

# MILLENNIUM SERIES RULE CHANGES 2016

## NEW DIVISION NAMES

Professional (previously CPL)

Semi-Pro (Previously SPL1)

D1 (Previously SPL2)

D2 (Previously OD1)

D3 (Previously OD2)

D4 (Previously OD3)

Games are not a race-to a certain score anymore.

All games are ended by:

The expiration of time or,

If a team mercies another team (gains a lead over the opponent by a predetermined number of points)

## MILLENNIUM SERIES GAME TIMES AND MERCY LIMITS

Division	Game Time	Mercy Limit
Professional	15 Minutes	5 point lead
Semi-Pro	10 Minutes	4 point lead
Division 1	10 Minutes	4 point lead
Division 2	10 Minutes	4 point lead
Division 3	8 Minutes	2 point lead
Division 4	8 Minutes	2 point lead

## BARREL SOCKS

Players will not be penalized if they lose their barrel socks during play. Players are still required to have a barrel sock on their marker before entering the pit area. In the event that a game has to be interrupted because of an emergency, the Head Referee may instruct all player to place their markers on the ground until he deems that field of play is once again safe.

## HOPPER COLORS

Loaders cannot be clear,

Solid color loader is suggested but not required, solely to not impede with the referees judgment.

A head referee does have the right to band a player's hopper if he feels that the colors do impede with the referees judgment.

## MARKER TAMPERING

Player are allowed to turn their markers and the vision mode on and off during play with out the permission of the referees. Players will also be allowed to have a tool on them at all times.

Using any tool or adjusting setting during the game is forbidden, including from the time the round starts until the time the player exits the field and re-enters the pit area.

## **Picking up paintball off the ground**

Players will be allowed to pickup and use paintballs off the ground.

## **SWITCH ENDS**

Teams will switch which sides of the field that they start on after every point scored.

If a round is started but ends in a no-point (neither team scores), the teams do not switch ends in the following round.

Each team will play the first point of the game on the side of the field where their pit is located.

When the score of the both team adds up to an odd number, the teams will start on the far side of the field (1-0, 2-1, 3-0, etc.). When the score of the game adds up to an even number, the teams will start on the close (pit side) side (0-0, 2-0, 4-2, etc.).

## **SPECTATOR INTERFERENCE**

Spectators are forbidden to communicate, signal, or interfere at anytime with the game of play. If a spectator does communicate, signal or interfere with the game of play they might be subject from a warning to an ejection from the site. The exact way the interference by a spectator is enforced and penalized is upon the specific league or tournament officials.

## **TIE BREAKERS**

In any group of three or more tied teams, tiebreakers are successively applied until one team wins, or no team wins and one team loses the tiebreaker.

If one team wins a tiebreaker, that team is removed from the group and is ranked higher than all other teams in the group.

If no team wins and one team loses a tiebreaker, that team is removed from the group and is ranked lower than all other teams remaining in the group.

Once a team is removed from the group, tie-breaking the remaining teams in the group are restarted with the first tiebreaker.

In the event of a tie in a head-to-head round, ties will be broken, in order, by

Number of matches won, followed by

Number of matches won amongst the tied teams, followed by

Head-to-head competition amongst the tied teams, followed by

Margin of victory in all matches in the current round, followed by

Total points scored in all matches in the current round, followed by

Greatest time remaining in games/matches won (total of time remaining in each match won), followed by

Least time remaining in games/matches lost (total of time elapsed in each match lost), followed by

Seed into the tournament.

## **PENALTIES**

1-for-1 will be referred to as a Minor Penalty

2-for-1 will be referred to as a Major Penalty

3-for-1 will be referred to as a Gross Major Penalty

If a player receives a Gross Major Penalty that player is suspended for the remainder of the game and their teams next game.

## **FIELD SIZE-**

45m x 36m

3m x 3m grid (Previously 3m x 3.6m)

## **Repercussions for use of illegal gun**

A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.

A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team.

A player on the field of play whose marker fires two shots above 12.5 bps and above will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team. The player who receives the penalty will be suspended for the rest of the tournament.

Millisecond Range		Shots Per Second Range		
	95ms	0 bps	10.5 bps	Legal
94.3ms	92.5ms	10.6bps	10.8 bps	Major Penalty
91.7ms	80.6ms	10.9bps	12.4 bps	Major Penalty and Point for other team
80.0ms		12.5bps		Major Penalty, Point for other team and Player Suspension

## OVERTIME

**Players will start overtime on their own pit side of the field.**

### Overtime (prelims)

- If two teams are tied at the end of the match regulation time a 3-minute 5-on-5 over time is played.
- The overtime period is sudden death; first team to score wins.
- Should the overtime point end in a stalemate, the team with the most bodies alive wins.
- In the case that the two teams end the stalemated overtime with the same amount of player alive; the team with the active player who has advanced furthest down the field wins the match.
- If the WPBO affiliate league had determined that teams must not end in a tie, then;
  - If the two teams furthest advanced active players are the same distance, a coin flip will determine the winner.
- If the WPBO affiliate league allows team to end in a tie, then;
  - If the two teams furthest advanced active players are the same distance the teams will end in a tie.

### Overtime (Elimination Rounds) (Quarterfinals, Semifinals, Finals, etc.)

- If two teams are tied at the end of a match's regulation time, a 5-minute 5-on-5 overtime is played.
- The overtime period is sudden death; first team to score wins.
- The "60 seconds rule" applies in the last sixty seconds of overtime.
- If the 5-minute overtime results in a stalemate, the two teams will each select a player to compete in a One-on-One.
- The One-on-One will be two minutes and is sudden death; the first player to eliminate the opposing player or hit the buzzer at the opponent's base will win the match.
- In case of a stalemate, neither player is eliminated and a buzzer is not hit, or the players are mutually eliminated, then the player who has advanced further downfield (player closest to the opponents base) wins the match.
- If the two players have advanced the same distance there will be a break time of one minute and the teams must choose a different player to compete in a second One-on-One.
- This will be repeated until a team wins a One-on-One.