

Official Australian Super 7's Series Rules
(Version 12.1 – 2025)



I. General Information

Each Series will publish the following information about each tournament prior to the start of each tournament.

A captains' meeting will be held prior to start of the tournament if required. The purpose of this meeting is to provide information to the captains of the teams attending, on 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 it will play on, and their scheduled game times will be distributed to each team upon their registration the day before the tournament. At the latest, and thereafter posted on the scoreboard.

All playing fields will be available for review by any team competing in the event at least 24 hours before the start of the first games.

Only approved individuals will be allowed to film, photograph, tape, or record games for their media company/business/Facebook Page/Twitter account or any other professional/semi-professional media business. Media personnel must apply at the administration table at each event and, if approved, the Series will assign a press/media pass to individuals. Photographers and other media personnel are not allowed within the marked boundaries of the playing field during a game, and furthermore, are required to do their work in cooperation with the referees and other league personnel, especially if 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 are imposed by officials of the Series. All persons using media

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, maximum size of 45 x 36 metres, at least 35 obstacles (promoters' discretion). Obstacles will be placed a minimum of 1.0 metre off the boundary. The playing-field boundary shall be marked clearly.

1.02 A flag station is at least 1 metre wide and placed in the middle of the back boundary of the field.

1.03 No team or member thereof shall in any way alter any playing field at any time. Altering the field in-game on purpose will lead to elimination of that player. Any player altering the field at any other time before or during the tournament will be suspended for that ongoing tournament.

2. Entry Fees

2.01 Entry fees for each season and division will be announced on the Series website.

2.02 Entry fees are to be paid in advance to the Series in accordance with the published deadlines, 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 or ejected or a fine imposed.

2.03 Entry fees are non-refundable or transferable within 1 week of the event date.

3. Player Classification

3.01 Players cannot switch teams during an event. Once they are registered for a team, they cannot play for a different team at the same event. Exception: Players can switch to a team playing in a higher division, provided all other restrictions (e.g., roster cap) are adhered to and that the agreement of both team captains/owners and the Series Promoter has been granted.

3.02 Players in a lower division can play in a team in a higher division once during a season. If such a player plays for the second time in the higher division, they become a regular member of this team and cannot play in the lower squad again in this season. Important: Such a player can start to play with their team in a higher division, even after the rosters are locked!

3.03 Players who start or register under false name will be banned for at least 5 Series tournaments.

4. Rosters

4.01 Teams may have up to 15 players on their roster during a season. Teams in all Division's may have up to 9 players on their tournament roster, up to 7 players on their game roster and field 5 players per match.

4.02 No player may appear on more than one team roster during an event.

4.03 All players must be legally allowed to play in the State where the ongoing tournament takes place.

4.04 Team rosters will be accepted only after all fees have been paid in full.

4.05 All teams must submit complete rosters at the registration. A team's rosters cannot be changed after the start of the tournament unless so authorised by the Ultimate Referee.

4.06 A player who is found to be playing on a team, that has their name on another team's roster or has a suspension from the tournament, will cause the forfeiture of all the games of such team.

5. Ranking and Seeding

5.01 Ranking Points. For D1 Pro, D2 Semi Pro & D3 Amateur team ranking points are earned as follows:

- 1st - 30 points
- 2nd - 28 points
- 3rd - 26 points
- 4th - 24 points
- 5th - 22 points
- 6th - 20 points
- 7th - 18 points
- 8th - 16 points
- 9th - 14 points
- 10th - 12 points
- 11th - 10 points
- 12th - 8 points

Points continue to drop by 2 points per placing until 2 points. Any remaining teams receive 1 point.

5.02 Tournament ranking points

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

5.03 Ties in Ranking Points

- Teams tied in points are ranked by the highest number of highest rank in all tournaments of season
- if still tied, they are ranked by the highest number of next highest rank and so on
- if still tied, they are ranked by head-to-head matches for the series
- if still tied, they are ranked by overall ED scores for the series
- if still tied, final placings will be decided by a 5 minute sudden death team match

5.04 Teams will be seeded from 1st to last according to their category (Pro, Semi Pro, Amateur & Novice) and place therein. For the first tournament of the season, teams will be seeded in accordance with ranking points earned during the previous season in their major league. In the case of teams that have no ranking points during the previous season, they will be seeded in alphabetical order, not taking into account city, state, country or other jurisdiction forming a part of the name and/or the words “the” and “team”.

