

MSXL

MID-SOUTH-XBALL-LEAGUE



Race to World Cup

www.msxlevents.com

Official MSXL Rulebook 2026

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1. Regulations

1.1. Information

- 1.1.1. It is the responsibility of the players and staff of any and all participating teams to know and understand the rules governing MSXL events.
- 1.1.2. If the meaning of any portion of this rulebook is unclear, the simplest interpretations 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 MSXL standard field size is 45x36 meters with a grid of 3x3 meters (see Field Size and Grid). There should be at least 35 obstacles (bunkers) used on a layout.
- 1.2.2. A start base must be placed in the middle of the back boundary of the field.
- 1.2.3. The playing-field boundary shall be marked clearly and placed a minimum of 1.5 meters off the netting.
- 1.2.4. Obstacles should be placed a minimum of 1.5 meters off the boundary. The order of the obstacles on the field should meet the official event layout.
- 1.2.5. Each field must be provided with 2 pit-areas for the teams and a referee's tent between the pit areas.
- 1.2.6. To meet the MSXL format requirements, each field should be equipped with electronic scoreboards, timeout/concession buttons and a horn.
- 1.2.7. 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. MSXL Firing Mode

2.1. Firing Mode Requirements and Infractions

- 2.1.1. Any marker capable of ramping shall fire no more than one shot per press and release of the trigger unless,
 - 2.1.1.1. The trigger has been pressed and released four times and
 - 2.1.1.2. The trigger has been pressed and released at least once every 200 milliseconds.
 - 2.1.1.3. Players with markers firing in a firing mode that does not comply with 2.1.1.1. and 2.1.1.2. will be given a major penalty. If the marker is also shooting 10.6 bps or above, the worse of the two penalties will be assessed. In this case, only one penalty will be assessed.
- 2.1.2. No marker shall fire more than one paintball within a 95-millisecond interval. This is the equivalent to 10.5 balls per second (bps).

- 2.1.3. A player on the field of play whose marker fires two shots at or between 10.6 bps to 10.8 bps will be assessed a major penalty.
- 2.1.4. A player on the field of play whose marker fires two shots at or between 10.9 bps and 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.
- 2.1.5. A player on the field of play whose marker fires two shots at or above 12.5 bps will be assessed a major penalty (assessed on the next point) and the point in which the infractions occurred will automatically go to the opposing team. The player who receives the penalty will be suspended for the remainder of the match in which the infraction occurred and the following match for all Race-to-X formats. Players shooting at or above 12.5 bps in the 5-man format will be suspended for the following four points that their team plays.
- 2.1.6. A player may use a mechanical marker or an electronic marker capped at 5.5 balls per second in the Mechanical Division.

<i>Millisecond Range</i>		<i>Shots Per Second Range</i>		
	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 other team
80.0ms		12.5bps		Major Penalty, Point for other team and Player Suspension

3. The Referees

3.1. Referee Team

- 3.1.1. The suggested Referee Team consists of a Head Referee on each field along with field referees and a Scorekeeper.
- 3.1.2. Each field is recommended to be staffed with a minimum of 6 field referees plus one head referee for the Race-to-X and 5-Man format.
- 3.1.3. Each field is recommended to be staffed with a minimum of 4 field referees plus one head referee for the 3-man format.

3.2. Officiating

- 3.2.1. Each field's Head Referee is the highest authority on that field.
- 3.2.2. Any call made by the head referee on their field is final.
- 3.2.3. The Referee Manager will not overturn any on field calls by a head referee.

3.2.4. The Referee Manager is the highest authority at an event in regards to play-of-the-game or on field disputes.

3.2.5. Any decision of the Referee Manager is final.

3.3. Referee Hand Signals and Flags

3.3.1. **Eliminated** - Referee will signal when a player is eliminated by putting ne 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 this hand signal. At the same time the referee should shout the word “OUT” directed towards the eliminated player.

3.3.2. **Clean** - A referee will signal that a player is clean of any valid hits and has not been eliminated by lifting a finger or towel in the air and moving it in a circular motion. Referees may also signal that a player is clean of any valid hits and has not been eliminated by extending his arms and using the “safe” signal.

3.3.3. **Penalty Signals** - Referees can signal penalties by one or any combination of three different ways.

3.3.3.1. A double fist up and down movement with both arms in the front of their body.

3.3.3.2. By throwing either a yellow flag (minor penalty) or red flag (major penalty).

3.3.3.3. Holding 1 arm with a fist above their head (minor penalty) or holding 2 arms with fists above their head (major penalty). Each arm will then be lowered upon pulling players out to satisfy the penalty.

3.3.3.4. The type of penalty signal used by the referees should remain consistent throughout the match.

3.3.4. **Minor (One-for-One) Penalty Signal** - Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty with one of these ways,

3.3.4.1. A double fist up and down movement with both arms in front of their body so that the eliminated player due to the infraction is able to see it. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.

3.3.4.2. Tossing a yellow penalty flag into the air. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.

3.3.4.3. Holding one arm above their head with a fist, and lowering the arm upon eliminating a player to satisfy the penalty. The referee will shout “OUT” to each of the eliminated players.

3.3.5. **Major (Two-for-One) Penalty Signal** - Referees will first signal the player eliminated who committed the infraction. Then he will signal the penalty with one of three ways,

3.3.5.1. A double fist up and down movement with both arms in front of their body so that the eliminated player due to the infraction is able to see it. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.

- 3.3.5.2. Tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.
- 3.3.5.3. Holding two arms above their head with fists, and lowering each arm upon eliminating a player to satisfy the penalty. The referee will shout “OUT” to each of the eliminated players.
- 3.3.6. **Gross (Three-for-One) Penalty Signal** - Referees will first signal the player who committed the infraction. Then he will signal the penalty with one of three ways.
 - 3.3.6.1. A double first up and down movement with both arms in front of their body so that the eliminated player due to the infraction is able to see it. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.
 - 3.3.6.2. Tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will shout “OUT” to each of the eliminated players.
 - 3.3.6.3. Holding their arms above their head to form an “X”. Once the first player is pulled to satisfy the penalty the referee will change the “X” signal to two arms extended over their head with fists and will lower them as the second and third players are pulled to satisfy the penalty.
- 3.3.7. **60 Seconds Remaining in the Match** - All referees will lift their hands, hitting one fist hand repeatedly against the other flat stretched hand in front of their chest.
- 3.3.8. **10 Seconds Before the Start of a Point** - All referees will raise both 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 sounds.
- 3.3.9. **Time** - One or more referees may raise their hands forming a “T” above their head with both flat stretched hands.

