

3 Kronor Cup Official rules 2008

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I. INTRODUCTION & GENERAL INFORMATION

A WORD ABOUT SAFETY

Paintball has been shown to be a safe sport when reasonable and conscientious care is used. We urge all who participate or are present anywhere around paintball games or paintball equipment to observe the following:

- **Wear approved goggle systems** anywhere in the vicinity of paintball markers that are capable of being discharged.
- **Use barrel socks—properly attached** on the muzzles of paintball markers whenever and wherever goggles are not being worn.
- **Maintain safe muzzle velocities.** Ensure that your marker's muzzle velocity never exceeds 300 FPS. Goggle systems and netting systems are not designed to withstand higher velocities. Serious injury, blinding, brain damage or death could otherwise be the consequences.
- **Exercise care with propellant cylinders.** Never use a CO2 or high-pressure cylinder with an expired certification date. Also take care that the regulators systems are intact and that if the regulator system is to be removed from the cylinder, all propellant has been emptied. Never apply lubricant not specifically designed for such systems to propellant regulators, valves and fill nipples.

Following these basic rules will help us prevent accidents, help ensure that our sport will keep a good image and help us all avoid excessive insurance costs. The will to win should never take priority over our moral responsibility to play fair and be considerate of our own and others' safety.

PRE-TOURNAMENT INFORMATION

A mandatory referee meeting shall be held on the eve or on the first morning of each tournament and the time and location of this meeting will be published on the 3 Kronor Cup forum at paintball.se a minimum of one week prior to the start of the tournament. The purpose of this meeting is for the officiating staff to review schedules, rules and on-field assignments.

A mandatory captains' meeting will be held on the eve or the first morning of the tournament and the time and location of this meeting will be published on the the 3 Kronor Cup forum at paintball.se a minimum of one week before the start of the tournament. The purpose of this meeting is to provide information about the organization, general regulations and important rules governing their participation in the tournament. A complete schedule for the preliminary round of play—consisting of each team's opponents, the fields they will play on, and their scheduled game times, will be distributed to each team upon their registration at the tournament.

All playing fields will be available for review by any team competing in the event the day before the start of the first games

Everyone is welcome to film, photograph, tape, or record games outside of the netted-in arenas. Media personnel who wish to do so inside the netted-in arenas must apply at the paintball.se tent at each event and, if approved, paintball.se shall assign a press/media pass to individuals.

Photographers and other media personnel shall not be allowed within the marked boundaries of the playing field during a game, and furthermore, shall be required to do their work in cooperation with the referees and other league personnel, especially as it regards the possibility of impeding or influencing a game. Photographers and other media personnel may be allowed within the netted area of an arena unless restrictions have been imposed by officials of the 3 Kronor Cup.

1. FIELD SIZE AND REQUIREMENTS

1.01 A playing-field is defined as being a flat, level area, surfaced to minimize injury and completely surrounded by league approved netting to ensure safety.

- At least one playing field shall have minimum outside dimensions of 38x46 meters with the same field set up as the upcoming Millennium Series event.
- Obstacles shall be placed a minimum of 1.5 meters away from the outside boundary.
- The playing-field boundaries shall be clearly marked and shall be placed a minimum of 1.5 meters away from the outside netting.

1.02 A flag station shall be at least 2 meters wide and 1.5 meters high and shall be centered in the middle of the back boundary of the playing area of the field, on the boundary line and sturdily mounted.

1.03 Dead boxes shall be in the corners at each end of the playing arena, at least 1.5 meters from the outside boundaries of the playing area of a field and protected with netting.

1.04 A designated place or bin for eliminated players' markers shall be placed within one meter from the entrance to each dead box. Such designated place shall provide adequate shielding for the markers from flying paintballs and paintball spray.

1.05 No team or member thereof shall in any way alter any playing field at any time. Players who intentionally alter a playing field during a game shall be eliminated and penalized with a major suspension. Any player altering a field at any other time, before or during the tournament, shall be penalized with a major suspension. Any person other than a player who is not duly authorized to make alterations on a playing field and does so will be ejected from the tournament site.

2. ENTRY FEES & PRICES

2.01 Entry fees for each season and division shall be announced on the 3 Kronor Cup information website at paintball.se.

The entry fees are per team and per event and, at the time of this writing, are:

Division 1 / Open:	3500 SEK
Division 2:	2500 SEK
Division 3:	1500 SEK

2.02 Entry fees shall be paid in advance to the tournament organizer in accordance with the published deadline, failure to do so (or failure to complete any required paper work or supply required information) may result in a team's entry being refused, the team being ejected or a fine imposed.

2.04 Out of the entry fees paid by the different division the following amount shall be dedicated to the prize table.

Division 3: Nothing

Division 2: 5% of the entry fees paid by division 2

Division 1/OPEN: 1/3 of the entry fees paid by division 1/Open.

2.04 Teams that places at 1st to 4th in the different divisions shall be given the following.

Division 3

1st place: Price cup and 1/3 of the paint given by sponsors

2nd place: Price cup

3rd place: Price cup

4th place: Price cup

Division 2

1st place: Price cup and 1/6 of the paint given by sponsors + 100% of dedicated amount paid by division 2 teams (see section 2.03).

2nd place: Price cup and 1/3 of the paint given by sponsors

3rd place: Price cup and 1/6 of the paint given by sponsors

4th place: Price cup

Division 1 / OPEN

1st place: Price cup and 60% of dedicated amount paid by division 1/open teams (see section 2.03).

2nd place: Price cup and 25% of dedicated amount paid by division 1/open teams (see section 2.03).

3rd place: Price cup and 15 of dedicated amount paid by division 1/open teams (see section 2.03).

4th place: Price cup

In case of non-normal amount of teams in the different divisions, 3 Kronor Cup has the possibilities to divide the paint and cash differently between the divisions.

3. IDENTIFICATION CARDS AND CLASSIFICATION

3.01 Players must have a valid player Identification Card (ID) to participate in the event.

Players must be able to show their ID card at all times while on the tournament grounds. Only players, others affiliated with a team, staff or media personnel—all with valid ID cards and proper credentials—shall be allowed to enter the players' staging area or a playing field.

3.02 ID cards may be applied for on-line at the paintball.se website or at the event. Player IDs are valid for one calendar year.

