



SPPL/CSPPL SCENARIO CHALLENGE™

Universal Rulebook of the Scenario Paintball Player's League/ Canadian Scenario Paintball Players League™ (Updated on 03/20/2009)

TABLE OF CONTENTS

	Game Play:
1.0	Objective
2.0	Duration of Game
3.0	Team Size
4.0	Team Color Armband
5.0	Game Field
6.0	Take and Hold Flag Bases
7.0	Dead Box, Flags and Main Base
8.0	Capture Objectives
9.0	Special Weapons
10.0	Elimination and Re-insertion
11.0	Re-Break
12.0	Halftime
13.0	Team Surrender
14.0	Re-supplying and Repair
15.0	Attire
16.0	Paint Checks
17.0	Safety
18.0	Misrepresenting Team Affiliation
19.0	Equipment trading
20.0	Limited Rate of Fire
21.0	Inspection of Paintball Markers
	<u>Team Rosters</u>
22.0	Rosters
23.0	Qualified / Unqualified Players
24.0	Player Classifications
25.0	Team Classifications
26.0	Qualified Teams
	<u>Markers / Equipment</u>
27.0	Markers
28.0	Marker Attachments
29.0	Exotic Weapons
30.0	Hopper Restrictions
31.0	Air Source
	<u>Penalties / Infractions</u>
32.0	Penalties / Infractions
33.0	Minor Penalties / Infractions
34.0	Major Penalties / Infractions
	<u>League Information, Points and Standings</u>.....
35.0	Points / Standings
36.0	Dispute Resolution
37.0	Paint Restrictions
38.0	Event Options
39.0	Bracketing
40.0	Prizing



SCENARIO CHALLENGE RULES Version 9 (Updated on 03/20/2009)

***Please note that there are some differences between SPPL and CSPPL divisions and play. These differences will be noted as 'SPPL Only' or 'CSPPL Only' as applicable. ***

GAMEPLAY:

1.0 Objective: Score the most points possible during the course of the game

2.0 Duration of Game:

- **5-Man Division (SPPL Only)** - (40) minutes total, divided into two (2) twenty (20) minute halves, a ten (10) minute halftime, and a five (5) minute break prior to the next game.
- **All other Divisions (SPPL and CSPPL)** - Sixty (60) Minutes total, divided into two (2) twenty (20) minute halves, a ten (10) minute halftime, and a five (5) minute break prior to the next game.

At the end of the first twenty (20) minutes of play, there is a ten (10) minute halftime. During this halftime, you must swap bases with the opposing team. Your team and ALL equipment must be moved and ready to continue play within ten (10) minutes. Teams retain the same color armband throughout the game.

All players must be “checked-in” at their new base with their dead box referee and properly arm-banded. Players not checked in when this window expires will not be able to re -insert until the next scheduled re-insertion period. This may result in your team starting “down” players. (Section 12.0 Halftime).

3.0 Team Size:

- **5-Man Division (SPPL Only)** - Prior to the start of the match, each team's captain must report to the head referee. Any team reporting at game time with fewer than three (3) players forfeits the game. **No exceptions - it's your responsibility to know your game time.** A Team may have a maximum of five (5) starting players, with up to two (2) substitution team members for a maximum "rostered team size" of seven (7) total players. (See Team Roster/ Eligibility section for more information).
- **Tac Division (CSPPL Only)** - Prior to the start of the match, each team's captain must report to the head referee. Any team reporting at game time with fewer than six (6) players forfeits the game. **No exceptions - it's your responsibility to know your game time.** A Team may have between seven (7) and ten (10) starting players with up to five (5) substitution team members for a maximum "rostered team size" of fifteen (15) total players. Should one team have more starting players than the other, each team will field a starting lineup matching the numbers of the lower team. See Team Roster/ Eligibility section for more information.
- **Rookie Division** - Prior to the start of the match, each team's captain must report to the head referee. Any team reporting at game time with fewer than seven (7) players forfeits the game. **No exceptions - it's your responsibility to know your game time.** A Team may have between eight (8) and ten (10) starting players with up to five (5) substitution team members for a maximum "rostered team size" of fifteen (15) total players. Teams are also allowed two (2) support staff members. These individuals must also be on the rosters for a maximum of seventeen (17) people
- **Pro (SPPL Only), Elite & Masters** - Prior to the start of the match, each team's captain must report to the head referee. Any team reporting at game time with fewer than seven (7) players forfeits the game. **No Exceptions—it's your responsibility to know your game time.** A Team may have a maximum of ten (10) starting players, with up to five (5) substitution team members for a maximum “rostered team size” of fifteen (15) total players. Teams are also allowed two (2)



support staff members. These individuals must also be on the rosters for a maximum of seventeen (17) people

(See Team Roster/ Eligibility section for more information)

3.1 Team Commander: Each team shall designate one team member as “Team Commander” immediately 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 Special Weapons found after his/her elimination (until s/he re-inserts), and will lose any Special Weapon not yet designated for use by the Team Commander for that half.

The Team Commander cannot be changed during a game *unless* there is an injury deemed appropriate by the head ref to warrant a change. If a player is injured, an appropriate replacement will be chosen by the team and inserted at the next re –insertion. A Team Commander cannot communicate to “active” team members or receive/use objectives from team members once he is eliminated from play.

3.2 Substitution: A player can be substituted at any time during the game; however, the substituted player must wait until the next re –insertion to enter the field of play. The instant resurrection objective may include substituted players.

3.3 Non-players/support staff. A maximum of 2 non-players/support staff are allowed in dead box – Non-players must check in with dead box referee, and may NOT be dressed to play as their only role is to assist the players in getting ready to reinsert into play. This includes NOT wearing a team jersey or other like item that may mistake the non-player as a player for that game. These individuals must be listed on the Team roster as support staff.

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 armband 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). The Commander of a team will wear two (2) armbands, one on each arm. Prior to the start of the game, the dead box referee will only issue up to eleven (11) armbands for the “starters” of the team as to ensure only up to 10 active team members will be on the field of play at any given time (based on division said team is participating in). If a player loses their armband on the field of play they are deemed “eliminated” (with no point penalties), and must return to the elimination zone to report the loss and be issued another team color armband. 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:

- **5-Man Division (SPPL Only)** - Regulation playing fields for this division shall be no less than two (2) total acres and not to exceed four (4) acres in total size. The field will have three (3) flag bases that will have a Red Flag and Blue Flag. The 3 flag stations will be organized in an equilateral triangle on the 2-4 acres of land.
- **All Other Divisions** - Regulation playing fields shall be no less than four (4) total acres and not to exceed seven (7) acres in total size. The field will have three (3) flag bases that will have a Red flag and Blue 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 blue 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.

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. For example, if a player from Blue Team receives an eliminating hit while in the act of raising his team's flag and only manages to raise it slightly higher than Red Team's flag, Blue Team will not be awarded points. In order for the flag change to be recognized by the referees, a team's flag must be fully raised.

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.

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 Dead Box, Flags and Main Base: Both teams shall have a main base and a designated Dead Box for each half. Each team's Dead Box should be located approximately 25-50 yards from its nearest flag station (which will be located in the main base) depending on bunkers, natural coverage available and division being played. Every effort will be made to ensure that the Dead Boxes are of equal distance to their team's respective flag station. Dead Boxes will be placed out of bounds and cannot be used as cover.

7.1 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.

7.2 The distance between the three flag stations will be approximately between one hundred and fifty (150) and three hundred (300) yards depending on the field and terrain. Typically, heavily wooded fields will have shorter flag base distances where more open fields will have further distances. The particular field setup will be solely at the SPPL/CSPPL's discretion.

8.0 Capture Objectives: There shall be **three (3) minor "capture-type objectives in SPPL play, four (4) minor "capture-type" objectives in CSPPL play**. The Capture Objective shall be contained in a briefcase-style case. Two of the cases shall be placed in an undisclosed location on the field but will not be next to a flag or dead box, somewhere out of the way of obvious traffic patterns. The third and fourth (**CSPPL Only**) case(s) will be hidden in a designated location near center field. (See field map) Prior to each game, and again at half time, the field 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. They will **be clearly visible from a 5-foot distance from at least two directions of the compass**. In other words, the objectives will not be hidden, but must be searched for to be found. If a player collects a Capture Objective, it must be returned to the player's Commander. The entire Capture Objective case must be carried by the player back to his Team Commander who will then return it to the Dead Box Referee. Once returned, and the Dead box official is notified, that team shall be **awarded ten (10) points** and shall be given the Special Weapon contained within the Capture Objective.