4. Teams

4.1. Team Members

4.1.1. Team Representative, Coach, Captain

- 4.1.1.1. Team representative, as team leader, is responsible for the organization, supervising and discipline of the team members.
- 4.1.1.2. The team representative is the only person authorized to discuss questions with the Head Referee or the Referee manager.
- 4.1.1.3. The representative should be present at the captains or technical meetings, if held.
- 4.1.1.4. One person can fulfill the obligations of the team representative and coach at the same time.

4.1.2. Players

- 4.1.2.1. Only players in compliance with the Tournament Rules and Regulations can participate in the tournament.
- 4.1.2.2. Players must abide by the Tournament Rules and Regulations
- 4.1.2.3. Players may not interfere with the referee's work.
- 4.1.2.4. 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

- 4.1.3.1. The pit crew is part of the team, and responsible for assisting players between the points and games.
- 4.1.3.2. Pit crew members are not allowed to play for the team, unless they are registered as players.
- 4.1.3.3. The pit crew can enter the field only if the 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 the tournament.
- 4.2.3. No player may appear on more than one roster within the same division.
- 4.2.4. All teams must submit a complete roster at the registration of each tournament. 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. Any player that plays in the same tournament for 2 different teams in the same division and format will get suspended from the tournament immediately and all the games he has played will be declared as a forfeit.

4.3. Roster Size Limits

- 4.3.1. There may be no more than 17 people on a roster in Division 3 or Division 4.
- 4.3.2. There may be no more than 14 people on a roster in Division 5.
- 4.3.3. There may be no more than 6 people on a roster in Division 6.
- 4.3.4. There may be no more than 10 people on a roster in Mechanical.
- 4.3.5. There may be no more than 12 players on a roster in Division 3 or Division 4.
- 4.3.6. There may be no more than 8 players on a roster in Division 5.
- 4.3.7. There may be no more than 5 players on a roster in Division 6.
- 4.3.8. There may be no more than 8 players on a roster in Mechanical.
- 4.3.9. There may be no more than 12 staff members on a roster in Division 3 or Division 4.
- 4.3.10. There may be no more than 8 staff members on a roster in Division 5.
- 4.3.11. There may be no more than 3 staff members on a roster in Division 6.
- 4.3.12. There may be no more than 4 staff members on a roster in Mechanical.

4.4. Identification Cards

- 4.4.1. Every participant in the tournament must have a valid identification card to participate in a MSXL sanctioned event. Players must be able to produce their identification card at all times on the tournament grounds when asked by any member of the organization staff. No player will be allowed to play without showing his identification card to a referee before entering the field.
- 4.4.2. Only people holding valid identification cards and proper credentials will be allowed to enter the "Athlete Restricted Area".
- 4.4.3. The only valid identification cards are MSXL identification cards that have not expired.

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:

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

- 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 preliminary scores are available, and a team was eliminated in the preliminary round, then the team will receive a score based on their final place in the preliminary round.)
- 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 preliminary scores are available and 8 teams advanced from the preliminary round, 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 of the player competed in.**
 - 4.5.7.1. Division 2 event scores are multiplied by 4.
 - 4.5.7.2. Division 3 event scores are multiplied by 2.
 - 4.5.7.3. Division 4 event scores are multiplied by 1.
 - 4.5.7.4. Division 5, 6 and Beginner scores are multiplied by one half.
- 4.5.8. **If a team plays in a division with fewer than 10 teams, the score will be multiplied by:**
 - 4.5.8.1. An event score where nine teams participated in the division will be multiplied by 95%.
 - 4.5.8.2. An event score where eight teams participated in the division will be multiplied by 90%.
 - 4.5.8.3. An event score where seven team participated in the division will be multiplied by 85%.
 - 4.5.8.4. An event score where six teams participated in the division will be multiplied by 80%.
 - 4.5.8.5. An event score where five teams participated in the division will be multiplied by 75%.

- 4.5.8.6. An event score where four teams participated in the division will be multiplied by 70%
- 4.5.8.7. An event score where three teams participated in the division will be multiplied by 65%.
- 4.5.8.8. 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:**
 - 4.5.9.1. If the player is 41 years of age, the event score will be multiplied by 95%.
 - 4.5.9.2. If the player is 42 years of age, the event score will be multiplied by 90%.
 - 4.5.9.3. If the player is 43 years of age, the event score will be multiplied by 85%.
 - 4.5.9.4. If the player is 44 years of age, the event score will be multiplied by 80%.
 - 4.5.9.5. If the player is 45 years of age, the event score will be multiplied by 75%.
 - 4.5.9.6. If the player is 46 years of age, the event score will be multiplied by 70%.
 - 4.5.9.7. If the player is 47 years of age, the event score will be multiplied by 65%.
 - 4.5.9.8. If the player is 48 years of age, the event score will be multiplied by 60%.
 - 4.5.9.9. If the player is 49 years of age, the event score will be multiplied by 55%.
 - 4.5.9.10. If the player is 50 years of age or older, the event score will be multiplied by 50%.

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 player with two or three scores, the top Division 3 or lower score is dropped and the rating is the sum of 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.
 - 4.6.5.1. A player who had a classification rating higher than 3936 at the end of the previous season is at least a Semi-Pro player.
 - 4.6.5.2. A player who had a classification rating higher than 1968 at the end of the previous season is as least a Division 1 player.
 - 4.6.5.3. A player who had a classification rating higher than 984 at the end of the previous season is at least a Division 2 player.
 - 4.6.5.4. A player who had a classification rating higher than 492 at the end of the previous season is at least a Division 3 player.
 - 4.6.5.5. A player who had a classification rating higher than 100 at the end of the previous season is at least a Division 4 player.
 - 4.6.5.6. A player who had a classification rating higher than 20 at the end of the previous season is at least a Division 5 player.
 - 4.6.5.7. Pro and Semi-Pro have the same point limits. In order to advance to Pro, a player must have played at least two Pro events in the past two seasons.
 - 4.6.5.8. Players that are 63 years old or older will automatically be ranked a Division 5 player.

