NXL DIVISIONAL X-BALL RULES
2026

CONTENT

1 REGULATIONS 5
1.1 INFORMATION 5
1.2 FIELD SIZE AND REQUIREMENTS 5
2 NXL FIRING MODE 5
2.1 FIRE MODE REQUIREMENTS AND INFRACTIONS FOR ELETRIC MARKERS: 5
3 THE REFEREES 6
3.1 REFEREE TEAM 6
3.2 OFFICIATING 6
3.3 REFEREE HAND SIGNALS AND FLAGS 6
4 TEAMS 7
4.1 TEAM MEMBERS 7
4.2 ROSTERS 7
4.3 ROSTER SIZE LIMITS 7
4.4 IDENTIFICATION CARDS AND LICENSE 7
4.5 DETERMINING CLASSIFICATION RATING 7
4.6 DETERMINING PLAYER CLASS 9
4.7 ROSTER CLASSIFICATION LIMITS 9
5 TOURNAMENT STRUCTURE 10
5.1 PRELIMINARY ROUND SEEDING 10
5.2 ADVANCING FROM THE PRELIMINARY ROUND 10
5.3 PLAYOFF SEEDING 10
5.4 PLAYOFF BRACKET SCHEDULE 10
5.5 PLAYOFF STRUCTURE 10
5.6 SEASON RANKING 11
5.7 WORLD CUP QUARTER FINALS QUALIFIERS 11
6 EQUIPMENT 12
6.1 GENERAL REQUIREMENTS 12
6.2 GOGGLE 12
6.3 BARREL SOCK 12
6.4 CLOTHING 12
6.5 PROTECTIVE GEAR 13
6.6 PAINTBALLS 13

6.7 OTHER EQUIPMENT 13
6.8 PROHIBITED EQUIPMENT 13

7 PAINTBALL MARKER 14
7.1 AIR SYSTEM 14
7.2 MARKER 14
7.3 BARREL 15
7.4 LOADER (HOPPER) 15

8 MATCH STRUCTURE 15
8.1 GAME FORMATS 15
8.2 NXL GAME TIMES AND MERCY LIMITS 15
8.3 SPLIT DECK SYSTEM 16
8.4 SCORE SHEETS 16

9 THE GAME 16
9.1 PIT-AREA 16
9.2 PRE-GAME MARKER INSPECTION 17
9.3 GAME START 17
9.4 START PROCEDURE 18
9.5 ON FIELD CHRONOGRAPHING 18
9.6 PAINT CHECKS 18
9.7 TIMEOUT 18
9.8 GAME INTERRUPTION 19
9.9 BUZZER TOUCH 19
9.10 CONCEDING 19
9.11 LAST 60 SECONDS RULE 20
9.12 OVERTIME 20
9.13 POINT END 20
9.14 GAME END 20
9.15 REPLAY (FINALS) 21

10 HITS AND ELIMINATIONS 21
10.1 DEFINITION OF A HIT 21
10.2 PLAYERS AND HITS 22
10.3 ELIMINATIONS 22

11 SCORING 23
11.1 POINTS 23

11.2 FORFEITS 23
11.3 ROUND SCORE 23
11.4 TIE BREAKERS 23
11.5 TOURNAMENT RANKING 24
12 PENALTIES 25
12.1 ASSESSMENT OF PENALTIES 25
12.2 NOT ENOUGH PLAYERS RULE 26
12.3 COLLUSION 26
13 SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT 26
13.1 ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT 26
13.2 APPEALS 27
13.3 CONFLICT IN THE RULES 28
14 MISCELLANEOUS 28
14.1 MAINTENANCE AND CLEANUP 28
14.2 UNFORSEEN CIRCUMSTANSES 28
15 3V3 X-BALL RULES 29
15.1 ROSTER 29
15.2 LIMITED PAINT 29
15.3 3V3 XBALL GAME 29
15.4 3V3 X-BALL PENALTIES 29
15.5 OVERTIME 29
16 APPENDIX A FIELD SIZE AND GRID 30
17 APPENDIX B PRELIM BRACKET STRUCTURE 31

1 REGULATIONS

1.1 INFORMATION

1.1.1. It is the responsibility of the players and staff of all participating teams to know and understand the rules governing any NXL events.

1.1.2. If the meaning of any portion of this rulebook is unclear, the simplest interpretation and the one most consistent with the body of the rules is most likely the correct one. Omissions are not loopholes. When examples are provided, they are not intended to be the sum of all possibilities, but simply representative examples.

1.2 FIELD SIZE AND REQUIREMENTS

1.2.1. The US NXL standard field size is 150x120 feet with a grid of 10x10 feet (see **APPENDIX A**).

1.2.2. A start base must be 2x1.2 meters wide and placed in the middle of the back boundary of the field.

1.2.3. Each field must be provided with 2 pit-areas for the teams on each side of the field and a referee's tent between the pit-areas.

1.2.4. To meet the X-Ball format requirements, field should be provided with electronic scoreboards, base buzzers, operating console, and loud sound signals.

1.2.4.1. The official game time and score is kept with the Field Ultimate.

1.2.4.2. Field scoreboards and pit scoreboards and meant to enhance the experience for the fans and players. In the case of a malfunctioning scoreboard or pit scoreboard the Field Ultimate gametime and score will be the official time and score.

1.2.5. No player or team member is allowed to change the playing field at any time. Altering the field layout during the game on purpose will lead to elimination of that player. Any player altering the field at any other time before or during the tournament will be suspended for that on-going tournament.

2 NXL FIRING MODE

2.1 FIRE MODE REQUIREMENTS AND INFRACTIONS FOR ELETRIC MARKERS:

2.1.1. Markers may enter ramping on the fourth trigger pull following three semi-automatic trigger pulls, if the time between each trigger pull does not exceed 200 milliseconds (5 trigger pulls per second).

2.1.1.1. Markers may then remain in ramping until the time between any two consecutive trigger pulls exceeds 200 milliseconds.

2.1.2. If at any time the trigger is not pulled within 200 milliseconds of the previous trigger pull, the following three shots (minimum) must be in semi-automatic.

2.1.3. Markers shall fire no more than one paintball within a 95 millisecond (10.5 bps) period.

2.1.4. A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.

2.1.5. A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred would automatically go to the opposing team.

2.1.6. A player on the field of play whose marker fires two shots above 12.5 bps and above will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team. The player who receives the penalty will be suspended for the remainder of the tournament.

2.1.7. Any illegal marker (illegal mode and/or settings) is not allowed on the field of play. Players carrying an illegal marker on the field of play will be assessed a major penalty. A player bringing an illegal marker onto the field of play after being informed by a referee that the marker is illegal will be assessed a gross major penalty.

Millisecond Range		***Shots Per Second Range / Penalty***		
	95ms	0 bps	10.5 bps	Legal
94.3ms	92.5ms	10.6bps	10.8 bps	Major Penalty
91.7ms	80.6ms	10.9bps	12.4 bps	Major Penalty and Point for the other team
80.0ms		12.5bps		Gross Major Penalty, Point for other team and Player Suspension

Feet Per Second Range / Penalty		
0 fps	300 fps	Legal
301 fps	314 fps	Minor Penalty
315 fps	329 fps	Major Penalty
330 fps		Gross Major and Minor Suspension

3 THE REFEREES

3.1 REFEREE TEAM

3.1.1. The suggested Referee Team consists of:
- a) Head Referee on each field.
- b) Field referees.
- c) Field Ultimate.

3.1.2. Each field is recommended to be staffed with a minimum of:
- a) 7 Field Referees, plus one Head Referee for 5v5 format.
- b) 7 Field Referees, plus one Head Referee for the X-Ball format.

3.1.3. All Field Referees and Head Referees are under direct control of the Ultimate Referee.

3.2 OFFICIATING

3.2.1. Each field's Field Ultimate is the highest authority on that field.
3.2.2. The Ultimate Referee is the highest authority at an event regarding play-of-the-game or on field disputes.
3.2.3. Any decision of the Ultimate Referee is final.

3.3 REFEREE HAND SIGNALS AND FLAGS

3.3.1. **Eliminated** – Referees will signal when a player is eliminated by putting one hand on his head and pointing with the other hand stretched and flat at the eliminated player. The referee cannot put a player back in after calling them eliminated with a hand signal. At the same time the referee shouts loud and clearly "HIT".

3.3.2. **Clean** – A referee will signal that a player is clean of any valid hits and has not been eliminated, by crossing both arms signaling a player "Safe".

3.3.3. **Penalty signals**

3.3.3.1. Referees signal penalties by throwing either a yellow flag (minor penalty) or red flag (major or gross major penalty) into the air.

3.3.3.2. The type of penalty signals used (fist movement or flags) by referees must remain consistent among all the referees during a match.

3.3.4. **Minor (One-for-one) penalty signal**

3.3.4.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by tossing a yellow penalty flag into the air. The referee will hold one arm in the air until the penalty is assessed. The referee will shout "PENALTY" while pumping fist in front of their chest to each of the eliminated players.

3.3.5. **Major (two-for-one) or Gross Major (three-for-one) penalty signal**

3.3.5.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will hold two arms in the air, dropping them as penalties are assessed. The referee will shout "PENALTY" to each of the eliminated players.

3.3.6. **Gross Major (three-for-one) penalty signal**

3.3.6.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will hold two crossed arms in the air, dropping them as penalties are assessed. The referee will shout "PENALTY" to each of the eliminated players.

3.3.7. **60 seconds remaining in the match –** All referees will lift their hands, hitting with one fisted hand repeatedly against the other flat stretched hand.

3.3.8. **10 seconds before the start of a point –** All referees will raise both hands with flat stretched hands facing the field at the 10-second buzzer sign. The Head Referee may shout "10 seconds". All referees shall lower their arms immediately after the buzzer starts.

3.3.9. **Time –** One or more referees raise their arms and placing one hand on the other wrist.

