

SPPL SCENARIO CHALLENGE™

FAITH SCENARIO CHALLENGE RULES

- 1.0 **Objective:** Score the most points possible during the course of the game
- 2.0 **Duration of Game:** Forty-Five (45)-Minutes or Two (2) Twenty (20)-minute half's. At the end of the first twenty (20)-minutes of play, there is a Five (5) minute halftime. During this halftime, your team must swap bases with the opposing team. Your team and ALL equipment must be moved within five (5) minutes. All players must be "checked-in" at their new base and properly arm banned.
- 3.0 **Team Size:**
6 players per team. 1 Designated as captain.
- 4.0 **Team Color Armband:** Each player will be issued a Team Color Armband that will be consistent with all members of the player's team. Teams will retain the same color arm bands throughout the game. Each player must wear the armband on the right arm between the elbow and shoulder in a plainly visible fashion (with no overlapping clothing). It is the player's responsibility to securely fasten the armbands and it is recommended that teammates check each other's bands to ensure that they are secure before entering the field of play. (Also check your armband periodically during the course of the game.)
- 5.0 **Game Field:** The field will have three (3) flag bases that will have a Red flag and Yellow Flag. The 3 flag stations will be organized in an equilateral triangle on the 4-7 acres of land.
- 6.0 **Take and Hold Flag Bases:** There shall be three such bases – your base, your opponent's base and a "swing/neutral" base. These shall consist of a defensible position with a flagpole with two flags attached to the lanyard (red for one team and yellow for the other). A team shall be counted as "taking" and "holding" a base when that team's flag color is in the fully raised position on the flagpole. Teams will receive one (+1) point for every full minute that its flag is in the raised position (rounded up or down depending on the amount of seconds within the minute). Example: Red team raises home base flag at 29 seconds in the game, if they hold their home base for the entire game they will be awarded 50 points rather than 49 points if they raised the flag at 45 seconds into the first minute.
 - 6.1 **NOTE:** Teams will not receive points for partially raised flags (when one flag is raised slightly higher than another). The flag must be fully raised in order for the appropriate team to receive points.
 - 6.2 In an "attack and defend" scenario, if the attacking team raises their opponent's flag fully for only a few seconds, but it is then switched back by the defending team, then one (1) point will be awarded to the attacking team. If the defending team takes the flag back shortly after (less than 1 minute) they will need to hold the flag for one (1) full minute to continue earning points
 - 6.3 In the event a flag station becomes entangled a referee will step in and untangle or fix the flag station to reflect the correct flag position.
- 7.0 **Elimination Zone, Flags and Main Base:** Both teams shall have a main base and a designated Elimination Zone. Elimination zones will be placed out of bounds and cannot be used as cover.
- 8.0 The "Swing" flag base shall be roughly equidistant from the other two bases. The position of the three flag stations should make an equilateral triangle when viewed on a map. The "run" time from both Elimination Zones to swing base should be similar but not expected to be exactly equal.
- 9.0 **Capture Objectives:** There shall be three minor "capture-type" objectives. The Capture Objective is a flat black box labeled with red lettering. The lettering indicates the type of special weapon contained inside. Two of the capture objectives shall be placed in an undisclosed location on the field but will not be next to a flag or elimination zone, somewhere out of the way of obvious traffic patterns. The third cylinder will be hidden in a designated location near center field. (See field map) Prior to each game, and again at half time, the field

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officials will place each Capture Objective in a new position. These objectives will be placed only on the ground and will not be unduly obscured by foliage.

If a player collects a Capture Objective, it may not be opened and the entire objective must be taken to the player's Commander. Once it is given to the Commander, and a field official is notified that team shall be awarded ten (10) points. The team commander may then use or distribute the Special Weapon contained within the Capture Objective. The capture objective is then placed in that teams eliminations zone until half time or end of the game. In the event the Commander is in the elimination zone, the capture objective must remain on the field of play. Players may cache or hide the objectives until the Commander returns, be aware that the capture the objectives are in play until they have been given to the Commander. If a player carrying a Capture Objective receives and eliminating hit, they are considered "suspended" and must remain in the place where they were eliminated and hold the Capture Objective where it can be seen until any player takes it from them. The suspended player may not return to the Elimination Zone to re-spawn until another player has taken the Capture Objective. Once returned to a Commander, The capture objective is then placed in that teams eliminations zone until half time or end of the game