Cost for player ID for different divisions:

Division 1 / Open:	200 SEK
Division 2:	200 SEK
Division 3:	150 SEK
Lost card / replacement:	100 SEK

- 3.03** ID cards shall have the same team name on the card as on the roster on which a player is registered.
- 3.04** Players who register for the first time must register for an appropriate division. Players who plays CPL in the Millennium or similar must register as “C”.
- 3.05** Players may switch teams but, in such case, will be required to buy an additional ID card (cost at the time of this writing: 100 SEK). A player who buys an additional ID card for use with another team may keep the old ID card for use in a later tournament with the first team. They may keep their personal ranking if they play with another team unless they become a regular member of such team. They may play for another team in the same or higher division, or in a division one level lower if they are the only higher-ranked player on that team.
Players registered as C is seen as two levels higher than division 2. Therefore a division 1 / Open team may consist of 5 CPL players but a division 2 team can never rooster any CPL players at all.
Players may only switch teams between tournaments.
- 3.06** Players who register or begin playing under a false name shall receive a gross suspension, the term of which shall be at least 5 tournaments. The team will also loose all ranking points for that tournament.
- 3.07** 3 Kronor Cup ID cards for the current season are the property of 3 Kronor Cup and must be submitted upon the request of an 3 Kronor Cup head referee, 3 Kronor Cup referee manager or 3 Kronor Cup registration staff in the event of an ID holder’s suspension in accordance with the rules contained here in..

4. ROSTERS

- 4.01** Teams may have any quantity of players on their roster during a season. Teams in Division 2 and Division 3 may field a maximum of five players in any one game.
- 4.02** No player may appear on more than one team roster during a tournament.
- 4.03** All players must be legally allowed to play in the country and specific local jurisdiction where the tournament takes place.
- 4.04** Team rosters shall be accepted only after all fees have been paid in full.
- 4.05** All teams shall submit complete rosters upon registration at each tournament.
- 4.06** A team’s roster may not be changed after the start of the tournament except in the event of an injury or injuries that cause a team to be short-handed. In such cases a

replacement player may be substituted only if such player is not on any other roster, his or her ranking conforms to the roster rules in Section 3 & 4 and divisional rules, and the Referee Manager and present 3 Kronor Cup board members approve. Such substitute player must purchase a player's ID with the correct team name as proscribed in Section 3.

- 4.07** Players prohibited from playing on a team—because their name appears on another team's roster, they are suspended, they have transferred to a forbidden division, or they are prohibited from playing for any other reason—shall cause the forfeiture of all the games of such team if found inside of an arena or on the playing area of a field after competition has begun.
- 4.08** Teams are allowed to have one higher ranked player per tournament. But this higher ranked player can only play for the team one tournament per year season.
- 4.09** The division 1/Open class may consist of both division 1 players and CPL players without any restrictions.
- 4.10** Division 3 teams are only allowed to roster division 3 ranked players and are never allowed to have one higher ranked player.

5. RANKING AND SEEDING

5.01 Ranking points for teams in Divisions 1, 2 and 3 can be earned as follows:

$$R = (\text{position of the team: number of teams}) \\ [(1-R) \times 100] + 5 = \text{points}$$

The ranking points are always based on at least 8 teams.

Teams shall receive ranking points in the current season equal to the aggregate of the points earned at those tournaments in which such teams participate.

In case of a tied end-of-season ranking between teams, such tie(s) shall be broken in the following ways in the following order:

1st: **Total match points.** The team with the greatest number of match points to date shall be awarded an additional series point.

2nd: **Elimination Difference (E/D) points.** If a tie still exists after the first tie-breaker, the team with the greatest number of E/D points to date shall be awarded an additional series point

3rd: **Head-to-head.** If a tie still exists after the second tie-breaker, the team which had the most total match points to date in a game or games against each other shall be awarded an additional series point. If a tie still exists then the team with the most total E/D points to date in a game or games against each other shall be awarded an additional series point.

4th Seeding. If a tie still exists after the third tie-breaker, the team which had the highest seeding when the tournament began shall be awarded an additional ranking point.

(In the event one of the tie-breakers causes another tie with a higher ranking team, an additional series point shall be awarded to such team and all teams ranked higher.)

- 5.02** Teams who register for the first time may rank themselves. All rankings, for teams registering for the first time or otherwise, are subject to evaluation of and reassignment by the 3 Kronor Cup board and efforts will be made to help teams find the correct and fairest division.

The general guidelines for the respective divisions are described as follows:

Division 3 is the lowest ranking, entry-level division. The purpose of Division 3 is to give an introduction to tournament paintball. A team ranked in this division is a team consisting of players who have very little or no tournament paintball experience. Such team shall only be allowed to play in this division during one season and must be promoted to Division 2 for the following season. The format is five-player with the paintball quantity limit proscribed in 12.03.

Division 2 is for teams consisting mostly of players who have significant tournament paintball experience or have been promoted to this division after one season in Division 3. Teams that place first, second or third in the whole series in this division shall be promoted to Division 1 for the following season. Teams in this division may have a maximum of one player from Division 1. The format is five-player.

Division 1 is for teams consisting mostly of players who have several years or many years of tournament experience. Teams—during the last season—that have played in Division 1 or 2 at any major league (Millennium, NPPL or PSP) tournament, or in Division 1—or equivalent—at a regional tournament, shall play in Division 1. Teams that place first in the whole series in this division shall be promoted to Elite for the following season. Teams in this division may have a maximum of one player from the Elite division. The format is seven-player.

Open is for teams consisting mostly of players who have played at the very top level of tournament paintball. Teams or players that have played Elite in NES, CPL in Millennium, Pro in NPPL or in NXL shall play in Elite. For this season this division will only have exhibition games. The format is multi-goal with longer game time and allows side-line coaching. The rules for the game format are the same as Season 2005 except that the other rules contained herein that do not pertain to the format (e.g. penalties, marker rules, clothing rules) shall be used. Elite will return in 2007 as a part of the regular series and the rules for the format will be included herein. These players shall register as CPL.

- 5.03** Top three teams in division 3 and division 2 at the end of the season will be promoted to the division above the next season.

6. GAMES

- 6.01** Teams in Divisions 2 and 3 shall play a minimum of seven preliminary games.
- 6.02** Game time shall be 5 minutes for five-player games.
- 6.03** Teams shall only play against teams within their own division.
- 6.04** If two teams from the same original team (e.g. Scrappy 1 and Scrappy 2) have entered the tournament, steps to separate them shall be taken. If it is unavoidable that those teams play in the same pool, their first respective games shall be against each other in order to prevent any possibility of them “playing the scoreboard”.
- 6.05** For the preliminary rounds teams which earn the most Match points within each pool shall advance. Tie-breakers shall be used as necessary. (See also 32.01.)
- 6.06** Teams playing each other twice in the preliminary round shall be avoided as far as possible.
- 6.07** Tournaments shall have semi-finals for divisions which have 16 or more teams registered.
- 6.08** Round-robin finals shall be held at tournaments for each division with at least four teams registered (if not otherwise agreed upon by all teams concerned).