4.7. Roster Classification Limits

- 4.7.1. Any number of Division 2 or lower players may appear on a Division 2 roster, plus
 - 4.7.1.1. Up to two Division 1 players, or
 - 4.7.1.2. Up to one Division 1 player and up to one Semi-Pro/Pro player with a classification rating no higher than 5904, provided that the sum of the classification ratings of the top two players on the roster is no higher than 7872.
- 4.7.2. Any number of Division 3 or lower players may appear on a Division 3 roster, plus
 - 4.7.2.1. Up to two Division 2 players, or
 - 4.7.2.2. Up to one Division 2 player and up to one Semi-Pro player with a classification rating no higher than 2952, provided that sum of the classification ratings of the top two players on the roster is no higher than 3936.
- 4.7.3. Any number of Division 4 or lower players may appear on a Division 4 roster, plus
 - 4.7.3.1. Up to two Division 3 players, or
 - 4.7.3.2. Up to one Division 3 player and up to one Division 2 player with a classification rating no higher than 1476, provided that the sum of the classification ratings of the top two players on the roster is no higher than 1968.
- 4.7.4. Any number of Division 5 or lower players and up to one Division 4 player may appear on a Division 5 Roster.
- 4.7.5. Any number of Beginner players may appear on a Division 6 roster.
- 4.7.6. Open 3v3 rosters are open without limitations on rankings of players.
- 4.7.7. Mechanical rosters are open without limitations on rankings of players.

5. Tournament Structure

5.1. Preliminary Round Seeding Semi Pro, D2, D3, D4, D5, D6 and Mechanical

- 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 **Preliminary Bracket Structure** at the end of the rulebook.
- 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 preliminary round, the top four teams will advance to the quarterfinals, leaving the 5th through the 12th seeded teams to play off for the remaining four spots, with the 5th seeded team playing the 12th seeded team, the 6th seeded team playing the 11th seeded team, the 7th seeded team playing the 10th seeded team and the 8th seeded team playing the 9th seeded team. According to this rule, the winner of the 5th seeded team versus the 12th seeded team matchup gets the 5th seed, regardless of the margin of victory in the other playoff brackets. The top-seeded team in each matchup 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.
- 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 the teams that did play the immediately preceding round. (Teams with byes are seeded higher than the 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 matchup 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 the finals.
- 5.5.3. In divisions of four to six teams,
- 5.5.3.1. The top team will advance directly to the finals, and
 - 5.5.3.2. 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 to ten teams, the top four teams will advance to the semifinals, where
- 5.5.4.1. If two teams advancing from two brackets, the first place team from one bracket will play the second place team from the other bracket, otherwise
 - 5.5.4.2. The top-seeded team will play the fourth seeded team, and the second seeded team will play the third seeded team, and

- 5.5.4.3. Winners of each semifinal match will play for first and second place, and the losers of each semifinal match will play for third and fourth place.
- 5.5.5. In divisions of more than ten teams, teams will advance into a single-elimination head-to-head seeded bracket leading to the four-team semifinals.
 - 5.5.5.1. In divisions of 11 to 15 teams, the top 6 teams will advance.
 - 5.5.5.2. In divisions of 16 to 20 teams, the top 8 teams will advance.
 - 5.5.5.3. In divisions of 21 to 30 teams, the top 12 teams will advance.
 - 5.5.5.4. In divisions of 31 to 40 teams, the top 16 teams will advance.
 - 5.5.5.5. In divisions of 41 to 60 teams, the top 24 teams will advance.
 - 5.5.5.6. In divisions of 61 to 80 teams, the top 32 teams will advance.
 - 5.5.5.7. In divisions of 81 to 120 teams, the top 48 teams will advance.
- 5.5.6. All playoffs for Division 6 3-Man will be in the Race-to-2 format.

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
 - 5.6.2.1. Scores earned in a high division than the last division played will be reduced by 50% for each division higher than the last division played, and
 - 5.6.2.2. Scores earned in a 5-man division are reduced by 50% when counted towards a Race-to-X format.
- 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 twelve players from the 1st to the 2nd event, and another eight of twelve players from the 2nd event to the 3rd event.)
- 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,
 - 5.6.6.1. The team with the highest number of ranking points earned in events in which the team appeared in the finals of events in that division in the current season will be ranked higher
 - 5.6.6.2. If the first tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the semifinals of events in that division in the current season will be ranked higher.
 - 5.6.6.3. If the third tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the finals of events in that division in the current season will be ranked higher.

- 5.6.6.4. If the fourth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the semifinals of events in that division in the current season will be ranked higher.
- 5.6.6.5. If the fifth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the quarterfinals of events in that division in the current season will be ranked higher.
- 5.6.6.6. If the sixth tiebreaker fails to break the tie, the team with the highest margin of victory in all rounds of events in that division in the current season will be ranked higher.
- 5.6.6.7. If the seventh tiebreaker fails to break the tie, the team with the highest ranking at the end of the preceding season will be ranked higher.
- 5.6.6.8. If the eighth tiebreaker fails to break the tie, the two teams will play an intense game of rock-paper-scissors (best two out of three) moderated by the Referee Manager.

6. Equipment

6.1. General Requirements

- 6.1.1. MSXL 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 MSXL 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 other must be manufactured for paintball use, in good condition and with undamaged lenses. These goggles must meet or exceed ASTM Standards.
- 6.2.2. Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:
 - 6.2.2.1. Playing fields
 - 6.2.2.2. Chronograph stations
 - 6.2.2.3. Shooting ranges
- 6.2.3. 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 the goggles are required.
- 6.2.4. Goggle fans and decorative additions that are not padded or absorbent are acceptable.
- 6.2.5. Any live player that is present on the field during an active point with a mask that does not meet ASTM standards will be eliminated.

