

M7 (RACE TO 3) FORMAT

ALL OTHER TAIWAN PAINTBALL TOURNAMENT RULES APPLY.

MARKER RULING:

Semi Auto, Ramping Modes capped at 12 bps

SIDES

Starting gates are predefined by the schedule via “HOME” and “AWAY”.

“Home” side is on the left of the scorekeeper’s place, AWAY side is on the right.

GAME TIME:

1 period of 8 minutes

ROUNDS:

Race to 3 points.(3 rounds of wins)

NO TIME LIMIT FOR OVERTIME SET(S).

- The teams shall play until the first set win.

-Overtime only during KNOCK OUT STAGES. NO OVERTIME DURING PRELIMINARY STAGE

SWITCH SIDES

Teams will switch sides after 2 rounds.

This only applies to teams in the field.

Coaches and pit crew are to remain in their original team pits.

INTERVALS:

-Rounds within games is to be started **2 minutes** after finishing the round before.

-Between two games (two new teams take the pit areas) is 5 minutes.

ROUND POINTS AWARDED:(1 point per round won)

(a) Pressing buzzer by a live player.

(b) Coach throwing towel.

(c) A 2 for 1 or 3 For 1 penalty in the last 60 seconds of regular game time, the point will be automatically awarded to the opposing team.

(d) If the player who presses the buzzer is found to be hit, a penalty will be assessed and imposed on any remaining live players. If there are no other live players remaining before the penalty is executed or if the penalty exceeds the remaining live players, the point will be automatically awarded to the opposing team, and the penalty will be carried over to the next round – the team will begin the next round with players short according to the penalty.

GAME POINTS AWARDED

For a Win - 1 point

For a Draw - 0.5 point

For a Loss - 0 point

-A win is awarded to the team that reaches the required round points (3 points) first or who are ahead on round points at the end of game time.

-If the teams are tied on round points at the end of game time, a draw is awarded.

NULL & VOID ROUND

A round is declared “null and void” when

- (a) Game time ends before a round is completed.
- (b) All players are eliminated from the round. Last players from teams are simultaneously eliminated.
- (c) All live players walk out from the playing field without touching the base or buzzer.
- (d) If there are two players remaining, and the player who presses the buzzer is found to have been hit prior to pressing the buzzer, a penalty will be assessed and imposed on the other remaining live players (if any), and the round will be declared null and void if there are no live players left after the penalty is imposed. If the penalty exceeds the number of live players remaining on the field (e.g. a 2 For 1 penalty is imposed, but there is only one live player remaining), then the point will be automatically awarded to the opposing team, and the penalty carried forward to the next round.

No point will be awarded for null and void rounds.

PLAYER ROSTER:

Out from the tournament roster of up to 7 players, a team must roster five to seven players for a single game. Out of the 7 rostered players for the game, up to 5 players start each round on the field.

Number of Persons in Pit Area:

Maximum of 10 rostered members (7 player/2 pit crew/1 coach) per team may be in the pit.

All persons must have ID tags while in Pit Area.

The next team staging in pit is not allowed to take part in the ongoing game in any way.

Coach:

Each team must have a designated coach. The designated coach must stay in the coach area all the time. If the designated coach is a player, he can function as coach only from the coach area. **Only** the designated **Coach** may ask for an explanation of a call (only to the head ref, only if head ref is off the field and only during breaks.)

Only the coach can call for a time out or “throw towel”.

After the game the coach has to sign the score sheet.

All Own Team Members (Player & Pit crew):

Team members communicate with own players (not with opponent players, not with refs). Radios, cell phones plus devices to amplify sound are not allowed in the pit area.

(*Coach & Team Members may call out to in field players from within the areas they are placed in .Coach & All Team Members from inside the pit area)

THE M7 GAMEPLAY

(I) THE START OF THE GAME

- (a) Teams are given 5 minutes to take their place in the pit area once they are called to the field or when the game prior to theirs have ended.

It is recommended that the players are already geared up for the 1st round of their game when they enter the pit area.

- (B) A 2 minutes countdown to the 1st round will start.

The timekeeper will announce the time left to the start of the game in set intervals – 2 minutes, 1 minute, 30 seconds, and 10 seconds, prior to the start of the round.

At the 10 seconds call, marshals will raise both of their arms. The round starts the moment the marshals drop their arms. The horn of buzzer or equivalent and the game timer will be started by the timekeeper. **NO TIME OUT WILL BE CALLED IN THE LAST 30 SECONDS OF BREAK TIME**

(II) PRE-GAME

- (a) Inspection Procedure. Each team must report to the Chrono-Station at least one (1) Minute before the game is scheduled to begin. Each player's clothing and ID tags will be inspected and markers will be chronographed by a Chrono-Ref in a designated area inside of the field prior to each game.

(III) THE ROUNDS

- (a) The competing teams will attempt to **TOUCH THE BASE OF THEIR OPPONENT OR ELIMINATE ALL OPPOSING PLAYERS**. If a team successfully touch the opponent's base, the marshals will announce "time" and will inspect the player for hits. If the player is clean, the headref will announce "SET goes to team, 2 minutes!"

- (b) If either of the above is achieved, the marshals shall call out "FREEZE". The game timer will be stopped by the timekeeper .The marshals will quickly inspect the remaining players in the field of play and assess penalties if there are any. Upon completion, the Head Ref will declare "ROUND OVER".

- (c) The timekeeper shall start the break time timer for the 2 minutes break. From the "FREEZE" call till the "ROUND OVER" call, it should take no more than 30 seconds.

- (d) For the subsequent rounds, the timekeeper will only be announcing 2 minute, 1 minute, 30 seconds and 10 seconds.

(e)Penalties: TOP-tournament Rules for penalties are used. (1-4-1, 2-4-1 and 3-4-1). If there are not enough players on the field, team plays short for next points.

(IV) THE FINAL 60 SECONDS OF GAME TIME (LOCKDOWN)

- (a) In the final 60 seconds of regular GAME TIME, the time keeper will announce “1 MINUTE” and the marshals will signal and with one fist punching their palm over their heads.
- (b) Any 2 FOR 1 or 3 FOR 1 penalties incurred by either team after this announcement will result in the round point being automatically awarded to the opposing team.
- (c) This is to prevent blatant playing on and overshooting and is in particular directed towards players charging forward with total disregard of having been marked. The rule of having altered the course of the round will be interpreted very strictly against such a player and a 2 FOR 1 penalty will be given out.
- (d) If the penalty is confirmed, the head referee will announce “GAME OVER”.

(V) TIME OUT

- (a) Each team has only 1 (one) time-out call during their game.
- (b) ONLY the coach can call a timeout – a call for timeout by any other individual will NOT be acknowledged. Only one timeout can be called during each interval.
- (c) No timeout can be called by anyone within the 10-second countdown prior to each round.

(VI) THE END OF THE GAME

One team has scored all Round Points required.

A 2 FOR 1 or 3 FOR 1 penalty is incurred by any team during the last 60 seconds of the game time.

The game time is has ended.