7. REFEREES

- 7.01** Each field shall be staffed with a minimum of six Field Referees plus one Head Referee for five-player games, and a minimum of eight Field Referees plus one Head Referee for X-Ball games. All Field Referees and Head Referees are under the direct supervision of the Referee Manager.
- 7.02** Referees shall wear black and white vertical striped shirts that shall distinguish the referees from the players. The Head Referees shall wear bright-colored armbands to distinguish them from the Field Referees.
- 7.03** Only referees authorized by the Head Referee of each field shall be allowed to make calls on that field.
- 7.04** All referees shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as referees. All referees shall perform their duties and shall make decisions in an unbiased manner. If any referee has been found to have been biased in the performance of their duties, for or against any team, such person shall be dropped from the referee staff for the remainder of the tournament. Any incident regarding such matters shall also be presented to the Referee Manager.
- 7.05** Referees will sometimes make mistakes—just like in other sports—despite their efforts to always perform properly. For example, on some occasions referees will mistakenly call a player eliminated wrongly or not be able to see which players were marked first in a fast-breaking situation. Such calls—even if clearly mistaken—shall stand, just like in other sports. Any complaints—respectfully brought to the attention

of a Head Referee or the Referee Manager—are welcome and every effort will be made to continually improve the quality of officiating.

7.06 Referees shall not provide information to teams during the game, except with respect to safety concerns, warnings and eliminations.

7.07 Referees shall not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Referees shall make every effort not to interfere in the progress of the game except in emergencies or for unavoidable game stoppages.

7.08 Teams may apply to referee one event per tournament season and—if selected—shall receive 100 points for adequately fulfilling their officiating duties as defined herein. These points shall be issued, provided such teams fulfill their obligations and requirements before, during and after their work as a referee team. Their performance shall be evaluated by their respective Head Referees and the Referee Manager.

7.09 Any team or individual selected to referee that fails or refuses to discharge its referee duties as specified in this section shall have their maximum referee points or other compensation reduced in proportion to their failure to perform. The Referee Manager has the authority to reduce the referee points and any other compensation down to zero.

7.10 All calls and judgments on a field are subject to the review of the Head Referee for that field. All calls and judgments made or approved by the Head Referee are final, and are not subject to further review and may not be changed except by her or him.

NOTE: There is no tournament Ultimate Referee in the 3 Kronor Cup.

8. REFEREE HAND SIGNALS

8.01 Eliminated – A referee shall signal when a player has been eliminated by putting one hand on his or her head and pointing at the eliminated player with outstretched palm. A referee may not reverse an elimination so signaled.

8.02 Safe/Clean – A referee may signal that no valid hits have been observed or found on a player. This signal is made by lifting a hand or towel above the head and moving it in a circular motion.

NOTE: This signal does not exclude the possibility that a valid hit may indeed be on a player; just that the signally referee has observed or inspected and not found a valid hit.

8.03 One-for-one, two-for-one or three-for-one penalty signal – A referee shall first signal the elimination of the player who committed the infraction. Then he or she shall signal the elimination of each additional player while informing the player by saying, “You’re eliminated! Teammate penalty!” or something similar, repeating for each additional player counted as eliminated due to the infraction. The referee shall then direct toward the Head Referee the penalty signal—a double fist up and down movement with both arms in front of the body.

II. EQUIPMENT

9. CLOTHING

9.01 Players shall wear full-length trousers and full-length, long-sleeve jerseys as the outer layers.

9.02 Colors and patterns of players' uniforms:

- The color orange (or any other color that appears to be very nearly orange) is not allowed on any exposed clothing or equipment. (Orange is a “protected” color and reserved for people and objects that are not to be shot at. This also reserves a color that will always be in contrast to players' clothing.)
- Player uniforms containing white must be reasonably clean. If there is too much staining, a referee may demand that a player change this part of the uniform.
- Players may not wear clothing with black and white striping, which is reserved for referees.

9.03 Players' clothing must be free from tears and rips, must fit well and may not be oversized.

Players may not wear trousers or jerseys that are made of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber. Clothing with tears or rips may be taped as a temporary measure.

9.04 Stickers are not allowed on clothing.

9.05 Players may not wear footwear with metal cleats, sharp-pointed cleats or spikes of any type of material, or any other type of footwear that could—in the opinion of a Head Referee or the Referee Manager—be considered a safety risk to other players or might damage obstacles.

9.06 Jerseys must be fully tucked into the player's trousers or harness.

9.07 Players may wear a single pair of padded gloves.

9.08 Players may wear headgear that does not extend beyond 2cm below the shoulders.

9.09 Sweatbands are only allowed as headbands as long as they do not exceed 5 cm width and 1 cm thickness.

9.10 Players found to be wearing non-compliant clothing during games shall be eliminated.

10. PROTECTIVE GEAR

10.01 The goggle systems used by players and all others in a goggle-on zone must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed ASTM Standards.

10.02 Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:

- Inside of the netted-in areas of arenas or on the playing area of a field
- Chronograph stations
- Shooting ranges

Violation of the rules in this section during a game shall result in the elimination of the offending player if such player has not already been eliminated. If such player has already been eliminated, a one-for-one penalty shall be applied. In either case the offending team member shall also receive a minor suspension.

Any other person who violates the rules in this section shall be given a warning for the first offense. For the second offense such person shall be ejected from the tournament site.

- 10.03** Players, officials and all other persons inside of the netted-in area of arenas or on the playing area of a field or at any other time or place where goggles are required must wear full-face protection as it comes from the manufacturer, in its original form. The face or ear protection of goggle systems shall not be allowed to be turned or twisted upward or in anyway modified from their original form at any time or place where goggles are required
- 10.04** Stickers on goggle systems are not allowed.
- 10.05** Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturers' original form. Such protection may be worn over or under clothing.
- 10.06** Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturers' original form. Such protection may be worn over or under clothing.
- 10.07** Players may wear sliding pants, provided that they have not been modified from the manufacturer's original form.
- 10.08** Players may wear groin protection, and wear breast protection. (Padded chest protection is allowed)
- 10.09** Players are encouraged to wear neck/throat protection consisting of close-fitting neoprene around the whole neck, with a total layer's thickness not exceeding 2cm. Such neoprene may be enclosed in cloth provided such cloth is not highly absorbent and such cloth is folded in such a way as to not allow hits to become hidden or quickly absorbed.
- 10.10.** Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 2 cm.

11. MARKERS

- 11.01** Players may use a single .68 caliber paintball marker which consists of a single barrel and a single trigger system. Double-action triggers are prohibited. Markers shall be limited to nominally 12 balls per second.