6.2.6. If a player's goggles should come off during a point, the player will be eliminated immediately after the goggles are placed back on.

6.3. Barrel Sock

6.3.1. Barrel socks must be properly attached at all times 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:

6.3.2.1. During velocity checks inside the chronograph stations.

6.3.2.2. During test shooting in the locations set up for such purposes.

6.3.2.3. On the field while the field is determined "Live" by the Head Referee.

6.3.3. Violation of deploying barrel socks during an active point by a player that is associated with a team that is playing will result in a minor penalty assessed during that current point. Violation of deploying barrel socks during the break period by a player that is associated with a team that is playing will result in a minor penalty assessed on the next point.

6.3.4. If a player violates the barrel sock rule while their team is not playing, that player will be given an official warning. If the player violates the barrel sock a second time at the same event, the player will be excluded from playing the tournament which may result in ejection 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 50°F in which case three layers will be allowed. The 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 long pants, and long sleeve jersey as their outermost 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 reasonably clean, if there is too much staining, a referee can demand a player to change this part of the uniform.

6.4.4. Player clothing including pants and jersey must be free from rips or holes, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made out of 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.
- 6.4.7.1. Failure to comply with this will result in a warning, failure to comply a second time will result in elimination.
- 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 1 inch below the shoulders.
- 6.4.9.2. Sweatbands are only allowed as headbands as long they do not exceed the 5cm width and 1cm 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 must be worn under the player's jersey.
- 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 must be worn under the player's pants.
- 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 must not exceed a total thickness of 2cm. A chest protector will count as one layer of the two allowed layers of clothing.
- 6.5.5. Players may wear sliding pants or shorts, 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 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 1cm.

6.6. Paintballs

- 6.6.1. Players may carry any number of paintballs.
- 6.6.2. Paintballs used at the MSXL events must comply with ASTM standards and meet the league's non-staining & environmental criteria.
- 6.6.3. All events are field paint only.
- 6.6.4. Paintballs must be completely water-soluble.
- 6.6.5. Only authorized paintball manufacturers paint shall be shot at MSXL events.

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 pod-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, as long as 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 in order to assure no calls are made by mistake.

6.8. Prohibited Equipment

- 6.8.1. Prohibited equipment includes:
 - 6.8.1.1. Yellow (or any color similar to Pantone color 101, 102, 107, 108, 109, 116, 803, 3945, 3955, and 3965) color equipment (hopper, marker, clothing, etc.).
 - 6.8.1.2. Listening devices, communication devices or any form of electronic surveillance device.
 - 6.8.1.3. Incendiary devices or smoke-producing devices.
 - 6.8.1.4. Paintballs with a red, orange or pink fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in any way.
 - 6.8.1.5. 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 a 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. Any other clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Referee Manager. Players possessing prohibited clothing or equipment on the field of play will be assessed a minor penalty.

6.8.5. Any participant in the tournament that fills an expired tank will be subject to a \$100 fine and will have their tank confiscated until the end of the event. This participant will not be allowed to participate in the event that this occurs or future events until the fine is paid.

7. Paintball Marker

7.1. Air System

- 7.1.1. Only air and CO² are permitted as gas propellants. The filling stations must meet the requirements of the specific type of gas filling. The manufacturer's safety devices are not to be modified in any way. 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 the 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 is defined in 6.8.5.
- 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 bottles, 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 ejection of the player for the event and suspension for the following event in the MSXL season. Suspensions do not carry over seasons.

7.2. Marker

- 7.2.1. Players may use a single paintball marker of .50 or .68 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 comes in contact with 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 the 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 course of 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 2x4 inches sticker on each side of the marker.

Sticker colors may not contain yellow.

7.2.8. A marker with no electronic components

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

7.2.8.2. Shall only fire a single shot when the trigger is pressed.

7.2.8.3. Shall not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools.

7.2.8.4. "Beaver tails" must be in place on any 'auto-cocker' based markers.

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.

7.2.9.2. "Beaver tails" must be in place on any 'auto-cocker' based pump markers.

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

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

7.2.10.2. 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 barrels.

7.4. Loader (Hopper)

7.4.1. Loaders cannot be clear.

7.4.2. A solid color loader is suggested but not required, solely to not impede with the referee's judgement. 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 judgement.

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 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.

8. Match Structure

8.1. Game Formats

8.1.1. MSXL Race-to-X Format:

8.1.1.1. Each match with consist of a series of points.

- 8.1.1.2. Each match will start with a limited amount of game time.
- 8.1.1.3. Match times will may vary between divisions.
- 8.1.1.4. Matches will use the Race-to-X format determined by division

8.1.2. MSXL 3-Man Format:

- 8.1.2.1. Each match will start with 3 minutes of game time.
- 8.1.2.2. Depending on the amount of teams, preliminary rounds will be either use a traditional round robin format or a Race-to-2 format.
- 8.1.2.3. If there is a stalemate at the end of the 3 minutes allotted for game time, it will be declared a No Point.
- 8.1.2.4. In the case of a tie during the Race-to-2 format, the winner of the match will be the team who won a point in the least amount of time.

8.2. MSXL Game Times and Race-to-X

<i>Division</i>	<i>Time Limit</i>	<i>Race-To-X/Mercy Rule</i>
Semi-Pro/Open	15 minutes	5 (mercy rule)
Division 2	12 minutes	4 (mercy rule)
Division 3	12 minutes	4
Division 4	12 minutes	4
Division 5	10 minutes	3
Division 6 3v3	3 minutes	1
OPEN 3v3	3 minutes	1

8.2.1. The match ends if,

- 8.2.1.1. The game time has expired and one team had scored more points than the other team, or
- 8.2.1.2. A team forfeits, or
- 8.2.1.3. A team has scored
 - 8.2.1.3.1. Five more points than the opposing team in the Semi-Pro or Division 2.
 - 8.2.1.3.2. A total of four points in Division 3 or Division 4.
 - 8.2.1.3.3. A total of three points in Division 5.
 - 8.2.1.3.4. A total of one point in Division 6 or Open Divisions.

