



Official Frozen4 Rule Book

Frozen4 EDITION

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ROSTER CLASSIFICATION LIMITS

- 1.1. Any team that has not been registered prior to the Deadline may not be able to play in the FROZEN4. This Tournament is based on starter/rookie players. If the committee rules that a player is too advanced, he/she will be removed from the FROZEN4.
- 1.2. Each team is allowed to have only one D1 or higher player that would have been rostered on an official team in the previous Season.
- 1.3. There may be no more than 8 people listed on a roster.

2. PRE-LIMINARY MATCH STRUCTURE

- 2.1. Each match consists of a series of games.
- 2.2. Each game starts with 3 minutes of game time.
- 2.3. A team will receive two (2) points for the following reasons:
 - 2.3.1. A successful flag hang.
 - 2.3.1.1. A successful flag hang occurs when a player touches the team flag station with the flag.
- 2.4. A team will receive one (1) point for the following reasons:
 - 2.4.1. There is no flag hang by the end of the three (3) minute game
 - 2.4.2. Points will not be immediately awarded upon the flag touching a team flag station. The status of the flag carrier will first be verified before a flag hang is considered official. If the flag carrier is deemed as "dirty" one (1) point will be rewarded to the opposing team.

3. PLAY-OFF MATCH STRUCTURE

- 3.1. Each match consists of a series of games.
- 3.2. Each game starts with 5 minutes of game time.
- 3.3. A team will receive two (2) points for the following reasons:
 - 3.3.1. A successful flag hang.
 - 3.3.1.1. A successful flag hang occurs when a player touches the team flag station with the flag.
- 3.4. If there is no point scored at the end of the match, a sudden death over-time will be played in a 2vs2 format.
 - 3.4.1.1. This will be a (3) minute match.
 - 3.4.2. If there is no point scored at the end of the 2v2 match, a sudden death over-time will be played in a 1vs1 format.

4. TOURNAMENT STRUCTURE

4.1. Teams will be seeded into preliminary brackets.

4.1.1. Each team will play each of their games in round robin format.

4.2. Teams will be seeded into Quarter finals Best-of-3 series and then a semi-finals Best-of-3 series.

4.3. The winners of the semi-finals matches will play each other in the Finals for 1st and 2nd place in the Championship match in a Best-of-5 match. The losers of the semi-finals matches will play each other for 3rd and 4th place in the Consolation match which will be a Best-of-3 match.

4.4. All teams must purchase and use tournament Field Paintballs sold at the field.

4.4.1. Tournament paintballs will be sold at \$80/case plus applicable taxes.

5. FORFEITS

5.1. A team that forfeits a game may forfeit the match.

5.2. A team that forfeits a match will receive 0 points for the match.

5.3. If the forfeiting team's opponent does not also forfeit the match, the opponent receives the highest of points, two (2)

6. GAME PENALTIES

6.1. A player who receives a penalty is eliminated.

6.2. If an eliminated player receives a minor penalty, a judge eliminates one of the player's team mates.

6.3. If a player receives a major penalty, two of the player's team mates are eliminated.

7. SUSPENSIONS

7.1. A player who receives a minor suspension may not play for the remainder of the round in which the suspension occurred and the duration of the following round.

8. MARKERS

8.1. Markers must be capped at 10 BPS and maybe in semi or ramp

9. PRE-MATCH CHRONOGRAPHING

9.1. Referees may chronograph players' markers prior to or during play.

9.1.1. Players are responsible for ensuring that their markers are operating at or below the posted field limit of 280 feet per second (fps) +/-5FPS.

9.1.2. Any marker found to be in excess of the field limit (280 fps) +/-5FPS cannot be used until adjusted. No penalty will be assessed at this point.

9.2. If during the chronographing process, a judge determines that a marker is illegal under section 3.4, the marker will be held by the officials until the end of the match.

9.2.1. A marker held by the officials may be subject to further examination by officials

10. PLAYING FIELD REVIEW

10.1. All playing fields will be available for review by any team competing in the event prior to play.

10.2. No team or member thereof shall in any way alter the playing field. The penalty for a player modifying a field prior to the start of play or during the event days will result in a suspension from that event and fine.

11. CLOTHING

11.1. Players may not wear oversized clothing. If a judge deems that a player's clothing is oversized, the judge may require new attire or make temporary adjustment using tape, pins, etc. Given the nature of this tournament we will make exceptions unless there are too many complaints regarding excessive clothing.

11.2. Players may wear forearm, elbow, shin, knee pads and headbands/headgear provided that the padding on such is not excessive and has not been modified from the manufacturer's original form. Such articles must be worn under clothing with the exception of headbands/headgear. A player may only wear a total of 2 layers of clothing including official league jersey and above mentioned articles of clothing. A player may only wear 2 layers of headbands/headgear.

