

ESPL 2016

EMPIRE Series Paintball League

Official Rule Book for the 2016 Season

DIVISIONAL CLASSIFICATIONS

YOUTH DIVISION (DIVISION III) : THREE MAN (Roster up to 5)

Players must be 10-16 years of age as of the start of the 2016 season may play in Youth Division for the entire season as long as they meet the above requirements. Any experience level is welcome.

ROOKIE DIVISION (DIVISION II) : FIVE MAN (Roster up to 7)

This is a blended division of Rookie and Novice players. Any combination of Rookie and Novice players up to a maximum of three Novice players may be rostered. A player is considered **Rookie** if said player has not placed top three in any Novice or higher tournament including MXL in the past 12 months. A player is considered **Novice** if said player has not been rostered on any CXBL team in the past twelve months. Novice players may not be classed Division II or higher in the PSP

PERSONAL EXEMPTION: Players are able to appeal for a Personal Exemption. Personal Exemptions may be granted by a unanimous decision of the ESPL Rules Committee. Personal Exemptions are granted upon a case-by-case basis and must be submitted one week prior to the event in question.

Sandbagging or attempting to play in a division lower than any players proper divisional classification set forth by these rules will result in the immediate banning of said players and the removal of all seed points accumulated to date.

FRP: FLAGSWIPE REGISTERED PLAYER

All participants in ESPL events must show a valid FRP at the beginning of each game. Players without FRP cards may be asked to leave the playing area. ESPL 2016 continues to improve our security measures and we will continue to have staff members regulate players and non-players from staging areas. Players who do not have FRP's will not be allowed back into the staging pits. All team helpers/Parents must have valid 2016 FRP cards as well; this includes anyone who needs access to staging or playing areas. The cost is \$20.00 for an FRP card and can be purchased at Flagswipe Paintball in advance of a scheduled event, or at any ESPL event (a temp card will be issued and a permanent card printed in house and available for pick-up at the following event.) FRP cards help the entire series grow in a positive direction, forcing players to participate in their proper classification.

CHAMPIONSHIP RULES

Teams accumulate points throughout the season of five events. Teams that do play all five events must drop their lowest seed point event. Teams do not have to play all five events to be able to compete for the Championship Title. Most seed points accumulated over a maximum of four events in 2016 count as a Team's final point total. The team with the most seed points at the end of the season will be crowned Series Champions. A tie score will be solved in the following manner:

- a) Team with most first place finishes
- b) Team with most second place finishes
- c) Team with most perfect scores (max's)
- d) Team with fewest bodies lost

Seed Points

Place Points

1 50

2 46

3 43

4 40

5 35

6 32

7 30

8 28

9 26

10 24

11 22

12 20

13 18

14 16

15 14

16 12

17 10

18 10

19 10

20 10

21 Thru 50 receive 10 points each

Young Gun Division III teams may roster up to five (5) players per event.

Rookie Division II teams may roster up to seven (7) players per event.

Once a team name is registered all subsequent events must be registered under the same team name. Points follow Team Names not players.

Teams must always roster two original members from the first ESPL 2016 event played. Series points will not awarded to teams who do not have two original members.

FORMAT

Division II

All teams will play a minimum of eight preliminary games. The four top scoring teams will move on to a round robin final. Top two teams from Round Robin play best of 3 for first and second. Third and fourth place will be determined by the results of the final round robin.

Division III

All teams will play a minimum of eight preliminary games. The two top scoring teams will move on to play best of 3 for first and second. Third and fourth place will be determined by the results of the preliminary rounds

RULES OF CONDUCT ESPL 2016

1. All games will be five minutes in duration. Games will start with a 5 second warning. Game will commence anytime after the five second warning. A verbal “go, go, go” or a whistle or a horn will signify game start. Players leaving starting station early will not have a chance to “tag up” and will be eliminated.
2. All games are based on Capture the Flag rules as set forth in the Points Section. A secured flag must be visible 360’ while in motion. If a flag carrier is eliminated he will call himself “eliminated” and continue to hold the flag so that all live players may see the flag is live. If a flag was not successfully pulled it will be re-hung in the center of the field.
3. All eliminated or ejected players will immediately call themselves “eliminated” and take the most direct route to the “dead box”. Interfering with the flow of the game in progress or communicating with live players will result in a one for one and possible penalty. Any player failing to check in with an official in a timely manner will result in a penalty in accordance to the scoring system
4. Players are eliminated by: a) being marked with a paintball with said paintball leaving a quarter sized mark and or b) being ejected from the game by an official for a safety infraction, or any infraction of the rules established in this brief, or those rules stated during the captains meeting
5. Armbands will not be worn. Eliminated players will raise their markers over their head and move quickly towards the dead box. No dead mans walk. No overshooting penalty. However penalties will be assed as unsportsman like conduct.
6. Eliminated players may not talk to, pass or drop any equipment or in any way aid or hinder any active players. Once a player has left the playing field, he may not re-enter for any reason.
7. Paint grenades, smoke grenades, noise makers, tools and sharp instruments including steel spikes on footwear may not enter the play area.