- 11.02** Enhanced modes: The Millennium mode is the only cyclic rate enhancement mode allowed. Detailed information about the two modes may be found at the Millennium website (<http://www.millennium-series.com>).
For 2008, enhanced modes are also allowed for division 3 teams.
- 11.03** The definition of a trigger is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.
- 11.04** Markers with electronic cycling systems must be locked in an approved tournament mode (see also 11.02). The player may not be able to adjust dwell, debounce or shooting mode while on the playing area of a field. A paintball marker capable of shooting in other than a tournament-legal mode shall be rendered incapable of shooting in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.
- 11.05** Any form of external velocity adjuster shall not be readily accessible during the course of the game. All regulators shall be equipped with tournament caps which cannot be adjusted without a tool.
- 11.06** Marker barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or integral to the construction of the barrel. Only one barrel per player shall be allowed on the playing area of a field.
- 11.07** Any player on an Elite, Division 1 or Division 2 team found to be using a marker during a game which is in violation of the rules 11.01 through 11.06 inclusive shall receive a major suspension and the player's team shall forfeit the game during which the forbidden marker was used, unless such infraction was unintentional. The only way to prove the infraction is unintentional is to surrender immediately after the marker non-compliance occurred, but before a referee detects it. "In a game" is defined as any time after the ten-second warning has been announced and before a score sheet for such game has been signed. Head referees may—at their discretion—call for a "markers down" inspection for both teams after the ten second warning has been announced and before game time has started.
- 11.08** Any player on a Division 3 team found to be using a marker during a game which is in violation of rules 11.01 through 11.06 inclusive shall first receive a verbal warning. Any subsequent infractions by any member of the same team shall result in the penalties described in 11.07.
- 11.09** Barrel socks must be properly attached at all times to all markers with a propellant system attached, at the tournament site, anywhere in the vicinity of the tournament site including—but not limited to—parking lots/car parks and at public accommodations used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug shall not suffice to fulfill the requirements of this rule.

The only exceptions to this requirement are:

- During chronographing at chronograph stations
- During test shooting in locations set up for such purposes
- After a referee has directed players to remove their barrel socks prior to the start of a game
- While cleaning markers

Failure to deploy properly attached barrel socks as proscribed in this section shall result in an official warning given to the captain of the player's team for the first offense.

For the second offense the offending team member (or team member closest to the violating marker) shall receive a minor suspension. During a game barrel socks must be carried by the players and be able to be used at any time required.

11.10 Players may not use cloth, neoprene, or other material to cover the hoppers or markers.

For safety reasons neoprene high-pressure cylinder covers shall be allowed. No padding or sweatbands may be used on regulators or cylinders.

11.11 Stickers on markers are limited to one sticker on each side of the marker. Stickers may not contain the color orange.

12. OTHER EQUIPMENT

12.01 Hoppers may not be clear and must be made of a single color. Smoked colored hoppers are allowed. Stickers on hoppers or other feed devices shall not be allowed except for one 5 x 10 cm sticker on each side of the hopper or other feeding devices. Colors of stickers may not contain the color orange. Transparent lids on hoppers are permitted.

12.02 Elite, Division 1 and 2 players may carry any quantity of pouches, pods, or tubes—and any quantity of paintballs—but no additional propellant cylinders or hoppers.

12.03 Division 3 teams shall be limited to one hopper of paintballs and two pots per player. No additional propellant cylinders or hoppers beside the ones attached to the marker system may be carried onto the playing area of a field.

12.04 Two live players may exchange equipment.

12.05 Pouches or back-packs may not be constructed in such a fashion that they constitute padding.

12.06 Propellant cylinders and pressure regulators shall be in good working order and shall be certified for use in the country and local jurisdiction in which the tournament takes place.

The certification date shall be available for inspection at any time during the tournament and shall be valid. Warning labels shall not be removed. No oil or other lubricant not specifically designed for use on regulators, fill nipples, valves etc. shall be used.

Violation of this rule shall result in a major suspension for the first offense. Any subsequent offense during the remaining tournament season by any member of the same team shall result in a gross suspension of the entire team.

13. PAINTBALLS

- 13.01** All paintballs used at 3 Kronor Cup events must be an 3 Kronor Cup sponsored brand and must be purchased at the tournament site. All paintballs used at 3 Kronor Cup events must meet the 3 Kronor Cup non-staining criteria. (See also 14.02.)
- 13.02** Paintballs with red and/or pink fillings are prohibited.
- 13.03** Paintballs must be able to pass the following two stain tests:
1. The paint fill will be put on a white 100% cotton or 50% cotton/polyester blend T-shirt and let set for five hours. The T-shirt will be washed in hot water with a standard, commercial laundry detergent. The paint must be completely removed from the T-shirt.
 2. The paint fill will be put on a black 100% cotton or 50% cotton/polyester blend T-shirt and let set for five hours. The T-shirt will be washed in cold water with a standard, commercial laundry detergent. The paint must be completely removed from the T-shirt, and may not bleach the T-shirt.

14. PROHIBITED EQUIPMENT

14.01 Prohibited equipment includes (but is not limited to):

- Any orange or nearly orange color in exposed clothing or equipment
- Listening devices, communication devices or any form of electronic surveillance device
- Incendiary devices or smoke-producing devices
- Paintballs with red or pink fill, paintballs which are toxic, not biodegradable, not hydromorphic or indelible, or paintballs which have a shell, fill or both altered or augmented in any way. Teams found using prohibited paintballs, carrying prohibited paintballs in their pods or hoppers, or with an open box of such paintballs, shall be warned and required to purchase sponsored paint—on the first offense. Any subsequent infractions of this rule by the same team will result in a gross suspension of the entire team and disqualification for the entire season.
- Propellant cylinders with expired certification dates, without valid certification seals, which are not in good working order and/ or have had safety warnings removed. (See also 12.06.)

14.02 Anything not specified as permitted in Sections 9 through 14, inclusive, shall be prohibited.

III. THE GAME

15. DIFFERENCES BETWEEN THE DIVISIONS

15.01 The Millennium Series SPL rules will apply to the Open division.

15.02 Division 3 teams are allowed to carry a maximum of 2 pots per player.

16. BEFORE THE GAME BEGINS

16.01 Teams shall report to the entry area of the applicable game field for which a game is scheduled no later than five minutes prior to the scheduled start of such game—properly equipped and clothed and with their marker systems properly adjusted and ready for play.

All players shall be prepared to show their IDs.

16.02 Teams that fail to report on a timely basis for any game shall forfeit such game unless such delay is caused or agreed upon by the tournament organization (e.g. malfunctioning compressor, delays on other fields, severe weather). Such organizational delays will be announced to the affected teams. (See also Section 31.)

16.03 In the event some—but not all—of the players on a team report to their scheduled game on a timely basis ready to play, those players who are present may play.

16.04 Players who are unable to bring their markers into compliance with the rules on a timely basis before a game begins may elect to play the game without their markers.

17. GAME START

17.01 Choice of flag stations for all rounds shall be determined by coin-toss prior to the start of the game unless already decided on the schedule. In the event of best-of-three competition the first game shall be decided by coin-toss. The sides shall be switched for the next game and in any final game the choice will be determined by another coin-toss.

17.02 Players shall start the games inside the playing field boundaries with the tip of their barrels touching the front of the flag station. Any player whose barrel tip is not touching the front of the flag station at the moment the game starts shall be eliminated for starting too early.

17.03 Players must carry all equipment to be used during the course of the game on their person at the start of the game.

17.04 The starting procedure shall be as follows: The referee starting the game shall ascertain that both teams are ready. Then the referee shall announce, “Barrel socks off!” upon which the players remove their barrel socks, which they must carry with them during the game. After the referee starting the game ensures that both teams are ready, the start of the game shall be announced in the following manner (taking care that each team hears): “Get ready for the 10 second warning! Three, two, one, TEN SECONDS!” Ten seconds thereafter (+/- 1 second; according to the referee), the game shall start by the referee shouting so that each team may hear, “Game On!” or “Go, go, go!” An audible signal from a whistle, horn, bell or buzzer may also be used provided all players have been duly informed of such.

