

# Last Light 3-Man Rules

## 3-Man Scoring

1. 20 pts per elimination = 60 pts
  - a. Elimination points are awarded to a team for every opposing player removed from the game in progress.
  - b. A player may be removed for a valid hit, going out of bounds surrender or voluntary exit from the field, elimination by a Judge, valid or invalid, abandonment of equipment (moving more than 5 feet away from such equipment, except spent or unspent paint pods), or beginning the game outside the team flag station
2. 5 per live teammate = 15pts
3. Flag hang =25pts
  - a. Flag hang points are awarded when a player not eliminated breaks the plane of his flag station with the flag.
  - b. Flag hangs will not immediately be awarded upon the flag breaking the boundary of a flag station.
  - c. The status of the flag carrier will first have to be verified as not eliminated.
  - d. The time of the flag hang will be recorded prior to such verification and if the player is determined to be not eliminated and no other hang occurred prior to that hang the hang will be considered valid and the game will be considered over at the time of such hang.
  - e. If a team hangs the opponents flag on their base and the player that hangs the flag is determined to be eliminated by a Judge.
    - i. the appropriate penalty will be applied and the points deducted.
      1. hang posts if one live body is left after the assessed penalty.
      2. Unless, the opposing team has one or more live players. If the opposition (the team that did not hang the flag) still has live players, the appropriate penalty will be applied to the team that has hung the flag, no flag hang awarded to the first flag hanging team, and the opposing team will be awarded 50 points as well as any other points they have earned.
4. Total =100pts
5. Finals Seating will be determined by points
  - a. In case of a tie score among teams such tie will be broken:
    - i. First, by head to head competition, the winner of such contest advancing,
    - ii. If tied still, second by previous round scores, top scorer in that previous round advancing.
    - iii. If tied still, third, by total eliminations scored in the round, the top team in such scoring advancing.
    - iv. If tied still, fourth a single three-minute one-on-one on a field of the event organizers showing.
    - v. If tied still, fifth, with a single coin toss.

## Game Set up

1. 4 Minuets
2. One flag at each home
3. Hang the opponent's flag on your home to win.
4. Mechanical or 5.5 bps cap
  - Semi or NXL ramp ok
5. Hyper or woods Fields

## Teams

1. All the team's players taking part in the event should be included in the teams' submitted roster.
2. Only people included in the team's roster as players have the right to play in the event.
3. No player may appear on more than one team roster.
4. All teams must submit complete rosters before the start of the event. A player may not be added to the roster after the start of the tournament.
5. There may be no more than 5 people on a 3-Man team roster.
6. Any player that plays in the same tournament with two different teams will get immediately suspended from the tournament and all the games he has played will be declared a loss.

## Controls

1. Players are responsible for removing old hits or will be eliminated at the start of the game.
2. Players are not allowed to use tools during game play.
3. Players start the game inside the playing field boundaries with the muzzle tip of their markers touching the front of the home base.
4. The Ultimate Judge will begin a game by counting down so that each team can clearly hear the following: "Ten seconds!!". Thereafter, the game will begin 10 seconds later with the Ultimate Judge yelling "GO, GO, GO" or sounding a Horn.
5. A game will end only by the Ultimate Judge announcing "Game Over".
6. Eliminated players must remove their arm band and exit the field by the most direct route or as directed by a field Judge and go directly to the team's assigned Dead Box.
7. All live players at the end of a game must present themselves to a Field Judge at the center point for inspection.
8. No player having exited the field may re-enter without permission from a field Judge.

## Chronographing

1. All players will be chronographed at their flag stations by the chronograph Judge prior to the start of the game.
  - a. The chronograph Judge may take the markers from the players and inspect the for the following:
    - i. The presence of a foreign matter in the barrel, feed port, or loader.
    - ii. Tightness of screws, barrels, tanks, and other working parts that can increase or decrease muzzle velocity.
    - iii. Presence of valves or expansion chambers, which can be turned on or off, all valves will be placed in the open position.

