

# **3-MAN SPEEDBALL TOURNAMENT**

(Rules subject to change without notice)

## **General Rules**

1. Center flag format.
2. 3-Man: 3 minutes
3. Maximum velocity of 280 fps.
4. Each player may only play for one team in the tournament.
5. No time schedule will be given; teams will be called "on deck".
6. All markers will chrono on prior to every game. Players will be given 2 minutes to have markers at or below maximum velocity. 2 minutes will begin when the first player chronos.
7. Any player removing himself from the game due to marker malfunction will not be penalized, but will count as elimination.
8. A "truce" may be called by a referee to stop play in the event of an injury or possible injury, such as a loss of goggles.
9. Armbands will be pulled by the referee from eliminated players.
10. Markers may only be shot in the following designated areas: the playing field, chrono, and the designated area for working on markers.
11. Barrel covers must be used outside of the designated areas listed in rule #10.
12. At the chronograph, you will hand your marker over to a ref to chrono your marker.
13. Absolutely NO Blind Fire. Look where you are aiming. Player will be called "out".

## **Game Rules**

1. Paint checks will not stop tourney play. It will be the responsibility of the judges to constantly check the players.
2. Eliminated players should place one hand on top of head and exit the field quickly.
3. A hit is defined as a quarter-sized or larger paint mark. (shell or no shell).
4. No distance rule
5. Any player who assumes the posture of an eliminated player or calls "hit" or "out" is eliminated- no exceptions.
6. Unmarked players may pass the flag to other "live" players.
7. If a flag carrier is marked, he must drop the flag and exit the field. The flag will be re-hung by a judge.
8. No electronic communication devices will be allowed on the field.
9. Any player who talks or continues to play after being called "out" will be penalized by having one of his players pulled. An eliminated player cannot talk.
10. Each player must go directly to his team's "dead box" once eliminated and stay there until being called by the Chrono referee.
11. If any part of a player's body goes over or touches the exterior boundary line or netting, that player is out.
12. All equipment carried onto the field must be kept on your person except empty tubes.

## Equipment

1. All markers will be .68 cal. CO2, compressed air, or nitrogen powered.
2. The ultimate judges reserve the right to inspect all equipment, and deny the use of anything found to be unsafe.
3. No tools of any type will be allowed on the field.
4. No Hawaiian (bright multi-colored) shirts - bright solid colors are fine.
5. No guile suits or excessively loose clothing. (Judges' discretion)
6. Every marker must have a barrel cover.
7. All harnesses, loaders, belts, etc. must be worn on the outside of players' uniforms.
8. No excessive padding. (Judges' discretion.)
9. All adjustments on markers will be checked at chrono station for snugness. This includes but is not limited to regulator and on/off valves.
10. Unaltered, full-face mask must be worn. (Coverage for eyes, ears, nose & mouth.)

### Scoring 3-Man \*All tiebreakers will be playoff games.

Max. score:	60 pts.
Flag hang:	30 pts. (If player is marked, no points will be given for hang)
First flag pull:	15 pts. (Player must be clean before and after pull)
Eliminations:	5 pts.

Teams will play each of the teams in their bracket once during the preliminary round games. Based on eight teams (two brackets) in the Tournament the two top scoring teams will advance to the intermediate round and play three games. The top scoring team from the intermediate round in each bracket will move on to the final round. Three games will be played in the final round. Scores will be totaled. Winner will be one with the most points in the final round.

In case of a tie score among teams, such tie will be broken by head to head competition, the winner of such contest advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the previous round scores, the team with the greatest score in the previous round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the Eliminations scored against the teams in the round, the team with the fewest amount of Eliminations in such round advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the team having the fewest penalty points.

### Penalties

1. Removal of goggles or not wearing goggles: -50 pts.
2. Obvious hit and continuing to play or wiping a hit: -25 pts. and 1 for 1
3. Arguing with a referee after a warning: -40 pts.
4. Foul language: -25pts.
5. Unsportsmanlike conduct: -25 pts.
6. If a flag is hung with an obvious hit, hang points will be reversed to the other team.
7. No barrel cover/Safety in non-designated area: -10 pts.

8. Tools on the field: -20 pts.
9. Leaving "Dead Box" before being called out: -10 pts.
10. Talking or playing on after eliminated 1 for 1