A player who operates buttons, switches valves, or other adjustable devices on a marker on a field of play without permission of a judge will be assessed a one for one penalty.

31.3 Assessment of the two-for-one rule (the removal of the player committing the infraction and two teammates) will take place for the following infractions:

1. Continuing to play, hit in an obvious location, which results in an alteration of the course of the game
2. Use of a marker, firing in a prohibited mode
3. Shooting in excess of 315 FPS, but under 325 FPS

31.4 Assessment of the three-for-one rule (the removal of the player committing the infraction and three teammates) will take place for the following infractions:

1. Wiping
2. Shooting after acknowledging your elimination or from the dead box
3. Second offence of marker violations
4. Shooting in excess of 325 FPS

32 ADDITIONAL PENALTIES

- 32.1 A Head judge may assess additional one-for-one penalties during the game or successive 10 point penalties off of the field for the following infractions:
1. Each time a player fails to obey a judge's instructions
 2. Fighting or other hostile contact
- 32.2 If a penalty is called that results in the removal of the last player from a team, the other team will be awarded the flag hang automatically.
- 32.3 Assessments of one-for-one, two-for-one, and three-for-one penalties when no live players are left will result in the following penalty points being assessed against the offending team:
1. 20 point penalty in lieu of a one-for-one penalty
 2. 40 point penalty in lieu of a two-for-one penalty
 3. 60 point penalty in lieu of a three-for-one penalty
- 32.4 A player prohibited from playing on a team, because his name appears on another team's roster, or otherwise will cause the forfeiture of all the games of such team.
- 32.5 Any team that intentionally gives up points to its opponent will be disqualified from the tournament and all members of the team playing at the time of the infraction shall be suspended for life in any sanctioned GFOA event.
- 32.6 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team playing at the time of the infraction shall be suspended for life from playing in any sanctioned GFOA event.
- 32.7 Referee's calls during a game will stand and cannot be changed after a game except in extreme situations with the ultimate judges approval.
- 32.8 Any player who commits their third offence for marker violations will cause his team to have all points amassed up to the point of such discovery removed and such player will no longer be allowed to continue to participate in the tournament. The team of any player who commits his third offence for marker violations will only play with 4 bodies for any remaining games they may have, regardless of the number of players on the team's roster.

33 RULE MODIFICATIONS

33.1 Judges have the authority to interpret, extend, and apply the rules to situations not already covered by the rules.

33.2 Under exceptional circumstances the promoter may modify one or more rules for the duration of the event. Teams must be informed of any modifications during the captains meeting.

34 MISCELLANEOUS – DECORUM

34.1 Teams and players thereon attending the GFOA sanctioned tournament shall refrain from wearing or otherwise display offensive pictures, words, or logos at the site where the tournament is taking place. Teams and players thereon attending GFOA sanctioned tournament shall refrain from engaging in any conduct that would bring the GFOA, the tournament, the promoters, the hosting site, or any sponsor into disrepute, including, but not limited to:

1. The trashing of Hotel rooms
2. The discharge of loaded markers in un-goggled trafficked areas
3. the willful destruction of private property
4. engaging in physical altercations, except in defense of one's person against an unprovoked aggressor
5. The commission of a criminal act

34.2 All teams shall adhere to the administrative rules and regulations promulgated by the promoter of the tournament with respect thereto.

34.3 All teams shall police and dispose of all trash generated thereby within the parking area, the staging area and/or the compound.

34.4 Any person or team that fails to adhere to the rules and regulations specified in the section shall be prohibited from competing in a GFOA sanctioned event for a period of one year from the date of the infraction.

35 APPEALS

35.1 Calls made on the field of play may be appealed to the ultimate judge of the field.

35.2 No judge may overturn eliminations.

35.3 The decision of the ultimate judge of a field is final, except for point penalties, suspensions and ejections, or other actions that extend past the end of the match where a call was made.

35.4 A team may file a written grievance with the Referee Coordinator regarding the decision of authorized personnel, a scoring official, a judge, or an ultimate judge.

36 ROF PENALTIES FOR DIVISION 4 (ROOKIE) AND OPEN DIVISION

36.1 If a team is found in possession of a marker on the field during the game, that has a Rate of Fire between 13.3 balls per second and 15.4 balls per second the penalty will be a 2 for 1.

36.2 If a team is found in possession of a marker on the field after the game, that has a Rate of Fire between 13.3 balls per second and 15.4 balls per second the offending team will be penalized 24 points after the conclusion of the game.

36.3 If a team is found in possession of a marker on the field during the game, that has a Rate of Fire that exceeds 15.4 balls per second, the penalty will be 3 for 1 penalty, plus the offending player will be disqualified for the next 6 games and if there are not enough games on the offending date the suspension will carry over to the next GFOA event. The offending team will play a man down (4 players) until the penalty and suspension has elapsed. Penalty points may be assessed if the offending player's team lacks the bodies to assess the penalty.

36.4 If a team is found in possession of a marker on the field after the game, that has a Rate of Fire that exceeds 15.4 balls per second, the penalty will be a 36 point penalty, plus the offending player will be disqualified for the remainder of the current event and also will be suspended from next GFOA event. The offending team will play a man down (4 players) until the penalty and suspension has elapsed.

37 ROF PENALTIES FOR DIVISION 5 (BEGINNER)

37.1 If a team is found in possession of a marker on the field during the game, that has a Rate of Fire between 10.7 balls per second and 13.3 balls per second the penalty will be a 2 for 1

37.2 If a team is found in possession of a marker on the field after the game, that has a Rate of Fire between 10.7 balls per second and 13.3 balls per second the offending team will be penalized 24 points after the conclusion of the game.

37.3 If a team is found in possession of a marker on the field during the game, that has a Rate of Fire that exceeds 13.3 balls per second, the penalty will be 3 for 1 penalty, plus the offending player will be disqualified for the next 6 games and if there are not enough games on the offending date the suspension will carry over to the next GFOA event. The offending team will play a man down (4 players) until

the penalty and suspension has elapsed. Penalty points may be assessed if the offending player's team lacks the bodies to assess the penalty.

37.4 If a team is found in possession of a marker on the field after the game, that has a Rate of Fire that exceeds 13.3 balls per second, the penalty will be a 36 point penalty, plus the offending player will be disqualified for the remainder of the current event and also will be suspended from next GFOA event. The offending team will play a man down (4 players) until the penalty and suspension has elapsed.

38 PLAYER IDENTIFICATION

38.1 All players participating in any GFOA event for the 2010 season must have a valid 2010 APPA ID card. The ID can be from any other series that uses the APPA ID system and contains the player's APPA ID number and a clear photo of the player's face.