4 TEAMS

4.1 TEAM MEMBERS

4.1.1. **Team Representative, Coach, Captain**

a) Representative, as team leader, is responsible for the organization, supervising and discipline of the team members.
b) The team representative is the only person authorized to discuss questions with the Head Referee or Tournament officials.
c) The representative must be present at the captains or technical meetings, if held.
d) One person can fulfill the obligations of Team Representative and Coach at the same time.

4.1.2. **Players**

a) Only players in compliance with the tournament regulations can participate in the tournament.
b) Players must abide by the tournament rules and regulations.
c) Players may not interfere in the referee's work.
d) Any spare player from the tournament roster can replace a basic or suspended player at any time during the tournament.

4.1.3. **Pit crew**

a) The pit crew is part of the team, and responsible for assisting players between the points and games.
b) Pit crew members are not allowed to play for the team unless they are registered as players.
c) The pit crew can enter the field only if referees allow it.

4.2 ROSTERS

4.2.1. All the team's players taking part in the event should be included in that team`s roster.

4.2.2. Only people included in the team's roster as players have a right to play in NXL events.

4.2.3. No player may appear on more than one team roster per format (X-ball, 5v5, 10v10…).

4.2.4. All teams must submit complete rosters at the registration. A player may not be removed from a team's roster after the start of the tournament. Team rosters will be accepted only after all applying fees have been completely paid.

4.2.5. A player that plays in the same tournament for 2 different teams in the same format (X-ball, 5v5, 10v10…) will get immediately suspended from the tournament and all the games he has played will be declared as a loss.

4.2.5.1. The WNXL Professional Division is its own separate format.

4.3 ROSTER SIZE LIMITS

4.3.1. There may be no more than 17 people on a roster.

4.3.2. There may be no more than 12 players on a roster.

4.3.3. There may be no more than 12 staff members on a roster.

4.3.4. There may be no more than 15 players on a Masters roster.

4.4 IDENTIFICATION CARDS AND LICENSE

4.4.1. Every participant in the tournament must have a valid Major League Paintball Identification Card (I.D.) and Major League Paintball competition license to participate in a NXL sanctioned event. Players must be able to always produce their I.D. card on the tournament grounds when asked by any member of the organization staff.

4.4.2. Only valid I.D. cards and proper credentials will be allowed to enter the "Athlete Restricted Area".

4.5 DETERMINING CLASSIFICATION RATING

4.5.1 Players will be assigned a class based on a classification rating computed from previous tournament participation history and performance data.

4.5.2 Each player earns an event score for each roster upon which they are listed as a player.

4.5.3 The event score earned is determined by the formula:

$$90 \times \frac{\textit{Number of Teams Competing} - \textit{Your Place}}{\textit{Number of Teams Competing} - 1} + 10$$

4.5.4 If no data is available, the event will be scored as a 55.

4.5.5 If data is available for the round where the team was eliminated from the event, then the team will receive a score based on their final place in the event. (If only prelim scores are available, and a team was eliminated in the prelims, then the team will receive a score based on their final place in the prelims.)

4.5.6 If data is not available for the round where the team was eliminated from the event, then the team will receive the average score for all places for teams eliminated in that round. (If only the prelim scores are available and 8 teams advanced from the prelims, and a team advanced but their final place is not known, the player will be awarded the average of the 1 through 8 place scores.)

4.5.7 **Each event score is multiplied by a division multiplier based on the division the player competed in.**

- Professional event scores are multiplied by 32.
- Semi-pro event scores are multiplied by 16.
- Division 2 event scores are multiplied by 8.
- Division 3 event scores are multiplied by 4.
- Division 4 event scores are multiplied by 2.
- Division 5 event scores are multiplied by 1.
- Division 6 event scores are multiplied by one half.

4.5.8 **If a team plays in a division with fewer than 10 teams, the player ranking score will be multiplied by:**

- An event score where nine teams participated in the division will be multiplied by 95%.
- An event score where eight teams participated in the division will be multiplied by 90%.
- An event score where seven teams participated in the division will be multiplied by 85%.
- An event score where six teams participated in the division will be multiplied by 80%.
- An event score where five teams participated in the division will be multiplied by 75%.
- An event score where four teams participated in the division will be multiplied by 70%.
- An event score where three teams participated in the division will be multiplied by 65%.
- An event score where two teams participated in the division will be multiplied by 60%.

4.5.9 **If a player is 41 years of age, the value of the scores at least three seasons old will be multiplied by:**

- If the player is 41 years of age, the event score will be multiplied by 95%.
- If the player is 42 years of age, the event score will be multiplied by 90%.
- If the player is 43 years of age, the event score will be multiplied by 85%.
- If the player is 44 years of age, the event score will be multiplied by 80%.
- If the player is 45 years of age, the event score will be multiplied by 75%.
- If the player is 46 years of age, the event score will be multiplied by 70%.
- If the player is 47 years of age, the event score will be multiplied by 65%.
- If the player is 48 years of age, the event score will be multiplied by 60%.
- If the player is 49 years of age, the event score will be multiplied by 55%.
- If the player is 50 years of age or older, the event score will be multiplied by 50%.
- If the player is 55 years of age or older and ranked D2, they will be reranked D3.
- If the player is 55 years of age or older and ranked D3, they will be reranked D4.
- If the player is 65 years of age or older, the player will not be ranked higher than D5.

4.5.10 **If a ranking score is from at least two seasons ago, it will be multiplied by:**

- An event score from two seasons ago will be multiplied by 90%.
- An event score from three seasons ago will be multiplied by 70%.
- An event score from four seasons ago will be multiplied by 50%.
- An event score from five seasons ago will be multiplied by 35%.
- An event score from six seasons ago will be multiplied by 25%.
- An event score from seven seasons ago will be multiplied by 21%.
- An event score from eight or more seasons ago will be multiplied by 17%.
- Except a Pro or Semi-Pro event score from ten or more seasons ago will be multiplied by 12%.

4.6 DETERMINING PLAYER CLASS

4.6.1. A player's class is determined by their classification rating.
4.6.2. A player's classification rating is the sum of the second, third, and fourth highest scores.
4.6.3. For players with only one score, the player's rating is 50% of that score.
4.6.4. For players with two or three scores, the top Division 3 or lower score is dropped, and the rating is the sum of all the remaining scores.
4.6.5. A player starts the season in the highest class in which their classification rating exceeds the point threshold for that class.

- A player who had a classification rating higher than 1968 at the end of the previous season is at least a Semi-Pro player.
- A player who, counting only X-Ball scores, had a classification rating higher than 984 at the end of the previous season is at least a Division 2 player.
- A player who had a classification rating higher than 492 at the end of the previous season is at least a Division 3 player.
- A player who had a classification rating higher than 100 at the end of the previous season is at least a Division 4 player.
- A player who had a classification rating higher than 20 at the end of the previous season is at least a Division 5 player.
- Pro and Semi-Pro have the same point limits. To advance to Pro a player must have played at least two of the previous five NXL Pro events.
  - If a Pro ranked player wins less than 25 points in the pro division over the past 5 events, they can petition the NXL to be demoted to a semi-pro ranking at any time.

4.7 ROSTER CLASSIFICATION LIMITS

4.7.1. Any number of Semi-Pro or lower players and up to two Pro players may appear on a Semi-pro roster.
4.7.2. Any number of Division 2 or lower players may appear on a Division 2 roster, plus

- Up to two Semi-Pro players, or
- Up to one Semi-Pro player and up to one Pro player with a with a classification rating no higher than 5904, provided the sum of the classification ratings of the top two players on the roster is no higher than 7872.

4.7.3. Any number of Division 3 or lower players may appear on a Division 3 roster, plus

- Up to two Division 2 players, or
- Up to one Division 2 player and up to one Semi-Pro player with a classification rating no higher than 2952, provided the sum of the classification ratings of the top two players on the roster is no higher than 3936.

4.7.4. Any number of Division 4 or lower players may appear on a Division 4 roster, plus

- Up to two Division 3 players, or
- Up to one Division 3 player and up to one Division 2 player with a classification rating no higher than 1476, provided the sum of the classification ratings of the top two players on the roster is no higher than 1968.

4.7.5. Any number of Division 5 or lower players may appear on a Division 5 roster, plus

- Up to two Division 4 players, or
- Up to one Division 4 player and up to one Division 3 player with a classification rating no higher than 736, provided the sum of the classification ratings of the top two players on the roster is no higher than 984.

4.7.6. Players of any division are eligible to appear on a Masters division roster.

- Teams are not allowed to roster any players who appear on a Pro or Semi Pro World Cup roster.
- Players Must be over the age of 39 to play in the Masters division.

5 TOURNAMENT STRUCTURE

5.1 PRELIMINARY ROUND SEEDING

5.1.1. Teams in each division in the preliminary round will be seeded according to their rank in the division they will be playing.
5.1.2. Teams will be seeded into preliminary round brackets according to the structure found in **APPENDIX B**.
5.1.3. In preliminary brackets of five teams, each team will play each other team in the bracket once.
5.1.4. In preliminary brackets of six teams, each team will play each other team in the bracket once, except the top-seeded team will not play the 6th-seeded team, the 2nd-seeded team will not play the 5th-seeded team, and the 3rd-seeded team will not play the 4th-seeded team.

5.2 ADVANCING FROM THE PRELIMINARY ROUND

5.2.1. The same number of teams from each bracket will advance, except
5.2.2. If the number of teams advancing is not evenly divisible by the number of brackets, the number of wildcard teams necessary to meet the number of advancing teams will also advance.
5.2.3. Teams will first be selected on a per-bracket basis (Same number of teams from each bracket) based on round score amongst teams in the same bracket, and then any wildcard teams will be selected based on score amongst remaining teams in all brackets.