5.05 Any team that elects to change its status from D3 to D2 or D2 to D1 will keep a percentage of their points based on which tournament of the year that they move up.

(1) After the 1st tournament 80%

(2) After the 2nd tournament 60%

(3) After the 3rd tournament 40%

6. Games

6.01 Game time is as follows

Div 1 PRO - 15 Minutes MATCH TIME

Div 2 SEMI PRO - 10 Minutes MATCH TIME

Div 3 AMATEUR - 10 Minutes MATCH TIME

6.02 Divisional Play: Pro will play only other Pro teams. Semi Pro will play Semi Pro teams. Amateur will play only other Amateur teams.

6.03 Rounds:

Div 1 PRO – Mercy **6-point** lead

Div 2 SEMI PRO – Mercy **4-point** lead

Div 3 AMATEUR – Mercy **4-point** lead

6.04 Intervals:

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

6.05 Round Points Awarded: (1 point per round win)

Pressing buzzer or touching of opponent's base by a live player.

A 2 for 1 or 3 for 1 penalty in the last 60 seconds of regular game time is incurred by the opposing team.

Forfeit from 1 team by pressing pit buzzer.

6.06 Game Points Awarded:

For a win – 3 points.

For a loss – 0 point.

A win is awarded to the team that reaches the

6 round mercy limit – Pro

4 round mercy limit Semi Pro & Amateur

or who are ahead on round points at the end of game time.

If two teams are tied at the end of a match regulation time, a 5-minute 5-on-5 overtime is played.

The overtime period is sudden death; first team to score ins.

The "60 seconds rule" applies in the last sixty seconds of overtime.

If the 5-minute overtime results in a stalemate (expiration of game time or neither team having any active players), the two teams will each select a player to compete in a One-on-One.

The One-on-One will be 2-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.

If in case of a stalemate (expiration of game time or neither team having any active players) in the One-on-One 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.

No player may compete in more than One-on-One unless every player on a team's roster has competed in a One-on-One.

6.07 Team Draws:

Each division will have a maximum of 10 teams. Each division will be made of 2 pools of 5 times.

Each team will play each team once in their pool for a total of 4 matches.

The top team from each pool will move directly to the Semi Finals round.

Quarter Finals

The 2nd & 3rd placed teams from each pool will move on to the Quarter Finals rounds.

2nd place from Pool 1 will play 3rd place from Pool 2 & 2nd place from Pool 2 will play 3rd place from Pool 1. Winners will advance on to the Semi Final rounds. Losing teams are eliminated.

Semi Finals

1st place from Pool 1 will play the winner from the 1st Quarter final round.

1st place from Pool 2 will play the winner from the 2nd Quarter final round.

Winning teams move on to the Finals round. Losing teams are eliminated and will place 3rd or 4th dependent on overall game scores

Finals

The winning teams from both Semi Finals rounds will play off for 1st & 2nd place.

If less than 10 teams in a division then all teams will be placed in a single pool where they will play a maximum of 4 matches.

If less than 8 teams in a division then all teams will be placed in a single pool where they will play each other once.

The top 2 teams will move on to the Semi Finals rounds and the 3rd through 6th teams will play Quarter Finals rounds

Quarter Finals

3rd place will play 6th place and 4th place will play 5th place with the winners moving on to the Semi Finals rounds. Losing teams will be eliminated.

Semi Finals

1st place preliminary team will play the winner from the 4th vs 5th Quarter Finals match

2nd place preliminary team will play the winner from the 3rd vs 6th Quarter Finals match

Winning teams move on to the Finals round. Losing teams are eliminated and will place 3rd or 4th dependent on overall game scores

Finals

The winning teams from both Semi Finals rounds will play off for 1st & 2nd place.

