



**2/10 Paintball  
Association** ™

## 2-man/10-ball (2/10) Paintball – Overview and Rules

---

### **General Play Description**

Each team is made up of two players.

Each player can carry and shoot up to ten paintballs in each game.

Note: In other words, picking up and using paintballs on the field isn't allowed. Exception: if the ball was a roll-out and the referee saw the roll-out, the player may pick up and use that ball (if the player is willing to shoot a ball that was on the ground).

A game is called a **point**. A **point** (game) is won by either a flag "hang" (running the flag across the other team's starting line – see below) or eliminating both players on the other team.

A **match** between two teams is played as a **set** made up of the best of five **points** (winning a game is worth one **point**). In other words, the first team to win three **points** (games) wins the **match**.

Note: The finals in a tournament are played a little differently (see the "Tournament Play" section below).

The two teams entering the field area for a **match** stay in the field area for the entire **match**. There is a ninety-second (90-second) break between **points** (games) which is used by the teams to reload, clean goggles/hits, switch ends of the field and discuss strategy.

**Points** are played with a silent spectator area. In other words, off-field coaching (including an eliminated partner) during a point (game) is not a part of the 2/10 Paintball format. Between-point coaching is not a part of the 2/10 Paintball format (i.e., a team's coach remains quiet – regarding coaching – during a **match**).

Paint-checks (see more detail in Section Two below) are done with a "frozen" field: all players stop their actions (moving and/or shooting) when a referee yells "Freeze-Freeze", the player is checked for a hit and called either "clean" or "out", the referee(s) call, "Barrels down!" (barrel ends are pointed straight down to the ground), the referee(s) quickly check all players for readiness and, then, blows a whistle/sounds a horn/etc. to restart play. A player that is in the middle of a move

when a freeze is called returns to the prop or position on the field where they started the move before play is continued.

### **Winning a point (game):**

As mentioned above, there are two ways to win a **point** (game): 1) eliminate both members of the other team or 2) a flag “hang”.

In 2/10 Paintball, there are two (2), center-field flags; they are differently colored (for example, one blue and one red).

The flag method to win a **point** (game), and the primary method for a player to be aware of during play, is to capture your own team’s flag and run it across any point of the *other* team’s **baseline** (a line marking the back or end of the field; a line used as the starting-line and flag-scoring line in 2/10 Paintball), similar to scoring a touchdown in U.S. football. In other words, if you are the Blue team, you grab the blue flag at the center of the field, continue down the field and cross the Red team’s **baseline** (the line where the Red team started this game) anywhere you wish. (See “Appendix 2” for a drawing that illustrates this.)

There is no time-limit on a **point** (game).

Summary:

- If a player runs his flag across the other team’s **baseline**, that **point** (game) is finished.
- If both members of the other team are eliminated, that **point** (game) is finished.

---

## **Section Two: Additional Data**

### **Player Setup**

At the beginning of a match, each team member should be given an arm-band of the same color which they wear for the duration of that match. Example: One team has blue arm-bands and the other team has red arm-bands. The arm-bands for a team should closely match the color of their center-field flag. These arm-bands are usually worn on the wrist (making them wrist-bands), but may be worn on the arm wherever the player wishes.

Note: The arm-bands are used to remind each team member which center-field flag is theirs.

Each player should take with them into the field area (the netted area) enough paintballs for at least five (5) points (games), which would be at least fifty (50) paintballs, and any other gear that they might need. Other gear that might be needed

would be: cleaning cloths or paper towels, water for goggles cleaning and air tanks/cartridges.

## Field Setup

The play is on an airball/speedball field. The dimensions are 150' long by 100' wide.

Note: The dimensions can be either those used by the PSP or the NPPL, if the management at the paintball field being used prefers to leave their boundary markings and field layout as they are. If that is the case, simply use the normal position of the "snake" to mark the boundary on one side of the field (i.e., the "snake" is out-of-bounds – stay inside the "snake").

One modification to the dimensions is highly recommended if using a PSP field: bring the left and right boundaries in five (5) yards (fifteen [15] feet) each.

The number of props used should be the same as for a 5-versus-5 layout – around 30-40 props.

Note: One of the things that works very well is setting up the field so that there are 6-10 more props than usual in the center area (from the "30" lines into the "50"). The idea is to encourage lots of movement, especially around and toward the flags; a denser center field seems to do the trick. See "*Suggestions for field layouts*" (below). Also, see "*Appendix 3*" for a sample field layout.

Note: Layouts used for 7-versus-7 seem to slow 2/10 play significantly. For that reason, it is probably best to avoid using that type of layout. Also, the standard PSP/NPPL field widths seems to slow play noticeably, which is probably reason enough to bring the width in as described above.

The two (2) flags used are placed 2' (two feet) from the middle of the left and right sides of the field's center prop(s). The flags are hung from poles (or some similar objects, such as cones). (See "*Appendix 1*" for an illustration of this.)

Note: What has been found to work best is using thin wire or plastic poles. Wire gardening poles with a loop at the top [Home Depot is one source] or a plastic pole with a pointed ground-end and a small foot-piece for pressing it into the ground [Tractor Supply Co. is one source and these poles are currently the least expensive, by far]) work well – the plastic pole with the wire pole taped to it working the best. Using a clothes pin to secure the flag to the top of the pole has been an excellent modification of the pole setup.

Each flag is a different color (one blue and one red, is usual) and closely matches the colors of the wrist-bands/arm-bands of the players.

