

MAM Paintball 3-Man Tournament Rules

3-man Woods Ball Rules and Regulations

1. 3-man Classes

Open Class. Anyone can participate.

2. Time and Start

3-man flag game, 30 minutes

3. Number of Games

Teams will play 5 games.

4. Paint Checks When Performed

Paint checks are performed by refs for the purpose of determining if a paintball has broken on and marked a player. Paint checks are performed by a ref when the ref has observed a player taking fire, when fire is directed into an area occupied by a player that a ref cannot directly observe, when the physical location that a paintball may have broken on is not visible to the ref, or when the ref is directed to do so by another ref. Refs may, but is under no obligation to, make a paint check after a player has requested one.

5. Possession and Exchange

Two live players may exchange equipment. Players who are eliminated must exit the field with all equipment they were carrying when they were eliminated, (with the exception of empty paint pods, squeegees, mops, swabs and flag.) Players must have all paint, gas, and equipment to be used during the course of the game on their person at the start of the game.

6. Chronograph

Players must chronograph their markers prior to and exiting the field at 300 FPS or less (one, two or three shots at the discretion of the field ref). Markers which are shooting over 300 FPS; the team will be deducted 1 point per FPS over 300 FPS. Players who are observed working on their marker during the course of the game, with the exception of cleaning paint out of the barrel, loader or feed ports or changing constant air tanks can be immediately removed from play at the discretion of the field ref. A team with a player refusing to chronograph when directed to do so by a ref will be assessed a 50 point penalty, per player refusing to chronograph. Other penalties will be assessed. Teams may be assessed hot gun penalties for each player chronographed. Such penalties consist of three shots fired over a chronograph, the velocities of each shot added together, and anything over a value of 900 will be the penalty points assessed against that players' team. If the player is taking more than one tank onto the game fields, the chronograph ref may elect to chronograph the marker with all tanks. All players whose markers have not passed the chronograph may elect to enter the field without a marker or be counted as eliminated.

7. Scoring

Scoring for the game will be conducted on a 100 point system and will be awarded as follows.

3 man games:

1 - Pink Flag Held=30 points

1 - Blue Flag Held=25 points

3 - Green Flag Held=15 points

8. Tie Breakers

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.

9. Game Ending Procedure

Games will end 30 minutes after the start of a game. All players must check in at the check-in station before entering the staging area.

10. Wiping

Wiping is defined as the active and deliberate removal of paint by a player in order to avoid elimination or avoid a ref's call. Penalty is 50 points.

11. Flag Carriers

Players carrying flags must carry them openly. Flags may be passed from live player to live player. A player eliminated while in possession of a flag will drop the flag immediately on the field of play, so it can be recovered by a referee who will hang it on the nearest bunker.