6.08 Team positions at the end of a round of play are determined by total points earned by the teams in such round, subject to the tie breaking provisions contained in here.

6.09 Tie Breakers:

Position of teams in Preliminary groups.

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

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

Finals tiebreakers will be determined with a 5-minute 5-on-5 overtime is played.

The overtime period is sudden death; first team to score ins.

The “60 seconds rule” applies in the last sixty seconds of overtime.

If the 5-minute overtime results in a stalemate (expiration of game time or neither team having any active players), the two teams will each select a player to compete in a One-on-One.

The One-on-One will be 2-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.

If in case of a stalemate (expiration of game time or neither team having any active players) in the One-on-One 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.

No player may compete in more than One-on-One unless every player on a team’s roster has competed in a One-on-One.

6.10 All Own Team Members (Player & Pit crew):

May not communicate with own players or with opponent players or refs. No coaching allowed at all.

7. Referee

7.01 Each field will be staffed with a minimum of six Field Referees plus one Head Referee. All Field Referees and Head Referees are under direct control of the Ultimate Referee.

7.02 Referees will wear vertical striped shirts that will distinguish the referees from the players.

7.03 Only referees authorized by the Head Referee of each field will 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 is found to have been biased in his refereeing activities, for or against any team, such person shall be dropped from the referee staff for the remainder of the tournament. Any incident in question will also be presented to the Ultimate Referee.

7.05 Referees will not provide information to teams during the game, except with respect to safety concerns, warnings, neutrality, and eliminations.

7.06 Referees will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Referees will not impede the progress of the game.

7.07 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 him.

7.08 Ultimate Ref

At any time, a team captain may ask to speak to the Ultimate Referee for the event to discuss any issues that he may have. If this is during a match of whom the team captain's team is playing then the game timer may be stopped if the Ultimate Ref has to consult with on field Referees so as not to handicap either team pending a result. The game timer will only be stopped if there is a major issue such and the Ultimate Referee has to speak to the on-field referees for an extended period of time. The game timer will NOT be stopped so your team can try to get some extra time to get ready for the next point.

7.09 Referee Zones

On field referees must stay in their designated "Ref Zone". We do not want to see referees running all over the field because you thought you saw someone on the other side of the field get hit. If you leave your zone then there is nobody to watch the players that are there. As gameplay moves up the field you can follow along. You are not expected to just watch your zone and nothing but your zone.

8. Referees hand signals

8.01 Eliminated – Referee will signal by putting one hand on his head and pointing at the eliminated player with their other hand and yelling "OUT." The referee will then pull the player's armband (if being used). The referee cannot put a player back in after calling player eliminated with a hand signal.

8.02 Safe/Clean – A referee will signal that a player is clean of any valid hits and has not been eliminated, by lifting a hand or a towel in the air and moving it in a circular motion

8.03 Neutral – Referee will signal a player neutral by touching such player, shouting “neutral” and holding the other arm above his head showing his hand to the opponents’ team in a “Stop!” gesture. The referee will then check player and make a safe or eliminated call. Neutral calls are at the discretion of the referees, and will only be made in extreme cases where it is difficult to check the player for hits.

8.04 One-for-one, two-for-one or three-for-one penalty signal – A referee will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by a double fist up and down movement with both arms in front of body of the additional player(s), repeating the penalty signal for every additional player counted as eliminated due to the infraction. The referee will also verbally call the penalty.

II. Equipment

9. Clothing

9.01 Each player may only wear two layers of clothing unless the temperature has been officially announced to be below 5 C in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s). Players must wear full pants, not shorts and long sleeve jerseys as outer layer.

Each layer consists of a standard cotton T-Shirt garment with approximately 150g/square meter

9.02 Players clothing including pants and jersey must be free from tears and rips, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber.

9.03 Quilting is two layers of clothing stitched over each other. Quilting counts as two layers of clothing in the area that is quilted.

9.04 Players may not wear shoes with metal cleats or spikes.

9.05 Jerseys or tops must be fully tucked into the player’s pants or harness.

9.06 No jerseys that are of similar colour to paint fill so that they can possibly hide hits or that look or resemble a referee’s or marshals jersey will be permitted. If in doubt of the legality of your team jersey, please ask first.