- iv. Presence of external velocity adjusters, which are not covered or fixed in place.
  - v. Bouncing triggers.
  - vi. Any other device, part or item which would enable a player to effectively shoot in violation of the rules set forth in Marker Section or increase the muzzle velocity of a marker.
2. Markers will pass inspection if the foregoing is complied with and the velocity of any paintball does not exceed 300 feet per second. All players whose marker did not pass inspection of the chronograph Judge can elect to enter the field without a marker or be counted as eliminated.
  3. Chronographing on the field may take place at any time at the discretion of the field Judges. Such choreographing will take place in a manner which would least interfere with play.
    - a. Players whose markers are shooting in excess of the allowed limits will be eliminated from play.
    - b. If during game play, one shot is fired between 301-309, that player will be immediately eliminated
    - c. If one shot is fired between 310-319 a 1 for 1 penalty will be assessed.
    - d. If one shot is fired at 320 or more, a 2 for 1 penalty will be assessed.

#### Paintchecks

1. Paintchecks are performed by a Judge in his sole and absolute discretion or if directed to do so by another Judge if it is felt by any Judge that a paintball may have hit and broken upon the player called for the check.
2. Judges may, but are under no obligation to perform a paint check if a player has requested one on himself or any other player in the game from his or the opposing team.
3. Judges will make every effort to perform a paint check without calling a player neutral, but the Judge, in his sole and absolute discretion may call a player neutral if it is felt that he cannot effectively make the check without such a call. If such a call is made, the Judge will signal that player neutral and that player can no longer be eliminated until the Judge completes the check and the player can resume his position prior to the call and check, Player not called neutral may be eliminated during the paintcheck.
4. No flag carrier will ever be stopped and declared neutral for the purposes of performing a paintcheck.
5. If a Judge performing a paintcheck determines that a play is hit, the player must immediately:
  - a. signal himself eliminated by calling out "HIT" or "OUT", just once.
  - b. Remove their armband
  - c. Exit the field by the most direct route or as directed by a Judge.
6. If a Judge performing a paintcheck determines that a player is not hit, the player may continue to play.

#### Eliminations

1. A player is eliminated if a paintball shot by a live player strikes and breaks on him or anything that he is wearing or carrying.
  - a. If the paintball does not break, the player is not eliminated.
  - b. If the paintball strikes another object and paint splatters on a player or anything that he is wearing or carrying he is not eliminated.

- c. Judges rulings on such matters are final and non-appealable.
- 2. Obvious hits are those which impact and break on easily observable places on the body or equipment of a player.
  - a. Players with obvious hits must immediately signal themselves eliminated by calling "HIT" or "OUT" and remove their arm band.
- 3. Players with hits in areas or places which are not easily verifiable must immediately call for paintcheck on themselves.
- 4. Unobvious hits are those which are not Felt and break on players or equipment which are not easily observable or discovered. Players with unobvious hits will be eliminated when discovered.
- 5. A player is eliminated if:
  - a. Any part of his/her body or anything that he is wearing or carrying is outside the playing area, and Judges rulings on such matters are final and non-appealable.
  - b. He/she is found with prohibited equipment on the field. (iii) He/she separates himself by more than 5 feet from equipment brought onto the field, except pods, harnesses, loaders, or squeegees.
  - c. He/she engages in unsportsmanlike like conduct, including but not limited to excessive shooting failure to obey a Judge's direction to stop moving on a player, deliberate avoidance of a Judge in a manner to prevent that Judge from choreographing a marker, making a call or otherwise enforcing these rules, shooting at a Judge and verbal abuse of opposition players, and Judges rulings on such matters are final and non-appealable.
  - d. He/she takes actions which would cause members of the opposing team to believe that he has been eliminated.
  - e. His/her marker is shooting in excess of 300 feet per second on one shot.
  - f. He/she is eliminated by a Judge as a result of a penalty called on a teammate.

## Player Gear

- 1. Clothing
  - a. Each player may wear only one layer of underclothing beneath jersey and pants.
  - b. Each player must wear only one long sleeved jersey and one pair of full-length pants: (i) Which are not oversized, (ii) Which are not made from highly absorbent material such as felt or fleece or of a highly padded or slick material such as nylon or rubber.
  - c. Players may wear single layer neck protection
  - d. Players may wear single pair of gloves, with or without full fingers. Gloves may be padded.
  - e. Players may wear headgear, which does not extend more than one inch below the collarbone or below the shoulder blades.
- 2. Protective Gear
  - a. Players must wear goggles, full face and ear mask systems manufactured for use in paintball games that are in good repair and with lenses not in any way damaged.
    - i. These systems must meet or exceed ASTM standards.
  - b. Players may wear unmodified forearm, elbow, knee and skin protection over or under clothing.
    - i. Male players may wear groin protection and female players may wear breast protection.