## Suggestions for field layouts:

- Usually, bring the props from the corners of the field in to around the “30” and “40” and add about 4-6 others (usually fingers/cans) near the center prop. Arranging outer (boundary-side) props in a staggered layout that “point” toward the flags also helps. Reminder: the idea is to encourage lots of movement, especially around and toward the flags; a denser center field seems to do the trick.
- Use a short-pyramid prop (the one that is about 4’-5’ tall) or 3-4 fingers/cans for the center prop instead of a half-X (if using a PSP field) or instead of a tall spike (if using an NPPL field).
- Eliminate the lay-down sections of the snake. Leaving the other props that are the “knuckles” of the snake is OK.

## The Play

The players start behind their **baseline** and may position themselves anywhere behind their baseline (between the left and right sides of the field).

A player’s lead foot may be on the line if the line is marked with a physical line (rope, cord, etc.) and not chalk.

The player may be in motion behind the baseline as long as they have not crossed the baseline prior to the start of the point (game).

Note: The “foot may be on the line” rule was added so that a person is less likely to trip on a physical line due to the line being higher off the ground because of slight changes in the levelness of the ground (it has happened).

The start of a **point** (game) is done by a referee checking both teams for readiness (“Blue team ready?”, “Red team ready?”) and, then, shouting “3-2-1-Go!” or shouting “3-2-1” and blowing a whistle/horn.

The point (game) is played until one team wins the point either by running in their flag or elimination of both opposing players.

The player running in the flag must be in possession of the flag as he crosses the other team’s baseline; throwing the flag across does not win the point.

The flag is considered “across” when either the flag crosses the plane of the **baseline** (the player thrusts the flag across the plane with his hand) or a body part of the flag carrier, such as a foot or toe, touches the *other side* of the other team’s **baseline** (touching the line doesn’t count as winning the point).

In the case of doubt about which team won the point (example: an apparent tie when running the flags in) or an inability to declare the point’s winner (example: the simultaneous elimination of the last two players), the point is replayed (neither team gets that point and another point is played in its place).

In the case of a player being shot exactly as he runs the flag across the other team's baseline, the "tie goes to the runner"; that is to say, the flag carrier's team wins the point.

If a player touches (grabs) the *other* team's flag, that **point** is given to the other team. Example: If a member of the Blue team grabs the Red flag from the center-field pole, then the Red team is given that point at that moment.

Note: This is to make sure that another team's strategy is not interfered with by a member of the other team moving the opposing team's flag on the field or turning a point (game) into a "chase me to get your flag" situation or a wrestling match.

The flag is carried by a player who is holding it in either hand in such a way that all of the flag is visible except for the length of distance covered by the width of that hand.

Note: This makes sure that it is as easy as possible to figure out which player is the flag carrier. The flag can be held at the middle, one of the ends or anywhere in between, as long as the maximum amount of flag material is visible, which would be all of the flag's length minus the width of the flag carrier's hand (which would generally be about four to six inches wide).

## Paint-checks

The primary data about a hit/elimination are these:

- The **player** is considered to be the person's body, his clothes, his goggles, his gun and anything that he carried into the playing area (boundaries) of the field.
- A **hit** is an impact of a paintball that breaks the ball on the **player** and leaves paint on the **player**.
- A **hit** with *any* amount of paint is an elimination.
- Any amount of paint *without* a **hit** is not an elimination.

A **hit** that breaks and leaves a single drop of paint is an elimination.

A six-inch long, six-inch wide spray of paint without an impact of the paintball on the **player** is not an elimination.

The guideline about "a mark of paint at least the size of a quarter" is used only when a referee cannot determine from the paint's pattern whether it was the result of a **hit** or the result of spray from the ball's impact with some other object (such as a prop or flag pole).

A player impacted by a paintball takes all actions needed in order to find out if it was a **hit** or not and is the *primary* person to do this.

Note: In other words, playing until a referee calls you out is not a part of the 2/10 format.

A player that has been impacted by a paintball in a place that he can check should examine the impact area immediately and either call himself out (by yelling, "Out!" or "Hit!") in the case of a **hit**, call it a bounce (by yelling, "Bounce!", "Didn't break!" or some similar, easily heard and understood wording) or call it a splatter (by yelling, "Splatter!"). If a player has any doubt about what he should call, he should call for a paint-check on himself, immediately.

A player that has been impacted by a paintball in a place that he cannot examine himself should call a paint-check on himself, immediately.

Anyone can call a paint-check: the player that was impacted by a ball, the player shooting, their teammates or a referee. If called by one of the players, this is done by yelling, "Paint check!" and directing the referee to where the paint-check is needed or wanted (on himself or another player).

Note: Calling a paint-check and not stating a specific area (on himself or the other player) where the check should be made will most often result in the referee not completing the paint-check and beginning the actions of continuing play; this is especially likely if calling a paint-check on another player. In other words, calling for a paint-check in order to get a moment to rest or plan is a no-no.

When "Paint check!" is yelled and, then, when heard by a referee, the referee either stops ("freezes") play on the field by yelling "Freeze-Freeze!" or does not stop play and shouts, "The player is clean. Play on!", "The player is clean. Continue!" or something very similar to those.

Note: When players hear someone call "Paint check!", they should immediately listen for the next shouts by the referee(s). If the referee(s) saw that there was no **hit** (it was a bounce, a miss, etc.), then they do not *need* to stop the play. When "Paint check!" is called, stay alert for the next referee shout.