- **Please note (CSPPL Only):** the Tiberius Advantage Capture Objective **DOES NOT** award a team the ten (10) points, but instead allows an additional player to enter the field of play.
- The team commander may then use or distribute the Special Weapon contained within the Capture Objective. The capture objective is then placed in that team's elimination 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 Commander receives an eliminating hit prior to using a returned Capture Objective, that capture objective is lost for the duration of that half.
- If a player carrying a Capture Objective receives an 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. A referee may move the eliminated player if they are in the way of play. The suspended player may not return to the Dead Box to re-spawn until another player (from either team) has taken the Capture Objective. Once returned to a Commander, the capture objective is removed from play and no longer available for points until the next half (if applicable).

9.0 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 (3) **(SPPL Only)** or four (4) **(CSPPL Only)** types of Capture Objectives on the field for every game of Scenario Challenge (as listed below):

9.1 Instant Resurrection: One Capture Objective shall contain an Instant Resurrection card that can be used to **instantly resurrect a maximum of three (3) players from a team's dead box**. 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 on-field players must not exceed ten (10) or five (5) depending on the division, in active players providing the Tiberius Advantage Objective, **(CSPPL Only)** is currently not in play by the same team that uses the Instant Resurrection. In addition, before each player can return to the field of play, they **MUST** have an armband properly attached.

9.2 Dirty Bomb: One Capture Objective shall contain a dummy claymore mine or equivalent. Once placed or stuck in the ground, the dirty bomb is active and **will eliminate any player who walks or otherwise comes within 12 feet (4 paces) of the device**. The device has a maximum effective time of 10 minutes or until the next reinsertion, whichever comes first. A player wishing to arm the dirty bomb will alert a referee in the area. Once placed the player has 3 seconds to get to safety before the device is armed. The referee will then remain in the area and eliminate all players who step into the kill zone during the dirty bomb's effective time. The referee will make every effort to be as covert as possible to maximize the effectiveness of the weapon. When a **player is eliminated by this weapon, they CANNOT alert other team members of its presence until they reach the dead box**. If an eliminated player has communicated the presence of the Dirty Bomb before returning to the dead box, the referee will **eliminate any and all players within ear shot from the infracting team's side**.

9.3 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 another player to be launched. 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 Rocket 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. **Although a player is not required to call their shot, unlike the Rock Launcher, see section 29.3, an Official must witness the point of impact**.

- **NOTE:** When preparing to deploy the Dirty Bomb or RPG, if the player carrying one or both of these weapons is eliminated, the Special Weapon is ALSO eliminated and will remain unused for the duration of the half. Special weapons when used or eliminated must immediately be returned to the nearest referee and may not be left or dropped on the field.



- If an eliminated player does not return any Special Weapon on his or her person, the team will be assessed a penalty (see penalties/infractions). In addition, if a team tries to reuse a Special Weapon that has been eliminated, the team will incur an Illegal Device penalty (see penalties/infractions).

9.4 Tiberius Advantage (CSPPL Only): One Capture Objective shall contain a Tiberius Advantage card that **allows 1(one) additional player to enter the field of play using any paintball pistol(s)**. The Tiberius Advantage does not need to be used immediately and can be saved for later use during the half in which it was found. A single player using only a paintball pistol (or pistols) will be added to play until that player is eliminated. Once eliminated, the advantage of having that '11th man' is lost until the next half. The player entering play as the Tiberius Advantage may carry up to 2 paintball pistols and an unlimited number of clips/paintballs(at the player's discretion).

- **NOTE:** A paintball pistol is classified as: a marker that is powered by a 12 gram CO2 cartridge, holds 10 or less .68 caliber paintballs in its magazine well, is less than 16 inches in total length, and by which the velocity can be adjusted to or below CSPPL velocity regulations.
- **NOTE: If a commander is eliminated before using or assigning for use ANY of the above objectives, the objective is also eliminated from play for that half.**

9.5 Objective Information Table

Please see the above sections (9.1 to 9.4) for detailed descriptions of each objective. The following table only provides basic but important information.

Objective	Benefit
Instant Resurrection	1 time per half, the team with this objective may instantly re-insert up to three (3) players outside of the regular re-insertion(s)
Dirty Bomb	Eliminate ANY player passing within 12 feet (4 paces) of dirty bomb's placement location. 10 minute or balance of insertion time limit.
RPG	1 time per half, the team with this objective may throw or shoot specific projectile that eliminates ANY player within 18 feet (6 paces) of impact. MUST be witnessed by an SPPL/CSPPL approved referee
Tiberius Advantage (CSPPL Only)	1 time per half, the team with this objective may instantly insert an 11th player armed with up to 2 paintball pistols . Said player remains on the field until eliminated or the half expires.

10.0 Eliminations and Re-insertion: Elimination is defined as any hit or splatter from a paintball and subsequent break resulting in a marking of the player or their active equipment with a paint mark 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 RPG or special weapon he must tell the elimination zone official so that it is properly recorded.

10.1 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 be limited to hands, arms, head, mask, legs, marker/hopper, and barrel or capture objective/capture objective case.

10.2 Unobvious hits: are those which impact and break on a player or player's 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).

- **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.

10.3 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 armband(s), place a barrel blocking device on the barrel of their marker, hold it in the air above their heads and exit the field immediately by the most direct route to their dead box without deliberate delay, or follow the instructions of a field official if given.

The dead box referee is there to assist and ultimately protect you from a paint check that could result in a penalty (see penalties/infractions). When a player enters the dead box, the field official will check and document all hits on the player and record the player’s reason for elimination. A damp sponge or rag will be present for players to cleanly wipe of their own hits.

10.4 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.

10.5 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.

10.6 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 penalty (see penalties/infractions). In addition, a player that raised their marker over their head (signaling a hit) and then continues to play on will be assessed a penalty (see penalties/infractions).

10.7 There are a total of two (2) re -insertions per game; One (1) per half. The first re-insertion will be at the 10-minute mark of the first half. After half time, the next re-insert will be at the 10-minute mark. At each re-insertion time, up to ten (10) active players or five (5) (depending on division) who checked in prior to the moment of release will be released 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.

10.8 Two (2) minutes prior to the re –insertion, the elimination zone referee will bring the inserting players to the starting box located just inside the boundary tape. At the appropriate time the referee will count down the final ten (10) seconds to the re-insertion, then 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, with the exceptions noted above in the Capture Objective section (sections 8.0 and 9.0). All players must have at least one foot inside the start zone or the player's marker may be required to be touching the tape. The start zone shall be determine by a rectangular box clearly defined on the ground an appropriate and equal distance from each team's dead box.

10.9 Hot Reinsertion: In the event of a “hot reinsertion” meaning most or all of one team have been shot off the field. **1 minute** 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 from the elimination zone, the referees will call game on! Teams may immediately engage each other.

10.10 Barrel Tagging or Calling Surrender: are **not** accepted methods of elimination in the SPPL/CSPPL due to the difficulties that can arise in making a call in a heated competition.



However If a player has an easy shot on a another player and has the time to pick a shot, then kindly shoot 1 -2 balls in an area (such as a pod pack) that would cause minimal pain as it's the "sportsman" thing to do. Remember Safety First.

11.0 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 **game** will be given to the team that has been completely eliminated at the cost of ten (-10) points (All divisions *except* 5-man). The only exception is the 5-man division, where there will be NO penalty for calling a re-break.

11.1 In the event of a re -break both teams will start at their respective bases and the flags will stay as they are still actively earning points for the color that is raised.

11.2 A re-break will only be executed during 8th minute (**All Divisions**) of a re-insertion period thus allowing both teams one (2) minutes to ready themselves for the re-break. If a team is shot off the field with additional time until the next re-insertion and is planning on calling for a re-break they are encouraged to let a referee know ahead of time in order for the referee staff to prepare for re-break. However the referee will **not** call re-break until the 4-minute or 8-minute mark. No re-break may be called during the final 5 minutes of each half.

