

1. Game Structure and Format

- 1.1. Center Flag Push
- 1.2. The start of each game will signaled by a verbal 5 second warning and the game will commence using a whistle blast.
- 1.3. Each game is (5) five minutes in length.
- 1.4. Sideline assistance is legal only from the 'Spectator' or 'Snake' side of the field.
 - 1.4.1. Any non-malicious assistance from any other location will result in elimination of the player being communicated to and will be determined by a referee.
- 1.5. The game will continue until the head referee signals an end using a whistle blast, a verbal "Game Over" or combination of the two.
- 1.6. Points are calculated by head referee at the conclusion of the game.
- 1.7. Games will be scored on the following point system:
 - 25 points for first flag pull, 20 points for flag hang
 - 10 points for each opponent eliminated
 - 5 points for each team member alive
- 1.8. It is the responsibility of both teams to ensure the scoring sheet is correct by having each team captain promptly heading to the head referee to sign the paper.
 - 1.8.1. If a captain fails to sign the scoring sheet then it will be assumed that there is no contest in regards to submitted scores.
- 1.9. Once a score sheet is signed and submitted scores cannot be debated or changed regardless of errors.

2. Chronographing

- 2.1. Players are responsible to ensure their markers are firing equal to or less than 280 feet per second.
 - 2.1.1. Referees will check a minimum of one randomly selected player from both teams at the beginning of each match.
 - 2.1.1.1.If rule 2.1 is not followed by the player in question from 2.1.1 then the player's marker is suspended for that game, and the remainder of the team will be checked. The option to obtain an alternate marker will not be allowed.
 - 2.1.2. Referees are permitted to spot check players during game play.
 - 2.1.2.1.If player in question from rule 2.1.2 is shooting between 290 and 299 feet per second then the player is eliminated.
 - 2.1.2.2.If player in question from rule 2.1.2 is shooting 300 feet per second or greater then the player is eliminated along with the closest alive teammate.

3. Game Start

- 3.1. Games will begin using the method stated in rule 1.2
- 3.2. All players must have their marker barrel touching the front of the appropriate starting block with the barrel at or below the player's waist level prior to the game start.

- 3.3. If a player is not touching, or removes the barrel from the appropriate starting block before the game commences, the player in question has the opportunity to touch back up as long as:
 - 3.3.1. The player remains within 5 feet of the starting block
 - 3.3.2. Does not fire his/her marker
- 3.4. Players are not to bring tools onto the playing field. Failure to adhere to this rule will result in forfeit of match and further disciplinary action.

4. Tournament Setup

- 4.1. All teams will be scheduled for eight preliminary games
- 4.2. At the end of the preliminary round, the four teams with the highest overall point total will advance to the finals.
 - 4.2.1. If a tie between two teams occurs and it affects whether a team will be in the playoffs and the two teams played one another in the preliminary round, the winner of that game will be chosen.
 - 4.2.2. If 4.2.1 is put into effect and a winner cannot be chosen, a tie breaking game will be used to decide.
- 4.3. The finals will be setup in a round-robin format. All teams will play each other once. At then end of the round-robin the pole positions of the teams will be decided by point total.
 - 4.3.1. In the case of a tie between teams at the end of the round-robin, then the team with the higher points from their playoff game against each other will be deemed the winner.
 - 4.3.2. If after 4.3.1 is put into effect and a tie still remains, then rule 4.2.2 will be used to determine a winner.

5. Game Procedures

- 5.1. Game timing will be the responsibility of the head referee unless specified.
 - 5.1.1. No indication of time remaining will be given by any referee.
- 5.2. Flag carriers may not be touched by other teammates for the purpose of checking for paint.
 - 5.2.1. If rule 5.2 is not followed, a one-for-one penalty may be given to the flag carrier, eliminating himself and his closest teammate.
- 5.3. A flag is considered to be hung when it is touched to the opposing teams' starting block, in which case the flag carrier is immediately considered neutral.
- 5.4. The flag carrier will be subjected to an immediate paint check by a referee to verify that the player was live, as well a chronograph will occur.
- 5.5. All eliminated players must remain in the dead box until all live players have been checked.
- 5.6. All live players must immediately check-in with a referee
 - 5.6.1. Live players may not pick up any disposable equipment until checked by a referee.
 - 5.6.2. A player will be deemed eliminated if he/she does not check-in to a referee in a timely fashion.

- 5.7. The flag may be passed between live players until it is hung, in which it must then remain with the player who hung it.
- 5.8. A player eliminated when in possession of the flag will signal his elimination and hold the flag above his/her head until a referee arrives to take his position, which the eliminated player will then proceed to the dead box.
 - 5.8.1. An eliminated flag carrier may not pass, throw, or otherwise direct the movement of the flag towards a live teammate. Failure to comply will result in a one-for-one of the flag carrier's nearest teammate.

6. Eliminations and Paint checks

- 6.1. A player is considered to be eliminated if he/she is shot with a paintball, which leaves a quarter size or greater mark of paint on his/her person.
- 6.2. If two opposing players shoot each other at the same time and a referee cannot determine which player was eliminated first will result in both players being eliminated
- 6.3. A player is considered eliminated if his/her body passes over a bunker of the original field layout.
- 6.4. A player is considered eliminated if he/she leaves a piece of non-disposable equipment more than five feet from him/herself.