18. GAME STOPPAGES

18.01 Game stoppages shall only occur in case of an emergency, dangerous weather conditions, other “Acts of God” or a physical altercation on the game field.

18.02 In a situation where a false start happens due to a referee mistake or miscommunication, the Head Referee shall stop the game immediately and restart it as if the game had never started. Players who have shot paintballs may elect to reload paintballs.

18.03 All Field Referees shall note the locations of the players at the time a game was stopped.

Once the game has been stopped, the Field Referees shall ensure that players remain in those locations. Once the condition causing the game stoppage has abated or been resolved, and all the live players and flags have been placed in proper positions by the Field Referees, the Head Referee shall restart the game in accordance with the procedures specified in 16.04.

18.04 Game stoppages shall be indicated by the referees calling “*Freeze!*” All players shall remain in the position they were in when the freeze call was made.

18.05 Official game time shall be kept with a countdown timer by the Head Referee or a Field Referee appointed thereby as time-keeper. In the event a game has to be interrupted because of an emergency, or otherwise, the time-keeping referee shall stop the countdown timer. The countdown timer shall be restarted at the moment the game is restarted.

19. IN-GAME MARKER INSPECTION

19.01 In-game marker inspections may be done at any time at the discretion of any Field Referee to determine if a marker’s muzzle velocity has risen above legal limits or the cyclic rate cap of 12bps has been exceeded. Referees shall seek to perform in-game marker inspections in a manner which least interferes with play.

19.02 Players with markers chronographed during a game at 300 feet per second or less or shoot no more than 12bps shall continue to play without elimination or penalty.

19.03 Players with markers found to be shooting at a velocity of over 300 feet per second but less than or equal to 310 feet per second shall be eliminated from play.

19.04 Players with markers found to be shooting at a velocity of over 310 feet per second but less than or equal to 325 feet per second shall be eliminated from play and given a one- for-one penalty.

19.05 Players whose markers have been measured with a velocity of over 325 feet per second shall be eliminated from play and given a two-for-one penalty.

19.06 Players with markers which shoot more than 12bps shall be eliminated, receive a major suspension and forfeit the game. (Exception for Division 3; see 11.08 for further clarification.)

19.07 In all instances of in-game marker inspections that result in a penalty, the referee shall show the measured result to the player whose marker was inspected.

19.08 Players who have been observed working on their markers during the course of a game—with the exception of cleaning paint out of barrels, hoppers or feed ports—shall be immediately eliminated from play. Operating buttons in any way shall only be allowed with agreement by a referee.

20. FLAGS

20.01 Flags shall be a minimum of 30 cm wide and a minimum of 60 cm long. Each field shall have two sets of two flags in contrasting colors. The second flag of each color shall be readily accessible by each flag station referee for immediate hanging in the event of a call for a flag re-hang.

21. FLAG CARRIERS

21.01 Once a team flag has been hung in its flag station prior to the start of a game, it shall not be touched by its own team. Players who touch their own flag in order to prevent an opponent from capturing it shall be eliminated—if not already eliminated—or cause a one-for-one penalty—if already eliminated—and be further penalized with a minor suspension.

21.02 Players carrying flags must carry them in their hands and in full view. Players cannot attempt to hide or disguise the flag in any way. Violations of this rule shall result in the flag carrier being eliminated after one verbal warning.

21.03 Flags may be passed from live players to live players.

21.04 In the event a player has been eliminated while in possession of the flag, a referee shall take the flag and stand where the player was eliminated (if observed) or where the player was when a referee observed the hit. The referee shall hold the flag visibly until recovered by another player and may move up to two meters in any direction to avoid lanes of paintballs being shot. Any player who uses the flag-holding referee as a shield shall be eliminated.

22. FLAG HANGS

22.01 At the moment a flag-carrier touches the flag at her or his own base, the flag referee shall immediately call “Time! Freeze the field!” and the game timer shall be stopped. The game shall be considered “*frozen*” and no player shall be allowed to leave their position. The flag carrier shall be checked for valid hits and chronographed (first shot only).

22.02 If the flag-carrier is found to be validly marked or whose marker is found to be shooting above the velocity limit of 300fps, penalties shall be assessed and the flag referee shall immediately and effectively inform his or her counterpart at the opposite flag station to hang the replacement flag—unless it is immediately clear to the referees on that field that all players have been eliminated. The replacement flag shall be hung in the flag station.

The Head Referee shall then re-start the game with a ten second warning followed by the “Game On” signal as specified in 16.04.

22.03 Players who shoot their markers after they hang a flag and before being told to shoot over a chronograph by a referee shall be eliminated and the replacement flag shall be hung as specified in 21.02.

22.04 If the flag-carrier is found to be clean of valid hits and her or his marker passes the inspections—the flag-hang will be considered valid.

23. PAINT CHECKS

23.01 Paint checks may be performed by referees for the purpose of determining if a paintball has broken on and validly marked a player.

23.02 Paint checks may be performed by a referee when the referee has observed a player taking shots, or when shots have been directed into an area occupied by a player that the referee cannot directly observe, when the physical location that a paintball may have broken on is not immediately visible to the referee, or when the referee has been directed to do so by another referee.

23.03 Referees may, but are not required to, make a paint check after a player has requested one. The referees' responsibility in such instances is to ascertain that a player on whom a paint check has been called is adequately being observed by another referee.

24. NEUTRAL CHECKS

24.1 No neutral checks will be used in the 3 Kronor Cup.

25. HITS

25.01 A player shall be considered eliminated from a game if a paintball, discharged from a paintball marker by a live player, strikes that player or anything she or he is wearing or carrying and such paintball breaks and leaves a paint mark, regardless of the size.

- If the paintball strikes the player or anything he or she is wearing or carrying but does not break and leave a paint mark, such player shall not be considered eliminated.
- If a player has been hit and marked by a paintball shot by an eliminated member of the opposing team, such player shall not be considered eliminated.
- If a paintball strikes another object first and breaks upon that object before marking a player or anything he or she is wearing or carrying, such player shall not be eliminated.

In the event a referee has not see the source of such paint marking and the player has paint on them that resembles a hit, such player shall be declared eliminated.

Generally—in such cases—if the paint marking is reasonably solid, appears to be a direct hit—rather than smear, splatter, spray, paint from kneeled-on or sat-on paintballs—and is at least the size of a €2 coin (approximately 2.5 cm in diameter), it shall be considered a valid hit.

In the event two opposing players have been hit and marked simultaneously, or if the referee cannot determine which player was hit and marked first, both players shall be eliminated.

Referees shall make every effort to wipe smear, splatter, spray, or paint from kneeled-on or sat-on paintballs off a player at the time they are inspected. If a player continues to play with such paint such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.