- 10.0 **Special Weapons:** Each Capture Objective shall contain at least one Special Weapon for the team that successfully returns the Capture Objective to their Team Commander. At no time are "Decoy" Capture Objectives allowed on the field of play to confuse an opposing team. The Team Commander may use the Special Weapon at any time during the half in which the Objective was found i.e. use it or lose it. There shall be three types of Capture Objectives on the field for every game of Scenario Challenge (as listed below):
- 11.0 **Instant Resurrection:** One Capture Objective shall provide an Instant Resurrection advantage, which is recorded by the head referee. It can be used to Instantly Resurrect a maximum of three (3) players from a team's elimination zone. The Instant Resurrection advantage does not need to be used immediately and can be saved for later use during the half in which it was found. To use this advantage the commander must inform the elimination zone referee of his request. All players, up to three (3) must be released at the same time. The total number of players must not exceed six (6) active players. In addition, before each player can return to the field of play, they **MUST** have an armband properly attached.
- 12.0 **RPG:** One Capture Objective shall contain a single (1) rocket that can be shot through a launcher or physically thrown. This Special Weapon (RPG), once delivered to the Team Commander, cannot be utilized until a referee has been alerted. The commander may assign the RPG to any live player to be launched. The player carrying the RPG must keep it in plain sight until it is thrown or loaded in a launcher. An RPG eliminates all players within an 18-ft radius (6 paces) from the point of impact. Although a player is not required to "call" his shot a field official must witness the point of impact, wherever the RPG lands, to enforce the call. It is **YOUR** responsibility to make sure the referee has your **FULL** attention when using this weapon. The field officials will then move to the point of impact (or ground zero) and eliminate any and all player(s) regardless of team affiliation within the elimination radius.
- 13.0 **Eliminations and Re-insertion:** Elimination is defined as any hit or splatter from a paintball and subsequent break resulting in a marking on the player or their active equipment that is equal or greater than the size of a dime. Any paint splatter from a paint grenade or mine regardless of size – results in a player's elimination. If a player is eliminated by an air strike or special weapon he must tell the elimination zone official so that it is properly recorded.
- 14.0 **Obvious hits:** are those hits which impact and break on easily observable places on the body or equipment being carried by the hit player. This may include but not limited to hands, arms, head, mask, legs, and marker/hopper.
- 15.0 **Unobvious hits;** are those which impact and break on players or equipment in those areas defined as being not easily observable. Players with unobvious hits will be eliminated but will not be penalized. This may include but not limited to pods, pod packs, remote coils and remote tank.(tanks on your back)
- 16.0 Each time a player is eliminated, he/she is expected to immediately signal their elimination, announcing **hit or out** at the time of such elimination. Such players must then remove their armbands, place a barrel blocking device on the barrel of their marker and hold it in the air above their heads and exit the field immediately by

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the most direct route to their elimination zone without deliberate delay or follow the instructions of a field official, if given. The elimination zone referee is there to assist and ultimately protect you from a paint check that could result in a forty-(40)-point penalty. When a player enters the elimination zone, the field official will check and document all hits on the player and record the player's reason for elimination. It is the responsibility of the players to provide for the cleaning of their own hits.

IMPORTANT: Players MUST be mindful of hits they receive. It is ultimately the player's responsibility to make sure all hits are recorded and properly "sponged" off. If you DO get assessed a wiping penalty for a previous hit that was not sponged off, you have no one to blame but yourself.

