

RULE AMENDMENTS FOR D1-PRO, D2-SEMI PRO & D3 AMATEUR M7 FORMAT

In 2011, the M7 format will be played in the Div 1 – Pro, Div 2 – Semi-Pro & Div 3 – Amateur. While the general game structure is the same, rules specific for the M7 format are as follows.

Game Time:

Pro - 1 period of 10 minutes.

Semi-Pro – 1 period of 7 minutes.

Amateur – 1 period of 5 minutes.

Rounds:

Pro – Race to 4 points (4 rounds of wins)

Semi-Pro – Race to 3 points (3 rounds of wins)

Amateur – Race to 2 points (2 rounds of wins)

Intervals:

- Rounds within games are to be started 2 minutes after finishing the round before.
- Between 2 games (2 new teams take the pit areas) is 5 minutes.

Round Points Awarded: (1 point per round win)

1. Pressing buzzer or touching of opponent's base by a live player.
2. A 2 for 1 or 3 for 1 penalty in the last 60 seconds of regular game time is incurred by the opposing team.
3. Forfeit from 1 team by pressing pit buzzer.

Game Points Awarded:

For a win – 1 point.

For a draw – 0.5 point.

For a loss – 0 point.

- A win is awarded to the team that reaches 4 round points first – Pro, 3 round points first – Semi-Pro, 2 round points first – Amateur or who are ahead on round points at the end of game time.
- If the teams are tied on round points at the end of game time, a draw is awarded.

Player Roster:

Out of the tournament roster of up to 7 players, a team must roster 5 to 7 players for a single game. Out of the 7 rostered players for the game, up to 5 players start each round on the field.

Number of Persons in Pit Area:

Maximum of 10 rostered members (7 players & 3 pit crew) per team may be in the pit.

The next team staging in pit is not allowed to take part in the ongoing game in any way.

Coach:

Each team must have a designated coach. The designated coach must stay in the pit area all the time. If the designated coach is a player, he can function as a coach only from the pit area. Only the designated coach may ask for an explanation of a call (only to the head ref, only if the head ref is off the field and only during game breaks.) After the game the coach has to sign the score sheet.

Spotter:

No longer allowed.

All Own Team Members (Player & Pit crew):

May communicate with own players (not with opponent players or refs). Radios, Mobile phones plus devices to amplify sound are not allowed in the pit. Coach, Spotters & all Team Members may call out to in field players from within the areas they are placed in. Coach & All Team members from inside the pit area.

Team Draws:

Less than 12 teams – Each team will be randomly drawn to play at least 4 preliminary games. The top 2 qualifiers from the preliminaries will play off for the 1st & 2nd places. The 3rd & 4th qualifiers will play off for the 3rd place.

12 to 18 teams – Teams will be drawn into 2 groups (A & B). Preliminaries played.

1st Qualifier from A vs 2nd Qualifier from B

1st Qualifier from B vs 2nd Qualifier from A

To decide which teams play off for 1st & 2nd and which teams play off for 3rd.

18 to 24 teams – Teams will be drawn into 3 groups (A, B & C) Preliminaries played.

1st Top Qualifier from A, B & C vs Best 2nd Qualifier from A, B & C

2nd Top Qualifier from A, B & C vs 3rd Top Qualifier from A, B & C.

To decide which teams play off for 1st & 2nd and which teams play off for 3rd.

25 plus teams – Teams will be drawn into 4 groups (A, B, C & D) Preliminaries played.

1st Top Qualifier from A, B, C & D vs 4th Top Qualifier from A, B, C & D

2nd Top Qualifier from A, B, C & D vs 3rd Top Qualifier from A, B, C & D.

To decide which teams play off for 1st & 2nd and which teams play off for 3rd.

Tiebreakers:

Position of teams in Preliminary groups in the M7 format.

1. Number of Game points scored.
2. ED Scores
3. Difference between Round points Won & Lost.
4. Higher number of Round points Won.
5. Higher number of Games won.
6. Result of direct match up (Face to Face encounter) – where applicable.
7. Seeding.

In all other rounds there is always the winner advancing, no ties possible.

Finals tiebreakers will be determined with a 2 minute 1 on 1 game. In the event of a drawn game another 2 players will be selected by the teams to play another 2 minute game. This will continue until there is a result.

Tournament ranking in M7 format:

1. Ranks 1 to 4 decided by Finals outcome.
2. Losers of Prelims are ranked by,
 - Number of game points scored.
 - ED Scores
 - Difference between Round points won & lost.
 - Higher number of Rounds points won.
 - Higher number of Games won.
 - Result of direct match up (Face to Face encounter) – where applicable.
 - Seeding.

The M7 Game play:

Start of the game:

Teams are given 2.5 minutes to take their place in the pit area once they are called or when the game prior to theirs has ended.

It is recommended that the players are already geared up for the 1st round of their game when they enter the pit area.

When the 2.5 minutes is up, a 2 minute countdown to the 1st round will start. Referees will announce out 2 minutes, 1 minute, 30 seconds & 10 seconds prior to the start of the round.

At the 10 second call, Referees will raise 1 of their arms. The round starts the moment the horn sounds & the Referees drop their arms. The game timer will be started by the timekeeper.