8. All players will wear approved unaltered paintball goggles and facemask at all times while on the playing field as well as any designated “ goggles on “ areas regardless of whether a game is in progress or not.

9. All markers will be chronographed by our staff, and may not exceed 280 fps. Players are allowed to enter the playing area with one marker only – at which time it may be chronographed. No marker shooting in excess of 280 fps will be allowed on the playing field. Players will have the chance to tune their markers at the pre chronograph area, all chronographs will be in good working order but the only chronograph that shall be taken as field chronograph will be on the playing field. Any player shooting over 280 fps after the pre chronograph adjustment has the option to play without a marker. Markers may be chronographed at any time before, during or even after a game has been played. If a player is found shooting over 280 fps said player is eliminated. If said marker is shooting in excess of 300 fps said player will be removed as well as his closest teammate and will proceed to the dead box. All players should have their markers shooting below the safe speed prior to entering the arena for play.

10. Players may not shoot across boundaries or discharge their markers anywhere with the exception of the target range, or on the playing field during a game. Players must not discharge or de-gas their markers after they have been eliminated or ejected until they have cleared the chrono station

11. If a team is not ready when their game is called, they will have to play with the players that are ready. The schedule will not wait for players or teams.

12. Teams will be placed at opposite ends of the playing field by officials and may not leave that position until the game is started

13. Any player or official may call paint checks at any time. When a paint check is called, firing may continue. Players caught abusing the paint check rule will be ejected and their team will be penalized for unsportsmanlike conduct.

14. Officials may eject a player for what he considers “ unsportsmanlike conduct “ at any time. As with any ejection, the player’s team will be penalized. Cursing, provoking gestures, or comments in bad taste towards officials, spectators, or players are not allowed. If the offending player has already been ejected or eliminated, additional penalty points will be assessed.

15. Any argument with an official will immediately constitute ejection from the game. If the player has already been ejected or eliminated, additional penalty points will be assessed.

16. There will be no discharging of markers before or after a game starts or finishes

17. Any player caught “ cheating “ (including but not limited to playing on with an obvious hit) will be ejected as well as his nearest teammate. Additional penalty points may be assessed. Wiping a hit will result in a player being ejected and his closest two teammates. The only unobvious hit is one on a pod pack. All other hits are considered to be obvious.

18. Any player breaking the rules established in this brief (hot marker excluded) or those set forth by the captains meeting in any order or combination three times will not be allowed to participate in any further tournament games.

19. Other than noted in the above rules, players are not limited to the amount of compressed air or Paintballs. One layer of neoprene cover is allowed as long as it measures less than 1/8” thick. Players are not allowed to bring any tools of any sort onto the playing field.

20. Infraction of the rules established in this brief, or those established during the captains meeting is cause for ejection.

21. Any official may temporarily suspend a rule for reasons of safety or to ensure smooth operation of any game. The suspension of a rule or rules is on a case by case basis, and is once again only temporary and is not to be considered by the player or players as permission to break this rule at any other time.

22. The word “ Painted “ may not be used by players on the field, unless calling themselves eliminated from the game.

23. Only paintballs and compressed air purchased from the field operator are allowed for use in this tournament. Players hit with other colours are not eliminated, and the team shooting non-tourney paint will be ejected from the entire event.

24. Trigger bounce is not allowed. Any marker that shoots more than one ball per trigger pull will be ejected from the tourney and cannot be repaired and used in another game. Said marker is banned and unsportmanlike penalties will be assessed. No full auto, three round or multiple burst modes are allowed. All markers with these capabilities must have a tourney lock installed and in use. Illegal markers are at the sole discretion of the head field ref and once a decision has been made it will be final

25. Barrel blocking devices are mandatory. Barrel sleeves or barrel condoms only. Squeegees do not substitute for above items.

26. Markers may not be discharged or displayed when off the tournament site. Any property damage to Hotels, Bars, Restaurants or any other facility will result in Team ejection.

27. Tie Scores will be dealt with in the following manner: a) Previous Head to Head games played in that round b) Most perfect scores in that round c) Shootout – both teams submit a roster of names, a series of one on one matches begins in order of roster. Games are one minute in length, the first player to cleanly eliminate the other scores a point. First team to three points wins the tiebreaker.

