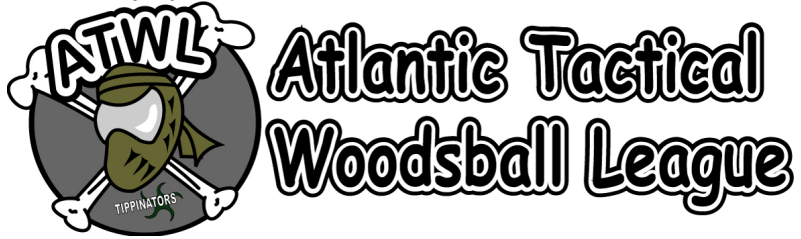


Tippmann X7 Phenom



*Official Rule book of the
Tippmann X7 Phenom
Atlantic Tactical Woodsball League*



Section 1: Rules

- 1) Goggles with Full-face protection manufactured for use in paintball games and are in their original form **MUST** be worn at all times when on the playing field, and field chrono areas.
 - i) Goggles must meet or exceed ASTM standards for eye protection, See ASTM Standard F1776.
 - ii) Lenses must be in good repair, goggles with Cracked, chipped, or excessively scratched lenses will not be allowed to be worn on the playing field.
 - iii) Goggles must have adequate ear protection.
- 2) All players on a team must wear the same jersey. If all players do not wear the same jersey a piece of identifying 'Duct' tape will be placed on the loader of all team members.
 - i) The following jersey colours are banned from use; white, orange, lime green, pink
- 3) Teams will be assigned a flag colour at the start of the season. Teams will raise the same flag every game, all season. Teams may submit their own custom flags to the league. Flags submitted must be 12'' high by 24'' wide with two eyelets.
- 4) Barrel bags/blocking devices must be used off the field and inside netted safe zones at all times.
 - i) All players must carry barrel blocking devices with them at all times, so makers can be made safe in the event of an on field emergency.
- 5) On field emergencies. In the event of an emergency situation, the Referee discovering the emergency will announce over the radios that there is a medical emergency and will ask that all referees stay off the radios. Head referee will sound three short blasts of the horn to notify all players of the emergency.
 - i) Other referees on the field will immediately cause all action to stop.
 - ii) All players must make their makers safe immediately, by installing their barrel blocking devices.
 - iii) Game time will also be halted for the duration of the emergency
- 6) No fighting or arguing with other teams or referees.
 - i) Team captains must bring disputes or complaints to Head Referee.
- 7) No foul or abusive language at any time.
- 8) No drugs or alcohol, any player found under the influence during league events will be ejected from the league for the remainder of the season; and depending on the severity, may be banned from the ATWL.
- 9) Bunkering is allowed, however, malicious over shooting/close range shooting will not be tolerated. Players are encouraged to "surrender" opposing players if possible, however this is



not mandatory, Players are also encouraged to play honorably and accept the surrender, however, this is also not mandatory.

- 10) Smoke grenades are allowed, however, they must be pre-approved by field owner and league prior to use.
- 11) Paintball Mines and Paintball Grenades are NOT permitted for use.
- 12) Communication radios are allowed, however, teams must stay off official league channels (1) that are being used by referees and event organizers.
- 13) Un-sportsmanship like conduct can result in league assessed penalties; these will be applied at the leagues discretion and can include, but are not limited to, a point assessment, suspensions, fines, and entire team removal from the league and forfeit of your team's entry fee.
- 14) ATWL is breakage ball, however, if you call yourself out and the ball did not actually break you are still eliminated. Friendly fire counts as an elimination.
 - i) Elimination is defined as any hit from a paintball and subsequent break resulting in a marking that is equal or greater than the size of a quarter.
 - ii) Ghillie Suits: Any player wearing a full or partial ghillie suite (including ghillie that is attached to load bearing equipment) made of burlap or radar-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) Event paint only – All players must purchase their paint the day of each event, unused paint from previous events **CAN NOT** be used at future events. Each event will have different color fill.
 - i) Players/Teams found to be shooting non-event paint will be ejected from current event with no refunds on league fees or paint sales.
 - ii) Paint will be sold per case.
 - iii) Paint will be sold at \$70 or \$80/case day of event
- 16) Gun restrictions are as follows
 - i) Players are only allowed to carry 1 paintball marker onto the field during matches.
 - ii) Players may share markers at will between live players, or in respawn.
 - iii) All marker fire modes are permitted
 - iv) Markers must fire only .68 cal paintballs.
 - v) Markers must not pass 290 FPS or 15 BPS.
 - vi) All markers, equipment, and launching devices will be made available (at ATWL Refs/League Manager request) for a general inspection by ATWL Referees or League



Manger prior to and during game play, to check for safety status, Chronographing, and possible rate-of-fire tests.