11.3 At the 8-minute mark of the respective re -insertion block of time the referees will signal, "RE-BREAK". The team that is still active on the field must move in a quick/direct fashion to their elimination zone to ready themselves to start at the sound of the next re -insertion. At that 4-minute or 8-minute mark all play will cease on the field.

11.4 If a re-break is declared, players that have objectives or a special weapon on their person can safely return them to their **live** Commander at the elimination zone. If a player continues to look for Capture Objectives, acquires a Capture Objective or changes a Base Flag after the re-break is declared, they will be assessed a penalty(see penalties/infractions).

12.0 Half Time:

All Divisions - The game will consist of **two (2) twenty (20) minute periods**.

- At the end of the first period all play will cease on the field, the referees will signal the players to stop play. Teams will have **Ten (10) minutes (All Divisions) to change sides** of the field. Both teams will switch elimination zones. Teams will retain their armbands and the color they started the game with. 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 case objectives will be re-hidden. Teams must clear the field and be **inside the new elimination zone within the five (5) minutes (All Divisions)** of the halftime break to allow the referee staff time to reset the flags and objectives. (See Section 2.0)

13.0 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 is considered "dead" and not eligible to be found. All flag stations will be considered raised to the team accepting the surrender from the opposing team for the time left in the game. The surrender of a team can only offered to the other team by a commander via **any** referee. The game schedule will not be altered and the extra time gained will be used for team prep and referee recovery unless otherwise stated by the head referee on the field. Teams are required to remain in their elimination zone or in play on the field until the head referee calls the game. Any team or players leaving the field before the game is called will be assessed a un-sportsmanship penalty (see penalties/infractions).



13.1 If two teams choose to discuss surrender prior to a match beginning, any and all discussion regarding said surrender **must** occur with an approved SPPL/CSPPL official present. If such a discussion occurs without an approved league official present, **both** teams shall be penalized (see penalties/infractions, unsportsmanlike/collusion).

14.0 Re-supplying & Repair: Eliminated players may restock while in the Dead Box. Players may take as much paint (up to SPPL/CSPPL limits, see section 36), extra Co2/HPA tanks, and water in to the Dead Box as they choose, however; players may **not** take refill stations such as scuba tanks or bulk Co2 tanks into the Dead boxes. Any extra paint that is carried onto the field of play **must** be in pods. (No exceptions) Boxes or bags of paint are **not** allowed on the field of play. *It should be noted that the Medusa paint carrying system can be used in place of pods PROVIDING that it does not violate divisional paint restrictions.* Although the dead box is still considered part of the field it is not consider the “field of play.” Teams are allowed to take Boxes or bags of paint into the Dead box but it must not enter the field of play. If any such items are found an illegal device penalty (see penalties/infractions) will be assessed to the offending team. (See section 37.0 for on field paint restrictions)

14.1 If player proceeds to repair their paintball gun in the Dead Box, they must first air-down their paintball gun. The player must keep their barrel-blocking device in place. Once any and all repairs have been made to the paintball marker, it **must** be re-choreographed prior to reinserting onto the field. Chronographs will be available in the hands of referees and near the Dead Boxes.

14.2 A player who has 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 Dead Boxes. Failure to do so will result in an illegal device penalty (see penalties/infractions).

14.3 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 penalty will be assed (per device) to an offending team (see penalties/infractions).

15.0 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. Loose fitting clothing shall be allowed within reason at the sole discretion of the field official. Highly patterned clothing designed to mimick or otherwise mask the presence of a paintball hit will not be permitted. Clothing the same color as the fill of the event paintballs shall not be permitted. Standard burlap or radar-disbursing net “ghillie” suits shall be allowed. However, a player wearing a full or partial ghillie suit shall be held to the ghillie suit elimination requirements as stated in Section 15.1. “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.

15.1 Ghillie Suits: Any player wearing a full or partial ghillie suit (including ghillie that is attached to load bearing equipment) made of burlap or radar-disbursing 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.

15.2 “Goggleflage” type headgear or mask camouflage shall not be considered a ghillie suit.

16.0 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. Players who continue to play (shoot) after calling for paint check may be subject to playing on penalties if an obvious hit is found. Once a paint check has been called by a player



on himself or by another player, all players in that general area are not allowed fire or advance on the player being checked. If an opposing player advances on a player getting a paint check at anytime, that player will be sent to the elimination zone and may assessed an unsportsmanlike penalty

There are three types of Paint Checks:

16.1 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 once called neutral by a referee, 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).

16.2 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

16.3 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 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 cleaned. 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.

17.0 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 playspplcom 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 markers choreographed under the SPPL/CSPPL 280 fps limit, and properly inspected by SPPL/CSPPL 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.*

18.0 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 an unsportsmanship 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 to report the loss to the Elimination Zone Official. A player so eliminated may return to play with the next reinsertion.

19.0 Equipment Trading: Live players may trade equipment freely providing the receiving player makes contact with the equipment prior to the giving player being eliminated. For example, if player A leaves 2 pods for player B, yet is shot out before player B picks up, touches or used the pods, player B may NOT touch the pods without incurring an illegal device penalty (see penalties/infractions).

- 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 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.

- 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.

20.0 Limited Rate of Fire: *The rate of fire for the SPPL/CSPPL is capped at 15 balls per second.*

- *While the SPPL/CSPPL recognizes that a lower rate of fire is currently not enforceable, teams and players are encouraged to shoot at the 12 ball per second rate as laid down by many national tournament series.*
- **Note:** many markers are capable of firing over 15bps but that does not make them illegal. This means the SPPL/CSPPL does not permit them to *fire over 15bps* regardless of trigger mode. (See Markers/Equipment)

20.1 Tac Class Limitations (CSPPL Only): The Tac Division (CSPPL Only) will be limited to semi-automatic firing modes only. Any other firing mode will not be permitted in the Tac Class, and should they be used, will constitute a 'hot gun' infraction (see section 34.4 for details).

21.0 Inspection of Paintball Markers: All markers, equipment, and launching devices will be made available for a general inspection by SPPL/CSPPL staff prior to, or at anytime during game play, including but not limited to safety status, choreographing, 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/CSPPL staff well in advance of game time. Upon request of any SPPL/CSPPL 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/CSPPL staff. Doing so will result in a severe penalty and possible ejection from the event (see penalties/infractions).

A marker that is in play and found to violate any rule of the SPPL/CSPPL shall receive an Illegal Device penalty and will be excluded from play for the duration of the event.

Team Roster/Eligibility

22.0 Rosters: Teams may carry as many players as they wish during an SPPL/CSPPL tournament, however, *only the following minimum/maximum player levels may be rostered per game:*

- **5-Man Division (SPPL Only):** May roster up to seven (7) players, with a minimum 'on-field' team size of three (3) and a maximum of five (5). (See section 3.3 regarding support staff)
- **Tac Division (CSPPL Only):** May roster up to fifteen (15) players, with a minimum 'on-field' team size of seven (7) and a maximum of ten (10). (See section 3.3 regarding support staff)
- **Rookie Division:** May roster up to fifteen (15) players, with a minimum 'on-field' team size of seven (7) and a maximum of ten (10). Teams may also have 2 additional support staff to help in the dead box for a maximum of 17 individuals on rosters. (See section 3.3 regarding support staff)
- **Pro Division (SPPL Only), Elite, Masters Divisions:** May roster up to fifteen (15) players, with a minimum 'on-field' team size of seven (7) and a maximum of ten (10). Teams may also have 2 additional support staff to help in the dead box for a maximum of 17 individuals on a roster. (See section 3.3 regarding support staff)
- A player may not be on more than one roster per event, and a player cannot change rosters during an event.
- Reserve players may be left off rosters until they are needed. Players may be added to a team's roster at any time during an event as long as the added player(s) reports to the SPPL/CSPPL staff at the scoring table before participating in a game.



Rosters, waivers and dispute resolution forms must be filled out (legibly and completely) and handed in to SPPL/CSPP staff at the scoring table before playing your first game. Failure to turn in or update your roster, waivers and dispute resolution forms will result in zero points for all games played before the roster and waivers are corrected or turned in to SPPL/CSPP staff.