5.3 PLAYOFF SEEDING

5.3.1. Teams advancing from a head-to-head matchup will be seeded based on the seed into the previous head-to-head round of the highest seeded team in the matchup. (If 12 teams are advancing from the prelims, the top four teams will advance to the quarterfinals, leaving the 5 through 12 seeded teams to play off for the remaining four spots, with 5 playing 12, 6 playing 11, etc. According to this rule, the winner of the 5 vs 12 match-up gets the 5 seed, regardless of the margin of victory in the other playoff brackets. Basically, the top-seeded team in each match-up is 'defending' their seed from the lower-seeded team, and if the lower-seeded team wins, they get that seed – the teams are NOT reseeded after the head-to-head matchups are played out.)
5.3.2. Teams advancing from non-head-to-head brackets will be seeded based on performance compared to all other teams advancing from the same round.
5.3.3. Teams that did not play the immediately preceding round will always be seeded higher than teams that did play the immediately preceding round (Teams with byes are seeded higher than teams without byes.)
5.3.4. If four teams advance from two brackets, the top seeded team from one bracket plays the second seeded team from the other bracket.

5.4 PLAYOFF BRACKET SCHEDULE

5.4.1. Teams playing a head-to-head match-up will play one match with the winner of the match advancing.

5.5 PLAYOFF STRUCTURE

5.5.1. In divisions of two teams, no playoffs will be played.
5.5.2. In divisions of three teams, the top two teams advance directly to finals.
5.5.3. In divisions of six or less teams.
- The top team will advance directly to the finals, and
- The second and third seeded teams will advance to the semifinals, where the winner will advance to play the top team in the finals.

5.5.4. In divisions of seven or more teams,
5.5.4.1. The number total teams in the division divided by 5, rounded up, then doubled will advance.
- In divisions of 7 to 10 teams, the top 4 teams will advance.
- In divisions of 11 to 15 teams, the top 6 teams will advance.
- In divisions of 16 to 20 teams, the top 8 teams will advance.
- In divisions of 21 to 25 teams, the top 10 teams will advance.
- In divisions of 26 to 30 teams, the top 12 teams will advance.
- In divisions of 31 to 35 teams, the top 14 teams will advance.
- In divisions of 36 to 40 teams, the top 16 teams will advance.
- In divisions of 41 to 45 teams, the top 18 teams will advance.

- In divisions of 46 to 50 teams, the top 20 teams will advance.
- In divisions of 51 to 55 teams, the top 22 teams will advance.
- In divisions of 56 to 60 teams, the top 24 teams will advance.
- In divisions of 61 to 65 teams, the top 26 teams will advance.
- In divisions of 66 to 70 teams, the top 28 teams will advance.
- In divisions of 71 to 75 teams, the top 30 teams will advance.
- In divisions of 76 to 80 teams, the top 32 teams will advance.
- In divisions of 81 to 85 teams, the top 34 teams will advance.
- In divisions of 86 to 90 teams, the top 36 teams will advance.
- In divisions of 91 to 95 teams, the top 38 teams will advance.
- In divisions of 96 to 100 teams, the top 40 teams will advance.

5.6 SEASON RANKING

5.6.1. Each team will be ranked in the last division played.

5.6.2. Teams will be ranked by the sum of their event scores, except
- Scores earned in a lower division than the last division played will be reduced by 50% for each division lower than the last division played, and
- Scores earned in a 5v5 division are reduced by 50% when counted towards an X-ball ranking.

5.6.3. A team that plays in a division other than the division they last played in will be seeded into the next event based on their ranking in the division they will be playing.

5.6.4. A team will only include scores from multiple events in their ranking if a minimum number of players are the same from one event to the next. (The minimum number of the same player requirement only applies from event to event, not for the whole season. For example, a team may change eight of 12 players from the 1st to 2nd event, and another eight of 12 players from the 2nd to 3rd event and count all three events even though there may be no players in common between the 1st and 3rd events.)

5.6.5. At least three players must remain the same from one event to the next.

5.6.6. If there is a tie in the number of ranking points,
1) In the event multiple teams are tied with the same ranking points, the team with the most recent score earned in the same division is ranked higher.
2) If teams' most recent scores are from the same date, the team with the highest score from the most recent event is ranked higher.
3) If teams' most recent scores are the same, discard those scores and restart the tiebreakers at 1).

5.6.7. The Semi Professional division will use 4 Major scores and their World Cup score to determine their final season standings.

5.6.8. Division 2 will use their best 3 Major scores and their World Cup score to determine their final season standings.

5.6.9. Division 3 will use their best 2 Major scores and their World Cup score to determine their final season standings.

5.6.10. Division 4 will use their best 2 Major scores and their World Cup score to determine their final season standings.

5.6.11. Division 5 will use their best Major score and their World Cup score to determine their final season standings.

5.6.12. World Cup will be worth double points for all divisions.

5.7 WORLD CUP QUARTER FINALS QUALIFIERS

5.7.1. The top 4 Semi Professional Division teams in the series rankings after the 4th Major will qualify for the playoff round at World Cup.

5.7.2. The top 4 Division 2 teams in the series rankings after the 4th Major will qualify for the quarter finals at World Cup.

5.7.3. The top 4 Division 3 X-ball teams in the series rankings after the 4th Major will qualify for the quarter finals at World Cup.

5.7.4. The top 4 Division 4 X-ball teams in the series rankings after the 4th Major will qualify for the quarter finals at World Cup.

5.7.5. The top 4 Division 5 X-ball teams in the series rankings after the 4th Major will qualify for the quarter finals at World Cup.

5.7.6. All teams that qualify for the World Cup quarter finals will play a preliminary seeding round amongst themselves.

6 EQUIPMENT

6.1 GENERAL REQUIREMENTS

6.1.1. The NXL is authorized to publish a specific list of allowed or banned equipment from its tournaments. It is strongly recommended for players to use equipment allowed by the NXL to avoid potential suspension of tournaments.

6.1.2. Two live players may exchange equipment during the game.

6.2 GOGGLE

6.2.1. The goggle systems used by players and all others must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed ASTM Standards. Goggle manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament.

6.2.2. Goggles must be always worn in areas where markers are allowed to be discharged, including but not limited to:

- Playing fields
- Chronograph stations
- Shooting ranges

6.2.3. Violation of the rules in this section will result in an official warning given to the captain of the player's team for the first offence. For the second offence, the offending team member will be excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.

6.2.4. Anyone on the field must wear full-face protection as it comes from the manufacturer in its original form. The face or ear protection of goggle systems will not be allowed to be turned or twisted upward or in any way modified from their original form at any time or place where goggles are required.

6.2.5. Goggle fans and decorative additions that are not padded, or absorbent are acceptable.

6.3 BARREL SOCK

6.3.1. Barrel socks must be properly always attached to all markers with an air system attached at the tournament site, anywhere in the vicinity of the tournament site including, but not limited to, parking lots/car parks and at hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fulfill the requirements of this rule.

6.3.2. The only exceptions to this requirement are:

a) During velocity check at chronograph stations
b) During test shooting in locations set up for such purposes
c) On the field prior to the start of a game
d) While cleaning markers

6.3.3. Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member being excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.

6.4 CLOTHING

6.4.1. Each player may only wear two layers of clothing (Each layer consists of a standard cotton T-Shirt garment with approximately 150g/m) unless the temperature has been officially announced to be below 10°C (50°F) in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s).

6.4.2. Players must wear full pants, and long sleeve jerseys as their outer layer.

6.4.3. Player uniforms may not contain the prohibited color yellow, except that a player's jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow coloring is more than 0.25 cm from some other color, and no more than 10% of any 5cm-by-5cm square on clothing or item is yellow. Player uniforms containing white must be reasonable clean, if there is too much staining, a referee can demand a player change this part of the uniform.

6.4.4. Player's clothing including pants and jersey must be free from rips and tears, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made from highly absorbent material, such as felt or fleece, or of a highly padded or slick in nature material, such as nylon or rubber.

6.4.5. Quilting is defined as two layers of clothing stitched over each other. Quilting counts as two layers of clothing in the area that is quilted.
6.4.6. Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes.
6.4.7. Jerseys or tops must be fully tucked into the player's pants or harness.
6.4.8. Players may wear a single pair of padded gloves.
6.4.9. Players may wear up to, but not exceeding, two items on their head.
6.4.9.1. Players may wear headgear that does not extend beyond 2cm below the shoulders.
6.4.9.2. Sweatbands are only allowed as headbands if they don't exceed 5cm width and 1 cm thickness.
6.4.10. If a player is found to be wearing illegal clothing during the game, he will be eliminated.
6.4.11. Stickers are not allowed on clothing.
6.4.12. Vests and pouches may not be constructed in such a fashion that they constitute padding.

6.5 PROTECTIVE GEAR

6.5.1. A Player's protective gear cannot be modified from the manufacturer's original form and must meet the international standards. Other protection is prohibited.
6.5.2. Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.
6.5.3. Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.
6.5.4. Players may wear one layer of chest protection manufactured for the use in paintball, provided that the padding has not been modified from the manufacturer's original form. Chest protectors' total layers thickness must not exceed 2cm. A chest protector will count as one layer of the two allowed layers clothing.
6.5.5. Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.
6.5.6. Players may wear groin protection.
6.5.7. Players are encouraged to wear neck protection consisting of close fitting neoprene around the whole neck, with a total layer's thickness not exceeding 2cm. Scarves and similar clothing are forbidden.
6.5.8. Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.

6.6 PAINTBALLS

15.3.1. Players may carry any number of paintballs.
15.3.2. Paintballs used at any NXL events must comply with ASTM standards and meet the league´s non-staining & environmental criteria.
15.3.3. Paintballs must be completely water-soluble.
15.3.4. Paintballs must have pink shells.
15.3.5. Paintballs must have yellow paint fill.
15.3.6. Only authorized paintball manufacturers paint shall be shot at NXL events.
15.3.7. The NXL reserves the right to change the paint shell or fill color at any time.

