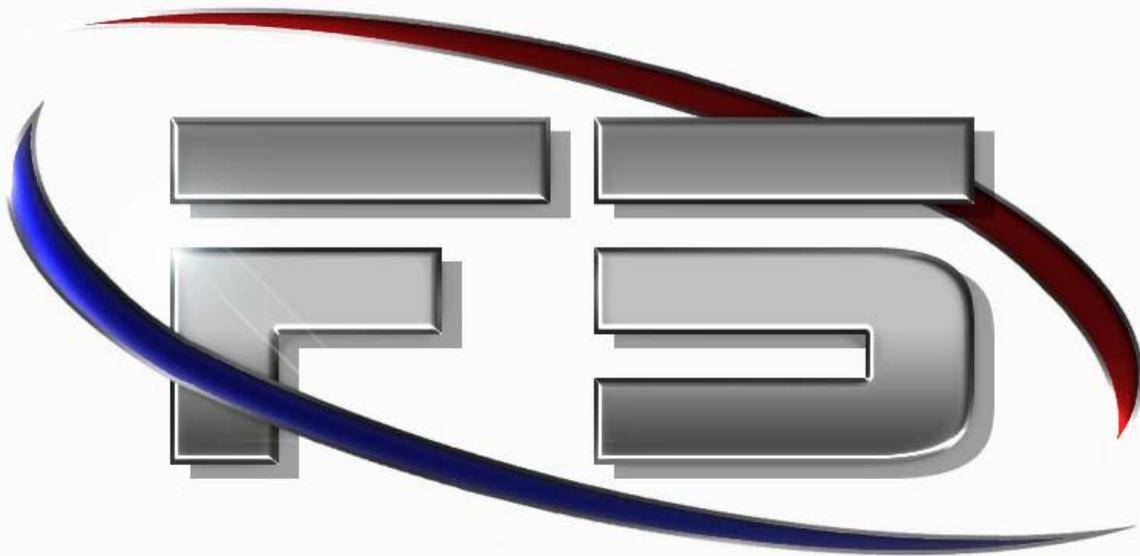


# 2012 Formula5 Official Rules



**June 2012**

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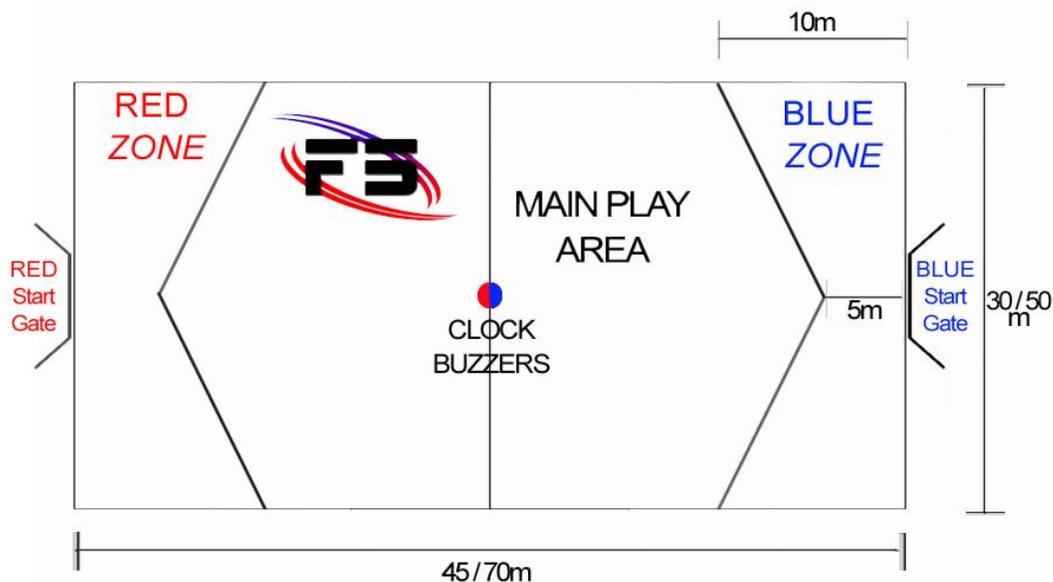
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# 1