22.1 In the event a player is not on the team roster at game time the player will be asked to leave the elimination zone and may not play in that game. In the event a player is not on the team roster and is found on the field of play during a game it will result in game forfeit and zero points for all games played by the non-rostered player. Should said player exceed the maximum roster size for that game, the offending team will forfeit the game and receive zero (0) points. See Section 3.0 for team size.

22.2 SPPL/CSPP Player ID cards are required for all participating players. ID cards may be purchased on line prior to the event, or a temporary card may be issued at the event for an additional fee. ID cards, while paid for and carried by individual players, remain the property of the SPPL/CSPP in regards to enforcing major infractions/penalties (see penalties/infractions).

23.0 Qualified/Non-Qualified Players: A team may consist of up to fifteen (15) qualified players per game based on division (see Section 22.0) and 2 additional support staff.

- The composition of a team may change freely between matches during any SPPL/CSPP Qualifier event *so long as players are not rostered on more than one team at that event (see section 16)*. This means that teams are not allowed to trade or borrow players from another team once a team roster has been submitted.

23.1 Non-qualified players are classified as:

23.1.1 Any player who does not have an Official SPPL/CSPP Player ID Card.

23.1.2 Any player who is under the age limit set by the host field

23.1.3 Any player who has been disqualified from play by the SPPL/CSPP for reasons of extreme poor sportsmanship.

23.1.4 Any player who is serving as an SPPL/CSPP referee during the event at the host field during the time of the event.

23.1.5 Any player that has participated at the "Pro-Level" at any time or participated in a PSP, NPPL, CXBL, AXBL, NXL, RPL, WCPL, Millennium event and DID NOT qualify with an SPPL/CSPP team prior to arriving at the National Championship. (Example: if a team "qualifies" and then tries to stack their team with "Pro's" to increase odds of winning the Nationals)

23.2 Teams are permitted to recruit new players to make the Final event providing said player(s) comply with section 23.1.

24.0 Player Classification:

- **24.1 Pro Player (SPPL Only)** - A Player will be classified as PRO if they fall into any of the following:
 - Has been rostered as a Pro Player in **more than one** SPPL Major event/Qualifier during the current season.
 - Was rostered on a 2008 Top-4 finishing SPPL Elite Team in which there was more than 4 teams present.



- Carries or has carried a player card for: NPPL Pro or Semi-Pro, NXL, PSP Pro, Semi-Pro, Millennium Pro or Semi-Pro, CXBL/AXBL, **more to follow** within the last five (5) years.
- Any player who does not classify according to the above yet chooses to play at the Pro level
- Any team or player who has received and invitation to player in the Pro Division.

24.2 Elite Player—A Player will be classified as Elite if they fall into any of the following and does not meet any of the 'Pro Player' classifications:

- Has been rostered as an Elite Player in **more than one** SPPL/CSPPL Major Event/Qualifier during the current season.
- Was rostered on a 2008 Elite Team (with the exception of players mentioned in section 24.1)
- Was rostered on a 2008 Top-4 finishing SPPL Masters Team (League OR Series) or a 2008 Top-2 finishing CSPPL Masters Team (League OR Series).
- Carries or has carried a player card for: NPPL Division 1 or 2, PSP Division 1 or 2, Millennium Division 1 or 2, MXL, **more to follow** within the previous 5 years.
- Any player who does not classify according to the above, yet chooses to play at the Elite level

24.3 Masters Player— A Player will be classified as Masters if they fall into any of the following and do not meet any of the 'Elite Player' classifications:

- Has been rostered as a Masters Player in **more than two (2)** SPPL/CSPPL Major Event/Qualifiers during the current season.
- Was rostered on a 2008 Masters Team (with the exception of players mentioned in section 24.2)
- Was rostered on ANY Rookie Team the previous season that competed in **more than two** SPPL/CSPPL Major Event/Qualifiers.
- Any player who does not classify according to the above, yet chooses to play at the Masters level

24.4 Rookie Player— A player will be classified as Rookie if they fall into any of the following and do not meet any of the 'Masters Player' classifications:

- Has **not** been rostered as a Rookie Player in **more than two** CSPPL/SPPL Major Event/Qualifiers in the previous season.
- Has no major Regional or National Level (PSP, NXL, NPPL, CXBL/AXBL, Millenium, RPL, WCPL, ESPL, etc.) tournament experience at any level.

24.5 5-man Player - A player will be classified as 5-Man if they fall into any of the following:

- They have never played in an SPPL / CSPPL event and don't meet the player classifications outlined in the Pro Player Classification Section.

24.6 Tac Player - A player will be classified as Tac if they fall into any of the following:

- Any player who classifies as a Rookie, Masters or Elite Player as per the above descriptions and wishes to play in the Tac Class.



24.7 Classification Appeal - The SPPL/CSPPPL recognizes that there may be players that, despite the success of a team they were/are rostered on, should not be classified at a higher level. Should any player wish, they may appeal to the SPPL/CSPPPL Board in writing (and possibly in person) to remain for at least one (1) more season at the lower classification. The SPPL/CSPPPL Board's decision in these matters is final.

25.0 Team Classification: SPPL/CSPPPL events separate teams into up to 5 divisions: Rookie, Masters, Elite, Pro (SPPL Only), Tac (CSPPPL Only), 5-Man (SPPL Only). A Rookie SPPL/CSPPPL team may have up to two (2) Masters Players on their roster. A Masters SPPL/CSPPPL team may have up to two (2) Elite players on their roster. Elite teams may have any players EXCEPT Pro players on their roster. Pro teams may have any players on their roster.

25.1 Pro Team (SPPL Only) - Any team that placed in the Top 4 (Final or Series) in the Elite Division during the 2008 season, or any team that accepts a league invitation to play at this level.

25.2 Elite Team-- Any team that played in the Elite Division (minus the teams listed above in section 25.1) during the previous season, any team that placed in the Top 4 (Finals or Series) in the Masters division during the 2008 season, or any team that wishes to play in the Elite division that did not accept an invitation to play in the Pro Division.

25.3 Masters Team— Any team that did not place in the Top 4 (Finals or Series) in the Masters Division during the 2008 season, any team that has played Rookie division in **more than two (2)** Major SPPL/CSPPPL Event/Qualifiers, or any team that wishes to play in the Masters division and does not qualify for play in the Elite division.

25.4 Rookie Team— Any team that has never competed in the SPPL/CSPPPL at a Major Event/Qualifier. Any team that has **not** played Rookie Division in **more than one(1)** SPPL/CSPPPL Major Event/Qualifier in the previous season, or any team that did NOT play within the Rookie division within the previous year.

25.5 5-Man Team (SPPL Only) – Any team that has never played in the SPPL / CSPPPL before and members of it's roster don't meet any of the Player Classifications.

25.6 Tac Team (CSPPPL Only) - Any team that chooses to play this division, is comprised of the appropriately qualified players and is willing to abide by the Tac Class restrictions.

Team Classifications are based on the type of player as outlined in section 24, not by the Team name. Teams can play in any Division if they meet that Division's qualification requirements. For instance, a team can start their first season in the Elite or Masters Division if their rostered players reflect that level of play.

26.0 Qualified Teams: Any team that meets the Player ID Card and Team Classification requirements. See the player and team classification section for more details (sections 24.0 and 25.0)

Markers/Equipment:

27.0 Markers: The SPPL/CSPPPL recognizes that there are an incredible number of paintball markers available to the player. The league requires ALL paintball markers to meet the following requirements to be allowed on the field of play during a SPPL/CSPPPL match.