Paint-checks are done on a "frozen" field: play is completely stopped – all players remain where they are and shooting is stopped. A player that was in motion, such as moving from one prop to another when the referee called "Freeze-Freeze!", returns to the prop or place on the field (if he wasn't near a prop) where he started his move. Any shots made after "Freeze-Freeze!" is called are wasted (not replaced); any **hit** that results from such a shot does not count.

A referee can call for a freeze (by yelling, "Freeze-Freeze!"), without a player calling for a paint-check, because the referee saw what he thought might be a **hit** and wants to examine the **player**.

A referee freezes play if he wants to closely examine a **player** for a **hit**.

A referee can call a player “clean” or “out” without freezing play if he saw the event and has certainty about the call without needing further examination.

A **simultaneous elimination** is when both players fired their shots before either player’s ball **hit**.

## Handling Situations of Playing On or Wiping Paint

*The next two items (paragraphs) are also described in the “Sportsmanship” section.*

If a player 1) continues to play on with a **hit** (knowingly or unknowingly) or 2) continues to play on after an impact which he did not check for a **hit** or he did not have checked for a **hit**, then that **point** (game) is given to the opposing team. If, later in the tournament (that same **match** or any **match** later in the tournament), *either member* of that same team does *either* of the above two actions (#1 or #2), that **match** is given to the opposing team and the violating *team* is also disqualified (no more matches are played by that team) from the tournament.

If a player wipes off the paint resulting from a **hit** and continues to play, then that **match** is given to the opposing team and the violating *team* is also disqualified (no more matches are played by that team) from the tournament.

## Reloading Between Points (Games)

During the ninety-second (90-second) break after a **point** (game) and before the next **point** (game) starts, each player performs the following reloading actions while a referee is observing:

- Empties any paintballs left in the gun’s hopper/magazine or removes a removable magazine.
- Fires his gun as many times as needed in order to clear any paintballs from the barrel and the feed-neck of the gun and hopper.
- Loads ten (10) new paintballs into his gun’s hopper/magazine or replaces the removable magazine such that a maximum of ten (10) paintballs will be carried by a player onto the field at the beginning of the next **point** (game).

---

## Section Three: Tournament Play

### Player Setup

The player wears clothing (jerseys, shirts, pants, etc.) that is close-fitting (such as a medium t-shirt on a medium torso); tucked in and wrapped to the rear (such as when

wearing a large t-shirt on a medium torso) or taped down around the arms, chest and abdomen (such as when wearing an extra-large shirt on a medium torso).

All tops (shirts, paintball jerseys, etc.) are worn tucked in.

Double layers can be worn if each has a maximum thickness of standard t-shirt material and meet the above descriptions about clothing. Exception: during weather that is 65 degrees Fahrenheit (18 degrees Celsius) or colder, an outer layer that has the maximum thickness of standard sweat-shirt material can be substituted for the outer-most layer.

Knee pads, shin pads, elbow pads, forearm pads and any other type of body “armor” (such as a vest) can be worn as long as they have rigid or hard surfaces.

Note: Currently, any paintball knee pads and jerseys available on the market are allowed, but the rigid/hard surfaced knee pads (such as on the pads made by “Alta Industries”) and unpadded jerseys will be required, sooner than later. Vests are not used in the 2/10 format, but can be, if they have a rigid/hard surface (none are known about, at this time). Notice that paintball elbow, forearm and shin pads are not mentioned in the above currently-allowed note: they are considered primarily “bouncewear”, even by their manufacturers, and the lack of a “snake” in the 2/10 field layouts means that players make few or no rough, repetitive elbow/forearm-based maneuvers.

Headbands can have a maximum, combined thickness of a non-folded, standard bath towel and a folded piece of standard t-shirt-type material.

Head-covers can have a maximum thickness of non-folded, standard t-shirt-type material.

Note: The idea about the clothing descriptions above is to make “non-bouncewear” a part of the 2/10 format. For example, the section about top sizes (shirts, jerseys, etc.) is to help eliminate an air pocket developing in the top that is large enough to cushion a ball’s impact or that allows a ball to roll up/down the air-cushioned area.

Note: Right now, regular paintball pants and non-overly-baggy pants are allowed. It is possible that the subject of leg coverings (pants, shorts, etc.) that contribute to ball bounces will come up as something to handle. If that happens, then a short description about leg coverings, similar to the description about tops, will be added to this section.

A player is welcome to call a referee’s attention to the clothing of another player with the idea that he would like the person’s clothing examined with “non-bouncewear” in mind and that the clothing be fixed or replaced if it appears that it might significantly contribute to ball bounces.



If a player is found to be wearing padded gear or “bouncewear” mid-tournament, then the team is disqualified (no more matches are played by that team) from the tournament simply because how much of the earlier play results would have been affected is not easily determined.

## Chronographing

At the beginning of a **match**, each player chronographs their gun (280 feet per second [fps] or less for two, consecutive shots). Unless it is thought to be needed for some reason, there is no need to chronograph that gun again until the player’s next match against another team.

A referee can re-chronograph a gun or a player can request a referee to re-chronograph a gun if either person observes what is thought to be a gun that is firing at over 280 fps. If that gun is chronographed at over 280 fps for three shots after the first or second points of a match, then the **first point** (if done after the first point) is or the **first and second points** (if done after the second point) are given to the other team. If that gun is chronographed at over 280 fps for three shots after any of the remaining points of a match (three through five, at this time), then the **match** is given to the other team. In addition, that gun is not allowed to be used for the remainder of the tournament, unless it can be shown to a referee – between matches – that it can chronograph at 280 fps or less for twenty consecutive shots so that confidence is higher about its ability to stably remain within the allowed feet-per-second range.