# General

## 1. Field Size, Layout and Requirements

- 1.01 A playing-field should be a flat safe surface of dimensions 45-70 metres by 30-50 metres. Safety netting must be in place wherever spectators are, to enable them to observe safely.
- 1.02 The amount of bunkers on the field will differ depending on the size of the field. Typically a 45 meter field should have a minimum of 60 bunkers, and a 70 meter field should have a minimum of 80 bunkers. The maximum bunkers on even the biggest field should be no more than 100
- 1.03 The field consists of three sections; the red zone, play zone and blue zone. Within which, red team will be allowed to enter *only* the red zone and the play zone. And the blue team will be able to enter *only* the blue zone and the play zone (see diagram below).



- 1.04 The play area is deemed the area within which the players actually become “live” and the play area does NOT include the start gate/staging area
- 1.05 A formula 5 field must have 2 start gates (one at each end of the field, i.e. one in the red zone end and one in the blue) The start gate should be large enough to allow 10 players and 2 pit crew members to operate in safety and enter the field easily.
- 1.06 In the middle of the Play Zone there will be 2 buttons (buzzers) which are easy to access either side of a button station. These buttons be situated between 4 feet (1.25m) and 6 feet (1.83m) above the ground Blue button should be facing blue side of field and red button should be facing red side of field

1.07 No team or member thereof shall in any way alter any playing field at any time. Altering the field in-game on purpose will lead to elimination of that player for the current game. Any player altering the field at any other time before or during the tournament will be, at the discretion of the event organizers, banned from the current event.

## **2. Rosters**

2.01 For Formula5 Events: Teams may have up to 20 players on their roster, however only 10 of these players will be allowed in the staging area during the game.

2.02 For Formula3 Events: Teams may have up to 14 players on their roster, however only 7 of these players will be allowed in the staging area during the game.

2.03 Up to three pit crew plus one coach are allowed into the staging area and these are additional to the team roster.

2.04 Only one coach per team

2.05 All players must be legally allowed to play, i.e. be over 18 or if under 18, have signed consent from a legal guardian.

2.06 Teams become eligible to play after having signed their waiver forms and paid their entry fee, rosters will not be accepted if the team hasn't paid their entry fee (Roster forms will be available online to be completed and handed in before event start)

## **3. Entry Fees**

3.01 Entry fees will be £350 per team per event for a Formula5 Event and £245 per team for a Formula3 Event.

3.02 Event organizers hold the right to alter these amounts. Participating teams will be notified of any price alterations a month before they occur.

## **4. Ranking and Seeding**

4.01 Teams will be placed into ability-based divisions of varying numbers of teams.

4.02 We will attempt to keep these divisions consistent throughout the year, however with the addition of new teams and the changing of rosters within teams the divisions may be subject to alterations during the year.

## **5. Games**

5.01 Each team will play 4 fifteen minute games per event for Formula5 or 4 10 minute games for Formula3.

5.02 If amount of teams at the tournament is not divisible by 5, all teams will be placed in the same division and will play 4 other teams, selected at random.

5.03 We will do our best to ensure that each teams plays 4 games per day, however in the event that this is not possible, teams will receive a bye which will be the average of all of the teams other scores from that event.

5.04 There will be two sessions of games, divided into Morning session (9am-12.30am) and Afternoon session (1pm-4.30pm)

5.05 Game time will be 15 minutes for Formula5 Events and 10 minutes for Formula3.

5.06 The highest scoring team from the whole event will be classed as the winner.

5.07 Highest score will be determined by adding all the points for the 4 games. The points will be rewarded as follows

- 3 for a win
- 2 for a draw
- 0 for a loss

In the event of 2 or more teams having the same points after 4 games the placing will be decided by adding the scores from all 4 games in the following order: buzzer time + eliminations – deaths. After calculation, the team with the highest score will be placed first

## 6. Referees

6.01 Each field will have a minimum of 6 Referees; one in each end zone, and four on the field.

6.02 Referees will wear shirts that will distinguish the referees from the players.

6.03 Any refereeing disputes will be dealt with by an Event organizer.

6.04 Referees will not provide information to teams during the game, except with respect to safety concerns, warnings, neutrality, and eliminations.