27.1 Markers may ONLY fire .68 caliber paintball rounds



27.2 Markers may ONLY be powered by approved Carbon Dioxide (CO₂) or High Pressure Air (HPA) sources

27.3 All Markers must be in safe working order, as determined by qualified CSPPL/SPPL staff or qualified field staff

27.4 Double Troubles: A 'Double Trouble' paintball marker shall be considered a 'special weapon' and be limited to one (1) DT per team. A DT must be no more than two (2) linked paintball markers that alternate fire between barrels at a rate of ONE (1) ball per trigger pull up to the league established maximum of 15 bps per marker" All SPPL hopper restrictions apply. If a DT is electronically configured to fire as one marker (i.e. both markers fire at the same time), said DT is limited to a maximum rate of fire of 15bps TOTAL (7.5 bps per marker). Response-style triggers are NOT allowed on a DT marker. **The 'Double Trouble' special weapon shall be limited to Elite and Pro divisions ONLY.**

27.5 Markers may NOT be autonomous / unmanned, mounted on a turret, craft or vehicle.

27.6 No marker may be the same color as the paint fill being used during an approved SPPL/CSPPL match. For example, if pink fill is being used at an approved qualifier/affiliate event, no marker may be pink in color.

27.7 A 'backup' sidearm may be carried by players providing said sidearm falls under the pistol guidelines as outlined in section 27.2

27.8 Full Auto: If the host field permits full-auto mode for paintball markers, then the SPPL/CSPPL shall likewise permit full-auto mode limited to 15bps on all markers.

27.9 Paintball pistol: Aside from the Tiberius advantage (**CSPPL Only**) listed in section 9.4, players are each allowed to carry one(1) sidearm should they so choose. This sidearm must comply with the paintball pistol description as outlined in section 9.4.

The SPPL/CSPPL reserves the right to not allow any marker the league or its approved representatives deem unsafe or that violates any of the above conditions.

27.3 If player proceeds to repair their paintball marker in the Elimination Zone, they must first air-down their paintball marker. The player must keep their barrel-blocking device in place. A player who has made any repairs to their paintball marker must re-chronograph the marker before re-inserting onto the field. Chronographs will be in the hands of the Elimination Zone Referees.

28.0 Marker Attachments: The SPPL/CSPPL recognizes that players may add attachments to a paintball marker for aesthetic or practical reasons. Marker attachments DO NOT cover air sources or hoppers/feeding systems as those are covered in their own sections. The league requires ALL paintball marker accessories meet the following requirements to be allowed on the field of play during an SPPL/CSPPL match.

28.1.1 Any and all marker attachments must be safely and securely attached to the marker. This includes, but is not limited to: scopes/sighting attachments, launchers, lights, cameras and any other attachment the league deems is not part of an air source or hopper/feed system.

28.1.2 Scopes/sighting attachments. Players may, at their discretion, attach a scope/sighting device to their marker. Said attachment may be holographic, red/green dot, or magnifying in nature. Scope/sighting devices MAY NOT include projected laser-type



systems.

28.1.3 Lights. Players may, at their discretion, attach a lighting device to their marker providing it is able to be turned on or off independently of the marker.

28.1.4 Cameras. Players may, at their discretion, attach a camera device to their marker. This 'gun cam' must be able to be turned on or off independently of the marker. The camera must also be self-contained, meaning it cannot and does not transmit a signal to a remote source/location for viewing/storage.

28.1.5 Launchers. Players may attach a launching device to their marker providing; it does NOT fire 'grape shot' rounds (multiple paintballs per shot); the velocity of the launcher can be independently choreographed and can be locked at a safe velocity; fires approved 'paint grenades' (such as the 'scepter' system).

The SPPL/CSPPL reserves the right to not allow any marker attachment the league, its approved representatives or field representatives deem unsafe or that violates any of the above conditions. 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.

29.0 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/CSPPL to determine which Exotic Weapons will be allowed for the game. This determination will be on a case by case basis and determined by agreements the SPPL/CSPPL has with the host fields.

29.1 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 may be used providing it is of a different color than the paint fill color.**

29.2 Grenade Launchers: See Marker Attachments, section 22.1.5

29.3 Rocket Launchers: (Limit: one (1) launching device per team and 10 rockets/projectiles used per 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, and the shooter must 'call his shot'. This means that the shooter must first identify the obstruction they wish to hit to an SPPL/CSPPL referee, and then actually hit the obstruction they identified. The point at which the rocket first impacts is the center of the elimination area (providing the rocket hits the identified obstruction). ALL players within an 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 rest. A rocket that is thrown by hand will have no effect (with the exception of the RPG capture objective outlined in rule 9.8)
- 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 (see penalties/infractions), 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.

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.)

NOTE: Rockets without any identification are considered void and therefore "invalid" during the course of a game. If an unidentified (unmarked) rocket is used during the contest, the impact will not result in any eliminations and the rocket will be considered "Spent".

29.4 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
- 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. **Any color of paint may be used BUT the paint fill color.**

29.5 Perimeter Warning Devices (PWD): Any PWD may be used, providing:

- It does not utilize a pyrotechnic charge
- The tripwire is breakable by a pedestrian

30.0 Hopper Restrictions: The SPPL/CSPPL ONLY allows agitating-style hoppers with a maximum feed rate of fifteen (15) balls per second (bps), or gravity-style hoppers. Hoppers may NOT have settings that allow them to feed over the maximum feed rate.

30.0.1 Tac Division Hopper Restrictions (CSPPL Only): The Tac division will be limited to hoppers that hold a **maximum** of 50 rounds. Hoppers that generally hold more than that and have been modified to hold 50 rounds must be inspected and approved by authorized CSPPL personnel prior to said hopper being used for play.

30.1 Approved hoppers: include, but may not be limited to:

Approved hoppers

Brand ModelView LoaderVL Revoultion (Xboard) Quantum VL Revolution 9V &12V

Allen PaintballTurbo Active Response FeederExtreme RageOverdriveOdysseyHalo TSA (Frontman/ Backman)ZapMech 404EmpireReloader & Reloader II TippmannAL-200, SSL-200 & CycloneRicochetAK, 2K, 2KY, RhinoQ-loaderQ-loaderBattle Tested Rip ClipKingmanFasta 9vPinokio**MUST use SINGLE 9v battery (see 30.1.3)****Note the hopper list is not all-inclusive and subject to change.****

30.1.1 Cyclone Feed Systems. The Tippmann cyclone feed system is approved providing the marker this system is attached to can be 'tournament locked' at or below 15 bps.



30.1.2 Battle Tested 'Rip Clips' utilize 'Halo' technology and have the ability to force-feed paintballs above 15 bps. The 'Rip Clip' will be allowed for play PROVIDING it is mounted on a BT marker that is not capable of shooting over 15 bps (Current BT electronic grips are capped at 13 bps, and there are no current after-market boards or electronic grips available for BT markers).

30.1.3 Pinokio Hoppers MUST be used with a SINGLE 9v battery and a 'jumped' secondary battery connection for the hopper to be SPPL legal. For proper 'jumping' procedures, please refer to the playsppl.com forum or message the SPPL Ultimate Referee. A clear battery door must also be utilized to assist referees in determining this hopper's legality. Failure to comply will result in the removal of the hopper and possible illegal device and/or unsportsmanlike penalties.

30.2 Prohibited Hoppers:

- Any agitating hopper with an advertised feed rate above 15 BPS
- Any force fed hopper: HALO (A, Re loader B), Viewloader (Vlocity, Vlocityjr., eVLution), Ricochet (Apache), DXS (Pulse), Warp Feeds, Hard Corps (Torque), NXE (JRNY), non-modified Pinokio hopper, Empire Prophecy, Dye Rotor, etc.
- Any force feed hopper used in conjunction with an electro pneumatic, electronically assisted or response trigger style marker.
- BT Rip clips are NOT allowed if they are mounted on a non-BT marker, or a BT marker capable of firing over 15 bps (see section 30.1.2)
- Any hopper that advertises a possible feed rate over 15 bps.

****This list is not intended to all-inclusive and is subject to change. ****

Important note: Purely mechanical markers may use any loader they choose.

31.0 Air Sources: The SPPL/CSPPL recognizes two distinct air sources that may be used to power paintball markers, marker attachments and exotic weapons. Aside from these two sources, no other air source shall be allowed unless it is approved by SPPL/CSPPL or host field personnel. Only CO2 and/or HPA fills offered by the host field may be used during an approved SPPL/CSPPL qualifier/affiliate event.