## Markers

3. Players may carry into a game and use only one .68 caliber; which has a single barrel and a single action trigger. Where applicable, the force needed to pull that trigger of the marker must exceed the bounce back force of the trigger caused by the expenditure of the paintball, eliminating the possibility of a bouncing trigger.
  - a. pump
  - b. semi-automatic “mechanical” marker
    - i. Guns with triggers that only activate a pneumatic switch in order to fire the gun are restricted to a trigger guard with an internal size no larger than 1.300” in height.
    - ii. Pneumatic switch: any pneumatic device activated by the trigger that control the flow or exhaust of air/gas in the firing cycle of a paintball marker would be considered as a pneumatic switch.
  - c. electronic marker with a rate of fire capped at 5.5 balls a second or less.
    - i. semi-automatic firing mode capped at 5.5 balls per second (bps)
    - ii. 2017 NXL/Millennium ramping firing mode capped at 5.5 balls per second.
    - iii. Full automatic IS NOT allowed.
4. Fire Mode Requirements and Infractions:
  - a. A player on a field of play whose marker fires two shots at 5.6 to 5.9 bps will be assessed a major penalty “Three-for-One”. The appropriate points will be deducted on the score sheet.
  - b. A player on the field of play whose marker fires two shots at 6.0 to 7.0 bps will result in the match automatically being awarded to the opposing team, with the losing team receiving a score of 0 and the winning team receiving a score of 100.
  - c. A player on the field of play whose marker fires two shots above 7.1 bps will result in the match automatically going to the opposing team, with the losing team receiving a score of 0 and the winning team receiving a score of 100. The player who receives the penalty is assessed the penalty on the field of play. Players attempting to carry an illegal marker on the field to play prior to the start of the game will be assessed a major penalty. A player bringing an illegal marker onto the field of play after being informed by a Judge that the marker is illegal will be assessed an event suspension.
  - d. All markers with any form of external velocity adjusters must be modified in such a way so that the velocity adjuster is not readily accessible during the course of play. All regulators require tournament caps so that they cannot be adjusted without a tool with the marker gassed or degassed.
5. All markers with any form of external velocity adjusters must be modified in such a way so that the velocity adjust is not readily accessible during the course of play. All regulators require tournament caps so that they cannot be adjusted without a tool with the marker gassed or degassed.
6. Barrels may be equipped with porting slots and/or filling, but may not have a sound suppressor attached or an integral part of the construction.
7. Cloth, neoprene or other material may be used to cover their tanks attached to the markers.
8. Barrel bags must be used off the field of play and away from the choreographing areas.

## Paint

9. Only 68 caliber paint shall be used during the tournament.
10. Paint must be non-staining and water soluble.

## Other Equipment

1. Players may carry any number of paint pods.
2. Players may carry one goggle cloth in their pocket.
3. Players may carry any number of squeegees and swabs.
4. Players may have just one compressed air or CO2 tank certified for use as of the dates of the tournament.

## PROHIBITED EQUIPMENT

1. Includes, without limitations listening devices, any form of electronic surveillance, incendiary devices, smoke producing device, paint which contains toxins or pathogens, paint with a shell or fill altered or augmented in any way or paint which is not biodegradable.
2. Markers or other equipment not in conformity with the provisions of their respected section are prohibited.
3. No communication device will be allowed on the playing field by any player, ie. Walkie Talkies, I-Watches.
4. If found, the player and entire teams may be disqualified from the tournament, and will be asked to leave the tournament grounds immediately.

## Decorum

1. Teams and players thereon shall refrain from waring or otherwise displaying offensive pictures, words, attire, or logos.
2. Teams and players thereon shall refrain from engaging in any conduct that would bring the tournament, promoters or the game site into disrepute, including but not limited to trashing hotel rooms, the discharge of markers in un-goggled areas, the willful destruction of private property, physical altercations except in defense of one's person against an unprovoked attacked or the commission of a criminal act.
3. Any player that is found to have engaged in any conduct deemed inappropriate by a ref and head ref, may be removed from the playing field and/or ejected from the tournament. There is no appeal process. The player may be banned from any future participation in future events.
4. Any player in the dead box found shooting from the dead box will be immediately asked to leave the tournament and the property