7. Tournament Seed Points and Prizes

- 7.1. Teams must have two original members in Young Guns and three original members in Rookie every event in order to retain collected seed points.
- 7.2. Seed points are property of the team name and not the players.
- 7.3. Seed points are awarded as follows:

1 st	100
2 nd	95
3 rd	90
4 th	85
Etc.	
- 7.4. Winner of the overall tournament prize is determined by total seed points at the conclusion of the series.
 - 7.4.1. Teams do not have to compete in all events to be eligible for the overall tournament prize.
 - 7.4.2. If a tie occurs for first place in regard to overall seed points at the conclusion of the series, then the team with the most first place finishes will be deemed the series champions.
 - 7.4.3. If after 7.4.2 is put into effect and tie still remains, then the team with the most second place finished will be deemed the series champions.

8. Equipment

8.1. Marker

- 8.1.1. Markers have the option of firing in two modes:
 - (1) The marker may fire at any rate of fire as long as it only shoots one paintball for one trigger pull. A trigger pull is

- defined as the conscious exertion of force by a finger and a release of the force during every marker cycle.
- (2) The marker may fire in a 10.5 balls per second PSP ramping mode.

- 8.1.2. Referees may ask to check a player's marker at the conclusion of a game.
- 8.1.2.1 If asked to hand over a marker to a referee, the player must do so without hesitation or modification of the marker's mechanical or electronic systems.
- 8.1.2.2 Failure to comply with a referee's request to check a marker or the modification of the marker's mechanical or electronic systems will result in a penalty at the discretion of the head referee.
- 8.1.3 Loader covers of any material are prohibited.
- 8.1.4 Feed neck covers of any material are prohibited

8.2. Clothing

- 8.2.1. A player may only wear one layer of underclothing
- 8.2.1.1. The one layer may not consist of a jacket, hooded sweatshirt, highly absorbent material, or overly thick articles of clothing.
- 8.2.2. All clothing must be properly sized and fit the player well.
- 8.2.2.1. If deemed unfit for the player to wear the head referee may ask the player to remove the articles of clothing in question and replace with a properly sized one.
- 8.2.2.2. If the player in question cannot produce a properly sized article of clothing, the head referee may modify the existing piece with tape, pins, etc.
- 8.2.3. Players headgear may not extend more than one inch below the collarbone or below the shoulder blades
- 8.2.4. Players may not wear metal cleats unless otherwise directed
- 8.2.5. Players may wear one pair of gloves, with or without fingers
- 8.2.6. Players may wear one layer of neck protection
- 8.2.7. Players are not permitted to have bandanas, towels, or anything similar tied or hanging off him/herself.
- 8.2.8. Wristbands or equivalent are restricted to one pair per player and must be visible by the referees.
- 8.2.9. Any form of chest protector is considered as the player's one layer of underclothing. This includes, but not limited to the Empire Ground Pounder and Proto Chest Protector.
- 8.2.10. A player may not wear any article of clothing with the intention to imitate or appear similar to the officiating squad.

8.3. Protection

- 8.3.1. Players must wear a paintball rated goggle system that is in good repair with lenses that are not damaged.
- 8.3.2. Players must wear full-face protection as it comes from the manufacturer in original form.
 - 8.3.2.1. If a player's goggle system is deemed illegal, it can no longer be used in the tournament and an alternative goggle system must be used.
- 8.3.3. Players must wear ear protection that is part of the goggle system and that was made by the manufacturer of that goggle system.
- 8.3.4. Players may wear one set of knee protection pads.
 - 8.3.4.1. The knee protection pads may not be altered from the manufacturer's original form.
- 8.3.5. Players may wear one set of elbow protection pads.
 - 8.3.5.1. The elbow protection pads may not be altered from the manufacturer's original form.

8.4. Paint

- 8.4.1. Paint must be purchased the day of the tournament from Flag Raiders. Failure to do so will result in disciplinary action to be determined by the ultimate and head referee.

8.5. Stickers

- 8.5.1. Stickers are permitted on equipment as long as deemed appropriate by the referees. If a sticker is considered to have the possibility of impeding a referee's decision on a call, the player will be told to have it removed by the next match.

9. Team Rosters and Classifications

- 9.1. All players must have a 2009 Raiders Cup player identification card on themselves while on the field.
 - 9.1.1. Referees may ask a player to provide his/her card at any time during the tournament and failure to produce will result in a null game for the offending team, with maximum points rewarded to the other team.
- 9.2. Young Gun Classification: If a player has not placed top three in any recognized paintball tournament. He/she must also be 18 years of age or less and provide proper identification to prove this claim at time of purchasing their 2009 Players card. Once the card has been purchased, the player is eligible to compete in Young Guns for the remainder of the 2009 season unless they chose to play in the Rookie Raiders Cup division, which case they forfeit there Young Gun status.
- 9.3. Rookie Classification: If a player has not placed top three in Novice or a higher division in the past year at any recognized paintball tournament or has not been carded by an AXBL/CXBL team for the 2009 season.
- 9.4. Novice Classification: If a player has not placed top three in an Open class or a higher division in the past year at any recognized paintball tournament. CXBL players are deemed Novice.

- 9.5. Young Gun teams may have a maximum of six players on roster per event; with all six classifying as Young Guns.
- 9.6. Rookie teams may have a maximum of seven players on roster per event; with all seven classifying as Rookie.
- 9.7. Novice teams may have a maximum of seven players on roster per event; with one of the seven players classified as Open.