31.1 Carbon Dioxide (CO2): Carbon Dioxide, commonly known as CO2 is an acceptable air source providing the following standards are followed:

- The container is an approved containment system (also called a 'tank') as per Department of Transportation (DOT) or Transport Canada (TC) regulations
- Has a current hydrostatic test date stamped on the tank. The only current exceptions to this are commonly CO2 tanks that currently do not require. Hydrostatic testing and 12 gram CO2 cartridges.
- The valve on the CO2 tank is in good working order with the proper burst discs in place.

31.2 High Pressure Air (HPA): High Pressure Air, or Nitrogen are acceptable air sources providing the following standards are followed:

- The container is an approved containment system (also called a 'tank') as per Department of Transportation (DOT) or Transport Canada (TC) regulations
- Has a current hydrostatic test date stamped on the tank
- The valve/regulator on the HPA tank is appropriate for the pressure limits of the tank. For example, a tank rated for 4500 psi (pounds per square inch) must have a valve rated for 4500 psi



- The valve/regulator on the HPA tank is in good working order with the proper burst discs in place.

Penalties/Infractions:

32.0 The SPPL/CSPPL was founded on the principals of Sportsmanship and Fair Play. That being said, anytime an organized group of players competes for recognition and/or prizing, it is inevitable that penalties/infractions will need to be called and/or enforced. The following is a breakdown of the penalties and infractions that could be called by SPPL/CSPPL qualified referees during an approved SPPL/CSPPL Qualifier/Affiliate Event. It is possible for this list to be updated at a later date. Penalties/infractions will be divided into two(2) separate categories; Minor penalties/infractions and Major penalties/infractions. If any penalty call results in an Unsportsmanlike penalty call, said call will eliminate the offending team from consideration for the Sportsmanship Award. If a penalty/infraction call is severe enough, the league or it's representatives will take possession of the player card(s). Based on the result of the dispute resolution process, the player card(s) may or may not be returned to the player(s).

33.0 Minor Penalties/Infractions: Minor penalties/infractions are those calls that stem from either unintentional acts or intentional acts that do not warrant severe punishment.

33.1 Leaving the Field of Play: "Leaving the Field of Play" shall be defined as any time a player has any part of their body or equipment outside the boundaries of the field. Regardless of intention, if a player leaves the field of play, they shall be eliminated from the game and must return to their respective dead box. Players eliminated in this fashion may return to play at the next insertion.

Any and all capture objectives in a player's possession when s/he leaves the field of play shall be also eliminated from play for that half.

33.1.1 Unintentional leaving the field of play: Should a player, on the decision of an SPPL/CSPPL approved referee, unintentionally sets foot outside of the field of play (ie, slips, etc), said player shall be eliminated as per the above description in section 33.1 with NO penalty.

33.1.2 Intentional leaving the field of play: Should a player, on the decision of an SPPL/CSPPL approved referee, *intentionally* set foot outside of the field of play (ie, runs out of bounds to prevent the opposing team from acquiring a capture objective in the player's possession), the offending team shall be **penalized 10 points per offence**. It is possible that repeat offences will cause an SPPL/CSPPL approved referee to levy an additional **unsportsmanlike penalty** on the offending team.

33.2 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 the offending team shall be **penalized 20 points per offence**. It is possible that repeat offences will cause a SPPL/CSPPL approved referee to levy an additional **unsportsmanlike penalty** on the offending team.

33.3 Foul language: Swearing, vulgar, profanity (references to Deity), or sexually explicit language is not permitted on the field at anytime, whether directed at a specific person/object or not. Players who violate this shall have their team **penalized 10 points per offence**. It is possible that repeat offences will cause an SPPL/CSPPL approved referee to levy an additional **unsportsmanlike penalty** on the offending team. Should a player/team continually direct foul language at a specific individual, it is possible that local law enforcement will be contacted regarding **verbal abuse** charges.

33.4 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 a 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, slingshots, blow guns, tools outside of the elimination zone that would permit the user to adjust the velocity of the marker on the field of play, any marker/exotic marking device that has been worked on or repaired in the dead box and NOT re-chronographed, any marker/exotic marking device that has had its air source changed and NOT re-chronographed. Offending teams shall be **penalized 20 points per offence**. It is possible that repeat offences will cause an SPPL/CSPPL approved referee to levy an additional **unsportsmanlike penalty** on the offending team.

33.5 Radio Communication: Commonly, teams utilize radio communication during SPPL/CSPPL play. Teams are asked to NOT interfere with their opposing team’s communications at any time. Teams found to be interfering with an opposing team’s radio communications, whether intentional or not, shall be **penalized 20 points per offence**. It is possible that repeat offences will cause an SPPL/CSPPL approved referee to levy an additional **unsportsmanlike penalty** on the offending team. Interfering with league or referee radio communication falls under the major penalty/infraction section.

33.6 Field Adjustment of Marker: “Field Adjustment of Marker” shall be defined as any time a player takes a mechanical action, the result of which is to either raise the velocity of his or another player’s paintball marker (or other paintball “weapon”) or to increase the rate of fire to above 15 bps. Players found doing field adjustments shall have their team’s **penalized 40 points per offence**. It is possible that repeat offences will cause an SPPL/CSPPL approved referee to levy an additional **unsportsmanlike penalty** on the offending team.

33.7 Opposition Paint Check: If a player chooses to call for an Opponent Check, it is possible a penalty may occur against the calling player (see paint check, section 16). 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 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 cleaned. 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.

33.8 Minor Penalty Table

Intentionally leaving field of play	10 pts per offence	Unintentionally leaving field of play	No point deduction
Dead man talking	20 pts per offence	Foul Language	10 pts per offence
Illegal Device	20 pts per offence	Radio Communication when dead	20 pts per offence
Field Adjustment of Marker	40 pts per offence	Opposition Paint Check	5 pts per offence if player clean

**** Repeat offences can result in additional Unsportsmanlike penalties****

34.0 Major Penalties/Infractions: Major penalties/infractions that stem from intentional acts designed to circumvent the spirit and the rules of the CSPPL/SPPL and warrant severe punishment.

34.1 Wiping: “Wiping” shall be defined as playing on after making an effort to obscure, or otherwise remove any paint left by a hit as described in section 10.0 of the SPPL/CSPPL rules. A wiping penalty is a **minimum forty (40) point penalty per occurrence and automatic ejection from the event**. The



offending team will then play the remainder of the event down one player on the field of play.

- **If a player from the offending team is caught wiping for a second time an additional two (2) players will be ejected from the event and that team will play down three (3) players on the field of play for the remainder of the event.**

34.2 Playing On: "Playing On" shall be defined in two(2) ways; 1) as a player moving *more than one yard (three feet)*, 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 2) as a player returning to play once they have indicated they have been hit (section 10.6).

- Players **playing on with an unobvious hit(s) will be called out but not penalized**. Players who suspect that they may have received a hit (obvious or not obvious) may choose to do one of two things; 1) call themselves out and return to the elimination zone, or 2) call for a paint check (see Paint Checks)
- A player on the move who receives a hit may continue to the nearest bunker or cover for the purpose of protecting himself/herself. Upon arrival at said cover, the player must perform a self-check or call for an official paint check. (See Paint Checks)
- A Player who is found playing on with a **single obvious hit** will be called out and receives 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 to have returned to play once they have indicated being hit will be called out and receive a **40-point penalty and ejection from the game**. The offending player's team will then play one man down for the remainder of the game.
- A Player who is found playing on with **more than a single obvious hit** will be called out and receive a **40-point penalty and ejection from the game**. In other words, if, in the opinion of the referee, the player knows s/he has been eliminated but continues to play on for the purpose of eliminating an opposing player before said player leaves the field, said player will be in **gross violation of the rules** and said player will receive a **forty (40) -point penalty and will be ejected from the game**. The offending player's team will then play one man down for the remainder of the game. In addition if the player's 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 player's team will **play down 1 player for the game and the remainder of the event**.

There will be no warnings issued, and the referee's initial determination for wiping or playing on penalties is final and thereby not open to discussion. Teams challenging either call may be charged with additional Unsportsmanlike penalties. If a player is caught wiping or playing on, s/he and his/her entire team may be subject to additional scrutiny from the referees for the remainder of the event.