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 don’t exceed 5cm width and 1 cm thickness

9.10 If a player is found to be wearing illegal clothing during the game he will be eliminated.

9.11 Stickers are not allowed on clothing.

9.12 D1 PROFESSIONAL team’s jerseys **must** have an individual player number clearly visible on the back and visible on both sleeve shoulders. Minimum number sizing – 110mm in height on back and 60mm in height on the sleeves.

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. Goggle manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament. Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:

- Playing fields
- Chronograph stations
- Shooting ranges

Violation of the rules in this section will 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 will be excluded from playing the tournament.

10.02 Players, officials and all on field must wear full-face protection as it comes from the manufacturer in its original form. The face or ear protection of goggle systems will not be allowed to be turned or twisted upward or in any way modified from their original form at any time or place where goggles are required. Players aged 12 to 17 must wear manufacturers chin strap if fitted.

10.03 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.

10.04 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.

10.05 Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.

10.06 Players may wear groin protection, and all players may wear chest protection manufactured for use in paintball and not exceeding a maximum thickness of 9.0 mm, provided that paintballs do break on impact on such protection.

10.07 Players are encouraged to wear neck protection consisting of close-fitting neoprene around the whole neck, with a total layer's thickness not exceeding 2cm. Scarves and similar clothing are forbidden.

10.08 Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.

11. Markers

11.01 Players may use a single .68 calibre paintball marker, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited. All paintball markers shall be semi auto or **S7s** ramp mode only and may not operate in other discharge modes such as auto response or fully automatic. Each marker must meet each state's minimum legal length. Once the trigger is released only a maximum of 3 additional shots may be discharged thereafter.

11.02 - Rate of Fire capped rates per division

Div 1 PRO - **10.5 BPS S7's Capped Ramp OR Capped Semi-Automatic.**

Div 2 SEMI PRO - **10.5 BPS S7's Capped Ramp OR Capped Semi-Automatic.**

Div 3 AMATEUR - **10.5 BPS S7's Capped Ramp OR Capped Semi-Automatic.**

Ramping of shots will be allowed only once 5 bps has been achieved.

Then the marker may ramp, but only as long as the 5 bps is continually maintained. Once the trigger is stopped to be activated; only a maximum of 3 additional shots may be discharged.

The Referee's shall check all players at the start of the match for ROF cap and then may at their discretion check random players at the start of each game.

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

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 firing systems must be locked in a tournament mode (see rule 11.01). The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.

11.05 All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. All regulators require tournament caps such that they 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 will be allowed on the field. Barrels that can change velocity on the fly as in barrels with Apex tips or similar design are prohibited equipment.

11.07 Players may not use cloth, neoprene, or other material to cover the paint loaders or markers. For safety reasons it is recommended that full cover neoprene high pressure bottle-only covers be used.

11.08 Barrel socks must be properly attached at all times to all markers with an air 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 hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fore fill 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

Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member being excluded from playing the tournament. During a game, barrel socks must be carried by the players and be able to be used at any time required.

11.09 Any player who got caught during the game whose marker violates section 11 will be excluded from the remainder of the match and the player's team will forfeit the game during which this illegal marker was used, unless the player as such is without ill intent. The only way to prove no ill intention is to surrender immediately after the error occurred, but before a referee detected it. If the error is being detected before the start of the game but after the pre-game chrono-graphing procedure, the game will be forfeited but the player won't be suspended.

11.10 Stickers on markers are limited to one 5 x 10 cm sticker on each side of marker. Stickers may not resemble any form of hit or paint splatter.

11.11 All paintball guns must be registered. A copy of every gun's registration form must be presented if required by the promoter. For overseas competitors a copy of the import documentation must be present if requested by the promoter.

12. Other Equipment

12.01 Loaders (hoppers) can be clear. Smoked coloured hoppers are allowed. Transparent lids on loaders are permitted. Stickers may not resemble any sort of hit or paint splatter.

