

RULES FOR RDP EASTERN WASHINGTON TOURNAMENT SERIES
October 1, 2011

1. It is the responsibility of the captain to ensure that everybody has read and understands these rules.
2. Safety first. Goggles on at all times on the field. Barrel sleeves on at all times off the field. If you don't have one then , borrow, rent or buy one. Your paintball marker won't be leaving the field unless it has one.
3. There is no tolerance for swearing or arguing. If you do your team will be penalized. If it continues you'll be asked to leave the tournament. The ref's word is final. Mistakes will be made but we are all human.
4. All markers are to be chrono'd under 280 fps. If your gun is shooting fast you'll have 30 seconds to fix it and one extra chrono from the ref. If it still shoots fast then the gun will be taken out of that game. If you are found to be chrono'ing too fast during or after the game you will automatically lose that player. Best advice, chrono your markers well before the game under 280 fps and you probably won't have a problem. Response triggers are to be turned off. PSP ramping is allowed (3 pulls and max of 12.5 bps). Check your guns in the chrono area before the games to make sure they are working, there won't be time on the field to fix broken markers. **BEGINNERS DIVISION IS SEMI AUTO ONLY AND MAXIMUM OF 12.5 BPS.**
5. Games are 4 minutes long . They will start with the following command. "Game starts in 3, 2, 1...5 second silent count down".....(5 seconds will pass, then the ref will yell)....."GO, GO, GO!!!" Guns must be back, below the waist and touching the net. If you are hit during the game proceed to the dead box at your side of the field. No talking or signally other players. Games will end with the ref yelling, "GAME OVER".
6. The game will be center flag. Scoring is as follows; preliminary rounds will be race to 2 win format with the winning team receiving 1 point. Finals will be race to 3 win format. Open and Intermediate will be combined. Intermediate teams will not earn points against open teams. However, open teams will be competing for a preliminary point winner prize. The open finals will also have one prize for first place. Intermediate and Beginner divisions will have 4 teams advancing to the finals. Any point team ties will be broken with a team designated player playing a one on one elimination game. Winner advances.
7. An elimination is a hit (quarter sized) anywhere on your body, gun or pod pack. If you play on with a hit then you will be eliminated and your closest teammate will be removed from the game as well (Ref's discretion). If you even think you have been hit stop firing your gun and ask a ref for a paint check. Once the ref clears you then you can continue playing. If you are hit while carrying the flag, stop and hold the flag up until the game is over or a ref takes it from you.
8. Games will be played very quickly and the teams "on deck" (next game) and "in the hole" (the game after that) have to be ready to go on the field. If they are not ready then they may forfeit the game. Everyone has a schedule, keep track of where the games are and you won't have a problem.
9. In the event of a bye your total score will be averaged and you'll receive that score for your bye game.
10. This is a field paint only tournament. Do not try to bring on non-field paint, if you do then you will be eliminated from the tournament. Waivers must be filled out before playing.
11. In the event of unforeseen circumstances and the tournament has to be stopped early then placing will be determined by the last completed round of play.
12. Above all have fun and don't take this too seriously, it is just a game!