Rounds:

The competing teams will attempt to touch the base of their opponent

If the above is achieved, the referees shall call out “FREEZE”. The game timer will be stopped by the timekeeper. The Referees will quickly inspect the player who pressed the buzzer ONLY and assess penalties if there are any. Upon completion, the Head Ref will declare “ROUND OVER” After this call pit crew may enter the field to pick up any pods or equipment.

The timekeeper shall start the break time timer for the 2 minute break. From the “FREEZE” call till the “ROUND OVER” call, it should be no longer than 30 seconds.

For the subsequent rounds, the Referees will only be announcing 1 minute, 30 seconds & 10 seconds.

End Swap:

Teams will switch end after every 2nd point.

The Final 60 Seconds of Game Time:

In the final 60 seconds of regular game time, the Referees will signal & announce “1 MINUTE”

Any 2 for 1 or 3 for 1 penalties incurred by either team after the announcement will result in the Round being awarded to the opposing team.

The purpose of this rule is to stop the blatant playing on and overshooting that teams chasing the game have been observed to resort to. This rule is in particular directed towards players charging forward with total disregard of having been marked. The rule of having altered the course of the round will be interpreted very strictly against such a player and a 2 for 1 penalty will be given out.

The moment such a penalty is sighted, the Referees will announce “FREEZE” & quickly inspect to confirm the penalty sighted. Game time is stoped.

If confirmed, “GAME OVER” is announced by the referees. If in doubt, the Round is declared “NULL & VOID” & the teams will play the following Round based on the time left on the clock.

End of The Game:

1. One team has scored 4 Round Points – Pro, 3 Round Points – Semi-Pro, 2 Round points – Amateur.
2. A 2 for 1 penalty is incurred by any team during the last 60 seconds of the game time.
3. The game time is up.

GENERAL RULE AMENDMENTS FOR THE SUPER 7 SERIES.

1. Stickers will be allowed on hoppers and goggles as long as they do not resemble a hit in any way and they may not contain the colour Orange.
2. Rule 11.01 & 11.02

In a move to come closer to a worldwide standard of rules and procedures S7's will adopt a ROF cap ramp of (13bps) as used in the Pals.

- Markers will be limited to a ROF of 13 balls per second
- Ramping of shots will be allowed only once 5 bps has been achieved.
- Then the marker may ramp to 13 bps, but only as long as the 5 bps is continually maintained. Once the trigger is stopped to be activated; only one single additional shot may be discharged.
- The Referee's shall check all players at the start of the match for ROF cap and then may at their discretion check random players at the start of each game.

Clarification: the 5 bps for start/sustain ramping does not need to be hit physically; it refers to the time delay between trigger activations, which must be at least the equivalent to 5 bps. So a marker may start to ramp up to 13 bps, if (after the first three shots being in semi-auto only) the time delay between 3rd and 4th trigger activation is less than 200ms.

3. Rule 19.05 – Mechanical Bounce Test. Not applicable.
4. Rule 20.05 – Not applicable.
5. Ranking Points. For D1 Pro, D2 Semi Pro & D3 Amateur team ranking points are earned as follows:

30 points for 1st place.

28 points for 2nd place.

26 points for 3rd place.

24 points for 4th place.

22 points for 5th place.

20 points for 6th place. Points continue to drop by 2 points per placing until there are no points left to distribute.

6. Ties in Ranking Points

- Teams tied in points are ranked by the highest number of highest rank in all tournaments of season
- if still tied, they are ranked by the highest number of next highest rank and so on
- if still tied, they are ranked by better result from last tournament

7. Inter-League Play.

Div 1 – Pro – No penalty for the first US/European ranked Pro or Semi Pro player then 2 ranking points for each extra US/European ranked Pro or Semi Pro player will be taken off the series Championship Points for the teams final result.

Div 2 – Semi Pro – No US/European Pro or Semi Pro players allowed on roster. Oz Semi Pro teams can have one O/S Div 2 or lower on roster only for event or 1 Australian Pro ranked player per event.

Div 3 – Amateur – No US/European Pro or Semi Pro/D2 or Australian Pro players allowed on the roster. Only 1 US/European D3 or lower or 1 Australian Semi Pro player allowed on roster per event.

8. Air Tanks. All compressed air (or other) tanks must be within the current test date specified as per the manufacturers recommendations. Further to this all tanks must be free from dents or other defects and are subject to a visual inspection. All tanks must be Work-Cover approved & fitted with a tank cover.
9. All paintball guns must be registered. A copy of every guns registration form must be presented if required by the promoter. For overseas competitors a copy of the import documentation must be present if requested by the promoter.

10. Player Status.

(1) A D1 “Pro Player” is a player that has been on the roster of a 2006/2007/2008/2009/2010 Pro Team or who has played in the semi pro or higher division with NPPL, PSP or Millennium Series

(2) A D2 “Semi-Pro Player” is a player that is currently on or has played on a Semi-Pro team in the 2006/2007/2008/2009/2010 season or has had 2 or MORE years of tournament experience. Any players who have played Pro prior to the 2006 season will be considered Semi-Pro.

(3) A D3 “Amateur Player” is a player that has played on a D3 team and has LESS than 2 years of tournament experience.

Changes to Player Status. Player status is based on playing history dating back to the 2005 season. Any player may request reclassification; this will be put to the vote by the Rules Committee.