6.05 Eliminated – Referee will signal when a player is eliminated by putting one hand on his head and pointing at the eliminated player.

# 2

# Equipment

## 7. Clothing

7.01 All kinds of protective clothing is allowed, and encouraged. However if protective clothing is deemed excessive by a referee, an Event organizer will decide whether this will be allowed.

7.02 Players may not wear pants or jerseys that are made out of highly absorbent material, such as felt or fleece

## 8. Protective Gear

8.01 The goggle systems used by players and all others in a goggle-on zone must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed ASTM/CE Standards.

8.02 Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:

- Playing fields
- Chronograph stations
- Shooting ranges

8.03 Violation of the rules in this section will result in an official warning given to the player for the first offense. For the second offense, the offending team member will be excluded from playing the tournament.

8.04 Players, officials and all on field must wear full-face protection as it comes from the manufacturer in its original form.

## 9. Markers

9.01 Players may use a single any calibre paintball marker, which consists of a single barrel.

9.02 Markers must be limited to a maximum of 15 balls per second, if a judge deems your gun as excessively fast, he is at liberty to test the speed of the marker.

9.03 Velocity limit is: The average velocity of 5 shots cannot be over 280 feet per second.

9.04 Penalty points will be awarded if the velocity is seen during game play to be over the limit as follows:

5 shot average	Penalty points
281 - 285	3
286 - 289	5
290 - 299	10
≥300	15 (+ armband removal)

9.05 Ramping of shots will be allowed.

9.06 Players may not use cloth, neoprene, or other material to cover the paint loaders or markers. For safety reasons neoprene high pressure bottle-only covers will be allowed.

9.07 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 fore fill the requirements of this rule. The only exceptions to this requirement are:

- During chonographing at chronograph stations
- During test shooting in locations set up for such purposes
- After a referee has directed players to remove their barrel socks prior to the start of a game
- While cleaning markers

9.08 Violation of deploying barrel socks will result in an official warning given to the player for the first offence, for the second offence, the offending team member being excluded from playing the tournament. During a game barrel socks must be carried by the players and be able to be used at any time required.

## 10. Other

10.01 Two live players may exchange equipment, however once a player is deemed dead he cannot exchange equipment

## 11. Paintballs

11.01 Paintballs with red fillings are prohibited

11.02 Paintballs used at the leagues' events must comply with ASTM/CE standards and meet the leagues' non-staining criteria.

## 12. Prohibited

12.01 Equipment including communication devices, electronic surveillance devices or listening devices as well as incendiary devices, smoke-producing devices, paintballs with red fill, Any electronic device which amplifies sound, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in any way. Teams found using prohibited paintballs or gear will be forced to forfeit the game in which said items were used.

## 13. Armbands

13.01 At the beginning of each tournament each team will be given 10 armbands and 5 batons for Formula5 and 7 armbands and 4 batons for Formula3.

13.02 Players cannot enter the play area without wearing an armband and a baton. Batons will be exchanged as players return to the staging area to ensure that only the correct number of players are on the field at any one time.

13.03 If a player returns to the staging area without his baton then he will be asked to leave his marker in the staging area and return to the field with his hand on his head to collect the missing baton. It is therefore important to NOT lose your baton as it will leave your team with one less player during the game.

13.04 The aforementioned marker-less player with his hand on his head will not be shot at by opposing team. In the event that he is shot at, the referee will decide whether this warrants disciplinary action.