- vii) Any equipment that a player or team feels may be penalized during game play should be brought to the attention of the ATWL head referee or league manager well in advance of game time.
 - viii) Any equipment that a player or team feels is or was in violation during a match should be brought to the attention of the ATWL referees or league manager during the match or immediately following the match. If the marker is in violation then player will be penalized accordingly.
 - ix) Upon request of any referee, league manger or authorized league representative, a player must immediately make available his/her marker for inspection at any time during an event/match. 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.
 - x) A marker that is in play and found to violate any rule of the ATWL shall be penalized and may be excluded from play for the duration of the match.
 - xi) No on field repairs and therefore no TOOLS allowed on the playing field, teams may take tools to respawn, Tippmann X7's Mags will be checked!
 - xii) Unsafe field repairs will be penalized.
- 17) Chrono requirement – there will be a chrono at each respawn, players must chrono when taking the field, leaving the field, and also before each respawn.
- i) Makers that are over the limit of 300fps will not be allowed on to playing field until adjusted to meet the 300fps limit.
 - ii) It is the players' responsibility to ensure the marker shoots under 300fps. If a marker is found on the field shooting higher than 300fps. The marker will be taken and held by league staff and returned to the player at the end of the event.
- 18) There will be a total (max) of 15 players per team on the field during a match.
- i) Teams may register up to 15 players.
 - ii) Only 10 players can be "Active" outside of the respawn area at one time during a match.
 - iii) Teams must field a min of 6 players on the field for each match, otherwise they forfeit and the win will be awarded to opposing team. Unless both captains agree to play with less.
 - iv) Teams may field 2 pit crew players and a coach to help out in the respawn area. Pit crew and coach will be required to wear a visible sign that shows that they are pit crew and/or coach (Team Provided)
- (1) People designated as pit crew or coach is not swappable with on field players.



- (2) Pit crew and coach are allowed to leave respawn area to fill air tanks and gather more paint
 - v) Players can not be registered on 2 different teams at one time but can be loaned to other teams providing both captains and the league agree
 - vi) Only Registered players will be allowed to compete with the team.
 - vii) Rosters will not be permitted to pass the original 15 player limit.
 - viii) Event day substitutions or roster changes will NOT be permitted, (head referee with league manager approval can allow changes in extreme circumstances, and will be at his/her discretion)
 - ix) Registration fees per team will be \$350.00 in team fees and \$100.00 in player's fees. \$450 total in fees.
 - x) Teams not fully paid by May 1st risk losing their franchise.
 - xi) Franchise and player fees are not refundable.
- 19) Paint Checks: There are three types of Paint Checks.
- i) Referee Checks: A referee may call a paint check at his/her discretion.
 - ii) Self-Checks: A person may call a paint check on himself at any time, without penalty. If a player calls a paint check on himself and he is hit while a referee is checking them, the hit will count. If a player is unsure about a "hit", but does not call a paint check in the judgment of the referee, that player is considered as "Playing On"
 - iii) 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 a player calls a paint check on himself and he is hit while a referee is checking them, the hit will count. 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
 - iv) A player found to be calling opponent checks for the sole purpose of learning an opposing player's location, the player calling for the paint check will be penalized for unsportsmanlike conduct.
 - v) Calling paint check on other team the player must state where the player is that he wants checked. Player who says "check him ref" the ref will not move.
- 20) Bounces: 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.
- 21) Safe zones and respawn areas and in game respawn.
- i) Respawn areas will be marked, and are no fire areas either in or out.



- ii) Safe zone will be 10x10 netted in area; masks can be removed, barrel cover on.
 - iii) A taped Buffer Zone will surround each team's respawn.
 - iv) Only 10 players are permitted to be outside of the respawn area at one time during a match.
- 22) Game Reset: At the point when one team is pushed into their respawn point nobody on the field is having any fun. In the event one team is pushed back and all team members are trapped inside the respawn area the Head Referee or League Manager can call for a Game Reset.
- i) Game Reset can be called if there is more than 12 minutes remaining the game
 - ii) All players will return to their start point
 - iii) Flags will remain captured and not be reset
 - iv) The official game time will continue to run
 - v) The Head Referee will sound the horn to restart play
- 23) Sportsmanship: The ATWL format relies heavily on player integrity and sportsmanship; a great deal of focus by the ATWL Refs/League Manager will be placed on good sportsmanship. Teams/players that display unsportsmanlike conduct may be asked to leave for the greater good of the participants and paintball without refunds on league fees or paint sales.