6.7 OTHER EQUIPMENT

6.7.1. Players may carry any number of pods and squeegees, but no pods that are padded or absorbent in nature.
6.7.2. Players may wear up to, but not exceeding one pack, designed to carry pods.
6.7.3. Players may carry up to but not exceeding one time keeping device.
6.7.4. Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, if such objects are not unnecessarily padded or absorbent. It is the player's responsibility to bring the use of such items to the attention of the refereeing crew prior to play beginning to assure no calls are made by mistake.

6.8 PROHIBITED EQUIPMENT

6.8.1. Prohibited equipment includes:
- Yellow (or any color similar to Pantone color 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803) color equipment (hopper, marker, jersey, pants etc.)
- Listening devices, communication devices or any form of electronic surveillance device.
- Incendiary devices or smoke-producing devices.

- Paintballs with red fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in anyway.
- Propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order and / or have had safety warnings removed or covered.

6.8.2. Players with prohibited colored equipment, devices or cylinders will not be allowed on the field. If found during the game, such player will be eliminated.

6.8.3. Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will be subject to suspension and or fine.

6.8.4. The NXL prohibits the use of clothing, gear, or equipment displaying offensive, inappropriate, or discriminatory content during any NXL-sanctioned event.

6.8.5. Any other clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Ultimate Referee. Players possessing prohibited clothing or equipment on the field of play will be eliminated.

7 PAINTBALL MARKER

7.1 AIR SYSTEM

7.1.1. Only air and CO^2 are permitted as gas propellants. The filling stations must meet the requirements of the specific type of gas filling. Must have fitted the relevant manufacturer's safety devices that are not to be modified in any manner. The maximum pressure permitted for air systems is 4500 psi or any local legal requirements if lower. All date stamps must be in date for the entirety of an event.

7.1.2. Bottles must be originally manufactured to meet the international safety standards. Using of the bottles with an expired certification date is forbidden. Violation of this will cause suspension of player from the event.

7.1.3. High-pressure bottles can be covered by neoprene for safety reasons.

7.1.4. A player may enter the field with only one bottle, and it must be connected to the marker.

7.1.5. It is strictly forbidden to throw the bottle to the ground (especially if connected to the marker body) for any reasons. Violation of this will cause suspension of player from the event.

7.1.6. Any damaged or expired high pressure bottles will be confiscated and returned at the end of the event.

7.2 MARKER

7.2.1. Players may use a single paintball marker of .68 or .50 caliber, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.

7.2.2. The definition of a trigger is the moveable lever or button that meets the finger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.

7.2.3. The marker must have a trigger guard that is unaltered from the manufacturer's original grip frame. The trigger guard must protect the trigger of the marker.

7.2.4. Markers with electronic firing systems must be locked in a tournament mode. The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.

7.2.5. All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the game. All regulators require tournament caps such that they cannot be adjusted without a tool.

7.2.6. Players may not use cloth, neoprene or other material to cover the paint loaders, barrels or markers.

7.2.7. Stickers on markers are limited to one 5x10 cm (2x4 inches) sticker on each side of marker. Sticker colors may not contain yellow.

7.2.8. A marker with no electronic components

7.2.8.1. There is no rate of fire cap for markers with no electronic components.

7.2.8.2. Shall not fire more than one shot per press and release of the trigger.

7.2.8.3. Shall only fire a shot when the trigger is pressed.

7.2.8.4. Shall not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools ("reactive trigger", "pneumatic trigger assists").

7.2.8.5. "Beaver tails" must be in place on any 'Autococker' based markers that use a cocking rod.

7.2.9. A pump marker may only be manually re-cocked between each shot, thus allowing for the hammer to reset.

7.2.9.1. This pump action must consist of one complete backward (pull) and return forward (push) cycle of the pump mechanism.

7.2.10. The trigger may consist of one of two types:

a) A standard trigger that requires a pull and release for each pump cycle.

b) An auto-trigger, which consists of a trigger that can be held in the 'pull' position while cycling the pump mechanism.

7.3 BARREL

7.3.1. Barrels may be equipped with porting, slots and/or rifling and inserts, but may not have a sound suppressor attached or integral to the construction of the barrel.

7.3.2. Only one barrel per player will be allowed on the field.

7.3.3. Barrels with a control system modifying the ball curve are prohibited.

7.3.4. Barrels may not be covered with any kind of materials. Stickers are not allowed on the barrel.

7.4 LOADER (HOPPER)

7.4.1. Loaders cannot be clear but are allowed to be translucent (tinted).

7.4.2. A solid color loader is suggested but not required, solely to not impede with the referee's judgment. A Head Referee does have the right to ban a player's hopper if he feels that the colors do impede with the referee's judgment.

7.4.3. Loaders cannot be covered with any kind of materials.

7.4.4. Stickers on loaders will not be allowed except for one 5 x 10 cm (2x4 inches) sticker on each side of the loader. Sticker colors may not contain yellow.

7.4.5. Transparent lids on loaders are permitted.

7.4.6. Only one loader per player will be allowed on the field.

7.4.7. The Head Ref can ask a player to remove any sticker that resembles a hit.

8 MATCH STRUCTURE

8.1 GAME FORMATS

8.1.1. X-ball Format:

Semi-Pro, D2, D3, D4, D5

- Each match will consist of a series of points.
- Each match will start with a limited amount of game time.
- Match times may vary between divisions.
- Matches will have a point differential mercy rule.
- Match mercy point differential may vary between divisions.

8.2 NXL GAME TIMES AND MERCY LIMITS

Division	***Game Time***	***Mercy Limit***
Semi-Pro	15 Minutes	5 point lead
Division 2	15 Minutes	5 point lead
Division 3	12 Minutes	4 point lead
Division 4	12 Minutes	4 point lead
Division 5	10 Minutes	3 point lead

8.3 SPLIT DECK SYSTEM

8.3.1. Events that use the split deck system will follow the normal X-ball format structure with the additions outlined below.
8.3.2. Teams A and B play a point followed by a break period. During the break period of teams A and B, teams C and D will play a point.
8.3.3. A break period for a match (A and B) will be at least two minutes long.
8.3.4. The break time between the points of the two games being played in a split deck format is one minute.
8.3.5. If either match (A and B) or (C and D) ends, the remaining match will continue with the standard 2-miniute-break period.

8.4 SCORE SHEETS

8.4.1. Any referee or designated official may complete a score sheet. The Field Ultimate may show the score sheet to the captain of each team.
8.4.2. Any correction that is made to the score sheet must be initialed by a Field Ultimate.
8.4.3. If one or both team captains do not agree with the contents of a score sheet and thus will not sign the score sheet, the Head Referee may decide whether the score sheet must be amended and/or validate the score sheet themselves.
8.4.4. A Field Ultimate may correct clerical or mathematical errors on the scoreboard at any time.

9 THE GAME

9.1 PIT-AREA

9.1.1. Each team will be provided with a staging area adjacent to the field of play.
9.1.2. No person appearing on the roster of a team may employ an electronic or mechanical device or voice enhancing device like a megaphone to communicate with any other person during any of the team's points.
9.1.3. No communication is allowed by anyone from the designated staging area to the active field of play during any team points. "Communication" at the referee's discretion may be determined to be non-verbal as in sounds, signals, physical gestures, etc.
9.1.3.1. Any such communication may result in a simple warning or up to a major penalty.
9.1.3.2. With the penalty to be assessed at the time of the infraction, the referee making the call will impose the penalty on the nearest active players of the team penalized.
9.1.4. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or match forfeiture.
9.1.5. Rostered players and staff must not loiter in opposing teams pit-area during the match.
9.1.5.1. Any such loitering may result in a simple warning or up to a major penalty.
9.1.5.2. Rostered players and staff will be allowed to quickly pass though the opposing teams pits if necessary, during the match time.
9.1.6. Only authorized, rostered, and checked in persons will be permitted in the pit-area.
9.1.7. Only rostered and checked in players are permitted to wear team jerseys in the pit-area.
9.1.8. All players, staff, and authorized personnel must possess and display upon request their PBLI ID Card. Failure to do so will result in access to staging area being denied, no exceptions.
9.1.9. Circumventing paddock and/or staging area security may result in ejection from the event and even future events at the discretion of the event organizer.
9.1.10. **Coach.**
9.1.10.1. Each team must have a designated coach. The designated coach must stay in the pit area all the time. If the designated coach is a player, he can function as coach only from the pit area. Only the designated coach may concede, ask for a timeout, and ask the Field Ultimate for an explanation of a call.
9.1.11. **Choosing side**
9.1.11.1. The starting bases should be the same as written in the games schedule.

9.2 PRE-GAME MARKER INSPECTION

9.2.1. All games will be preceded by a pre-game marker inspection, pursuant to which each player's marker will be chronographed and checked for compliance to the marker rules. Pre-game marker inspection will be performed on the field before the scheduled games.

9.2.2. The referees may take a player's marker and inspect it for the following:

a) Presence of foreign matter in the barrel, feed port or loader (hopper);

b) Any device, part, item, adjustment or lack thereof which would enable a player to increase either the velocity of the marker or change the shooting mode on the game field without resorting to the use of tools.

9.2.3. After a marker passes the above inspection, such marker may then be checked for bounce, runaway, velocity, rate of fire and illegal modes.

9.2.4. Marker Checking Procedure:

a) ***"Runaway Guns" test*** - All markers will be checked for "runaway" triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that fires more than 1 additional shot after the final trigger activation, with a maximum delay of 100 ms, will be deemed to be a "Runaway Gun" and will not be allowed on the field.

b) ***Marker Velocity and rate of fire test*** - All markers will be chronographed prior to going onto the field. The maximum velocity allowed will be 300 feet per second. Markers rate of fire will be tested prior but not limited to the start of the match. The maximum rate of fire allowed will be 10.5 balls per second.

9.2.5. Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation if the time permits.

9.2.6. Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start according to schedule, may choose to enter the playing field without their markers and play the game or stay in the pit area.