12.02 Players may carry any number of pouches, pods, or tubes, but no additional propellant tanks or hoppers.

12.03 Two live players may exchange equipment.

12.04 Vests and pouches may not be constructed in such a fashion that they constitute padding.

12.05 All compressed air (or other) tanks must be within the current test date specified as per the manufacturer's recommendations. Further to this all tanks must be free from dents or other defects and are subject to a visual inspection. All tanks must be Work-Cover approved & it is recommended that it is fitted with a full coverage tank cover.

12.06 Yellow pods cannot be used on field.

13. Prohibited Equipment

13.01 Prohibited equipment includes **unlicensed paintball markers, out of test or non-Workcover approved HP air systems**, listening devices, communication devices or any form of electronic surveillance device, incendiary devices, smoke-producing devices, walk on paintballs, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in any way. Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs, the team will also be ejected from the tournament and all points taken away from that round of play.

13.02 Anything not specified in Sections 9 through 14, inclusive, as permitted will be prohibited.

14. Paintballs

14.01 Paintballs must be purchased on-site from the Series registered paintball sponsors.

III. The Game

15. Game Start

15.01 Choice of flag stations for all rounds will be determined by the draw prior to the start of the game.

15.02 Players start the games inside the playing field boundaries with the muzzle (tip) of their barrels touching the front of the flag station. Any player, whose muzzle is not touching the front of the flag station at the moment the game starts, will be allowed to “Touch Back” as long as said player has not fired their gun and has travelled less than 1 meter from the starting point.

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

15.04 Start of the game:

Teams are given 2.5 minutes to take their place in the pit area once they are called or when the game prior to theirs has ended. It is recommended that the players are already geared up for the 1st round of their game when they enter the pit area.

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

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

15.05 Rounds:

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

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

Once the Head Ref calls “ROUND OVER the timekeeper shall start the break time timer for the 2 minute break.

From the “TIME” call till the “ROUND OVER” call, it should be no longer than 30 seconds.

If all players from both teams are eliminated the Head Ref will call “ROUND OVER” and the timekeeper shall start the break time timer for the 2 minute break.

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

15.06 End Swap:

Teams will switch end after every point. You do not switch ends of the previous point was a draw.

15.07 The Final 60 Seconds of Game Time:

In the final 60 seconds of regular game time, the Referees will signal & announce “1 MINUTE”. All refs on the field will raise their arms and make a X symbol above their heads so all players know there is only 1 minute remaining. The refs will not leave their arms up, it is just a quick signal to assist the players and make them aware that from this point on, any major penalty will incur an instant loss of the point to the other team.

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

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

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

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

15.08 Team Pits

Teams must remain in their team pit during their match and may only leave when the match has ended. Players & pit crew may leave the team pit to get more paint if required for their match but must return to the team pit. Players & pit crew are not allowed to leave the team pit for any other reason. Players or pit crew caught in an opposing team’s pit will incur their team a 1 for 1 penalty. Extra or eliminated players may pass directly through without stopping, the opposing teams pit to safely exit the field but must not interfere with anyone within.

15.09 End of the Game:

1. One team has scored 6 Mercy Points – Pro, 4 Mercy Points – Semi Pro or 4 Mercy Points – Amateur
2. The game time is up.

16. Game Stoppages

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

16.02 In a situation where a false start happens due to a Referee mistake or miss-communication the Head Referee will stop the game and restart as if the game had never started

16.03 All Field Referees will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Referees will ensure that players remain in those locations. Once the condition causing the game stoppage has abated or been resolved, all the live players and flags are placed in proper positions by the Field Referees, the Head Referee will restart the game in accordance with the procedures specified in game start section.

16.04 Game stoppages will be indicated by the referees calling “Freeze!”. Every player has to remain in the position he was in when the freeze call was made

16.05 Official game time will be kept with a countdown timer by the Head Referee or a Field Referee appointed thereby. In the event that a game has to be interrupted because of an emergency, or otherwise, the Head Referee or other referee will stop the countdown timer. When the game is restarted the “Start” procedure of these rules will be used. Time will begin to run upon such restart.

17. Game End

17.01 A game will 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 can still be inspected even after the “Game Over” call until they left the field.