8.3. Split Deck System

8.3.1. Events that use the split deck system will follow the normal MSXL Race-to-X / Mercy Rule timed format with the additions outlined below.

- 8.3.1.1. 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.

- 8.3.1.2. A break period for a match will be at least two minutes long.
- 8.3.1.3. The break time between the points of the two games being played in a split deck format is one minute.
- 8.3.1.4. In the event that either match (A and B) or (C and D) ends, the remaining match will continue standard 2-minute break periods.

8.4. Score Sheets

- 8.4.1. Any referee or designated official may complete a score sheet. The scorekeeper may show the score sheet to the captain of each team.
- 8.4.2. Any correction made to the score sheet must be initialed by the Head Referee, unless the correction corrects an obvious mathematical error. The correction may also be initialed by a scorekeeper.
- 8.4.3. In the event that 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 Head Referee or a scorekeeper 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 player(s) 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. Only authorized, rostered, and checked in persons will be permitted in the staging area.
- 9.1.6. All players, staff, and authorized personnel must possess and display upon request their MSXL I.D. card. Failure to do so will result in access to the staging area being denied, no exceptions.
- 9.1.7. 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.
- 9.1.8. **Coach**

9.1.8.1. Each team must have a designated coach. The coach must stay in the pit area all the time. If the designated coach is a player, he can function as a coach only from the pit area. Only the designated coach may throw the towel, ask for a timeout or ask for an explanation of a call (only to the Head Referee, only if the Head Referee is off the field and only during breaks).

9.1.8.2. The coach may not ask the Head Referee for an explanation of a call during the referee's lunch break.

9.1.9. Choosing Side

9.1.9.1. 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:

9.2.2.1. Presence of foreign matter in the barrel, feed port or loader (hopper), or

9.2.2.2. 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 Procedures:

9.2.4.1. **"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 100ms, will be deemed to be a "Runaway Gun" and will not be allowed on the field.

9.2.4.2. **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. The 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 the schedule, may choose to enter the playing field without their markers and play the game or stay in the pit area. The team also has the option to send a different gun and/or player on the field.

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. Teams 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 touching the starting base. If a player is playing without a marker, they must start with one hand touching the starting 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 up).
- 9.3.4. Even if the signal goes before they have returned to the start base, they may still return their barrel (or hand) to the starting base (touch up) and then begin to play the point. If they fail to return the barrel (or hand) to the starting base (touch up) either before or after the start signal, they will be eliminated.
- 9.3.5. However, if a player posts their marker downfield or fires their marker (not directly at the ground) before or after the start signal is given, they will be eliminated.
- 9.3.6. Players must carry all equipment to be used during the course of the game on their person at the start of each point.
- 9.3.7. Players may remove their barrel socks after entering the field, provided that the field is determined "live" by the Head Referee.
- 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 base on the same side of the field as the teams own pit area.
- 9.3.10. **Switch Ends**
 - 9.3.10.1. Teams will switch sides after every point scored.
 - 9.3.10.2. If a point is started but ends in a no-point (neither team scores), the teams do not switch sides to start the following point.
 - 9.3.10.3. 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 the both teams adds up to an odd number (1-0, 2-1, 3-0, etc.), the teams will start on the far side of the field. When the score of the both teams adds up to an even number (1-1, 2-0, 2-2, etc.), the teams will start on the close side of the field (pit side).
 - 9.3.10.4. Teams will start overtime on the pit side of the field.
- 9.3.11. **Break Period**
 - 9.3.11.1. A break period follows the conclusion of each point.
 - 9.3.11.2. The game time stops counting down for the duration of the break period.
 - 9.3.11.3. A standard break period is a minimum of two minutes.
 - 9.3.11.4. A break period may exceed two minutes in a split-deck format.
 - 9.3.11.5. The minimum break time between the points of the two games being played in a split-deck format is one minute.

9.3.12. The official game time will be kept with the countdown timer on the electronic scoreboard by the Scorekeeper.

9.4. Start Procedure

9.4.1. Point Start

9.4.1.1. 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.

9.4.1.2. All the field referees will 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 in 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 milliseconds (10.5 balls per second) 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 310 feet per second will be eliminated from play.

9.5.4. Players with markers which velocity is over 310 feet per second, but less than or equal to 324 feet per second will be eliminated from play and will receive a minor penalty.

9.5.5. Players with markers which velocity is 325 feet per second or above will be eliminated from play and will receive a major penalty.

9.5.6. A player on the field of play whose marker fires two shots at 10.6 to 10.8 balls per second will be assessed a major penalty.

9.5.7. A player on the field of play whose marker fires two shots at 10.9 to 12.4 balls per second 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.

9.5.8. A player on the field of play whose marker fires two shots at or above 12.5 balls per second 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 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 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 do not have to, make a paint check after a player has requested one.

9.7. Timeout

9.7.1. Game Timeout

9.7.1.1. Each team participating in Division 3, Division 4 and Division 5 is entitled to ask for one timeout of 1 minute per match.

9.7.1.1.1. Teams in Division 6 are not entitled to ask for a timeout.

9.7.1.2. Designated Coaches should be the ones to call timeouts, made by pushing the button on the electronic system.

9.7.1.2.1. If the electronic system malfunctions and does not work, the Coach may inform the Scorekeeper or Head Referee that they would like a timeout.

9.7.1.3. Timeouts cannot be taken in the last 10 seconds before the start of a point.

9.7.1.4. Teams may use their timeouts within the same break period.

9.7.1.5. A timeout, if available can be used before the overtime period.

9.7.1.6. Teams are permitted to use their timeouts prior to the start of the match.

9.7.2. Technical Timeout

9.7.2.1. Technical timeouts may be applied by maintenance staff or can be assigned by the Head Referee for technical reasons.

9.7.2.2. Technical timeouts last as long as necessary for maintenance staff to solve the technical problem on the field.

9.7.2.3. If technical timeout must be taken during 10 second, after technical issue is fixed, time counting automatically starts from 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 the game as if the game had never started.

9.8.2. Game stoppages will only occur in the case of 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 the 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 the game start section.

9.8.4. The Referees calling "Time" will indicate game stoppages. Each player has to remain in the position he was in when the time call was made.