9.2.7. All markers are subject to a more rigorous inspection in anytime of the game at the discretion of the Head Referee to check for compliance with the marker rules.

9.3 GAME START

9.3.1. Team may start the point with a short squad.

9.3.2. Players start the point inside the playing field boundaries with the muzzle (tip) of their barrels (or touching with the hand if they play without marker) touching the base.

9.3.3. Any player false starting by removing the tip of the barrel of the gun (or hand) from the start gate before the start signal is given, will NOT be automatically pulled from the point, as long as they immediately return it to the gate (touch back).

9.3.4. Even if the signal goes before, they have returned it, they may still return their barrel to the gate (touch back) and then can continue. If they fail to return the barrel to the gate (touch back) either before or after the start signal is given, they will be eliminated.

9.3.5. However, if a player posts their marker or fires it before or after the start signal regardless as to whether they later touch back, they will be eliminated in the normal manner.

9.3.6. Players must carry all equipment to be used during the game on their person at the start of the game.

9.3.7. Players may remove their barrel socks after entering the field.

9.3.8. The game time will begin to countdown at the start of the first point of the match.

9.3.9. Each team starts the first point of the match at the starting station on the same side of the field as the teams' own pit area.

9.3.10. All players and team staff members who are above the number of players that are allowed to play in a point must be past the out of bounds line closest to the team's pits at the start of the point.

9.3.11. Switch ends

- Teams will switch which side of the field that they start on after every point scored**.**
- If a point is started but ends in a no-point (neither team scores), the teams do not switch sides in the following point.
- Each team will play the first point of the game on the side of the field where their pit is located. When the score of both teams adds up to an odd number, the teams will start on the far side of the field (1-0, 2-1, 3-0, etc.). When the score of the game adds up to and even number, the teams will start on the close (pit side) side (0-0, 2-0, 4-2, etc.).
- Teams will start overtime on their pit side of the field.

9.3.12. **Break period (Pit-stop)**

- A break period follows the conclusion of each point.

- The game time stops counting down for the duration of the break period.
- A standard break period is a minimum of two minutes.
- A break period may exceed two minutes in a split-deck format.
- D2, D3, D4, D5 - The minimum break time between the points of the two games being played in a split deck format is one minute.
- Semi Professional Division - The minimum break time between the points of the two games being played in a split deck format is 45 seconds.

9.3.13. The Field Ultimate will keep the official game time with the countdown timer on the electronic scoreboard.

9.4 START PROCEDURE

9.4.1. **Point start.**

- A clearly heard and recognizable signal (different from other sounds) should be given for the start of each point. When there is no electrical system in use, the start must be given by a whistle or any other similar device.
- All the infield referees lower their hands to confirm the point start.

9.5 ON FIELD CHRONOGRAPHING

9.5.1. Chronographing on the field may be done at any time, at the discretion of any Field Referee to determine if a marker's velocity has risen above legal limits or the Rate of Fire Cap is being exceeded. Referees will seek to perform on field chronographing in a manner which least interferes with play.

9.5.2. Players with markers chronographed during a game at 300 feet per second or less and shoots less or equal than one ball in 95 ms (10.5 bps) will continue to play without elimination or penalty.

9.5.3. Players with markers which velocity is over 300 feet per second but less than or equal to 314 feet per second will be eliminated from play and given a Minor penalty.

9.5.4. Players with markers which velocity is over 314 feet per second, but less than or equal to 329 feet per second will be eliminated from play and given a Major penalty.

9.5.5. Players with markers which velocity is 330 feet per second or above will be eliminated from play and given a Gross Major Penalty.

9.5.6. A player on the field of play with an electric marker that fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.

9.5.7. A player on the field of play with an electric marker that fires two shots at 10.9 to 12.4 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred would automatically go to the opposing team.

9.5.8. A player on the field of play with an electric marker that fires two shots above 12.5 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred would automatically go to the opposing team. The player who receives the penalty will be suspended for the rest of the tournament.

9.5.9. In all instances of on-field chronographing that results in a penalty, the referee will show the chronograph result to the player who was chronographed.

9.6 PAINT CHECKS

9.6.1. Paint checks are performed by referees for the purpose of determining if a paintball has broken on and marked a player.

9.6.2. Paint checks are performed by a referee when the referee has observed a player taking shots, or when shots are 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.

9.6.3. Referees may, but don't have to, make a paint check after a player has requested one.

9.7 TIMEOUT

9.7.1. **Game timeout**

a) Each team is entitled to ask for one timeout of 1 minute per match.
b) Designated Coaches should be the ones to call timeouts, made by informing either the Head Referee, the Field Ultimate, or by an electronic system.
c) Timeout cannot be taken in the last 10 seconds before the start of a point.
d) Teams may use their timeouts within the same break period.
e) A Timeout, if available can be used before the overtime period.

9.7.2. **Technical timeout**

a) Technical timeouts may be applied by maintenance staff or can be assigned by the Head Referee for technical reasons.
b) Technical timeout lasts as long as necessary for maintenance staff to solve technical problem on the field.
c) If a technical timeout must be taken in the 10 seconds prior to the start of a point, after the technical issue is fixed the breaktime will be reset to 10 seconds.

9.8 GAME INTERRUPTION

9.8.1. In a situation where a false start happens due to a Referee mistake or miscommunication the Head Referee will stop the game and restart as if the game had never started.
9.8.2. Game stoppages will only occur in case of an emergency, dangerous weather conditions, other "Acts of God" or a physical altercation on the game field.
9.8.3. All Field Referees will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Referees will ensure that players remain in those locations. Once the condition causing the game stoppage has been resolved, all the live players are placed in the proper positions by the Field Referees, the Head Referee will restart the game in accordance with the procedures specified in game start section.
9.8.4. The referees calling "Time" will indicate game stoppages. Each player must remain in the position he was in when the time call was made.
9.8.5. If a game must be interrupted because of an emergency, or otherwise, the Head Referee will stop the countdown timer. When the game is restarted the "Start" procedure of these rules will be used. Time will begin to run upon such restart.
9.8.6. If a game must be interrupted because of an emergency, the Head Referee may instruct all player to place their markers on the ground until he deems that field of play is once again safe.'

9.9 BUZZER TOUCH

9.9.1. There are buzzers installed on the bases.
9.9.2. Any active player can push the buzzer on the base.
9.9.3. When a player pushes the buzzer on the opposite team's base, the time on the electronic scoreboard stops. If there is no scoreboard, then referees make a call "Time!" and the time is stopped. The game will automatically freeze, and no player is allowed to leave his position. The player who pushes the buzzer will be paint checked.
9.9.4. If the player that presses the buzzer is declared clean by the referee, a point will be awarded for that team.
9.9.5. If the player that presses the buzzer is found to have a hit on them, penalties will be assessed.
9.9.6. A team cannot win a point if their player who hits the buzzer is found to have a hit on them.
9.9.7. The player who pushes the buzzer will be checked for paint hits in any case, even if this player marks himself as eliminated after the buzzer push, accidentally or on purpose.
9.9.8. If the player that presses the buzzer receives a penalty and there are more than enough active players to fulfill the penalty and the opposing team has no active players, it will be ruled a no point.
9.9.9. If the player that presses the buzzer receives a penalty and there are not enough players to pull, the result will be an automatic point for the opposing team. The team who was assessed the penalty will also have to start the following point minus the number of players that will fulfill the penalty.
9.9.10. If the player that presses the buzzer receives a Minor Penalty and the team has the exact number of active players to fulfill the penalty, leaving no active players on the field, it will result in a "no point" and no point will be awarded to any team.
9.9.11. If the player that presses the buzzer receives a Major or Gross Major Penalty and the team has the exact number of active players to fulfill the penalty, leaving no active players on the field, the point will automatically be awarded to the opposing team.
9.9.12. If the player that presses the buzzer receives a penalty and the opposing team has any number of active players. The point will automatically be awarded to the opposing team, regardless of the number of active bodies on the team that pressed the buzzer.
9.9.13. If any player presses the button on their own base at any time during a point it will be treated the same a conceded point.

9.10 CONCEDING

9.10.1. At any time during the point, a team may decide to finish the point by conceding and giving a point to the opposing team.
9.10.2. If a designated coach decides to concede, he should loudly call concede to the Field Ultimate.

9.10.3. After the concede call the point will be finished automatically and a point awarded to the opposing team. Head Referee announces the concede call loudly, so everyone is aware.
9.10.4. Fields may be equipped with an electronic system that can be used to concede.

9.11 LAST 60 SECONDS RULE

9.11.1. The 60 seconds rule is about the last sixty seconds of the match time and overtime.
9.11.2. During this period any penalty of Major or Gross Major stops the game time and automatically gives point to the opposing team.
9.11.3. The team that receives the penalty does not have enough active players to fulfil the penalty they must start the next point down the number of players that will fulfil the penalty.
9.11.4. If the team that receives the penalty has enough players to fulfil the penalty they must start with 4 players in the following point.
9.11.5. If in the last 60 seconds of regulation time an infraction that warrants a penalty while the game has been stopped, a point will not be awarded due to this penalty, but other effects will apply.

9.12 OVERTIME

9.12.1. Overtime is only played in playoff matches except for the semi-professional divisions.
9.12.2. Should any playoff match be tied at the end of regulation, overtime will determine the match winner.
9.12.3. Should any semi-professional division match be tied at the end of regulation, overtime will determine the match winner.
9.12.4. Teams will start the overtime period on their pit side of the field.