26. PLAYERS AND HITS

26.01 Players are responsible for becoming aware of **ALL** hits—regardless of their location on their body, clothing or any and all equipment they may be carrying at the moment of impact.

26.02 Hit players shall immediately cease play and signal their elimination. Failure to do so constitutes playing on.

26.03 Players who suspect they may have received a valid hit in a location which the player is unable to inspect themselves (e.g. visor, backpack, top of head) such player must call for a paint check by a teammate or referee. Failure to do so shall result in a penalty for playing on if such player has been found to be validly marked.

26.04 Players who have effectively called for a paint check so that teammates or referees are aware of such request or who are waiting for a paint check to be performed may remain in the game until the paint check has been performed. Such players may post up in a defensive position and may communicate with their teammates. Players who discharge their markers, move from their positions or capture a flag while waiting on the outcome of a paint check do so at the risk of penalty for playing on.

26.05 Players who are in motion and suspect they may have received a valid hit may continue to the nearest cover whenever there is such cover between themselves and the nearest opponent. Otherwise they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover (when available) the player must immediately check herself or himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his or her elimination—if indeed hit shall be judged as playing on.

26.06 Players who have been hit in locations which can be self-checked may not call for a paint check. Calling for a paint check under such circumstances shall be judged as playing on.

27. ELIMINATIONS

27.01 Players shall be eliminated whenever validly marked as described in Section 25.

27.02 Players shall be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary. Players shall be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings shall be considered to be in-bounds.

27.03 Players shall instantly and automatically be considered eliminated in the event they lose their goggles during a game. Players who shoot at players who have clearly lost their goggles shall be eliminated and receive a minor suspension.

27.04 Players who have been found with tools or other prohibited equipment on the field, or those working on their markers in violation of rules 11.01 through 11.06 inclusive, shall be immediately eliminated. Additional penalties shall apply.

27.05 Players who, during a game, separate themselves more than 2 meters from any piece of equipment or clothing that they brought onto the playing field—except squeegees, swabs or pods used for holding paintballs—shall be immediately eliminated, even if apparently unintentional.

27.06 Players who engage in unsportsmanlike conduct shall be eliminated (additional penalties may apply). Unsportsmanlike conduct includes, but is not limited to:

- Failure to obey a referee’s call
- Deliberate avoidance of a referee in a manner that prevents a referee from chronographing a marker on the field or prevents them from making a call
- Shooting at referees
- Shooting a clearly eliminated player with malicious intent to injure or intimidate.
- Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination.
- Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players
- Verbal abuse of any players, spectators or referees.
- Physical contact with anyone deemed to be intentional and hostile.
- Touching own team’s flag in order to prevent or impede its capture

27.07 Players may be eliminated as the result of a penalty called by a referee for infractions committed by teammates in accordance with the rules contained herein (one-for-one, etc.).

27.08 Players are responsible for removing old hits or bringing the same to the attention of a referee prior to the start of a game so that they may be dealt with in a manner that would not result in the elimination of the players.

27.09 Players that have been eliminated, immediately upon their elimination, shall:

1. Signal their elimination by putting one hand on their head and keeping it there until in the dead box.
2. Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off the playing area of a field and towards the dead box or any other route directed by a referee. Players that take routes that are not the most direct and that are meant to conceal from the other team such players’ eliminations, or players that refuse to follow a referee’s direction on leaving the playing area of a field shall be considered to be “playing on”.
3. Leave their marker outside the dead box in the place designated for markers of eliminated players without turning the marker off (hoppers may be switched off).

4. Enter the dead box where they must remain until directed to leave by a referee.

5. Once directed to leave by a referee attach the barrel sock to their markers.

Players that violate the rules in this section shall be judged as playing on and the appropriate penalties shall be assessed.

An eliminated player may not talk or otherwise communicate in any manner except to opponents to immediately declare said player's elimination. The player shall not shout "hit" (or similar word) in a manner clearly intended to communicate such elimination to the player's own team. Any player who, in the opinion of a referee, abuses this in order to communicate her or his elimination to teammates shall be judged as playing on.

28. GAME END

28.01 A game shall officially be considered over when the Head Referee announces "Game over!" after the occurrence of any of the game-ending situations. However, players and their equipment may still be inspected—at the Head Referee's discretion—after the "game over" call and until they have left the field.

28.02 Game-ending situations are any one of the following:

- A successful flag hang
- Elimination of all players on the game field
- When game time has elapsed (seven minutes for seven-player competition and five minutes for five-player competition).

28.03 When the game time has expired or a flag referee declares a flag carrier clean and the hang completed, the Head Referee shall communicate to all referees "Game over!" as specified.

29. CHECKOUT PROCEDURES

29.01 Eliminated players shall wait in their designated area (dead box) for the direct release command by their base referee, even after "Game Over" has been announced.

29.02 After the game all live players must proceed directly to their nearest referee for inspection. Players are allowed to turn off their hoppers but not their markers. At this time, a referee shall inspect the player for hits and if any have been found the Head Referee shall be notified and proper penalties shall be assessed. Players who are not present at the live player inspection are subject to being counted as eliminated.

29.03 Players may not re-enter the playing area of a field without the permission of a referee. Penalties may apply (see also 36.01 and 36.03).

IV. SCORING

30. POINTS

30.01

- A team will be awarded 3 Match points for a valid flag hang.

- A team will be awarded 2 Match points for “flag in transit”. This is awarded to a team with a live player in possession of their opponent’s flag when the game is declared over. If both teams are in possession of their opponents’ flags, the Match points shall be awarded only to the team which pulled their opponent’s flag first.
- Each team will receive 1 Match point for a draw. A draw will be any game in which the flag was not captured.
- A team will receive 0 Match points for a loss.
- A team will also receive Elimination Difference (E/D) points. The elimination difference is the numeric difference between live players on one team compared with live players on the other team, expressed as a positive number for the team with more live players and a negative number for the team with less live players whenever there is a difference. Therefore the E/D can range from positive 5 (+5) to negative 5 (-5) for five-player games and from positive 7 (+7) to negative 7 (-7) for seven-player games. Elimination Difference Points are only relevant in the event a tiebreak is needed between teams.

30.02 Points shall be awarded at the conclusion of the game by the Head Referee.

31. SCORE SHEETS

31.01 Score sheet Procedures:

- The score sheet shall be filled out by the Head Referee of the field and shown to both team captains.
- If anything on the score sheet has been crossed out or written over, the referees must fill out a new one.
- It is the responsibility of each team captain to check the score sheet. If a team captain finds a mistake on the score sheet, a new one shall be filled out.
- The captain who agrees on the score sheet shall sign it. If both captains have signed the score sheet, it shall not be modified even if mistakes are discovered afterwards.
- The exact time that a score sheet has been signed by the captains (or refused to be signed) shall be recorded on the score sheet as a record of when the teams were released from the field.
- If a team captain refuses to sign the sheet because of a disagreement about the information it bears, the Head Referee shall note such on the score sheet.
- Score sheets shall be filled out in duplicate. The duplicate copy shall go to the score table via a runner or team captain who won the game or had the greatest E/D and the original copy shall stay with the Head Referee.