Note: If a player is carrying a backup gun into the field, then they should probably chronograph it at the beginning of the match, but they can wait and do it during the time-out that each team is allowed during a **match** (one [1] time-out per **match** – see “The Play” section below).

## Field Setup

The **baselines** should be clear of any obstruction that might limit where a player can start a **point** (game) or where a player can run their flag across the other team’s baseline.

Note: This simply means that the “deadbox” or netted structure that is usually located in the center area of the **baselines** should be pulled away from the **baselines** (the best thing to do, when possible). If it is not easily moved, the structure (“deadbox”) is simply ignored.

A table (and, hopefully, a canopy [10’x10’ is usually good]) is placed inside the netted field area, but outside the boundaries of the playing area (the ideal location is usually at the center of one side of the field near the netting): it is used by the players to hold their gear (paintballs for the match, cleaning cloths/towels, air tanks/cartridges, etc.) during a **match**. (See “Appendix 1” for an illustration of this.)

The two teams entering the field area for a **match** stay in the field area for the duration of that **match** (except for timeouts [see below] and between-set breaks in the *finals* [see below for data about how the *finals* are played]).

Note: Since the teams stay in the field area for the entire **match**, it was decided early on that players should have a place for their gear, other than the ground, inside the field area.

Note: It is usually helpful to place a small box on the table for each player to use for holding their gear, especially paintballs.

## The Play

A tournament is played as a double-elimination event. In the preliminary (prior to the *finals*) **matches**, a team that loses one (1) **match** continues to play other teams that have only lost one (1) **match**.

The winner of the 0-loss tree plays the winner of the 1-loss tree in the *finals*.

Note: The teams that play in the 1-loss tree and, specifically, the team that wins the 1-loss tree, will play at least one back-to-back match and will play more matches than the team that wins the 0-loss tree (or any other team in the tournament). In other words, they truly earn the right to play in the *finals* against the team that, prior to the *finals*, had 0-losses.

There is a minimum ten-minute (10 minute) break before any match where one team is playing back-to-back matches. The Tournament Director can choose to make this break longer (up to twenty-minutes [20 minutes]), if time permits.

There is a minimum fifteen-minute (15 minute) break before the *finals*. The Tournament Director can choose to make this break longer (up to thirty-minutes [30 minutes]), if time permits.

Note: These breaks are meant to make sure that a team has some rest before playing back-to-back matches. The team that wins the 1-loss tree will always be playing back-to-back matches going into the *finals*; the longer break there is to make sure that the team that just won the 1-loss tree has good rest before playing the *finals*, which is a multiple-set match (see below). The flexibility of the breaks' lengths is to allow, if needed, a longer break in hotter seasons or regions.

The *finals* are played as a **match** of the best out of *three* (3) **sets**. The two teams play one **set** (best of 5 points), take a break, play another **set** (best of 5 points) and, if each team won a **set**, they play a tie-breaker **set**.

During the *finals*, there is a three and one-half minute (3 minutes and 30 seconds) break between **sets** *in addition* to the usual ninety-second break, making a total of five minutes (5 minutes) for the breaks between **sets**.

During any **match**, a team has one (1) two-minute (2-minute) timeout that can be used for equipment repairs/replacement or medical reasons (injury, dehydration, etc.).

Note: If a player replaces his gun, it needs to be chronographed for that **match**. If it was not chronographed at the beginning of the match, it will need to be chronographed during the timeout period.

Note: A player can play without a gun if he is unable to fix his gun, cannot find a replacement gun (and chronograph it) or cannot chronograph a replacement gun during a timeout.

A player can choose to continue playing in the tournament as a team of one (1) if his partner cannot play the next **point** (game), his partner cannot continue playing that **match** or his partner cannot continue playing in the tournament for any reason (usually a medical reason).

Note: In other words, there are no player substitutions.

There is no time-limit on a **point** (game).

Note: If a continual need is seen for handling long points (games), then a method of taking care of the need will be introduced into the 2/10 format.

The flags are switched to the opposite side of the center-field prop (or opposite their current placement positions) every two **points** (games) during a match.

Note: This is done in order to help “cancel” any advantage having to do with getting to a certain flag position because of the field layout.

## Sportsmanship

A PLAYER SHOULD ACT AND REACT, AT ALL TIMES, WITH RESPECT AND A POLITE ATTITUDE TOWARDS ALL OTHER PLAYERS (HIS TEAMMATE AND MEMBERS OF OTHER TEAMS), REFEREES, TOURNAMENT STAFF AND SPECTATORS.

Angrily yelling at, angrily cursing at, angry use of profanity towards (including gestures with any body part), angrily touching, etc. any of these people; angrily throwing gear (in any direction) or intentionally overshooting another player (a single attack with 3 [three] or more hits and/or impacting shots, if done in anger [based on the referee’s judgment]) will result in that player’s *team* being disqualified (no more matches are played by that team) from the tournament.

Note: Overshooting (a single attack with 3 [three] or more **hits**) done without anger (based on the referee’s judgment) that occurs simply as a lack of good control results in the **point** being given to the opposing team.

Any upcoming match that is affected by the disqualification (removal) of a team gives the other team in that match a “by”, unless it occurs early enough in the tournament that the playing line-up can be easily and fairly rearranged.

Note: The “by” situation would only occur if a player on each opposing team in a match is “angrily yelling at, angrily cursing at, etc.” and both teams in the same match are disqualified (no more matches are played by those teams) from the tournament.

Note: If a player is upset with himself and wishes to yell, “Arrgg!”, (or something similar) at the sky or ground, he is free to do so.