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

A successful button press, Pro - 15 minutes of game time has elapsed, Semi Pro - 10 minutes of game time has elapsed, Amateur - 10 minutes of game time has elapsed.

17.03 When the game time has expired the Head Referee will communicate to all referees and players “Game over!”.

18. Checkout Procedures

18.01 Eliminated players must make their way to their designated team pit as directly as possible.

18.02 Players may not re-enter the playing field without the permission of a Field Referee.

19. Pre-game Marker Inspection

19.01 All games will be preceded by a pre-game marker inspection session, pursuant to which each player’s marker will be chronographed and checked for compliance to the marker rules. Each team is expected to report to the Chronographing station for the applicable game field at least 5 minutes prior to the scheduled start of the game with their markers ready for play.

19.02 A radar chronograph will be used as an official game chronograph. Multiple chronographs may be designated for each playing field so that in the event that a chronograph is not working, it can be substituted.

19.03 The chronograph referee will take a player’s marker and inspect it for the following:

1. Presence of foreign matter in the barrel, feed port or loader (hopper)
2. Any device, part, item, adjustment or lack thereof which would enable a player to increase either the muzzle velocity of the marker or change the shooting mode on the game field without resorting to the use of tools

19.04 After a marker passes the above inspection, such marker may then be checked for, runaway trigger, velocity, rate of fire and illegal modes.

19.05 Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation, time permitting.

19.06 Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start according to schedule, may elect to enter the playing field without their markers and play the game.

19.07 Players who have passed the chronograph will be stationed in a controlled area adjacent to the chronograph area. This area will be supervised by a referee or other tournament official. Players who leave this area will be subject to Chronographing again, except to enter the field with a referee. Players on the field or in this area may not be handed markers or tools without approval of a referee.

19.08 All markers are subject to a more rigorous inspection at the discretion of the Head Referee to check for compliance with the marker rules.

19.09 Guns may only be checked by a referee for non-compliance before the start of a point. Once said gun has been checked for being unlocked or anything else and it is allowed on to the playing field it cannot be checked again to assess penalties or eliminations by a referee for the rest of the point. The same gun may be checked again before the start of any following points.

19.10 Since all guns must be locked to take the field, players can touch the buttons on their gun to turn on & off the eyes during the game without asking the referee for permission. No penalty or elimination can be given to a player who turns their guns eyes on or off.

19.11 Referees may only recheck a maximum of 2 player's guns for velocity & rate of fire between game points & only if there is more than 30 seconds remaining on the time out clock unless the player has been physically seen by the ref to have adjusted the velocity or switches guns with a spare. The referees are to try and check the same number of players from each team if possible.

20. Button Press

20.01 There are buttons installed on the bases.

20.02 Any live player can push the button on the base.

20.03 When a player pushes the button on the opposite team's base, the time on the electronic scoreboard stops. The player who pushes the button will be paint checked.

20.04 If the player that presses the button is declared clean by the referee, a point will be awarded for that team.

20.05 If the player that presses the button is found to have a hit on them, penalties will be assessed.

20.06 A team cannot win a point if their player who hits the button is found to have a hit on them.

20.07 The player who pushes the button will be checked for paint hits in any case, even if this player marks himself as eliminated after the button push, accidentally or on purpose.

20.08 If the player that presses the button receives a penalty and there are more than enough active players to fulfill the penalty and the opposing team has no active players, it will be ruled a "no point".

20.09 If the player that presses the button receives a penalty and the team has the exact number of active players to fulfill the penalty, leaving no active players on the field, it will result in a “**no point**” and no point will be awarded to any team.

20.10 If the player that presses the button receives a penalty and there are not enough players to pull, the result will be an **automatic point for the opposing team**. The team who was assessed the penalty will also have to start the following point minus the number of players that will fulfill the penalty.

20.11 If the player that presses the button receives Major Penalty and the team has the exact number of active players to fulfill the penalty, leaving no active players on the field, **the point will automatically be awarded to the opposing team**.

20.12 If the player that presses the button receives any penalty and the opposing team has any number of active players. The point will automatically be awarded to the opposing team, regardless of the number of active bodies on the team that pressed the button.