9.8.5. In the event that a game has to 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. In the event that a game has to be interrupted because of an emergency, the Head Referee may instruct all players to place their markers on the ground until he deems that the field of play is once again safe.

9.9. Buzzer Push

9.9.1. There are buzzers installed in the base area.

9.9.2. Any live 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 the referees shout “Time!” and the time is stopped. The game will automatically freeze and no player is allowed to leave their position. The player who pushes the buzzer will be checked for any valid hits.

9.9.4. If the player that presses the buzzer is found to have a hit on them, it will be ruled as a “Dirty Hang” and penalties will be assessed.

9.9.4.1. The game time will stop and break time will begin.

9.9.4.2. The referee will signal a dirty hang with an outstretched thumb down signal.

9.9.4.3. The offending team that pressed the buzzer will not receive the point; regardless of the number of live players remaining at the time of the buzzer push.

9.9.4.4. If there are not enough players on the offending team to assess the penalty, the opposing team will receive the point and the remaining penalties will be assessed the following point.

9.9.4.5. If there are enough players on the offending team to assess the penalty, and no players remaining on the opposing team, it will be declared a no point.

9.9.4.6. If the opposing team has any number of live players when a dirty hang is declared, that team will be awarded the point.

9.9.4.7. If a player is shot while in motion towards the buzzer, and is unable to prevent themselves from pushing the buzzer, the player will be eliminated and the point will start in accordance to the procedure described in 9.8.3.

9.9.5. The player who pushes the buzzer will be checked for valid hits in any case, even if this player marks himself as eliminated after the buzzer push, accidentally or on purpose.

9.9.6. If the player that presses the buzzer is declared clean by the referee, a point will be awarded for that team.

9.10. Towel Throwing

9.10.1. At any time during the point, a team may decide to finish the point by throwing the towel and giving a point to the opposing team.

9.10.2. If a designated Coach decides to throw the towel, he should press the designated button in the pit area.

9.10.2.1. If the button seems to malfunction, the Coach may shout "Towel" to the scorekeeper or Head Referee.

9.10.3. After the "Towel" call, the point will be finished automatically and a point will be awarded to the opposing team. The Head Referee will announce the "Towel" call loudly so everyone is aware.

9.10.4. Fields may be equipped with an electronic system that can be used to "throw the towel". (Concede the point).

9.11. Last 60 Seconds Rule

9.11.1. The 60 seconds rule is about the last sixty second of the match time and overtime.

9.11.2. During this period any Major or Gross Major penalty stops the game time and automatically gives the point to the opposing team. The next point starts automatically according to the start procedure.

9.11.3. If in the last 60 seconds of regulation time a penalty is given, while the game has been stopped, a point will not be awarded due to this penalty, but other effects will apply.

9.11.4. If a team should receive a Major or Gross major in the last 60 seconds of regulation or overtime, the team that received the penalty will start the following point with 4 players.

9.11.4.1. If the last player alive receives the Major or Gross Major with 60 seconds or less remaining in regulation or overtime, the team that received the penalty will start the following point with 3 players.

9.12. Overtime

9.12.1. Overtime is only played in playoff matches for Division 3, Division 4 and Division 5.

9.12.2. If any playoff match is tied at the end of regulation, overtime will determine the match winner.

9.12.3. Teams will start the overtime period on their pit side of the field.

Overtime (Elimination Rounds: Quarterfinals, Semifinals, Finals, etc.)

9.12.4. If two teams are tied at the end of a match regulation time, a 5-minute 5-on-5 overtime period is played.

9.12.5. The overtime period is sudden death; the first team to score wins.

9.12.6. The "60 Seconds Rule" applies in the last sixty seconds of overtime.

9.12.7. If the 5-minute overtime results in a stalemate, the two teams will select a player to compete in a One-on-One.

9.12.8. The One-on-One 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.

9.12.9. If in the case of a stalemate in the One-on-One, there will be a break time of one minute and the teams must choose a different player to compete in a second One-on-One. This procedure will be repeated until a team wins a One-on-One. No player may compete in

more than one time in a One-on-One unless everyone on their roster has already competed in a One-on-One.

9.13. Game End

9.13.1. 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.

9.13.2. Point ending situations are any one of the following:

9.13.2.1. A buzzer is pushed by a player;

9.13.2.2. "Towel thrown by opposite coach;

9.13.2.3. A penalty (Major or Gross Major) in the last 60 seconds of regular time or in the last 60 seconds of overtime;

9.13.2.4. If a team start to play with a greater number of players than set by the rules of by the Head Referee;

9.13.2.5. If the last player alive receives a penalty. In that case the point goes to the opposite team.

9.13.2.6. If a player receives a penalty and their team does not have enough players to pull. In that case the point goes to the opposite team.

9.13.2.7. If regulation game time comes to an end.

10. Hits and Eliminations

10.1. Definition of a Hit

10.1.1. A player is eliminated if a paintball is fired from a paintball marker by a live player and strikes a player or anything they are wearing or carrying and breaks.

10.1.1.1. If the paintball strikes a player or anything that they are wearing but does not break, such player is not eliminated.

10.1.1.2. If a player is hit and marked by a paintball shot by an eliminated member of the opposing team, such player is not eliminated.

10.1.1.3. If a paintball strikes another object first and breaks upon that object before marking a player or anything they are 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 them that resembles a hit, such player will be declared eliminated (penalties may apply). Generally, if the paint marking is reasonably solid and appears to be a direct hit, it will be considered valid. Referees will use their best judgement.

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 in what is known as a "trade".

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 on the lens of their goggle system 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. A player that is hit has to 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, etc.) they have to 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 (or ask a referee for a check in the case he is unable to do so). Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal their 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.

10.3. Eliminations

10.3.1. Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary.

10.3.2. Players will be eliminated if they push or touch any tape or fencing used as a boundary line. The boundary line markings will be considered to be in-bounds.

10.3.3. Players will be eliminated if they lose their goggles.

10.3.4. Players that are found with prohibited equipment on the field of play or those working on their markers in violation with the provisions specified in the Marker section will be immediately eliminated.