- 17.0 Any time a player calls "hit", "out", or raises or waves his/her arm(s), hand(s) or raises his paintball gun above the head that player is eliminated, regardless of an actual paintball break. When calling a bounce, the player must be careful not to indicate a hit.
- 18.0 **Bounces and Field Courtesy:** Players are encouraged to call bounces by shouting "Bounce!" any time a hit does not break. Since many bounces look like eliminating hits, shouting "bounce" may avert unsportsmanlike conduct and assure other participants that the player is not playing on or wiping while acknowledging the opposing players good shot.
- 19.0 Any time a player puts their barrel-blocking device onto their barrel or raises his paintball gun over his head with the barrel pointing up, that player is eliminated regardless of an actual paintball break. If a player removes their barrel-blocking device before returning to the dead box, they will be assessed a twenty (20) point penalty. In addition, a player that raised their marker over their head (signaling a hit) and then continues to play on will be assessed a forty (40) point playing on penalty.
- 20.0 There are a total of four (2) re-insertions per game; Two (1) per half. The first re-insertion will be at the 10-minute mark of the game. After half time, the next re-insert will be at the 10-minute mark. At each re-insertion time, up to ten (6) active players who checked in prior to the moment of release will be release back onto the field of play. The players must be READY to release at this time or they must wait until the next re-insertion.
- 21.0 **Re-insertion:** Two minutes prior to the re-insertion the elimination zone referee will bring the inserting players to the starting line located just inside the boundary tape. At the appropriate time the referee will yell "game on" or a horn or whistle will blow. Players leaving the Elimination Zone enter the field "hot," and must be ready to play at "game on". Players who miss the release time because they are re-supplying or otherwise engaged, must wait for the next release time to re-enter the field. Players shall ONLY be released at the designated re-insertion times. All players must have at least one foot inside the start zone.
- 22.0 **Hot Reinsertion:** In the event of a "hot reinsertion" meaning most or all of one team have been shot off the field. Thirty (30) seconds prior to the "hot" reinsertion the attacking team will be directed by the refs to pull back to the fifty (50) or half way line on the field giving the inserting team an opportunity to enter the field and take up a defensible position. As the teams are released form the elimination zone the referees will call game on! Teams may immediately engage each other.
- 23.0 **Barrel Tagging or Calling Surrender:** are accepted methods of elimination in this tournament.
- 24.0 **Re-Break:** In the event a team (**and only in this circumstance**) is completely eliminated from the field by the opposing team. (The **entire** team must be in the dead box) The choice of **one (1)** "re-break" per half of play will be given to the team that has been **completely eliminated** at the cost of ten (-10) points.
- 25.0 **Half Time:** the game will consist of one (1) 5 minute period. At the end of the first period all play will cease on the filed, the referees will signal the players to stop play. Teams will have 5 (5) minutes to change sides of the field. Both teams will switch elimination zones. Teams retain the same color arm bands thought out the game. Both teams are required to clean out the elimination zone of all gear and garbage. The elimination zone referee will accompany his/her assigned team across the field with the hit chart. All flags will be returned to neutral for the start of second half play and the Capture objectives will be re-hidden. Teams must clear the

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field and be inside the new elimination zone within five (5) minutes of the halftime break to allow the referee staff, time to reset the flags and objectives. (See Section 2.0)