Section 2: Penalties

1. Rule Definitions and Penalties:
 - i. Playing On
 - a. Player continues to play after being marked;
 - b. Unobvious hits – Unobvious hits are those which impact and break on player's harnesses & tubes located on players back or other equipment were the hit would not be reasonably seen or felt
 - c. Obvious hits – Hits are those which impact and break on observable places of the body or equipment which are easily felt, and verifiable
 - d. Continuing to shoot or otherwise engage the opposition
 - e. Continuing to advance
 - f. Providing teammates still in play with paintballs or equipment
 - g. Remaining in the game making no effort to leave the field
 - ii. Wiping – The active and deliberate removal of paint by a player in order to avoid elimination or avoid a referee's call.



- iii. 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 playing field, Regardless of intention.
 - iv. Playing Without Marker – Players must be within 50 feet of marker and all equipment
 - v. Buffer Zone Infraction – Shall be defined as any time a player has any part of their body or equipment INSIDE the opposing teams marked buffer zone, Regardless of intention.
 - vi. Field Adjustment of Marker Velocity/Hot 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 above the 290fps limits, or to increase the rate of fire to above 15bps.
 - vii. Unsportsmanlike Conduct – Shall be defined as, but not limited to:
 - a. Physical – intimidation, physically assaulting, fighting, throwing of items etc, this includes on the playing field, staging area, or parking lots.
 - b. Verbal – Swearing, malicious or vulgar, profanity (references to Deity), or sexually explicit etc, this includes on the playing field, staging area, or parking lots.
 - viii. 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 within five seconds after the elimination. Any communication after five seconds after a player is eliminated is deemed “Illegal Talking”
 - ix. Too many players on field – Shall be defined as anytime a team has more then their allowed ten (10) active players outside of the respawn during a match.
 - x. Unsafe marker in safe zone – Shall be defined as anytime a player has not installed a barrel blocking device, or is completing unsafe on field repairs within their respective safe zones.
 - xi. Blind firing – Shall be defined as anytime a player fires their maker over, above, below, or thru, etc, without visual confirmation of target, or where their shots are hitting.
 - xii. Stacking/Freight training – Shall be defined as the act of utilizing multiple players who move and act in such a manner so that the lead players after being marked and eliminated impedes or prevents the timely elimination of other players in the train.
 - xiii. Shielding – Shall be defined as when two or more players are bunkered in together and when one player gets hit they deliberately stall, and take their time getting out of the firefight, thus acting as a human shield for remaining Teammate(s).
2. The following Illegal Practice penalties shall be levied against teams/players:
- i. Playing On Unobvious Hit: Player sent to respawn
 - ii. Playing On Changing Flag: Flag returned to original position, player sent to respawn



- iii. Leaving the Field of Play: -5pts.
- iv. Buffer Zone Infraction: -5pts
- v. Illegal Talking: -5pts
- vi. Unsafe Marker in Safe Zone: -25pts
- vii. Advancing Without Marker: -5pts, player sent to respawn
- viii. Too Many Players on Field: -5pts, player sent to respawn
- ix. Playing On Obvious Hit: -25pts, player sent to respawn
- x. Stacking/Freight Training: -25pts, player sent to respawn
- xi. Shielding: -25pts , player sent to respawn
- xii. Wiping: -25pts + ejection from match
- xiii. Field Adjustment of Marker Velocity: -25pts + ejection from match
- xiv. Blind Firing: -25pts + ejection from match
- xv. Unsportsmanlike Conduct:
 - a. Player ejected for remainder of day
 - b. No team penalty
 - c. Additional penalties and/or fines at the discretion of league staff

Assessing Penalties - The ATWL reserves the right to assess penalties as the referee staff sees fit, to both players and teams for failure to adhere to the above. ATWL also reserves the right to remove/change/add rules and regulations as administrators see fit to improve overall safety and game play.

Section 3: Game Format

- 1. Two teams on field at once
- 2. 20 minute matches
- 3. Players can carry unlimited paint.
- 4. Air unlimited tanks allowed on field and refills permitted by pit crew only.
- 5. 15 registered players maximum on a team can take the field
 - i. 10 players can be in the playing area at one time.
- 6. Objective: To capture and hold as many of the 3 capture stations as possible.
 - i. All 3 capture zones will be started as neutral.
 - ii. 5 points are awarded for each full minute a zone is captured.



7. 25 Points will be awarded to the team that holds the center flag station at the end of the game
8. Flags must be fully inserted into stands before timer will start.
9. Flags stations will be declared neutral if a player completely removes an opposing team's flag and then becomes eliminated before successfully inserting their own flag.
10. Flag stations will be reset to original position if a successful full in or out has, at the station ref's sole discretion, not been completed or if the flag station is knocked over by a player.