10.3.5. Players who separate themselves from any piece of equipment or clothing that they brought onto the field of play by more than 5 feet (except squeegees, pods, harnesses and loaders) will be eliminated immediately.

10.3.6. Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.

10.3.7. Players that engage in unsportsmanlike conduct will be eliminated and further penalties may apply. Unsportsmanlike conduct includes, but is not limited to:

10.3.7.1. Failure to obey a referee's call.

- 10.3.7.2. 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.
- 10.3.7.3. Shooting at referees.
- 10.3.7.4. Shooting a clearly eliminated player with malicious intent to injure or intimidate.
- 10.3.7.5. Excessive shooting which is defined as shooting a player more than is reasonably enough to cause elimination.
- 10.3.7.6. Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players.
- 10.3.8. Players are responsible for removing old hits or bringing the same to the attention of a referee prior to the start of the point, so that they may be dealt with in a manner that would not result in the elimination of the player.
- 10.3.9. Players that get eliminated, shall do the following immediately after:
 - 10.3.9.1. Stop playing.
 - 10.3.9.2. 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' elimination 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:
 - 11.1.1.1. Pressing the buzzer of the opposing base as a live player;
 - 11.1.1.2. "Throwing the towel" (conceding) by the opposing coach;
 - 11.1.1.3. A Major penalty or Gross Major penalty in the last 60 seconds of regulation or overtime;
 - 11.1.1.4. Opposing team starts with more players than set by the Rules or by the Head Referee (due to penalties, misconduct, etc.).
 - 11.1.1.5. If at any time in a game the opposing team receives a Minor, Major or Gross Major and does not have enough players to satisfy the penalty.
 - 11.1.1.6. The last player on the opposing team gets a penalty.
 - 11.1.1.7. Opposite team has used a marker that is firing above 10.8 balls per second.
- 11.1.2. A point scored is awarded at the conclusion of the point player, through the confirmation 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 the maximum points and the maximum point difference according to the format. (The Race-to-X limit for the division will determine the maximum points). The forfeited team will receive the opposite score for that game.

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.

11.3.1.1. A team scores two match points for each match won.

11.3.1.2. A team scores one match point for each match tied.

11.3.1.3. A team scores zero match points for all other matches.

11.4. Tie Breakers; D1, D2, D3, D4, D5, and D6

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

11.4.2. If one or more teams wins a tiebreaker, those teams are removed from the group and are ranked higher than all other teams in the group.

11.4.3. If no team wins and one or more teams loses a tiebreaker, those teams are removed from the group and are ranked lower than all other teams remaining in the group.

11.4.4. In the case that one or more teams are removed from the group leaving only two teams still tied, tie breaking the remaining two teams in the group will be determined by their head-to-head game.

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 race-to format match in a non-head-to-head round, ties will be broken, in order, by:

11.4.6.1. Number of matches won.

11.4.6.2. Number of matches won amongst the tied teams.

11.4.6.3. Head-to-head competition amongst the tied teams.

11.4.6.4. Margin of victory in all matches in the current round.

11.4.6.5. Total points scored in all matches in the current round.

11.4.6.6. Greatest time remaining in matches won (total of time remaining in each match won).

11.4.6.7. Least game time remaining in matches lost (total of time elapsed in each match lost).

11.4.6.8. Seed into the tournament.

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

- 11.4.7.1. 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.)
- 11.4.7.2. Point Margin in all games played amongst tied teams (only applies if tied teams played each other).
- 11.4.7.3. Point Margin in all games played.
- 11.4.7.4. Least points scored against in games played among tied teams (only applies if all tied teams played each other.)
- 11.4.7.5. Least points scored against in all games played.
- 11.4.7.6. Greatest time remaining in games won among tied teams (only applies if all tied teams played each other).
- 11.4.7.7. Greatest time remaining in all games won.
- 11.4.7.8. Least time remaining in games lost among tied teams (only applies if all tied teams played each other).
- 11.4.7.9. Least time remaining in all games lost.
- 11.4.7.10. Seed into the tournament.

11.5. Tournament Ranking

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

- 11.5.1.1. 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.

11.5.2. Preliminary rounds are ranked by:

- 11.5.2.1. Number of match points.
- 11.5.2.2. Head-to-head competition amongst the tied teams.
- 11.5.2.3. Margin of victory in all matches in the current round.
- 11.5.2.4. Greatest time remaining in matches won (total of time remaining in each match won).
- 11.5.2.5. Least time remaining in matches lost (total of time elapsed in each match lost).
- 11.5.2.6. Seed into the tournament.

12. Penalties

12.1. Assessment of Penalties

12.1.1. **Verbal warnings** - Referees will issue verbal warnings for the following infractions (not only limited to):

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

12.1.2. **Elimination** - Referees will eliminate players on the field for the following infractions (not only limited to):

- 12.1.2.1. Abusive calls for paint checks.
- 12.1.2.2. Use of inappropriate language per incident (other penalties may apply).
- 12.1.2.3. Subsequent failure to obey a referee's instructions.
- 12.1.2.4. Going out of bounds or moving the boundary tape.
- 12.1.2.5. Marked with a valid hit.
- 12.1.2.6. Failure to make a touch back while not having the barrel tip touching the front of the start base at the start signal.
- 12.1.2.7. Posting or firing of the marker downfield before the start signal.
- 12.1.2.8. Failure to wear goggles inside the field during the game period.
- 12.1.2.9. Interference of communication during the game in the pit-area by a person affiliated with the team.
- 12.1.2.10. Excessive shooting (shooting a player more than is reasonably necessary to cause elimination).
- 12.1.2.11. Altering the playing field on purpose.
- 12.1.2.12. A player forcing themselves between two bunkers that have been positioned together to create one bunker.
- 12.1.2.13. Using a marker that is chronographed between 301 and 310 feet per second.