32. FORFEITS

32.01 A forfeit shall be declared for each game that a team fails to report on a timely fashion (minimum five minutes before scheduled game start), or for any game in which a team refuses to take the field. In the event that both teams fail to show for a game or both teams are unwilling to take the field, both teams shall have forfeited that game.

32.02 Any team which is scheduled to play against a team that has forfeited a game shall receive 3 Match points and 3 E/D points for five-player games, 3 Match points and 5 E/D points for seven-player games or the average of all their E/D points in that round,

whichever is higher. The forfeited team shall receive zero Match points and the inversion (=negative) E/D points of the winning team for that game.

32.03 Once a forfeit has been declared, the forfeited game shall not be rescheduled and the score shall stand, except if the reason for having missed the game was a fault from the organization staff and the relevant round is not yet over.

32.04 Preliminary round games shall be scheduled so that there is a minimum of 30 minutes between start of any team's games. No forfeits shall be given during this period. Teams shall report to their scheduled games no less than five minutes before such games have been scheduled. Teams who fail to report to any of their scheduled games on a timely basis (as defined herein) shall forfeit such games. The times recorded on the scoresheet of any previous game may be reviewed to see if such delay was due to late release from another game before a forfeit is declared or before a team is required to play without one or more players who are not present.

33. TIE BREAKERS

33.01 In case of a tied match point score between teams, such tie shall be broken in the following ways in the following order:

1st: **Elimination Difference (E/D) points.** The team with the greatest number of E/D points for that round shall advance or win.

2nd: **Head-to-head.** If a tie still exists after the first tie-breaker, the team which had the most total match points in any or all games against each other in all previous rounds during the present tournament shall advance or win.

3rd: **Match points for previous round.** If a tie still exists after the second tie-breaker, the team with the greatest number of match points in the previous round (if any) shall advance.

4th: **E/D points from previous round.** If a tie still exists after the third tie-breaker, the team with the greatest number of E/D points in the previous round (if any) shall advance.

5th: **Seeding.** If a tie still exists after the fourth tie-breaker, the team which had the highest seeding when the tournament began shall advance.

V. INFRACTIONS AND PENALTIES

34. PLAYING ON

34.01 "Playing on" is defined as continuing to act as a live player in the game after being eliminated. Playing on includes—but is not limited to—continuing to shoot or otherwise engage the opposition, continuing to move (except with respect to exiting the playing area of a field by the most direct route or at the direction of a referee), talking, signaling or otherwise communicating (either to a referee, opposing players or teammates), impeding the progress of opposition players or a referee, hindering a referee from making a paint check or a call, discharging or degassing the marker, providing

teammates with paintballs or equipment, failure to have a hand on head or simply remaining in position on the playing area of a field.

34.02 The penalty for playing on is the removal of a teammate in a one-for-one call, unless in the referee's opinion such playing on has materially influenced the course of the game giving the offending player's team an advantage, in which case the penalty for playing on is the removal of two teammates in a two-for-one call.

34. WIPING

35.01 Wiping is defined as a player actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.

35.02 Wiping shall be penalized by the immediate removal of the player from the game and the immediate subsequent removal of three additional players from the same team (three for-one).

35.03 Players who have been observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized for wiping.

35.04 Touching the area of a paintball's impact shall be construed as wiping and penalized accordingly.

36. INTERFERENCE

36.01 Spectators are encouraged to observe games and the activities on the fields of play but may not:

- Issue instructions to players or referees on the field
- Make comments about plays which are likely to be heard by players on the field
- Have markers without barrel sock capable of shooting in their possession
- Otherwise interfere with play in any manner whatsoever

Spectators (or others not affiliated with a participating team) who interfere in such ways are subject to being ejected from the tournament site.

36.02 Team members and those affiliated with competing teams who interfere or attempt to communicate in any way with players during any game:

- Shall immediately receive a gross suspension and be ejected from the tournament site
- Shall cause a one-for-one penalty to be applied to such player's team or associated team, if such team is playing said game

37. LIST OF PENALTIES

37.01 Referees shall issue verbal warnings for the following infractions (but not limited to):

- First offense of barrel sock violation
- First offense of goggle violation for any non-player (see also 10.02)
- First offense of abuse of calling for paint checks
- First offense of the use of inappropriate language per incident
- First offense of failure to obey a referee's instructions
- First offense of failure to put hand on head after being eliminated
- First offense of instructing, shouting at or arguing with a referee after being eliminated
- First offense of stepping outside the dead box before being instructed to do so by referee
- First offense of a Division 3 player whose marker has been found to be in violation of the marker rules 11.01 through 11.06 inclusive.
- First offense of failure to carry a flag visibly

37.02 Referees shall eliminate players for the following infractions (but not limited to):

- Second offense of abuse of calling for paint checks
- Second offense of the use of inappropriate language per incident
- Second or subsequent failure to obey a referee's instructions
- Second or subsequent violation of instructing, shouting at or arguing with a referee after being eliminated
- Going out of bounds or moving the boundary tape
- Failure to have the barrel tip touching the front of the flag station at the start signal
- Failure to wear goggles at a required time or place (if during a game and the player has not already been eliminated; additional penalties shall apply; see also 10.02)
- Having tools on the playing field while playing
- Using a marker which has been chronographed during a game at 301-310 feet per second
- Operating buttons or switches on an electric or electronic marker during the game without permission of a referee
- Failure to present ID card at the request of a referee before game
- Interference during the course of the game by a person affiliated with the team not playing in game
- Excessive shooting, defined as shooting more than reasonably necessary to effect and elimination
- Unsportsmanlike conduct (additional penalties may apply)
- Intentionally altering the playing field during a game (additional penalties may apply)
- Dislodging a prop due to failure to exercise reasonable caution when running to, leaning against or pushing such prop
- Touching own team's flag in order to prevent or impede its capture, if offending player has not already been eliminated (additional penalties may apply)
- Shooting a player who has clearly lost their goggles (additional penalties may apply)
- Second offense of failure to carry a flag visibly

37.03 Assessment of the one-for-one penalty (in addition to the player who committed the infraction being eliminated, an additional player shall be eliminated) shall take place for the following infractions (but not limited to):

- Continuing to play with a hit (except as proscribed in 25.04 regarding paint checks)
- Second offense of stepping outside the dead box before instructed to do so by referee (a minor suspension will also be applied)
- Engaging in physical contact with another person on the field in a hostile manner after being eliminated (additional penalties shall apply)
- Checking in as a live player at the end of a game with a hit
- Using a marker which has been chronographed on the field at 311 feet per second or above
- Operating buttons on an electric or electronic marker (but not the hopper) after being eliminated
- Communicating or attempting to communicate with a team member after being eliminated
- Fighting or other hostile physical contact (additional penalties shall apply)
- Touching own team's flag in order to prevent or impede its capture, if offending player has been eliminated (additional penalties may apply)
- Failure to wear goggles at a required time or place (if during a game and the player has already been eliminated; additional penalties shall apply; see also 10.02)