#### A PLAYER SHOULD PLAY FAIRLY AND HONESTLY.

Part of being a player is calling himself out when **hit**. Part of being a player is calling himself out if he noticed that he stepped out-of-bounds. Part of being a player is letting an opposing player and/or a referee know that he was, in his opinion, clearly shot first in what might have looked like a “simultaneous” elimination. Part of being a player is wearing clothing that is non-“bouncewear”.

Note: If a player has any question about any part of their clothing being “bouncewear”, be sure to ask a referee before beginning play, since a player discovered to be wearing padding/“bouncewear” will result in that player’s team being disqualified (no more matches are played by that team) from the tournament.

There are probably more parts to being a player that fall into the category of being fair and honest.

Related to and in addition to that, the following two items (paragraphs) are repeated from the “Handling Situations of Playing On and Wiping Paint” section:

If a player 1) continues to play on with a **hit** (knowingly or unknowingly) or 2) continues to play on after an impact which he did not check for a **hit** or he did not have checked for a **hit**, then that **point** (game) is given to the opposing team. If, later in the tournament (that same **match** or any **match** later in the tournament), *either member* of that same team does *either* of the above two actions (#1 or #2), that **match** is given to the opposing team and the violating *team* is also disqualified (no more matches are played by that team) from the tournament.

If a player wipes off the paint resulting from a hit and continues to play, then that **match** is given to the opposing team and the violating *team* is also disqualified (no more matches are played by that team) from the tournament.

If a player chooses to act outside of the description of good sportsmanship (above), then the following *also* applies:

- If the action of a player results in the **point** (game) being given to the opposing team, then that *player* will have some actions that will need to be done, as discussed with the Tournament Director (or a staff member designated by the

Tournament Director), after that match and before that player's next **match**. These actions are basically to make sure that the player fully understands what was wrong and what he can do to correct himself and/or make things right. This might be as simple as the Tournament Director (or a staff member designated by the Tournament Director) having the player read the section of this overview/rules document that applies to the situation and the player 1) understanding it and 2) stating how he has/will make it work correctly in the future.

- If the action of a player results in his team's disqualification from the tournament, then *both members of that team* will have some actions that will need to be done, as discussed with the Tournament Director (or a staff member designated by the Tournament Director), after that match and before playing in their next tournament (whether they play as partners or not). These actions are basically to make sure that each player fully understands what was wrong, what his part in that disqualification was and what he can do to correct things and/or make things right. This could involve the players of that team doing things between tournaments that shows all others, especially other players/teams and referees, that they have made things right and may require that they have other players and referees show their recognition of this in writing.

## 2-man/10-ball Paintball – Penalty Quick-reference Table

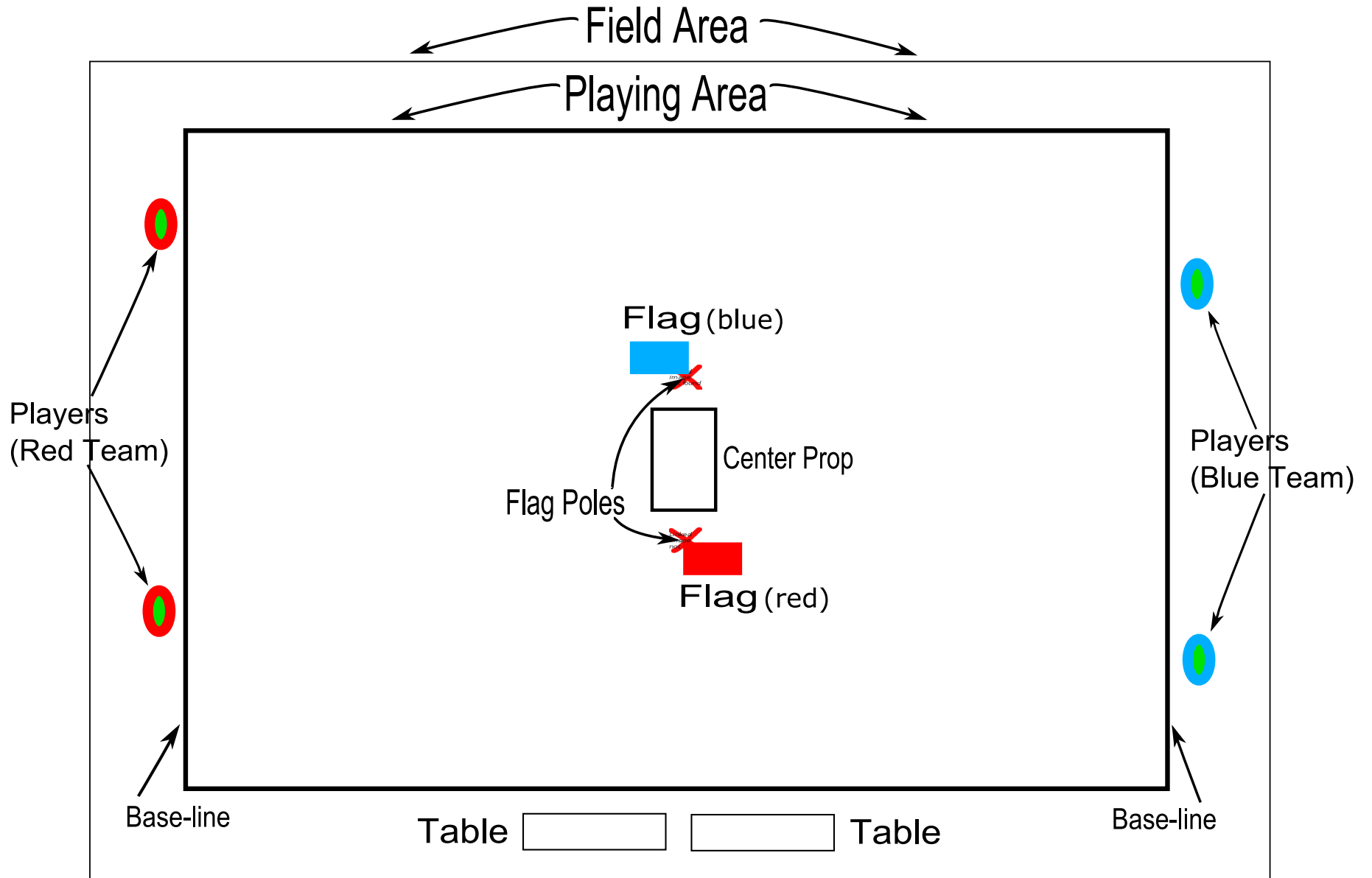
Action	Result
A player crosses the baseline (starting-line) before the referee's start.	The player is out.
A player touches/grabs the opposing team's flag.	The <b>point</b> is given to the opposing team.
A player plays on with a hit ( <b>first occurrence</b> for either member of the team).	The <b>point</b> is given to the opposing team.
Either player on that team plays on with a hit ( <b>second occurrence</b> for that team) during the 2/10 event.	1) That <b>match</b> is given to the opposing team and 2) the player's <b>team is disqualified</b> (no more matches are played by that team) from the event.
A player wipes off the paint from a hit and continues to play.	1) That <b>match</b> is given to the opposing team and 2) the player's <b>team is disqualified</b> (no more matches are played by that team) from the event.
A player is using padded gear/"bouncewear" (discovered mid-tournament).	The player's <b>team is disqualified</b> (no more matches are played by that team) from the tournament.
A player's gun is re-chronographed at the <b>after the first or second point</b> of a match and is over 280 fps for three shots.	1) The <b>first point</b> is <b>or the first and second points</b> are given to the other team and 2) that gun is not allowed to be used for the remainder of the tournament, unless it can be shown to a referee – between matches – that it can chronograph at 280 fps or less for twenty consecutive shots.
A player's gun is re-chronographed <b>after the third, fourth or fifth points</b> and is over 280 fps for three shots.	1) The <b>match</b> is given to the other team and 2) that gun is not allowed to be used for the remainder of the tournament, unless it can be shown to a referee – between matches – that it can chronograph at 280 fps or less for twenty consecutive shots.