13.05 Armbands will remain on players throughout the game even if the player is eliminated.

13.06 In instances of severe cheating, a referee will take the armband of the player. Severe cheating is denoted by repeated cheating. This player cannot play the remainder of the game, and so is forced to remain in the staging area until the game is over.

13.07 The amount of armbands denotes how many players can be ready to enter the field at any one time. Thus, if the number of armbands falls below 5, the team will only be able to play with that many players on the field at any one time.

13.08 Any minor infringement of rules will result in player being eliminated.

13.09 Any major infringement of rules will result in player being eliminated, armband removed and 5 penalty points being awarded to that team.

13.10 Armbands cannot be exchanged between players.

13.11 At conclusion of the game team captain must return all 10 or 7 armbands and batons to the referee in the staging area. For any one armband or baton missing, 3 points penalty points will be awarded to that team.

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## 3

## The Game

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### 14. Game Start

- 14.01 Team will start from a pre-determined side of the field. For example, for the match of Team A vs. Team B, Team A would start the game from the left side of the field (Red zone) and team B would start the game from the right side of the field (Blue zone)
- 14.02 Players start the game from within the start box, both feet must be within the white markings. On commencement of the game players can run into the play area.
- 14.03 Players must carry all equipment to be used during the course of the game on their person at the start of the game. If player wishes to return to the staging area during the game, once the player walks through the gate, one point will be awarded to the opposing team.
- 14.04 The starting procedure is as follows: The start of the game is announced in the following manner: "TEN SECONDS!" Exactly ten seconds thereafter, the game will start by the referee shouting "Game On!"

### 15. Stoppages

- 15.01 Game stoppages will only occur in case of an emergency, dangerous weather conditions, other "Acts of God" or a physical altercation on the game field.
- 15.02 Game stoppages will be indicated by the referees calling "*Freeze!*" Every player has to remain in the position he was in when the freeze call was made. The countdown will pause and will recommence when game starts again

### 16. Game End

- 16.01 A game will officially be considered over when the Head Referee announces "Game over!" after the 15 minutes game time finishes (10 minutes for Formula3). However, players and their equipment can still be inspected even after the "Game Over" call until they left the field.
- 16.02 Once the game has ended all live players must go to the centre of field to the head ref to be checked and counted, all other players must leave the field and return immediately to their end zone.

### 17. Check-out Procedures

- 17.01 During game time the ten or seven active players cannot leave the staging area, apart from to enter the playing field.

## 18. Marker Inspection

- 18.01 At random, players can be asked, at any time, before or during the game, to chronograph their gun.
- 18.02 The 5 or 4 starting players' guns will be chronographed before the start of the game and players will be asked to adjust their guns according to the rules stated above. During Game play, as players re-enter the pit area the referee will randomly chronograph players guns. If the player's marker does not comply with the rules, the player must alter their gun settings and 5 points will be awarded to the other team.

## 19. Eliminations

19.01 Players that engage in unsportsmanlike conduct will have their armbands removed by a referee and will receive 5 penalty points for that game. Unsportsmanlike conduct includes, but is not limited to:

- Failure to obey a referee's call
- 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
- Shooting at referees
- Shooting a clearly eliminated player with malicious intent to injure or intimidate
- Verbal abuse of any players, spectators or referees.
- Physical contact with anyone deemed to be intentional and hostile.

(Additional penalties may apply at the discretion of the event organiser)

19.02 Players that are eliminated, immediately upon their elimination, shall:

1. Signal their elimination by putting one hand onto their head
2. Take the most direct route back to their team staging area