- 26.0 **Team Surrender:** If a team chooses to surrender to another team then the team being offered the surrender has the option of accepting or declining. If a team accepts another team's surrender then all remaining live capture objectives are considered "dead" and not eligible to be found.
- 27.0 **Team Commander:** Each team shall designate one team member as "Team Commander" prior to the beginning of the game. The Team Commander, and the Team Commander alone, will be responsible to relay the team's wishes to the field officials. When a Team Commander is eliminated his team is unable to use any of the found Special Weapons and must wait for his re-insertion to use them.
- 28.0 **Re-supplying & Repair:** Eliminated players may not restock while in the Elimination Zone except after the first of the game.
- Battle Loads-
- 28.1 1 Player per team is permitted 1500 for the game. All paint must be in the hopper or in pods and are required to be carried by the player at all times.
- 28.2 All other players are limited to 210 rounds per half game. Extra paint is left at the dead zone.
- 29.0 If player proceeds to repair their paintball gun in the Elimination Zone, they must first air-down their paintball gun. The player must keep their barrel-blocking device in place.
- 30.0 A player who has made any repairs to their paintball marker or changed tanks must re-chronograph the marker before re-inserting onto the field. Chronographs will be available in the hands of referees and near the Elimination Zone
- 31.0 Once the game has started no additional paint, air or markers can be brought to the elimination zone. For safety and health reasons additional water or sports drinks may be added. A 20-point Illegal Device penalty will be assessed to an offending team.
- 32.0 **Attire:** Players may wear a variety of clothes and gear with the exception of any gear that the field official determines is overly padded for the purpose of causing a paintball to bounce. Field "armor" will not be allowed. "Goggleflage" type headgear shall not be considered a ghillie suit. Teams are encouraged, but not required, to wear matching camouflage to ease in identifying fellow teammates and ease officiating.
- 32.1 **Ghillie Suits:** Any player wearing a full or partial ghillie suite (including ghillie that is attached to load bearing equipment) made of burlap or radar-dispersing vinyl mesh is required to call any direct hit as an elimination regardless of whether the paintball broke or not. Field referees shall be particularly thorough with ghillie-suited players and will typically perform a detailed paint check any time a ghillie-suited player is in a firefight.
- 32.2 **"Goggleflage"** type headgear or mask camouflage shall not be considered a ghillie suit.
- 33.0 **Illegal Practices:** The following are considered illegal practices: **PLEASE NOTE: "Playing On" and Wiping constitute severe penalties and will be strictly enforced. Any player caught wiping will be ejected from the event. Playing on also has severe penalties. There will be no warnings issued, and the referee's initial determination is conclusive and thereby not open to discussion. If a player is caught wiping he and his entire team may be subject to additional scrutiny from the referees for the remainder of the event.**
- 33.1 **Wiping:** "Wiping" shall be defined as playing on after making an effort to obscure or otherwise remove the paint left by a hit as described in section 10.0 of the SPPL rules.
- 33.2 **Playing On:** "Playing On" shall be defined as a player moving *more than one yard, firing a paintball gun or other weapon, or remaining in the game more than three seconds after the player has been hit with a paintball in an obvious location* with the paintball leaving a spot of paint that, when covered with a dime, will show paint on all sides of the dime.

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A Player who is found playing on with a single obvious hit will be called out and assessed a 20-point penalty. i.e. there is a chance the player was unaware of the hit, front of hopper, front pod pack or equivalent

A Player who is found playing on with more than a single obvious hit will be called out and assessed a 40-point penalty.

A Player who is found playing on with multiple obvious hits on his/her person and equipment. Which are easily verifiable, by the "hit" player (or referee) will receive a forty (40) -point penalty and will be ejected from the game. In addition if the players actions are deemed unsafe, out of control, or fails cease fire when directed by a referee said player will surrender his/her player card and will be ejected from the event and the players team will play down 1 player for the game and the remainder of the event

- 33.3 **Unsportsmanlike Conduct:** "Unsportsmanlike Conduct" will not be tolerated and shall be rigidly enforced. "Unsportsmanlike Conduct" shall be defined as (but not limited to) the following:
- 1) Any time a player, at the discretion of a field official behaves in an overtly or dangerously aggressive way toward another player or field official.
 - 2) Willfully disregards instructions given by a referee.
 - 3) Fails to produce his/her player card when instructed by a referee.
 - 4) Throws a maker, air tank or any other piece of equipment.
 - 5) Use of fowl language, inappropriate facial or hand gestures.

YOU ARE RESPONSIBLE FOR THE ACTIONS OF YOUR TEAMMATES!

- 33.4 **Hot Gun:** "Hot Gun" shall be defined as any paintball marker or "exotic marking device" consistently shooting (3 choreographed shots all over the limit) more than five (5) feet per second over the SPPL 285 fps limit.
- 33.5 **Leaving the Field of Play:** "Leaving the Field of Play" shall be defined as any time a player sets foot outside the boundaries of the field.
- 33.6 **Field Adjustment of Marker Velocity:** "Field Adjustment of Marker Velocity" shall be defined as any time a player takes a mechanical action, the result of which is to raise the velocity of his or another player's paintball gun (or other paintball "weapon").
- 33.7 **Illegal Talking:** "Illegal Talking" shall be defined as any time a player speaks, motions, radios or otherwise communicates with his team members after that player is eliminated. Players may identify themselves over their radio as being eliminated (i.e., "Player 'John Doe' Out") within no more than five seconds after the elimination. Any communication after five seconds after a player is eliminated is deemed "Illegal Talking" and subject to penalty.
- 33.8 **Foul language:** Swearing, vulgar, profanity (references to Deity), or sexually explicit language is not permitted on the field at anytime. See "**Unsportsmanlike Behavior**"
- 33.9 **Illegal Device:** "Illegal Device" shall be defined as the possession or use of any device that has been deemed "illegal" by these rules or the field. At minimum, Illegal Devices shall include prohibited marker/hopper combinations, shields, unbreakable trip wires, air horns, knives, firearms, whistles, hot-burning smoke, pyrotechnics, laser sights, crossbows, sling shots, blow guns, or tools outside of the elimination zone that would permit the user to adjust the velocity of the marker on the field of play.
- 34.0 **Penalties:** The following Illegal Practices will result in at least a minimum penalty, as outlined below, being levied against the offending teams. The head referee has the final say on all calls
- 34.1 **Wiping** – 40-point penalty and ejection from the event.