## 2-man/10-ball Paintball – Penalty Quick-reference Table

Angrily yelling at, angrily cursing at, angry use of profanity towards (including gestures with any body part), angrily touching, etc. any person.	The player's <b>team is disqualified</b> (no more matches are played by that team) from the tournament.
Throwing gear (in any direction).	The player's <b>team is disqualified</b> (no more matches are played by that team) from the tournament.
Overshooting another player (a single attack with 3 [three] or more hits and/or impacting shots, if <b>done in anger</b> [based on the referee's judgment]).	The player's <b>team is disqualified</b> (no more matches are played by that team) from the tournament.
Overshooting another player (a single attack with 3 [three] or more hits) <b>done without anger</b> (simply a lack of good control, based on the referee's judgment).	The <b>point</b> is given to the other team.

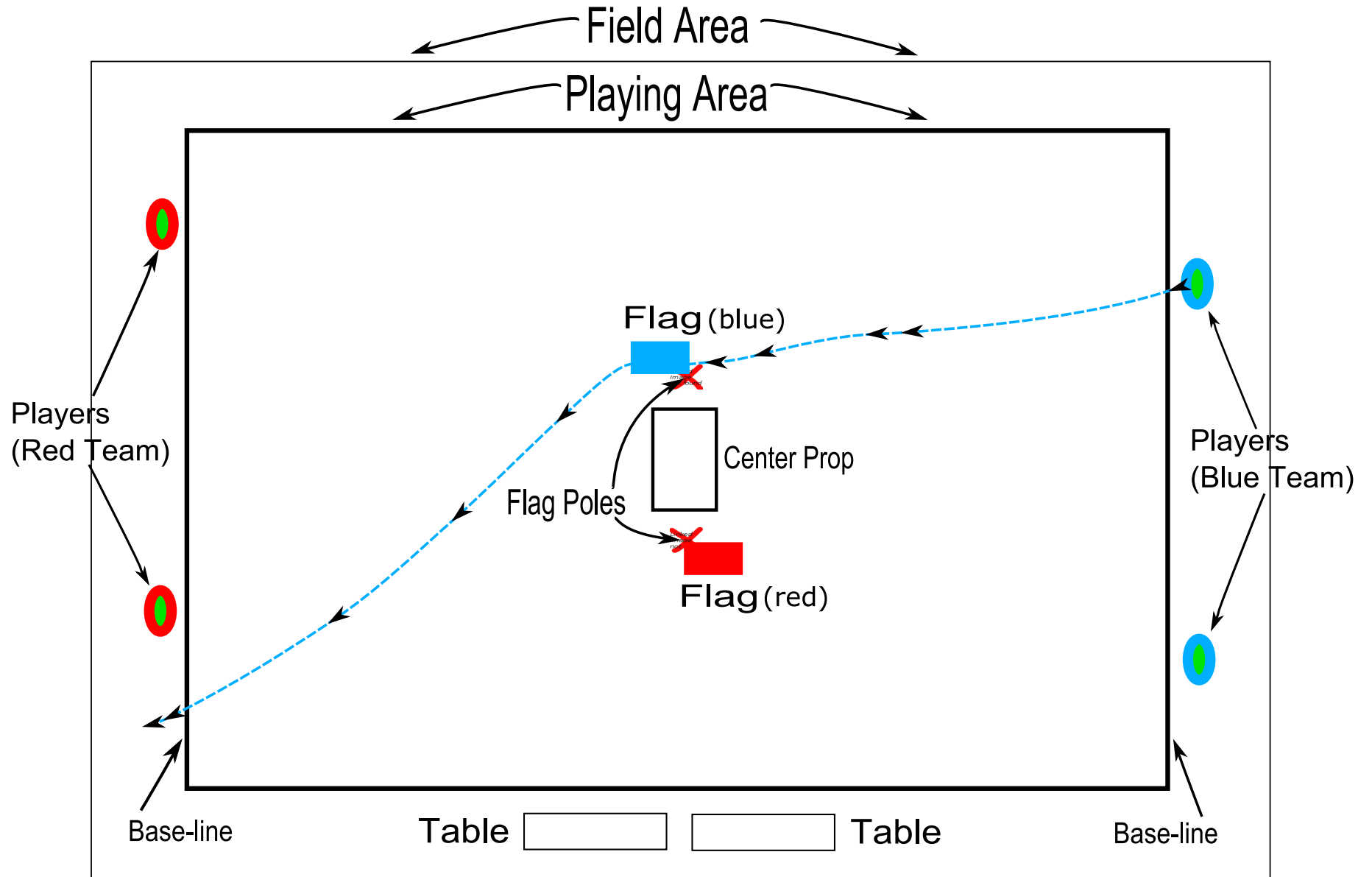
- If the action of a player results in the **point** (game) being given to the opposing team, then that *player* will have some actions that will need to be done, as discussed with the Tournament Director (or a staff member designated by the Tournament Director), after that match and before that player's next **match**. These actions are basically to make sure that the player fully understands what was wrong and what he can do to correct himself and/or make things right. This might be as simple as the Tournament Director (or a staff member designated by the Tournament Director) having the player read the section of this overview/rules document that applies to the situation and the player 1) understanding it and 2) stating how he has/will make it work correctly in the future.
- If the action of a player results in his team's disqualification from the tournament, then *both members of that team* will have some actions that will need to be done, as discussed with the Tournament Director (or a staff member designated by the Tournament Director), after that match and before playing in their next tournament (whether they play as partners or not). These actions are basically to make sure that each player fully understands what was wrong, what his part in that disqualification was and what he can do to correct things and/or make things right. This could involve the players of that team doing things between tournaments that shows all others, especially other players/teams and referees, that they have made things right and may require that they have other players and referees show their recognition of this in writing.