37.04 Assessment of the two-for-one rule (the removal of the player who committed the infraction and two teammates) shall take place for the following infractions (but not only limited to):

- Playing on that materially influences the course of the game giving the offending player's team a significant advantage.
- Using a marker which has been chronographed during a game above 325 feet per second
- Intentionally discharging a marker after clearly signaling elimination
- Hanging a flag with a valid hit

37.05 Assessment of the three for-one rule (the removal of the player committing the infraction and three teammates) shall take place for the following infractions (but not limited to):

- Wiping or actions that are construed as wiping (see also Section 34)
- Re-entering the playing area of a field after elimination in order to interfere in the on-going game without being asked by a referee. (See also 38.04)

37.06 Assessments of one-for-one, two-for-one or three-for-one penalties whenever not enough live players are left to fulfill such penalties shall result in the offended team being awarded the flag hang and an eliminated player added back to the offended team's score sheet for every unavailable live player on the offending team, up to the maximum of five players for five-player competition and seven for seven-player competition.

38. ADDITIONAL PENALTIES

- 38.01** Any team that plots with opponents to set scores shall be disqualified from the tournament and all rostered members of the team shall be suspended from the remainder of the event and surrender all seed points in that event.
- 38.02** Any team whose player has been found to be in violation of the marker rules 11.01 through 11.06 inclusive shall forfeit the game in which the infraction was detected. (Exception for Division 3 teams; see 11.08 for further clarification.)

39. SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS, FINES, ETC.

- 39.01** Teams are responsible for the conduct of everyone on their roster which includes players, coaches, helpers and others directly affiliated with such team. During the event the following shall apply to suspensions and ejections:
- Minor suspension: This is a one-game suspension which requires the team to play short.
 - Major suspension: This is a suspension from the remainder of the tournament if the infraction occurred during the preliminary round or the remainder of the tournament plus the entire next tournament if the infraction occurred in any round after the preliminaries (or last game if no other rounds have been scheduled). Short play shall be enforced during the remainder of the tournament in which the infraction occurred but not at the following tournament.
 - Gross suspension: This is a minimum one-full-tournament suspension, the term of which may be proscribed elsewhere in these rules or—if not—shall be decided by the Head Referee on the field on which the infraction occurred (if applicable), in consultation with the Referee Manager and the 3 Kronor Cup board members present at the event. Players penalized with a gross suspension shall be ejected from the tournament site and may not be present at any subsequent games during the term of the suspension. Other persons directly affiliated with a team—including but not limited to coaches, owners, helpers and managers—may also be penalized with a gross suspension.
- 39.02** Players who have been suspended must surrender their ID card to the Head Referee who assesses the penalty. If a player refuses to surrender their ID card the team shall forfeit the next game. The ID card shall be returned to the player when the term of the suspension has been served.
- 39.03** Minor suspensions shall be applied for the following infractions:
- Second offense of stepping outside the dead box before instructed to do so by referee (a one-for-one shall also be applied if during a game)
 - Second offense of failure to use a barrel sock as proscribed in 11.09 by any team member after the team's first warning

- Shooting a player who has clearly lost his or her goggles (the offending player shall also be eliminated)
- Failure to use goggles as proscribed in 10.02 (additional penalties may apply)
- Touching own team's flag in order to prevent or impede its capture (additional penalties may apply)

39.04 Major suspensions shall be applied for the following infractions:

- Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
- Any marker infraction in rules 11.01 through 11.06 inclusive by an Elite, Division 1 or 2 player
- Second offense of a marker infraction in rules 11.01 through 11.06 inclusive by any player on a Division 3 team which has received a warning at the on-going tournament
- Verbal abuse directed at an opponent, referee or spectator
- Deliberately shooting from outside the playing area of a field or a dead box
- Deliberately shooting referees
- Re-entering the playing area of a field after elimination in order to interfere in the on-going game without being asked by a referee. (See also 36.05)
- Third offense of failure to use a barrel sock by any team member after the team's first penalty for such
- First offense of violation of propellant system rules (see also 12.06)

39.05 Gross suspensions shall be applied for the following infractions:

- Intentional physical contact (hitting with a marker, chest bump, grabbing, pushing, spitting or similar)
- Throwing a marker and/or air system
- Aggressive physical contact that could possibly be construed as assault and battery
- Shooting a clearly eliminated player, any official or anyone else with malicious intent to injure and/or intimidate.
- Persons directly affiliated with a team—including but not limited to coaches, owners, helpers and managers— entering the playing area of a field in order to interfere in the on-going game without being asked by a referee.
- Second offense by any member of a team previously penalized for violation of propellant system rules during the same season (see also 12.06)

39.06 Players who have been suspended for a second time in one season for whatever reason shall be suspended for at least one additional event. This penalty may carry over to the next season.

39.07 Fines shall be imposed in the event a person or persons involved in an ejection or suspension continues to act in an unsportsmanlike manner. These fines must be paid in full before entry fees shall be accepted for such player's(s') team for any subsequent 3 Kronor Cup event.

39.08 Fines shall be a minimum of €100 or 1000 SEK and not to exceed €1000 or 10,000 SEK per occurrence. The Rules Commission—in consultation with the other members of the 3 Kronor Cup board—shall determine which fines may

be applicable and such decisions shall be sent in writing to the offending person(s) and the captain of said team.

VI. MISCELLANEOUS

40. DECORUM

- 40.01** Teams and their players shall refrain from wearing or otherwise displaying offensive pictures, words or logos at the tournament site.
- 40.02** Teams and their players shall refrain from engaging in any conduct that would likely bring the league, the tournament, the promoter or any sponsor into disrepute, including but not limited to—the trashing of hotel rooms, the discharging of loaded markers in ungoggled trafficked areas, the willful destruction of property, engaging in physical altercations (except in defense against an unprovoked aggressor) or the commission of a criminal act.
- 40.03** Any player or team that fails to adhere to the rules and regulations specified in this section shall receive a gross suspension and be prohibited from competing in 3 Kronor Cup tournaments for a period of one year from the date of the infraction. Any other person who is not a player and who fails to adhere to the rules and regulations specified in this section shall be banned from any 3 Kronor Cup event for a period of one year from the date of the infraction.
- 40.04** All teams shall adhere to the tournament-specific administrative rules and regulations put forth by the promoter(s) of each respective event.
- 40.05** All teams shall properly dispose of all trash they generate while at the tournament site or in the parking area.
- 40.06** Any team that fails to adhere to the rules and regulations contained in this section shall be subject to and pay a €250 or 2300 SEK fine to the promoter, and such team shall be prohibited from competing in any future event until such fine has been fully paid