## 20. General Game play

- 20.01 A maximum of 5 players from each team will be allowed on the field at any time.
- 20.02 Players will enter the field as eliminated players leave the field via the gate. The marshal will allow the eliminated player back into the staging area and will then release the new player.
- 20.03 1 point will be awarded for every full 10 seconds that the buzzer is in a team's control, and will be displayed on the scoreboard.
- 20.04 When a team has control of their own buzzer a beacon on their side of the scoreboard will flash and their score will flash every 10 seconds and increment by 1. If the other team gains control of the buzzer, then their beacon will flash and your beacon will go out.
- 20.05 Buzzer meltdown feature - Previously when a team hits their buzzer they potentially have control of it for the whole game, unless the other team hit their buzzer to swing it. With meltdown a team only controls the buzzer for a maximum of 3 minutes (18 points) for Formula5 and 2 minutes (12 points) for Formula3. Once the 3/2 minutes is up, and only

then, they must then hit the buzzer again to secure another 3/2 minutes. The opposing team can gain possession at any time by hitting their own buzzer, thereby giving themselves a maximum of 3/2 minutes, or 18/12 points, but only if they can hold onto possession for that long.

20.06 At the end of the meltdown, your beacon will come on permanently indicating that your possession of the buzzer has expired and you must hit it again to acquire more buzzer points.

20.07 Meltdown is not cumulative i.e. if you have controlled it for 1 minute and you hit it again, you do not get another 3/2 minutes. You will only acquire points for the time remaining. You have to wait for it to expire before being able to gain another 3 or 2 minutes.

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## 4 Penalties

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### 21. Playing On

21.01 "Playing on" entails continuing to act as a live player in the game after being eliminated.

On this occasion the referee will remove the offending player as well as another nearby player of the same team (one-for-one rule) thereby giving the other team 2 points.

21.02 The act of playing on is at the judge's discretion.

21.03 This penalty is imposed for any hit, anywhere on the player, whether unobvious or not. It will still be considered "playing on"

21.04 Any disputes between players and referees will be resolved by an event organizer.

### 22. Wiping

22.01 Wiping is defined as a player actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.

22.02 The penalty for attempting to remove a hit will result in loss of the player's armband and immediate disqualification from that game.

### 23. Spectators

23.01 Three pit crew members and one coach will be allowed per team. These people must be specified in the team's roster, but are additional to the players within the roster. Pit crew members and coach must wear high-visibility vests and goggles or safety glasses. Pit crew members are only allowed inside the staging area during the game.

23.02 One coach is permitted for each team. He must be wearing a high-visibility vest and is allowed anywhere along the back line to the maximum width of the field. He / she cannot coach from the side-lines and must be wearing goggles.

23.03 Players are allowed to call onto the field from inside the staging area but cannot call from the sides of the staging area. Doing so will incur a deduction of 1 point for each offence,

from their score. If it cannot be proven that the spectator has an affiliation to either team, then the spectator will be banned from the side-lines.

## 24. Markers

24.01 In the event that a marker does not conform to the above rules, a referee will remove said players arm band and they will be disqualified from that game.

## 25. Disqualifications and Bans

25.01 In the event of unsportsmanlike behaviour (i.e. violence) said player will be disqualified from that event, and will not be able to play for the duration of the competition.

25.02 In the event of repeated disqualification, at the discretion of an event organiser, a player can be banned from all future events.

25.03 In the event of a player arguing with a referee, the referee will eliminate said player, as well as another player from the same team (i.e. one-for-one rule) if a player continues to argue with the referee, their armband will be removed and they will be disqualified from that game.

25.04 A player who has been eliminated due to a one-for-one caused by one of his teammates will not have his armband removed.

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# 5

# Scoring

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## 26. Forfeits

26.01 In the event that a team wishes to forfeit a game, the team will receive 0 points.

26.02 The opposition team will receive a score of, the average of the other 3 games they've played at that event.

## 27. Scoring

27.01 Points will be awarded by various means:

- When a player eliminates an opposing player, one point is awarded to his team, as he enters the staging area.
- When a player hits his team's button in the centre of the field a count-up clock will begin to accumulate 1 point every 10 seconds until either the game ends, or the other team manage to hit their button, thus beginning their count-up clock.

27.02 For any player who goes back through the start gate, into the staging area, for any reason whatsoever, a point will be awarded to the opposing team.

27.03 For any team having more than 5 players on the field at the start of a game, 1 point will be awarded to the opposing team and the extra player will be eliminated.