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- 34.2 Playing On – 20 to 40-point penalty and possible ejection from the event.
- 34.3 Unsportsmanlike Conduct – 10 to 20 point penalty
- 34.4 Hot Gun – 10 point penalty and removal from the game if over 315 fps
- 34.5 Leaving the Field of Play – 10 points per player
- 34.6 Field Adjustment of Marker Velocity – 40 points
- 34.7 Illegal Talking – 20 point penalty
- 34.8 Foul Language -10 point penalty
- 34.9 Illegal Device – 20 point penalty
- 34.10 Removing the barrel-blocking device before returning to the dead box, 20 point penalty
- 34.11 Un-necessary paint check of opponent. 5 point penalty
- 34.12 Re-break” 10 point penalty
- 35.0 Points Awarded
 - 35.1 Per minute of captured base. – 1 Point.
 - 35.2 Cache item retrieved to the captain. 10 points.
- 36.0 **Exotic Weapons:** A variety of Exotic Weapons shall be allowed in the game. The following is a list of allowable Exotic Weapons and the rules related to those Weapons. If the host field prohibits any one or more of these Exotic Weapons, then that or those Special Weapons shall be an Illegal Device for the game. It is at the sole discretion of the SPPL to determine which Exotic Weapons will be allowable for the game. This determination will be on a case by case basis and determined by agreements the SPPL has with the host fields.
 - 36.1 **Grenades:** (Unlimited quantity is allowed on the field.) Any non-pyrotechnic, hand-thrown grenade shall be allowed. A player is considered eliminated if one speck of paint from a grenade or more is found on his person or equipment. **Any color but Pink may be used**
 - 36.2 **Grenade Launchers:** (Unlimited quantity allowed on field.) If allowed by the host field, Scepter brand or equivalent-sized paintball grenade launchers shall be permitted. A player is considered eliminated if one speck of paint from a grenade or more is found on his person or equipment. Grenade Launchers must only be used at an angle of forty-five (45) degrees or more. If a Grenade Launcher is employed at an angle of less than forty-five (45) degrees, then it shall be considered an Illegal Device. All Grenade Launchers must have a device for plugging the barrel. Grenade launchers cannot be used as a rocket launcher. Doing so will result in an illegal device penalty for the offending team.
 - 36.3 **Rocket Launchers:** (Limit: one (1) launching device per team and 10 rockets projectiles used per 45-minute game.) All rockets must chronograph under the speed of 230 feet per second. The host field prior to the game must approve every rocket launcher; all rocket launchers must have a device for plugging the barrel.

Rockets may only be fired at the obstruction (man made or natural) used as “cover” by the opposing team or player. The point at which the rocket first impacts is the center of the elimination area. ALL players within 18-foot radius (6 paces) of the impact point will be eliminated. **The point of impact of a rocket is where the rocket first struck an object;** not where the rocket came to lie. A rocket that is thrown by hand will have no effect. Once a rocket is shot it is no longer in play and will be considered “Spent”.

It is prohibited to fire a rocket directly at an “open” opponent. If a rocket is shot directly at a player who has no cover and strikes a spot or structure within five (5) paces of the player, the team shooting the rocket will be assessed an “Illegal Device” penalty, and the player who shot the rocket will be eliminated until next re-insertion.