Overtime (Elimination Rounds: Quarterfinals, Semifinals, Finals, etc.) (SEMI-PRO PRELIMS)

9.12.5. If two teams are tied at the end of a match regulation time, a 5-minute 5-on-5 overtime is played.
9.12.6. The overtime period is sudden death; first team to score wins.
9.12.7. The "60 seconds rule" applies in the last sixty seconds of overtime.
9.12.8. If the 5-minute overtime results in a stalemate (expiration of game time or neither team having any active players), the two teams will each select a player to compete in a 1v1.
9.12.9. The 1v1 will be 2-minutes and is sudden death; the first player to eliminate the opposing player or hit the buzzer at the opponent's base will win the match.
9.12.10. If in case of a stalemate (expiration of game time or neither team having any active players) in the 1v1 there will be a break time of one minute and the teams must choose a different player to compete in a second 1v1.
9.12.11. This will be repeated until a team wins a 1v1.
9.12.12. No player may compete in more than one 1v1 unless every player on a team's roster has competed in a 1v1.

9.13 POINT END

9.13.1. Point-ending situations are any one of the following:
- a) A buzzer is pushed by a player.
- b) A coach concedes.
- c) A penalty (two-for-one or more) in the last 60 seconds of regular time or in last 60 seconds of overtime.
- d) If team starts to play with a bigger number of players than set by rules or by Head Referee.
- e) If a player gets penalized Minor, Major or Gross Major, and the team does not have enough players to pull. In that case the point goes to the opposite team.
- f) If a player gets penalized a Major or Gross Major, and the penalty removes all that teams remaining players.
- g) If regulation game time comes to an end.

9.13.2. Players may not re-enter the playing field without the permission of a Field Referee.
9.13.3. The referee crew will have the final say if a buzzer was touched before or after the final game horn sound.

9.14 GAME END

9.14.1. A game will officially be considered over when the Head Referee announces the result after the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected until they exit the field.
9.14.2. The match ends at
- a) The final game buzzer sound, or

b) A team forfeits, or
c) A team has scored
- Five more points than the opposing team in Semi-Pro or D2
- Four more points than the opposing team in D3 or D4
- Three more points than the opposing team in D5

9.15 REPLAY (FINALS)

9.15.1. Any point in a match is subject to a review.
9.15.2. A review will not result in a restart or continuation of a point that is reviewed.
9.15.3. A call made on the field will only be overturned if the video evidence is indisputable.
9.15.4. Plays that will be reviewed.
9.15.4.1. If a player touched a buzzer before or after time expires (regardless of the buzzer being activated).
9.15.4.2. To determine if a player that presses the buzzer was shot immediately before or immediately after they touched the buzzer.
a) If it is determined that the player was not shot until after they touched the buzzer, the players team will be awarded the point.
b) If it is determined that the player was shot before they touched the buzzer, the point will result in a dirty hang, and the standard penalties will apply.
9.15.4.3. Penalties that result in a swing point. (No new penalty will result from a reviewing a swing point penalty, only an adjustment of the reviewed penalty)
a) If the penalty that resulted in a swing point is overturned after a review, the point will stand and the team that received the reviewed penalty will start with five players in the following point. Unless the following. (b, c, or d)
b) If the team that is awarded the swing point has no active players at the time the penalty occurs, and the team that received the overturned penalty has at least one active player (including the players pulled for the penalty). The team that was given the overturned penalty will be awarded the point and will start the next point with five players.
c) If the team that is awarded the swing point has no active players at the time the penalty occurs, and the team that received the overturned penalty has no active players. The point will be declared a no point, and both teams will start with 5 players.
d) If the team that received the overturned penalty has equal to or more active players at the time the penalty occurs. The point will be declared a no point, and both teams will start with 5 players.

10 HITS AND ELIMINATIONS

10.1 DEFINITION OF A HIT

10.1.1. A player is eliminated if a paintball fired from a paintball marker by a player strikes that player or anything he is wearing or carrying and such paintball breaks.
- If the paintball strikes the player or anything he is wearing or carrying but does not break, the player is not eliminated.
- If a paintball strikes another object first and breaks upon that object before marking a player or anything he is wearing or carrying, such player is not eliminated.

10.1.2. If the referee did not see the source of a paint marking a player has on him that resembles a hit, such player will be declared eliminated (penalties may apply). Generally, if the paint marking is reasonably solid, appears to be a direct hit - rather than smear, splatter, spray, paint from kneeled-on or sat-on paintballs, it will be considered a valid hit.
10.1.3. In the event two opposing players are hit and marked simultaneously, or if the referee cannot determine which player was hit and marked first, both players will be eliminated.
10.1.4. Referees will make every effort to wipe smear, splatter, spray, or paint from kneeled-on or sat-on paintballs off a player at the time they are inspected. If a player continues to play with such paint such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.
10.1.5. Only referees will remove invalid hits, except that a player may remove an invalid hit with the permission of a referee.

10.2 PLAYERS AND HITS

10.2.1. Players are responsible for becoming aware of hits.

10.2.2. If being hit a player must immediately cease play and signal his elimination. Failing to do so constitutes playing on.

10.2.3. If a player gets shot at and he cannot check for a hit by himself at certain locations (for example visor, throat, back, harness) they must immediately cease play and call a referee for a paint check. Failing to do so constitutes playing on.

10.2.4. Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between them and the nearest opponent. Otherwise, they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover the player must immediately check himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.

10.2.5. Players who are hit in locations that can be self-checked, may not call for a paint check. Calling for a paint check under such circumstances constitutes playing on.

10.2.6. Players who get shot in non-abandoned equipment to which they are separated less than 2 meters (except squeegees, pods, harnesses, loader) are considered hit.

10.3 ELIMINATIONS

10.3.1. Referees will eliminate players on the field for the following infractions (not only limited to):

a) Abusive calls for paint checks.
b) Subsequent failure to obey a referee's instructions.
c) If any part of the player touch's the out of bounds line or the ground outside the field of play.
d) Marked with a valid hit.
e) Failure to make a touch back while not having the barrel tip touching the base at the start signal.
f) Posting of the marker or firing it after the start signal regardless as to whether they later touch back.
g) Failure to wear goggles inside the field during the game period.
h) Failure to wear or fasten goggles chinstrap during the game period.
i) Interference or communication during the game in the pit-area by a person affiliated with the team.
j) Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
k) Altering the playing field in game on purpose.
l) A player forcing themselves between two bunkers that have been positioned together to create one bunker.
m) Players that are found with prohibited equipment on the field or those working on their markers in violation of the provisions specified in marker section will be immediately eliminated.
n) Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees, pods, harnesses and loaders will be immediately eliminated.
o) Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.
p) A Player placing a barrel sock on their barrel while the opposing team has any number of active players.
q) A player found to be wearing illegal clothing during the game.

10.3.2. Players that engage in unsportsmanlike conduct will be eliminated. Unsportsmanlike conduct includes, but is not limited to:

a) Failure to obey a referee's call.
b) Deliberate avoidance of a referee in a manner that prevents a referee from chronographing a marker on the field or prevents him from making a call.
c) Shooting at referees.
d) Shooting a clearly eliminated player with malicious intent to injure or intimidate.
e) Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination.
f) Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players.

10.3.3. Players are responsible for removing old hits or bringing the same to the attention of a referee prior to game time, so that they may be dealt with in a manner that would not result in the elimination of the players.

10.3.4. Players that get eliminated, shall do following immediately after:

a) Stop playing.
b) Signal their elimination by putting one hand on their head.

c) Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off-field, or any other route directed by a referee. Players that take routes that are not the most direct and that are meant to conceal from the other team such players' eliminations or players that refuse to follow a referee's direction on leaving the field will be considered to be “playing on”.

11 SCORING

11.1 POINTS

11.1.1. Points are awarded for:

a) Pressing buzzer of opposing base as active player.
b) Concede by opposing coach.
c) A penalty Major or Gross Major, the last 60 seconds of regular time or in last 60 seconds of overtime.
d) Opposing team starts with more players than set by the Rules (regular 5 players) or by the Head Referee (start with a smaller number of players).
e) If at any time in a game the opposing team receives a Major or Gross Major penalty, and the penalty removes all the remaining players on the opposing team.
f) If at any time in a game the opposing team receives a penalty Minor, Major or Gross Major, and doesn’t have enough players to pull.
g) The last player of opposing team gets a penalty Minor, Major, Gross Major.
h) Opposing team has used a marker that is firing above 10.8bps.
i) If opposing team player who presses the buzzer is found to have been eliminated, and the team that did not hit the buzzer has any number of active players

11.1.2. A point scored is awarded at the conclusion of the point played, by the Head Referee.

11.2 FORFEITS

11.2.1. A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game chronographing or for any game in which a team refuses to take the field. In the event that both teams fail to show for its pre-game chronographing or both teams are unwilling to take the field, both teams will have forfeited that game.

11.2.2. Any team that is scheduled to oppose a team that has forfeited a game will receive a game win and the average margin of their other games, or the opposite of the average margin of the games played by the forfeiting team, whichever is greater. The lowest margin a team can receive from a forfeited game is +1 (1-0 game score).

11.2.3. Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand, except if the reason for having missed the game was a fault from the organization staff and the relevant round is not over yet.

11.3 ROUND SCORE

11.3.1. Teams in rounds are ranked by the number of match points scored in that round.

- A team scores five match points for each match won.
- A team scores one match point for each match tied.
- A team scores 0 match points for all other matches.

11.4 TIE BREAKERS

11.4.1. In any group of two or more tied teams, tiebreakers are applied until one or more teams wins, or no team wins, and one or more teams lose the tiebreaker.

a) If one or more teams win a tiebreaker, those teams are removed from the group and are ranked higher than all other teams in the group.
b) If no team wins and one or more teams lose a tiebreaker, those teams are removed from the group and are ranked lower than all other teams remaining in the group.

11.4.2. If after applying any tiebreaker and no teams are still tied, no further tiebreakers will be applied, and teams will be ranked in the order of the last applied tiebreaker.

11.4.3. If after applying any tie breaker and three or more teams are still tied, the next tiebreaker will be applied.

11.4.4. If after applying any tiebreaker and only two teams are still tied, the team's head-to-head game will break the tie. If the two remaining team did not play head-to-head the next tiebreaker will be applied.