# Appendix 1: Field-Description Drawing

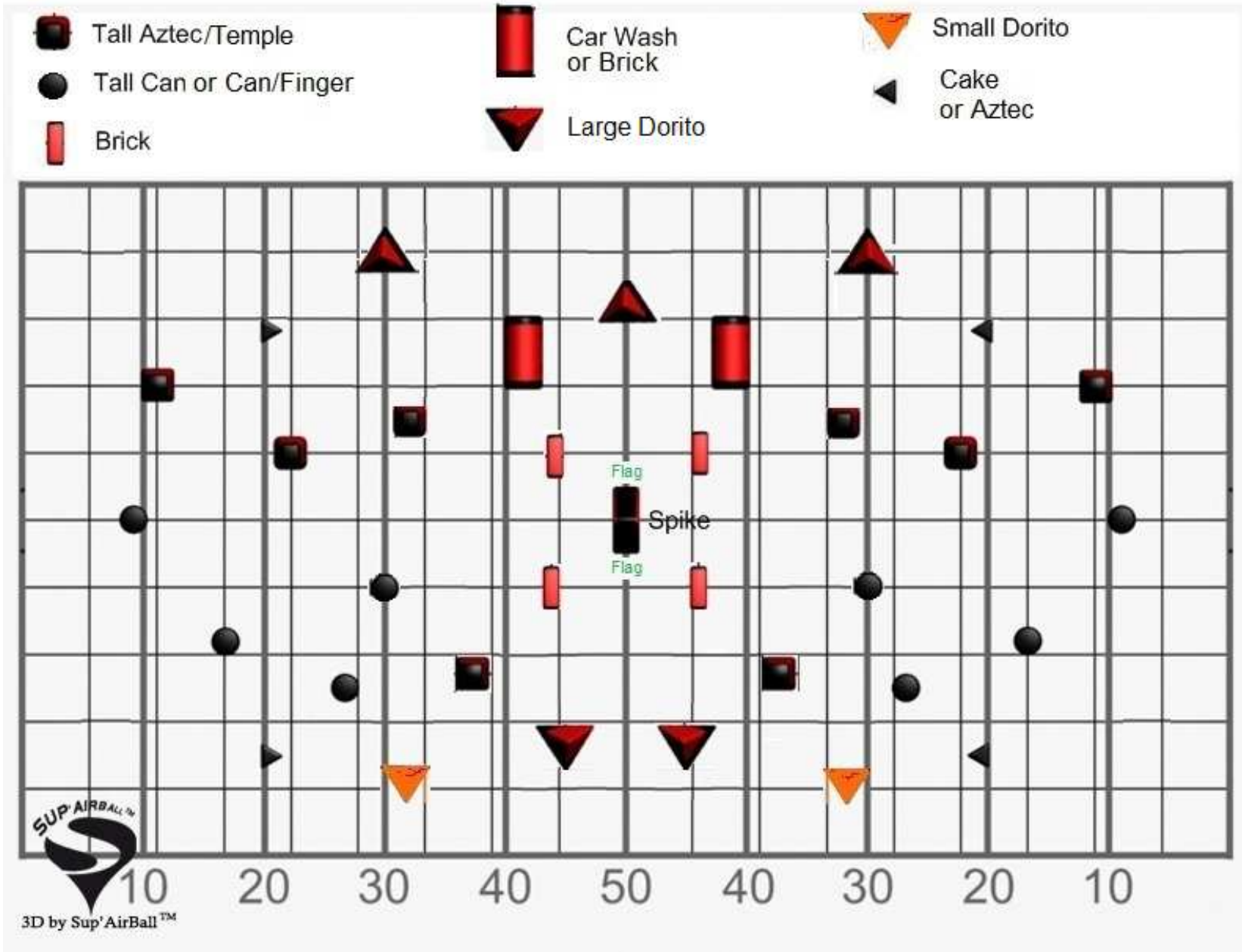




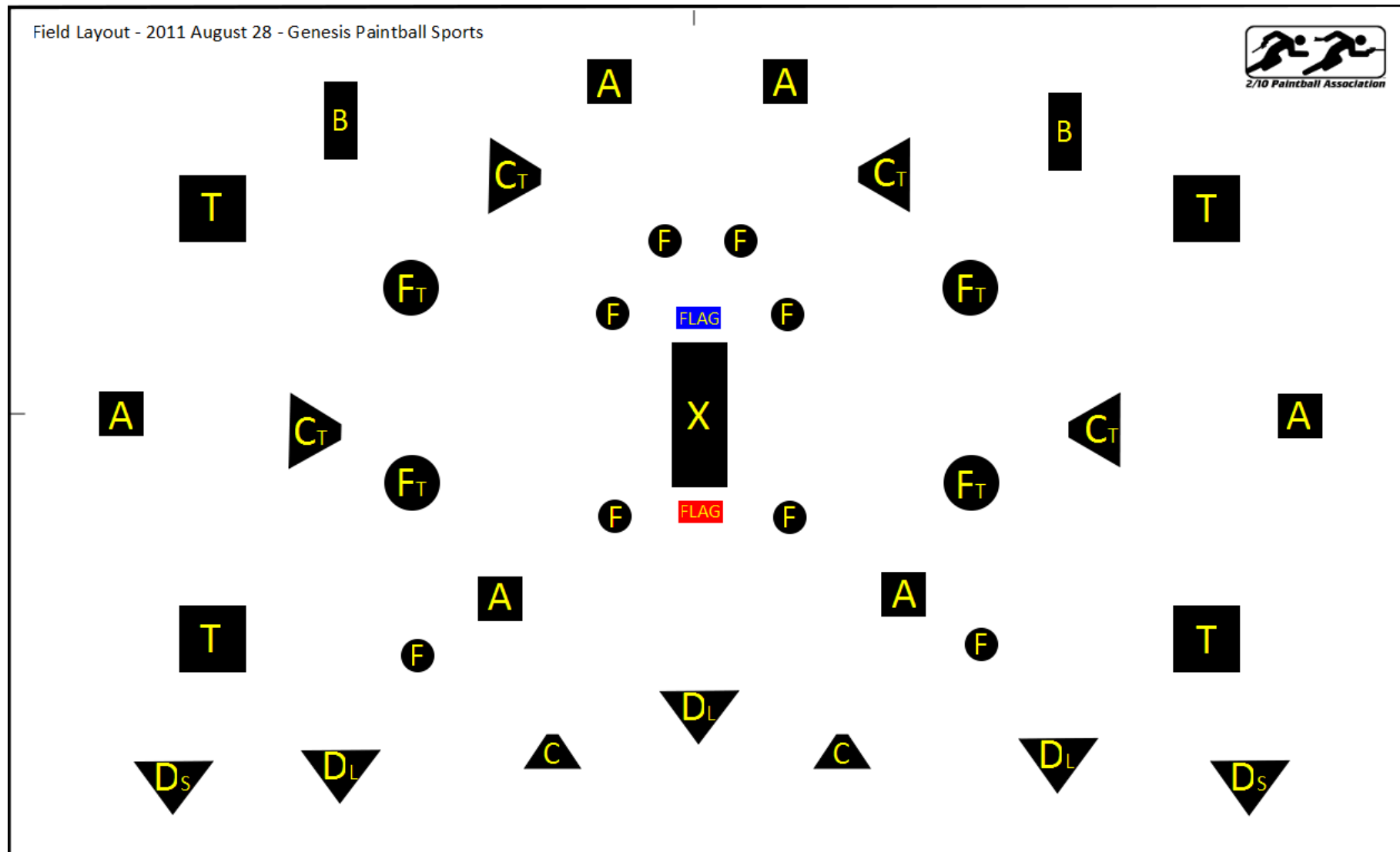
## Appendix 2: Example Path of a Flag Run



# Appendix 3: Sample Field Layout



## Appendix 4: Successful Field Layout (actually used)



Legend: A = Aztec    T = Temple/Spike    B = Brick/Pillow    CT = Cake, tall    C = Cake, small    F = Finger/Can, small  
 FT = Can, tall/Finger, tall    DL = Dorito, large    Ds = Dorito, small    X = X, large/Center prop/Pants