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 (but not limited to):

- 12.1.3.1. Continuing to play with a hit on any part of their body or equipment (example: shooting, posting, talking, moving forward, etc.)
- 12.1.3.2. Checking in as a live player at the end of the game with a hit.
- 12.1.3.3. Using a marker that is chronographed on the field at 311-324 feet per second.
- 12.1.3.4. Communication to anyone after being eliminated.
- 12.1.3.5. Possessing prohibited clothing or equipment on the field of play.
- 12.1.3.6. Any person who shoots towards the spectator sideline or opponent's end line during a break period.
- 12.1.3.7. Any person who engages in aggressive or insulting behavior towards another person, except to a referee.

12.1.4. **Major Penalty** - Removal of the player who committed the infraction and two teammates.

Assessment of the two-for-one penalty to players on the field will take place for the following infractions (but not limited to):

- 12.1.4.1. Playing on that materially influences the course of the game giving the offending player's team a significant advantage.
- 12.1.4.2. An eliminated player who shoots an opposing player from in-bounds.

12.1.4.3. Using a marker that is chronographed on the field at or above 325 feet per second.

12.1.4.4. Using a marker that is shooting at or between 10.6-10.8 balls per second.

12.1.5. **Gross Major Penalty** - 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 three-for-one penalty to players on the field will take place for the following infractions (but not limited to):

12.1.5.1. **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. There will be no suspension assessed for wiping.

12.1.5.2. Players who are observed discarding equipment that has a valid hit in order to avoid elimination or to avoid a referee's call shall be penalized for wiping.

12.1.5.3. An eliminated player who shoots at a player from out-of-bounds.

12.1.5.4. Re-entering the field after elimination in order to interfere in the on-going game without being asked by a referee.

12.1.5.5. Tampering with a marker during the game of play. Using any tool or adjusting settings during the game is forbidden, including from the time the point starts until the time the point is confirmed by the Head Referee. This excludes turning the marker on and off and turning the vision system of the marker on and off, provided that this does not result in a change of settings.

12.1.5.6. Any person who engages in aggressive or insulting behavior towards a referee.

12.1.5.7. Any person, who throws any equipment on the field of play other than an air source or disposable equipment.

12.2. **Not Enough Players Rule**

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

12.2.1.1. The point is stopped and the point is awarded to the opposing team.

12.2.1.2. The opposing team does not need to have any active players to be awarded the point.

12.2.1.3. Next point the team that was penalized starts with fewer players in order to completely fulfill the assessed penalty.

12.2.2. If the last player that is considered active of a team gets a penalty, the point will automatically go to the opposing team.

12.2.3. In the case that the assessment of a penalty results in the elimination of the exact number of players left on the team who received the penalty, and there are no active players left on the opposing team, the Head Referee will stop the point and will no point will be awarded to any team.

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

13.1. Assessment of Suspensions, Ejections, Disqualifications and Fines Due to Severe Unsportsmanlike Misconduct

- 13.1.1. **Responsibility of Team Members** - Teams are responsible for the conduct of everyone on their roster, which includes players, pit-crew and supports. 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 misconduct 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 Suspension** - Any Head Referee may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the Referee Manager for suspension. Any person who engages in any minor acts of unsportsmanlike behavior may be assessed a minor or major penalty. Any person who engages in other major or sever acts of unsportsmanlike behavior may be assessed a minor or major suspension by a Head Referee and/or the Referee Manager.
- 13.1.4. **Player's Ejection** - Players will be ejected from the tournament grounds for the following infractions (but not limited to):
- 13.1.4.1. Intentional physical contact (by using a marker, chest bump, grabbing, pushing, spitting or similar).
 - 13.1.4.2. Failure to surrender a marker upon the request of a referee or activation of a switch, button or trigger when requested to surrender marker.
 - 13.1.4.3. Any applicable marker infraction in section "Markers".
 - 13.1.4.4. Abusive language directed at any player, referee or spectator.
 - 13.1.4.5. Deliberately shooting from outside the field or boundary.
 - 13.1.4.6. Deliberately shooting referees.
 - 13.1.4.7. Re-entering the field after elimination in order 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:
- 13.1.5.1. 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.

13.1.5.2. Must be present for all points and matches played by their team and must silently remain in an area designated by the Head Referee for the duration of their team's match.

13.1.5.3. Any Gross Major penalty will also result in a Minor Suspension.

13.1.5.4. Minor Suspensions do not carry over calendar years.

13.1.6. Team Ejections

13.1.6.1. Only the Referee Manager may eject a team from an event.

13.1.6.2. A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.

13.1.6.3. 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.

13.1.7. Player's Ejection, Player Fines, and Player's suspension from Several MSXL Events

13.1.7.1. All league and tournament suspensions are subject to MSXL regulations. All suspensions if deemed serious enough will be reviewed by the MSXL Rules Committee to determine if further actions need to be applied.

13.1.7.2. All suspensions, ejections, disqualifications and fines are subject to review by the Referee Manager, League Owner, League Promoter and Head Referee.

13.2. Conflict in the Rules

13.2.1. In case of a situation not covered by this Rule Book or any conflict between two sections of this Rule Book, the authorized officials will make its decision based on the laws and common sense.

13.2.2. Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.

13.2.3. Any situation within the bounds of this section shall be passed to MSXL Rules Committee as soon as possible. This Committee has a right to modify or amend these Rules even if this amendment would go against the decision originally taken.

13.2.4. If there is a situation deemed detrimental to the growth of the league and tournament paintball, the Rules Committee has the authority to modify, remove or change said rule.

13.2.5. If time and circumstances allow, we will hold a captains meeting to inform players of said rule modifications.

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. Appeals

14.2.1. Calls made on the field of play may be appealed to the Head Referee of the field.

14.2.2. No referee shall overturn eliminations.

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

14.2.4. Any player or team subject to a suspension may appeal the imposition of that suspension to the Referee Manager or League Owner.

14.2.5. A team may file a written grievance with the Referee Manager regarding the decision of authorized personnel, a scoring official, a referee or a Head Referee.

14.2.6. Any member of the management team who may have a perceived personal interest in ruling shall be excluded from said decision or appeal.

14.3. Season Standings

14.3.1. Season standings will be updated after every event on pbleagues.com

14.3.2. The "MSXL Season Champion" will be determined by adding all the event scores throughout the season and dropping the lowest score from the regular season. The Championship score cannot be dropped.