11.4.5. In groups of more than two tied teams where two of the tied teams have played each other but have not played any other of tied teams. The winner of those two teams' head-to-head game will be ranked higher, only if they are ranked sequentially after applying the point margin tiebreaker.

11.4.6. In the event of a tie in a non-head-to-head round, ties will be broken, in order, by:

a) Head-to-head competition amongst the tied teams (A team wins if they won every head-to-head match played among tied teams and are better in remaining tiebreakers against a tied team they did not play. If no team wins, a team loses if they lost every head-to-head match played among tied teams and are worse in remaining tiebreakers against any tied team they did not play).
b) Point Margin in all games played amongst tied teams (only applies if tied teams have all played each other).
c) Point Margin in all games played.
d) Least points scored against in games played among tied teams (only applies if all tied teams played each other).
e) Least points scored against in all games played.
f) Greatest time remaining in games won among tied teams (only applies if all tied teams played each other).
g) Greatest time remaining in all games won.
h) Least time remaining in games lost among tied teams (only applies if all tied teams played each other).
i) Least time remaining in all games lost.
j) Seed into the tournament.

11.5 TOURNAMENT RANKING

11.5.1. Ranks 1-4 decided by final games. Unless a third and fourth place game is not played, in that case the rankings for third and fourth place will be determined by the following,

11.5.2. Team eliminated in the same head-to-head round will continue to be ranked according to their place in the most recent non-head-to-head round.

11.5.3. In groups of more than two tied teams where two of the tied teams have played each other but have not played any other of tied teams. The winner of those two teams' head-to-head game will be ranked higher, only if they are ranked sequentially after applying the point margin tiebreaker.

11.5.4. Prelims are ranked by:

a) Head-to-head competition amongst the tied teams (A team wins if they won every head-to-head match played among tied teams and are better in remaining tiebreakers against a tied team they did not play. If no team wins, a team loses if they lost every head-to-head match played among tied teams and are worse in remaining tiebreakers against any tied team they did not play).
b) Point Margin in all games played amongst tied teams (only applies if tied teams have all played each other).
c) Point Margin in all games played.
d) Least points scored against in games played among tied teams (only applies if all tied teams played each other).
e) Least Points Scored against in all games played.
f) Greatest time remaining in games won among tied teams (only applies if all tied teams played each other).
g) Greatest time remaining in all games won.
h) Least time remaining in games lost among tied teams (only applies if all tied teams played each other).
i) Least time remaining in all games lost.
j) Seed into the tournament.

12 PENALTIES

12.1 ASSESSMENT OF PENALTIES

12.1.1. Penalty Enforcement

12.1.1.1. Any penalties that occur before the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the current point.

12.1.1.2. Any penalties that occur after the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the following point.

12.1.1.3. Any penalties that occur after a point is conceded will be assessed in the following point.

12.1.2. **Verbal warnings**

Referees will issue verbal warnings for the following infractions (not only limited to):

a) First offence of failure to obey a referee's instructions.

12.1.3. **Minor penalty** (removal of the player who committed the infraction and a teammate). Assessment of the one-for-one penalty to players on the field will take place for the following infractions (not only limited to):

a) Continuing to play with a hit on any part of a body or equipment (e.g.: shooting, posting, talking, moving forward, not actively calling for a paint check).
b) Checking in as a live player at the end of a game with a hit.
c) Using a marker that is chronographed on the field at 301-314 feet per second.
d) Communicating to anyone after being signaled eliminated by a referee.
e) Possessing prohibited clothing or equipment on the field of play.
f) Any person who shoots towards the spectator sideline or opponent's end line during a break period.
g) Any person who engages in aggressive or insulting behavior towards another person, except a referee.
h) Having any players or team staff members who are above the number of players that are allowed to play in a point not past the out of bounds line closest to the team's pits at the start of the point. Unless the Staff or Player is on the play field in the vicinity of the start box, this will result in an automatic point for the opposing team (11.1.1.(d))

12.1.4. **Major Penalty** (removal of the player who committed the infraction and two teammates). Assessment of the two-for-one rule to players on the field will take place for the following infractions (but not only limited to):

a) Eliminating a player after being marked with a valid hit.
b) Passing multiple bunkers after being marked with a valid hit.
c) First offense of a player carrying an illegal marker on the field of play.
d) Using a marker that is chronographed on the field at 315-329 feet per second.
e) Using an electronic marker with a ball per second rate of 10.6-10.8.
f) Using an electronic marker with a ball per second rate of 10.9-12.4. (The opposing team will all receive an automatic point for the point in which the illegal marker was used)

12.1.4.1. A teammate will be removed for every player that a marked player eliminates after the original player they eliminated causing the major penalty.

12.1.5. **Gross Major Penalty** (removal of the player who committed the infraction and three teammates). Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):

a) **Wiping.** Wiping means that a player is actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.
b) Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized for wiping.
c) Second offense of a player carrying an illegal marker on the field of play.
d) Using an electronic marker with a ball per second rate above 12.4. (The opposing team will all receive an automatic point for the point in which the illegal marker was used, a minor suspension will also apply).

12.1.6. **Minor Suspension -** (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a minor suspension (suspended for the remainder of the game and the team's next game)). Assessment of the Minor Suspension rule to players on the field will take place for the following infractions (not only limited to):

a) Using an electronic marker with a ball per second rate above 12.4.
b) An eliminated player who shoots at a player from out-of-bounds
c) **Re-entering the field** after elimination in order to interfere in the on-going game without being asked by a referee.

d) Second offense of a player carrying an illegal marker on the field of play.
e) Shooting a player with the malicious intent to injure a player.
f) Tampering with one's marker during the game of play. Using any tool or adjusting setting during the game is forbidden, including from the time the point starts until the time the player exits the field and re-enters the pit area. Excluding a player turning the marker on and off and turning the vision system of the marker on and off.
g) Any person who engages in aggressive or insulting behavior towards a referee
h) Any person, who throws any equipment on the field of play other than an air source or disposable equipment.
i) Using a marker that is chronographed on the field at 330 feet per second or above.

12.1.7. **Major Suspension -** (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a major suspension (suspended for the remainder of the event, but not limited to)). Assessment of the Major Suspension rule to players on the field will take place for the following infractions (not only limited to):

a) Second offense of shooting a player with the malicious intent to injure a player.
b) Any person who engages in hostile physical contact with another person, including shooting another person who is not participating in a point or shooting from outside the field.
c) Any person who engages in intentional physical contact with an official.
d) Any person who throws an air source, whether attached to a marker or not.
e) Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system.
f) Second offence of any goggle rule (6.2) violation.
g) Second offence of any Barrel Sock rule (6.3).

12.2 NOT ENOUGH PLAYERS RULE

12.2.1. Assessments of Minor, Major and Gross Major penalties when not enough active players are left:

- The point is stopped, and the point is awarded to the opposing team,
- The opposing team does not need to have any active players to be awarded the point.
- Next point the team that was penalized starts with fewer players to completely fulfill the assessed penalty.

12.2.2. Assessments of Minor penalty when the exact number of live players are left to fulfill the penalty, and the opposing team does not have any active players. The point will end, and no point will be awarded to any team.

12.2.3. Assessments of Major or Gross Major penalty when the exact number of live players are left to fulfill the penalty, the point will be awarded to the opposing team. The opposing team does not need to have any active players to be awarded the point.

12.3 COLLUSION

12.3.1. Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team being on their roster will be (but not limited to) suspended from the remainder of the event and surrender all seed points in that event.

13 SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

13.1 ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

13.1.1. **Responsibility of team members.**
Teams are responsible for the conduct of everyone on their roster, which includes players, pit-crew and supporters. During the event the following may apply to fines, suspensions and ejections.
When game suspensions are issued to a player, the team must play short if they do not have a substitute player on their roster.

13.1.2. **Responsibility of spectators.**

Any spectator engaging in unsportsmanlike conduct to any other event participant will be forced to leave the site.

Spectators are forbidden to communicate, signal, or interfere at any time with the game of play. If a spectator does communicate, signal, or interfere with the game of play they might be subject from a warning to an ejection from the site. The exact way the interference of a spectator is enforced and penalized is upon the specific league or tournament officials.

13.1.3. **Player's suspension.**

Any Field Ultimate may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the Ultimate Referee for suspension.

Any suspension that carries over to another match must be approved by an NXL Ultimate Referee.

Any person who engages in any minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty.

Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed a minor or major suspension by a Head Referee.

13.1.4. **Player's ejection**

Players will be ejected from the tournament grounds for the following infractions:

a) Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar).
b) Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
c) Any applicable maker infraction in section "Markers".
d) Abusive language directed at any player, referee, or spectator.
e) Deliberately shooting from outside the field or boundary.
f) Deliberately shooting referees.
g) Re-entering the field after elimination to interfere in the on-going game without being asked by a referee.

13.1.5. **Minor Suspension**

A player who receives a Minor suspension:

a) Shall not play for the remainder of the match and the next match, even if the next match is in the next round or tournament.
b) Must be present for all points and matches played by their team and must silently remain in an area designated by the Field Ultimate for the duration of the match.

13.1.6. **Major Suspension**

A person who receives a major suspension will be ejected from the event and,

a) May not be on-site at any event for the duration of the suspension.
b) May be suspended up to a year by the Ultimate Referee.
c) May be assessed a fine of up to $1000. A person may not play any further events until such fine is paid.

13.1.7. Players who have been suspended must surrender their ID card to the Head Referee who assesses the penalty.

13.1.8. If a player refuses to hand out his ID card the team will forfeit the next game automatically. The ID card will be returned to the player when the penalty time is over.

13.1.9. **Team ejections**

a) Only the Ultimate Referee may eject a team from an event.
b) A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.
c) Teams ejected for having an illegal roster or playing with ineligible players will forfeit all matches in that event. Teams will otherwise forfeit all remaining matches.