NOTE: Players using rocket launchers must inform a referee prior to the shot. The player must call his/her shot and a referee **MUST** witness the shot. A designated rocket launcher player may request a referee to follow him for a short time prior to engaging a target. A referee will remain near the rocket only if it is actively engaging targets. There will be no penalties for a paint check that results in no eliminations when a rocket is involved.

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Each rocket must have the team's name written on it. Properly identified rounds are the only rockets the team is authorized to fire. Carrying rockets without a team marking or a different team's marking will result in an "Illegal Device" penalty. (Proper identification assists the officials in properly tracking who shot the rocket and ensures that the "Spent" rockets are given back to the appropriate team after the game.)

- 36.4 **Paintball Mines:** Any type of paintball mine may be used, providing:
- It does not utilize a pyrotechnic charge
 - The trip wire is breakable by a pedestrian
 - A remote may only be used by a live player
- 36.5 When a paintball mine is triggered, if a player receives one speck of paint or more on his person or equipment, that player is eliminated. It is recommended that any time a paintball mine is triggered, the minelayer or teammate call a paint check. There will be no penalty for a paint check that results in no eliminations when a Paintball Mine is involved.
- 36.6 **Perimeter Warning Devices (PWD):** Any PWD may be used, providing:
- It does not utilize a pyrotechnic charge
 - The tripwire is breakable by a pedestrian
- 36.7 **Full Auto:** If the host field permits full-auto mode for paintball markers, then the game shall likewise permit full-auto mode limited to 15bps on all markers.
- 37.0 **Paint Checks:** are to be used when a player is unsure if he/she has been hit. Obvious hits are just that "obvious" and players should assist the referees and call themselves out. Players who call for a paint check are not neutral until the referee arrives at their location and they should protect themselves from further hits.

There are three types of Paint Checks:

- 37.1 **Self-Checks:** A person may call for a paint check on himself/herself at any time, without penalty. If a player calls a Paint Check and he/she is hit while a referee is checking him, the "hit" will not count. If a player is unsure about a "hit", but does not call a Self-Check within three seconds after impact (at the sole discretion of the referee), then that player is considered as "Playing On" (providing they received an eliminating hit).
- 37.2 **Referee Checks:** Paint checks are performed by a referee when the referee has observed a player taking fire, when fire is 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 Referee will make every effort to avoid calling the player neutral and disrupting play
- 37.3 **Opponent Checks:** Players may call for an Opponent Check. A referee must be present for an Opponent Check to occur. To request an Opponent Check, a player should call, "Paint Check on my Opponent." The referee will ask the person calling the check, "Are you sure you want to call a paint check on that opponent?" The player calling the paint check will either confirm or withdraw the paint check. If confirmed, the referee will approach the opponent and check thoroughly for paint. If the "hit" is questionable, the referee will radio the proper Elimination Zone official to confirm prior hits that may not have been thoroughly wiped. If the opponent has received a valid hit, the referee will call him out and may assess other penalties if the player had Played On or Wiped.

However, if the opponent is "clean," the referee will levy a five (5)-point penalty against the team of the player who called the Paint Check. The penalty will be radioed to the proper Elimination Zone referee.

Please Note: Cover, terrain, and noise levels can make paint checks difficult to hear and move to quickly please exercise caution and good sportsmanship.