11.3. Players may wear a single pair of gloves, with or without full fingers.

11.4. Players may wear neck protection of a single layer.

12. COACHING

12.1. There will be NO Coaching allowed from the sidelines; any coaching from the lines from a teammate will result in a minor penalty

13. DEFINITIONS

13.1. MINOR PENALTY (Unobvious Hits)

- 13.1.1. An infraction for a **minor** penalty will result in the player being eliminated from the current match. Team A will score points for the following:
- 13.2. UNOBLIVIOUS HITS
 - 13.2.1. Unobvious hits are those that impact and break on players or equipment in areas not easily observable or hits that players receive and give no indication or knowledge of them having occurred.
 - 13.2.2. A player with an unobvious hit becoming aware, through his/her own actions or through information provided by teammates, that he/she has been validly marked, shall consider the hit to be an obvious hit.
- 13.3. MAJOR PENALTY (Obvious Hits)
 - 13.3.1. An infraction for a **major** penalty will result in the player being eliminated from the current match as well as the closest teammate.
- 13.4. OBVIOUS HITS
 - 13.4.1. Obvious hits are those that impact and break on easily observable and verifiable places on the body or equipment being carried or those that likely have been felt by the player. A judge will determine whether a player felt a hit by where that paintball impacted his/her body and/or whether they reacted upon being hit.
 - 13.4.2. Players who are hit in an obvious location are expected to immediately signal their elimination by announcing, "HIT" or "OUT" at the time of such elimination and hold one hand above their head.
 - 13.4.3. Such players must then install their barrel condom, hold the marker in the air above the head, and exit the field immediately by the most direct route or upon the instructions of a field judge.
 - 13.4.4. Players with obvious hits may not call for a paint check. Calling for a paint check under such circumstances constitutes continuing play.
 - 13.4.5. Players who are in motion with an obvious hit will immediately turn their motion away from the opposition and stop play.
 - 13.4.6. Players with obvious hits in areas that are not easily verifiable, such as the back must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate if the player was eliminated. The teammate must respond immediately. If the hit player is

eliminated, they must cease play, signal their elimination and exit the field.

- 13.4.7. If a teammate is not available for verification, the player must immediately call for a paint check by a field judge. Failure to call for such a paint check immediately will constitute playing-on by the player.

13.5. MATCH MISCONDUCT

- 13.5.1. A player assessed a **match misconduct** will be suspended from play for a period of 1 match and his team will have to start short handed.

- 13.5.2. The team of the offending player will be assessed a minimum of a major penalty.

13.6. SUSPENSION

- 13.6.1. A player that is suspended will not be able to play for a period determined by the Commissioner.

13.7. OTHER INFRACTIONS

13.7.1. PLAYING-ON

- 13.7.2. Playing-on entails continuing to act as a player in the match after being eliminated. Playing-on includes but is not limited to, continuing to fire or otherwise engage the opposition, continuing to move, except with respect to exiting the field by the most direct route or at the direction of a judge, talking, signaling or otherwise communicating either to a judge, opposing players or teammates, except that a player may say "HIT" or "OUT" or something to that effect once, impeding the progress of opposition players or a judge, hampering a judge in making a paint check or a call, discharging or degassing the marker or providing teammates with paintballs or equipment.

- 13.7.3. "Spinning" is reactionary and occurs within a second of being hit

- 13.7.4. "Advancing" is a deliberate attempt to play-on after being hit.

13.8. WIPING

- 13.8.1. Wiping is the active and deliberate removal of paint by a player in order to avoid elimination or avoid a judge's call.

13.9. ASSESSMENT OF PENALTIES

- 13.9.1. Judges will assess penalties in accordance to the following schedule:

INFRACTION	PENALTY
Out Of Bounds	Elimination
Marker not pointed down below the waist of the player or not touching the net at the start of game	Elimination
False paint checks	Minor
Too many players on the field	Minor
Marker velocity over field limit by less than or equal to 8 fps	Minor
Playing-on: unobvious hit	Minor
Playing-on: spinning	Minor
Unauthorized Clothing	Minor
Re-entering play after elimination	Minor
Protective Gear	Major
Verbal abuse	Major
Excessive shooting	Major
Marker velocity over field limit in excess of 11 fps	Major
Playing-on: advancing	Major
Playing-on: obvious hit	Major
Wiping	Major and/or Match Misconduct
Unsportsmanlike behavior	Major and/or Match Misconduct
Shooting at judges	Major and/or Match Misconduct
Using a tank that is out of test	Major and/or Match Misconduct
Usage of marker tools on the field during active play	Match Misconduct

14. DISCLAIMER

14.1. Marked Paintball, its board of directors, branches and its officers and/or division has the right to make changes to this rulebook at any time for any reason with or without prior notice.

14.2. Marked Paintball, its board of directors, branches and its officers and/or divisions is not responsible for any typos, misprints, grammatical or mathematical errors associated with the game or its prizes.