13.1.10. **Player's ejection, Player fines, and Player's suspension from several NXL events**

- All league and tournament suspensions are subject to any NXL affiliate league suspensions; all suspensions if deemed serious enough will be reviewed by the NXL Commissioner to determine if further actions need to be applied.

13.2 APPEALS

13.2.1. Calls made on the field of play may be appealed to the Field Ultimate of the field.

13.2.2. No referee shall overturn eliminations.

13.2.3. The decision of the Head Referee of a field is final, except for suspensions and ejections.

13.2.4. Any player or team subject to a suspension may appeal the imposition of that suspension to the Ultimate Referee immediately.
13.2.5. A team may file a written grievance with the Ultimate Referee regarding the decision of authorized personnel, a scoring official, a referee, or a Head Referee.

13.3 CONFLICT IN THE RULES

13.3.1. In case of a situation not covered by this Rulebook or any conflict between two sections of this Rulebook, the authorized officials will make its decision based on the laws and common sense.
13.3.2. Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.
13.3.3. Any situation within the bounds of this section shall be passed to the NXL Commissioner as soon as possible. The NXL Commissioner has a right to modify or amend these rules even if this amendment would go against the decision originally taken.

14 MISCELLANEOUS

14.1 MAINTENANCE AND CLEANUP

14.1.1. All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and cleanup of the event facility.
14.1.2. All persons will dispose of all trash they generate in designated trash receptacles.
14.1.3. Teams will remove paint boxes from enclosed team pit areas.
14.1.4. Any person that fails to adhere to rules and regulations contained in section 14.1 or promulgated by the promoter may be fined up to $250 by authorized personnel.

14.2 UNFORSEEN CIRCUMSTANSES

14.2.1. In case of any unforeseen circumstances. The National X-ball league reserves the right to make any adjustments to the event.
14.2.2. Upon the start of the first game of the event, the event has considered to have happened, and no refunds will be issued.
14.2.3. In the case of any unforeseen circumstances these adjustments may be made at any time but are not limited to
14.2.3.1. Game times.
14.2.3.2. Mercy rule limit.
14.2.3.3. Number of games played.
14.2.3.4. Number of teams that advance to the next round.
14.2.3.5. Adjusting the schedule.
14.2.4. If the remainder of the tournament becomes canceled for any reason, event standings will be determined by the games that have already been played.
14.2.4.1. If any points are scored in a cancelled game the game will end with the current score. If the game is a head-to-head playoff game and the score is tied, the team with the highest seed in the prelim round will win the match.
14.2.4.2. If some teams have played more matches than other teams, teams who have played fewer matches will receive a tie-score for the number of matches necessary to have the same number of matches played as the team with the greatest number of matches played.
14.2.4.3. If further rounds of playoffs are scheduled after the last fully or partially completed round, teams will be advanced to the next round based on the results of the last fully or partially completed round, with results of further rounds determined by teams' placement at the end of the preliminary round.
14.2.4.3.1. X-ball Match ties will score as 1-1.
14.2.5. The Professional and Semi Professional divisions may be rescheduled to the Thursday prior to the following event.

15 3v3 X-BALL Rules

15.1 ROSTER

15.1.1. Any number of Division 3 or lower players may appear on an Amateur roster.
15.1.2. Any number of Division 4 or lower players and up to one Division 3 player may appear on an intermediate roster.

15.2 LIMITED PAINT

15.2.1. Players may start each point with up to 5 pods and one loader of paintballs.
15.2.2. Loaders must not excide a capacity of 1500ml (approximately 280 paintballs).
15.2.3. Pods must not excide a capacity of 800ml (approximately 140 paintballs).
15.2.4. Once the point starts players may switch pods between each other, i.e. load some players with more, some with less or some with no pods.
15.2.5. Eliminated players will not be allowed to intentionally drop pods that contain any paintball on the field of play.

15.3 3V3 XBALL GAME

15.3.1. Game time and Mercy Limit

Division	***Game Time***	***Mercy Limit***
Amateur	6 Minutes	3-point lead
Intermediate	6 Minutes	3-point lead

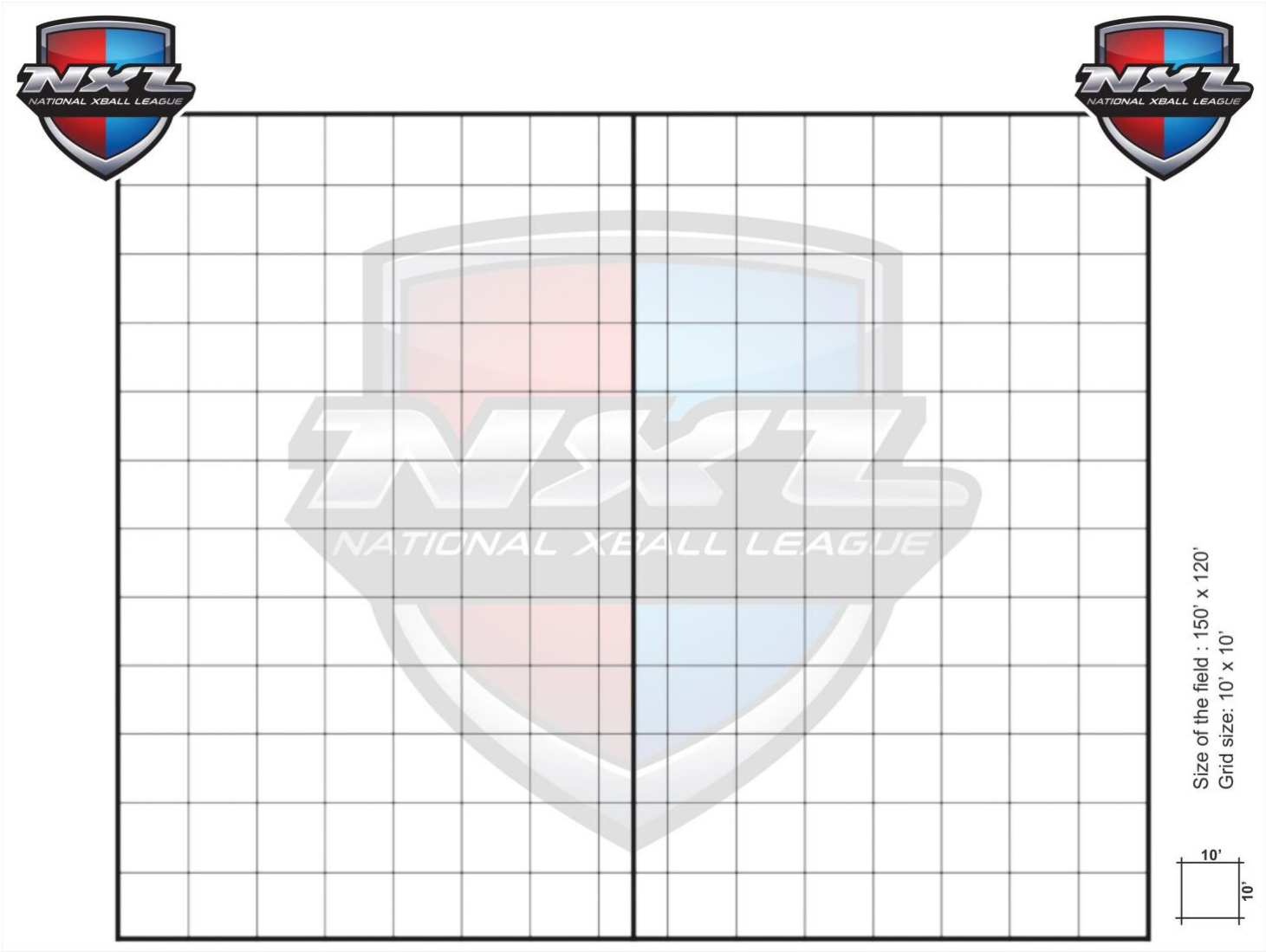
15.4 3V3 X-BALL PENALTIES

15.4.1. The least number of players that a team can start with due to any penalties that carry over for a previous point is two.

15.5 OVERTIME

15.5.1. Should any match be tied at the end of regulation, overtime will determine the match winner.
15.5.2. Teams will start the overtime period on their pit side of the field.
15.5.3. If two teams are tied at the end of a match regulation time, a 2-minute 1v1 overtime is played.
15.5.4. The 1v1 will be 2-minutes and is sudden death; the first player to eliminate the opposing player or hit the buzzer at the opponent's base will win the match.
15.5.5. If in case of a stalemate (expiration of game time or neither team having any active players) in the 1v1 there will be a break time of one minute and the teams must choose a different player to compete in a second 1v1.
15.5.6. This will be repeated until a team wins a 1v1.
15.5.7. No player may compete in more than one 1v1 unless every player on a team's roster has competed in a 1v1.

16 APPENDIX A FIELD SIZE AND GRID



17 APPENDIX B PRELIM BRACKET STRUCTURE

Number of Teams	5-Team Brackets	6-Team Brackets
5	1	
6		1
7	RR	
8	RR	
9	RR	
10	2	
11	RR	
12		2
13	RR	
14	RR	
15	3	
16	2	1
17	1	2
18		3
19	RR	
20	4	
21	3	1
22	2	2
23	1	3
24		4
25	5	
26	4	1
27	3	2
28	2	3
29	1	4
30	6	
31	5	1
32	4	2

Number of Teams	5-Team Brackets	6-Team Brackets
33	3	3
34	2	4
35	1/7*	5/0*
36	0/6*	6/1*
37	5	2
38	4	3
39	3	4
40	8	
41	7	1
42	6/0*	2/7*
43	5	3
44	4	4
45	3/9*	5/0*
46	2/8*	6/1*
47	1/7*	7/2*
48	0/6*	8/3*
49	5	4
50	10	0
51	9	1
52	8	2
53	7	3
54	6	4
55	11	0
56	10	1
57	9	2
58	8	3
59	7	4
60	12	0

RR: Single - Bracket Seeded Round - Robin Schedule