34.3 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:

- 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.
- Willfully disregards instructions given by a referee. F
- Fails to produce his/her player card when instructed by a referee.
- Purposely throws a marker, air tank or any other piece of equipment.
- Excessive use of fowl language, inappropriate facial or hand gestures.
- Collusion between two teams to affect game play/scoring.
- Arguing or otherwise attempting to alter or sway a referee's on-field call.



- Intentionally looking for objectives, retrieving objectives, changing flag station colors after a 're-break' has been called.
- Excessive illegal talking

The Head Referee will levy this penalty **as many times as necessary**, as well as use **ejection from the game or event** as further deterrent. At the discretion of the Head Referee, a player ejected for Unsportsmanlike behavior may be directed to leave the event, depending on the level of offence. If a player is ejected from the game, his or her team will play down one player for the remainder of that game. If a player is ejected from the event, his or her team will play down one player for the remainder of the event. If an ejected player refuses to leave the event in a timely manner, the offending team may face elimination from the event. Unsportsmanlike penalties begin at **20 points**, continuing to **game suspension**, and can be as high as **100 points, event suspension and possible league suspension for both the offending player and his/her team.** YOU ARE RESPONSIBLE FOR THE ACTIONS OF YOUR TEAMMATES!

34.4 Hot Gun: "Hot Gun" has two(2) distinct definitions: 1) Any paintball marker or "exotic marking device" that does not consistently shoot under the SPPL/CSPPL 280 fps limit (3 shot chronograph), and 2) Any paintball marker or "exotic marking device" that shoots over the SPPL/CSPPL rate of fire limit of 15 balls per second. If a marker is found to be shooting over 300 fps (single shot), OR over the 15bps rate of fire limit, that player's team shall receive a **10 point penalty, and the player and the marker removed from play for that game.** Said team shall play a man down on the field of play for the balance of the game.

Should a paintball marker being used in the Tac Division (CSPPL Only) is found to be shooting in any mode other than semi-automatic; it shall be considered a hot gun.

34.5 Overshooting: The SPPL/CSPPL recognizes that with a rate of fire set at 15 bps, there can and will be a significant amount of paintballs moving towards a target at any given point in time. That being said, Overshooting shall be defined as 'the intentional shooting of paintballs at a player that has clearly indicated that s/he has been eliminated from play (see section 10.3). The act of shooting at a clearly eliminated player in itself is enough for an overshooting penalty to be assessed; the paintballs do not need to break or even impact the eliminated player. The penalty for overshooting will be **10 points per offence.** Repeat offenders (be it players or teams) risk being penalized with an additional **unsportsmanlike penalty/penalties.** Teams playing interdivisional (ie - Masters team vs. Rookie team) will be more closely scrutinized than teams playing within its division.

Weather, lighting conditions, visibility and other natural factors will be taken into account by certified SPPL/CSPPL referees in determining an overshooting penalty.

****All Penalties shall be assessed on the field of play, and referees will make every effort to inform the player of the offence and obtain the name of the player. In a more serious instance, players may be asked and are required to surrender their player cards to the referee. The head referee has the final say on all calls made on the field during game time for that specific game.****

34.5 Major Penalty Table

Wiping	Minimum 40 pts. & event ejection per offence
Playing On - single hit	20 pts per offence
- multiple hits	40 pts & game ejection, possible event ejection per offence
- returning to play	40 pts & game ejection
Unsportsmanlike	min. 20 pts, possible 1 game suspension, max. 100 pts and event suspension per offence, possible league suspension
Hot Gun	10 pts per offence, plus ejection of player and marker for that game per offence
Overshooting	10 pts per offence, possible unsportsmanlike



penalty for repeat offences

League Information, Points/Standings

35.0 All teams will be allowed to attend all events, including the Final Event. The SPPL/CSPPL Final event will be used to determine the National Winner or World Winner while the accumulation of points from all events will be used to determine the National Series Winner or World Series Winner.

35.1 Qualifier Points: Points will be awarded to each team participating in and completing (not removed from an event due to unsportsmanlike conduct) an SPPL/CSPPL event. Each division will be scored with the first place team receiving 100 points, second place team 90 points, third place 80 points, etc. Teams competing in qualified CSPPL events will have their CSPPL event points put towards their World Series points total *providing* that team plays at least one (1) SPPL qualifying event. Teams participating in authorized Scenario (hometown) challenges/affiliate events (see Scenario (hometown) challenge/affiliate event) will receive sportsmanship points based on their participation, either as a playing team, an organizing team or as referees.

35.1.1 Qualifier Referee Points: Complete teams choosing to referee an authorized qualifier will be awarded points based on their level of commitment and to recognize said commitment. For teams to qualify for referee points, ALL members of the team MUST successfully pass at least the entry level SPPL/CSPPL Referee Quiz as well as referee for the entire event. Should more than one team assist in refereeing at a single qualifier, points will be assessed in the same manner of competing teams (and determined by the authorized event organizer). Teams providing the most on-field referees will receive 100 points, second 90 points, etc. Refereeing shall be limited to 3 participating teams. SPPL and CSPPL referee points count equally towards the World Series points totals.

35.1.2 Win/Loss Percentage Points: Points will be awarded on a percentage basis (out of 100) for a Team's OVERALL win/loss record prior to the final event. This score will be determined by using EVERY game said team play in EVERY qualifier they attend. In other words, if a team wins every game they play in 3 qualifiers, they would accrue an additional 100 points towards their ranking going into the Final event, justifiably ranking them higher than teams that have not won every game, yet won a qualifier.

35.2 Scenario (Hometown) Challenge/Affiliate Event points: Authorized hometown challenge/affiliate event participants will receive up to 15 sportsmanship points. Each team participating and completing an authorized hometown challenge/affiliate event will receive 15 points. Each team that organizes an authorized hometown challenge/affiliate event will receive 15 points. Teams that provide a complete referee staff (minimum 5 referee staff and a full support staff) for an authorized hometown challenge/affiliate event will receive 15 points (providing said team is a different team than the organizing team. If the organizing team provides both, they shall receive a maximum of 15 sportsmanship points for the event). If a team must share referee/support duties with another team/group, the points shall be shared, with each team/group receiving 7.5 points.

A maximum of two (2) Scenario (hometown) challenge/affiliate event points may be used towards National Ranking. Half points are considered half a hometown challenge/affiliate event; meaning no team will be able to carry more than thirty (30) hometown challenge/affiliate event points into the National Ranking.

35.3 Points Accumulation: Each and every team competing or refereeing in authorized SPPL/CSPPL events will be able to accumulate points. The maximum number of event points available to be put towards the team's overall ranking will be: 2 qualifying events (best 2), 2 Scenario (hometown) challenge/affiliate events, Win/Loss Percentage and 1 qualifying referee. This means the maximum points any team could potentially carry into the Final event would be 430.



35.4 World Final Event: The World Final points shall go towards each team's overall series points. The difference is that the World Final scoring is higher, meaning that a first place World finish would garner 150 points, second place 140 points, etc.

Should a team play in more than two (2) qualifying events but not the World Final event, said team will be able to use up to three (3) event scores towards their final series points accumulation.

36.0 Dispute Resolution Agreement: All participants in the SPPL/CSPPL **MUST** sign a dispute resolution agreement prior to playing or participating in a sanctioned SPPL/CSPPL Qualifier/Affiliate Event. This agreement shall state the nature by which any and all on or off field disputes is handled. Players, participants and the teams they represent are responsible for maintaining the body of this agreement. Should a player, participant or team decline to sign the dispute resolution agreement, or should they choose to break the agreement once signed, they are subject to any and all actions the league and its representatives deem necessary.

36.1 Game Resolution: At the end of each and every game, each Team Captain shall be given two (2) minutes to verify the score sheet with the Head Referee. It is the Team Captain's responsibility to meet with the Head referee for this verification, not the other way around. Numbers of flag pulls, numbers of objectives found and what penalties were accrued will be looked at. No adding or totaling of scores will take place on the field. The Team Captain can choose to agree with the verification and sign the sheet, or choose to move to the next step; Post-game Resolution.