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- 38.0 **Safety:** All safety rules of the host field shall be honored. Host field rules shall be made available to the teams at least one week in advance of game via forums, the playsppl.com website, or phone number to the host field. The host field will brief the players on the field safety rules prior to the start of the event. At a minimum, all players are required to bring and wear ASTM approved face and eye goggles and mask. All players must report at game time with their paintball guns chronographed under the SPPL 285 fps limit, and properly inspected by SPPL staff if necessary. *In the event of serious injury all play will stop on the field. Referees will make note of the game time. When the injured player has received proper care and been taken from the field. Play will resume with a Re-break without penalty to either side.*
- 39.0 **Misrepresenting Team Affiliation:** During the course of a game, players are permitted to misrepresent their team affiliation verbally, so long as the player continues wearing their team color armband. Removing or changing a player's team color armband constitutes a sportsmanship penalty. Inadvertent loss of a team armband will "eliminate" that player, which will have to report back to the Elimination Zone to be issued another armband and report the loss to the Elimination Zone Official.
- 40.0 **Equipment Trading:** Live players may trade equipment freely and once a transfer of equipment takes place it becomes the property of the player who received it. Once a player is eliminated, they may not leave or trade equipment with other players. Any equipment that is left or traded by an eliminated player (other than empty pods) will be considered an illegal device if they go back to the elimination zone without first grabbing the extra equipment they took onto the field while live. Live players may trade equipment freely with each other with out penalty. A player carrying more than one marker or a launcher and marker may set the extra device down. However for safety reasons if in the opinion of a referee the device has been abandoned i.e. there are no players in the area, the device will be returned to the nearest dead box.
- 41.0 **Limited Rate of Fire:** *The rate of fire for the SPPL is capped at 15 balls per second.* . **Note:** many markers are capable of firing *over* 15bps but that does not make them illegal. This mean the SPPL does not permit them to *fire over* 15bps regardless of trigger mode. (See Marker, Loader and Hopper rules Section 33)
- 42.0 **Inspection of Paintball Markers:** All markers, equipment, and launching devices will be made available for a general inspection by SPPL staff prior to or at anytime during game play, including but not limited to safety status, Chronographing, and possible rate-of-fire tests. Any equipment that a player or team feels may be penalized during game play should be brought to the attention of the SPPL staff well in advance of game time. Upon request of any SPPL referee or authorized league representative, a player must immediately make available his/her marker for inspection at any time during an event. The player must not alter fire, pull the trigger, adjust, turn on or off, or operate any switch or button until the marker is inspected by SPPL staff. Doing so will result in a severe penalty and possible ejection from the event. A marker that is in play and found to violate any rule of the SPPL shall receive an Illegal Device penalty and will be excluded from play for the duration of the event.
- 43.0 **Exceptional Sportsmanship:** The SPPL format relies heavily on player integrity and sportsmanship. A great deal of focus by the SPPL staff and officials will be placed on good sportsmanship. Teams that display poor sportsmanship may be asked to leave for the greater good of the participants, paintball and the SPPL event as a whole.

SPPL PAINTBALL MARKER, LOADER AND HOPPER RULES Prohibited Markers and Exotic Weapons

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- A. Any marker not normally allowed at the event host field.
- B. Grenade or rocket launchers firing multiple projectiles (shotgun rounds)
- C. Any marker designed to fire larger than .68 caliber paintball pellets
- D. Any marker designed to fire smaller than .68 caliber paintball pellets
- E. Any paintball marker or combination of markers that has more than two barrels
- F. Any paintball marker that has been adjusted to fire more than 15 balls per second, Markers that are capable of more than 15 bps are permitted however they must be set to fire at 15 BPS or Lower and combined with an approved hopper
- G. Any marker (at the discretion of an SPPL official or host field owner) that appears to be in an unsafe operational mode or condition
- H. Any unmanned marker including markers mounted on turret, craft or vehicle.
- I. Any marker that the SPPL feels is unsafe or may violate one or more of the above conditions

Approved Markers/hopper combinations

Pump and Mechanical Markers may be used with any style of hopper

Definition of Mechanical Marker: A marker without any electronics, electro pneumatics or electronic assisted trigger, a battery or response trigger.

All markers that are electro pneumatic, or assisted with an electronic trigger or response trigger are restricted to using gravity feed or agitating style hoppers.

Approved hoppers

<u>Brand</u>	<u>Model</u>
View Loader	Quantum
Allen Paintball	Turbo Active Response Feeder
View Loader	VL Revolution 9 & 12V
Extreme Range	Overdrive
Odyssey	Halo TSA (Frontman/ Backman)
View Loader	VL Revolution Maxx
Zap	Mech 404
Empire	Reloader & Reloader II
Tippmann	AL-200 SSL-200 and Cyclone
Ricochet	AK, 2K, 2KY, Rhino
Kingman	Fasta 9V
Q-loader	Q-loader

Prohibited Hoppers

Any agitating hopper with an advertised feed rate above 15 BPS and ANY force feed hopper used in conjunction with an electro pneumatic, electronically assisted or response trigger style marker. Note the hopper list is not all-inclusive and subject to change.