28. Any use of drugs or alcohol on or about the game site is prohibited. Any individual found under the influence will be ejected from the event
29. Spectators are welcome but no coaching is allowed. Spectators are allowed in the staging areas only if they have proper identification (FRP)
30. Staging teams must leave markers on the floor with barrel plugs attached until told by an official to retrieve them.
31. Eliminated players must proceed in the most direct route to the dead box. When eliminated put your hands in the air and run to your appropriate area. Markers must be plugged and set on the ground. Live players are responsible for checking in as such, Players leaving the playing field without being checked in live will be eliminated.
32. Both captains MUST sign the score sheet. All disputes must be resolved on the field; there is no higher power than the head ref on the field.
33. Eliminated players communicating or acting, as a live player will result in his nearest teammate being eliminated.
34. Teams arriving late for their division have two options: a) Forfeit without refund b) Play the next available division if your team meets its criteria
35. Any apparel deemed to hamper or impede an official's ability to make proper decisions will be banned.
36. All harnesses or loading systems must be worn outside your last layer of clothing
37. Excessively baggy apparel will be taped or must be removed
38. One layer of clothing is permitted beneath pants and jerseys. Special exemptions may apply for extraordinary circumstances.
39. All knee/shin/elbow protectors may be worn with one layer only. Protective braces are also allowed.
40. Pods and squeegees may be dropped and passed between live teammates. However no time will be given to retrieve any items from the field of play once the game is finished. Live players must check in with an official prior to retrieving items.
41. No noise making devices are allowed on or near the playing field.
42. Restricted electronic boards. A marker deemed "unsafe" or "illegal" become the temporary possession of the Scrutinizer. Failure to immediately hand over a suspicious marker will result in Team Disqualification. The Scrutinizer will then inspect the confiscated marker. If the marker is deemed "illegal" (shoots more than one shot per trigger pull) the marker is deemed unsafe and is banned from further use and is confiscated until the division is finished. Penalty is 50 pts

43. Any and all regulators on all markers must have a lock and be locked down in a way so as to impede any adjustment on the playing field.

44. No swearing or profanity. Referees may give one warning but are not required to. Profanity results in the offending player being removed from the game.

45. Bunkers may not be jumped over, the offending player will be removed from play

46. A player hanging the flag with a hit of any kind will be deemed to be eliminated. The flag hang will not count, and a point penalty will be assessed.

CHRONO

ON FIELD: 3 mandatory clearing shots

1 over chrono

If 280 fps (or lower) marker passes

If 281 fps (or higher) marker fails

You do NOT have a chance to re chrono at this point

DURING PLAY: 1 over chrono

If 290 or less marker passes no penalty

If 291 – 299 player is eliminated

If 300+ player is eliminated + closest teammate

RATE OF FIRE

ESPL 2016 rate of fire will be semi-auto only. Division III will be capped at 15.4 bps (balls per second). Division II will be uncapped. Please be aware of rule 25 and 47. Any violation of these rules will be enforced.

Please refer to your owner's manual and set your markers rate of fire and firing mode accordingly prior to the event. Flagswipe staff and referees cannot assist in setting rate of fire or firing modes. Players caught abusing the rate of fire rules will have their marker confiscated for the remainder of the event. Confiscated markers will be returned to their respective owners at the end of the event.

POINT BREAKDOWN

YounGun

15 Points first flag grab

25 Points for flag hang

15 Points per opposing player eliminated

5 Points per live player at end of game

Total **100** Points Maximum per game

ROOKIE

20 Points first flag grab

50 Points for flag hang

5 Points per opposing player eliminated

1 Points per live player at end of game

Total **100** Points Maximum per game

Byes or no shows will result in 92 points.

Penalties

Playing on with an obvious hit - Two for one - you and your two closest Teammates are pulled

Playing on with an unobvious hit - One for one - you and your closest teammate are pulled

If a one or two for one is called and no players remain to be pulled then eliminated player points are deducted as a penalty

10 points for dirty flag hang

25 Points for any safety Violation

50 Points unsportsmanlike conduct or arguing with any official

50 Points for verbal abuse, on or off the field, with staff or players

50 Points plus player expulsion for any physical contact with player or staff

50 Points plus player expulsion for deliberate overshooting of players or staff

50 Points for Blatant wiping or aggressive play plus two for one

50 Points plus two for one for attempted dead man walk

10 Points for all other Minor Violation

25 Points for all other Major Violation

All points earned during game are removed for blatant Aggressive cheating

2016 PRIZES

ESPL Division III Youth 3 Man

Age restricted 10 - 16 years old

- 1st - Free Entry to next event + \$200.00 Flagswipe Gift Certificate
- 2nd - Free Case of paint to next event plus \$100.00 Flagswipe Gift Certificate
- 3rd - \$100.00 Flagswipe gift certificate

*Prizes Based on 10 Teams per division per event. Prizes awarded on a percentage in relation to number of teams attending if less than 10 in each division.

ESPL Division II Rookie 5 Man

Prizes are based on participation the more teams playing the more prizes you take home. The ESPL is the HOME OF THE CASH PRIZES!!!!

1st Place 2nd Place 3rd Place

8 Teams \$800 \$500 \$250

10Teams \$1000 \$600 \$300

12 Teams \$1200 \$700 \$350

14 Teams \$1400 \$800 \$400

\$\$\$\$ CASH \$\$\$\$ MONEY \$\$\$ GUARANTEED \$\$\$ AT \$\$\$\$ THE \$\$\$ EVENT

* Prizing will be pro rated based on participation at the event.

Blizzard Ball 2016 will be a standalone event at the end of this season, not part of the ESPL points race totals. Its a Ontario Classic of Paintball Events and has been a running tradition for over 20 years. We look forward to providing a fun filled event and a great way for your team to finish off the 2016 Paintball Season!

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