36.2 Post-game Resolution: Should a Team Captain choose this option, s/he shall be given a MAXIMUM of four (4) minutes to 'state their case' to the event director. At the end of that time, the director will make the final resolution that the Team Captain MUST accept. **NOTE: It is possible for a team, player or participant to accrue additional penalties at this stage, specifically unsportsmanlike penalties based on the decision of the event director.**

36.3 Post event: Players, participants and teams that sign the dispute resolution agreement shall keep any and all disputes within the league's dispute resolution protocol. It is the province of the league and its officials to announce results, to publish disputes and publish differences within the league. Should a player, participant or team choose to breach this agreement, they shall be subject to any and all actions the league and it's representatives choose to take.

37.0 Paint Restrictions: In an effort to make the SPPL/CSPPL experience as enjoyable as possible and to keep costs down, the SPPL/CSPPL has a paint restriction for some Divisions. This restriction limits the amount of paint any 'on-field' team player within those divisions may carry at any point in time:

- **CSPPL Only: Rookie Division Paint Restriction:** Rookie team players may take onto the field up to a maximum of **six (6)** 140 round pods per player **per insertion**. For example, at the beginning of a game, ALL 'on-field' players may have up to six (6) pods on their person. At the first insertion, each re-inserting player may each have up to six (6) pods on their person, no more. Should a player be caught entering the playing area with more than six (6) pods of paint, they shall be penalized with an illegal device penalty *per pod* over the maximum limit.
- **5-Man Division Paint Restriction (SPPL Only):** 5-Man team players may take onto the field up to a maximum of **four (4)** 140 round pods per player **per insertion**. For example, at the beginning of a game, ALL 'on-field' players may have up to four (4) pods on their person. At the first insertion, each re-inserting player may each have up to four (4) pods on their person, no more. Should a player be caught entering the playing area with more than four (4) pods of paint, they shall be penalized with an illegal device penalty *per pod* over the maximum limit.
- **Tac Division Paint Restriction (CSPPL Only):** Tac team players may take onto the field up to a maximum of six hundred (600) rounds (six (6) 100 round pods or four (4) 140 round pods) per player per insertion. For example, at the beginning of a game, ALL 'on-field' players may have up to four (4) pods on their person. At the first insertion, each re-inserting player may each have up to four (4) pods on their person, no more. Should a player be caught entering the playing area with more than four (4) pods of paint, they shall be



penalized with an illegal device penalty *per pod* over the maximum limit.

****There are NO Paint Restrictions for Rookie (SPPL only), Masters, Elite or Pro Classes****

38.0 SPPL/CSPPPL Scenario Challenge Options: The SPPL/CSPPPL offers three (3) options for events, a Scenario Challenge Qualifier, a Scenario Challenge Hometown Event, a Scenario Challenge League. To be able to represent the SPPL/CSPPPL in any of these three (3) options, the event must be sanctioned by the SPPL/CSPPPL Board of Directors in advance of any event advertising.

38.1 SPPL/CSPPPL Scenario Challenge Qualifier: An SPPL/CSPPPL Qualifying event shall be considered an official event when the host field and the SPPL/CSPPPL has a minimum of four (4) teams registered. At this level the SPPL/CSPPPL will have direct involvement in the organizing, running, setup, rules, refereeing, etc. of the qualifying event. Should a field wish to host an SPPL/CSPPPL Qualifying Event, they must first hold a successful Hometown Event and/or have hosted a successful Qualifying Event within the last two (2) years.

38.2 SPPL/CSPPPL Scenario Challenge Hometown Event: An SPPL/CSPPPL Hometown event shall be considered an official event when the host field has a minimum of four (4) teams registered. Divisions at a Hometown event are based on the registering teams. At this level, the SPPL/CSPPPL will have a level of involvement dependant on the host field's decisions. At a minimum, the SPPL/CSPPPL rules MUST be used at such an event. It is possible that a Hometown Event will be upgraded to a Qualifying Event should the number of teams meet or exceed the qualifications for a Scenario Challenge Qualifier. Should a field wish to host an SPPL/CSPPPL Hometown Challenge, they must contact the SPPL/CSPPPL, receive and agree to the SPPL/CSPPPL Hometown Challenge Event Package.

38.3 SPPL/CSPPPL Scenario Challenge League: An SPPL/CSPPPL League shall be considered an official league when the host field has a minimum of four (4) teams registered. SPPL/CSPPPL rules MUST be used yet may be slightly modified based on discussions between the host field and the SPPL/CSPPPL. Should a field wish to host an SPPL/CSPPPL Scenario Challenge League, they must contact the SPPL/CSPPPL, receive and agree to the SPPL/CSPPPL Scenario Challenge League Package.

39.0 Bracketing: Teams will be divided into brackets, usually 3-4 depending on the number of teams participating, and based on seeding from previous SPPL/CSPPPL events.

39.1 For example: whenever possible, each bracket will contain a number one seed, a two seed, and 3 seed and so forth. In the event a new team that has never participated in an SPPL/CSPPPL event attends, they will be seeded alphabetically behind teams seeded from previous play in Major SPPL/CSPPPL events. Every team that attends an SPPL/CSPPPL event will play at least three (3) games. Teams will be taken from each bracket to compete in the playoff rounds based on the win loss record. Points will be used as a tie breaker in the event teams have identical win/loss records. If the points are also a tie then the teams record against each other will be considered. Play off rounds will vary from event based on the number of teams competing in each division, i.e. Rookie, Masters and Elite.

39.2 For example, If there are only four teams registered in the Rookie division then there may not be a playoff round since the teams have already played one another. The 1st, 2nd, 3rd and 4th place finishers will be determined by their records in bracket play. The only exception to this shall be if a National/International Final event has this number of teams. In this instance, the top two (2) teams at the end of bracket play will play a single (1) game to determine the winner of the National/International title.

39.3 In the event there are an odd number of teams per division i.e. Rookie, Masters and Elite at a



qualifying event, teams will be required to play in a mixed division. Although a Rookie team for example, might be in a bracket with Masters and Elite teams any losses to those teams will not affect their overall event standing and prevent them from winning the Rookie division. The same is true for Masters Teams playing in the bracket with one or more Elite teams.

Please Note: *keep in mind that in order for divisional play to work and until we have an equal number of teams in each division this is necessary. A loss in your division to a higher divisional team does not affect your overall standing at that event. Nor does it prevent you from winning your division at that event. For more information or questions please contact info@playsppl.com*

40.0 Prizing: The SPPL and its sponsors will provide prizing for winning teams as follows:

40.1 Medals: The SPPL will award the top three (3) teams from each division ten (10) medals based on that team's placing (gold, silver, bronze). If there are less than three (3) teams in a division, medals will still be awarded according to placing.

40.2 Prizing: The SPPL and its sponsors will award prizing packages based on the number of teams competing in each division. Divisions with four (4) or more competing teams will have prize packages awarded to the top three (3) teams, divisions with three (3) competing teams will have prize packages awarded to the top two (2) teams, divisions with two (2) competing teams will have a prize package awarded to the top placing team only. If there are less than two (2) competing teams, only medals will be awarded

40.3 Sportsmanship Award: The SPPL recognizes the importance of sportsmanship and fair play in that every SPPL qualifying event and Final event will have a Sportsmanship Award. This award will be determined by a player voting system: On Sunday, any and all players or referees involved in the event will be allowed (should they choose) to fill out a single sportsmanship ballot at the SPPL Administration tent. Ballots must be filled out legibly and completely for the ballot to count. Balloting will be allowed between the beginning of Sunday's first game and the end of Sunday's final game. Ballots will be counted by the event's Ultimate Referee and overseen by at least one (1) Field Head Referee, with the winner announced as the completion of the awards ceremony. *It should be noted that teams accruing a major unsportsmanlike penalty will NOT qualify for the Sportsmanship Award regardless of votes accumulated.*

- **Participants in the SPPL/CSPPL acknowledge they have read and understood the rules of play and conduct**
- **2009 SPPL/CSPPL Rules are the sole property of the SPPL/CSPPL- Scenario Challenge.**
- **The rules are subject to change without notice.**
- **ONLY SPPL/CSPPL approved professional photographers will be allowed on the field. Photographers must check in with event coordinator for a media pass.**
- **No media (video or pictures) may be used to influence referee decision**
- **No team or amateur photographers are allowed on the field during play**