20.13 If any player presses the button on their own base at any time during a point it will be treated the same as a towelled point.

21. Paint Checks

21.01 Paint checks are performed by referees for the purpose of determining if a paintball has broken on and marked a player.

21.02 Paint checks are performed by a referee when the referee has observed a player taking shots, or when shots are 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 visible to the referee, or when the referee is directed to do so by another referee.

21.03 Referees may, but don't have to, make a paint check after a player has requested one.

22. Hits

A player is eliminated if a paintball, discharged from a paintball marker by a live player, strikes that player or anything he is wearing or carrying and such paintball breaks and **leaves a mark**, roughly the size of a dollar coin.

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

When the referee did not see the source of such paint marking while the player has paint on him that resembles a hit, such player will 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 - is at least the size of a \$1 coin (approximately 2.5 cm in diameter), it will be considered a valid hit.

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

Referees will 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.

There is no penalty to be given to a player for talking to a Ref after being hit. Asking a Ref where you have been hit or why you have been eliminated shall not be considered a penalty. Neither is saying ok, thanks, sorry or ouch etc to be considered a penalty.

23. Players and hits

23.01 Players are responsible for becoming aware of hits.

23.02 Once eliminated the player must place their hand on their head and make their way directly off the field. Once on the side of the field you may remove your hand from your head.

23.03 If a player gets shot at and he cannot check for a hit by himself at certain locations (for example visor, throat, back, battle pack) he has to immediately cease play and call a ref for a paint check. Failing to do so constitutes playing on.

23.04 Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between themselves and the nearest opponent not including the cover the opposing player is using. Otherwise, they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover the player must immediately check himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.

23.05 Players who are hit in locations which can be self-checked, may not call for a paint check. Calling for a paint check under such circumstances constitutes playing on.

24. Eliminations

24.01 Players will 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 will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered to be in-bounds.

24.02 Players will be eliminated, if they lose their goggles.

24.03 Players that are found with tools or other prohibited equipment on the field or those working on their markers in violation of the provisions specified in marker section will be immediately eliminated.

24.04 Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees, pods used for holding paintballs or barrel condoms, will be immediately eliminated.

24.05 Players that engage in unsportsmanlike conduct will be eliminated. 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 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.
- Dead man's walk. Any player that acts in a way that makes other players or referee's think you are an eliminated player shall be considered to be eliminated.
Additional penalties may apply

24.06 Players may be eliminated as the result of a penalty called by a referee for infractions committed by teammates pursuant the provisions contained herein.

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

24.08 Players that are eliminated, immediately upon their elimination, shall:

- Signal their elimination by putting one hand onto their head and point their marker at the ground. Until they reach the sideline.
- Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off field and head to the dead box or any other route directed by a referee.

Players that violate the rules in this section will be considered to be playing on and the appropriate penalties will be assessed

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 field will be considered to be "playing on".

The eliminated player may not talk or otherwise communicate. Especially the player cannot shout "Hit!" in order to let his teammates know, nor point on opponents after being eliminated. Any player who, in the opinion of a referee, is abusing this in order to communicate his elimination to a teammate will be considered to be playing on.

When entering the player pit, they must attach their barrel sock first.

IV. Scoring

25. Points

25.01 Game Points Awarded:

For a win – 3 points.

For a loss – 0 point.

A win is awarded to the team that reaches

6 Mercy points first – Pro

4 Mercy points first – Semi Pro & Amateur

or who are ahead on round points at the end of game time.

25.02 Points are awarded at the conclusion of the game by the Head Referee

26. Score sheets

26.01 Score sheet Procedures:

- The score sheet will be filled out by the Scorekeeper or Head Referee of the field and shown to both team captains.
- It is the responsibility of each team captain to check the score sheet. If a team captain finds a mistake on the score sheet, it will be corrected
- The captain who agrees on the score sheet will sign it. If both captains have signed it the score sheet will not be modified even if mistakes are discovered afterwards.
- If a team captain refuses to sign the sheet because of a disagreement about the information it bears, the Head Referee will note such on the score sheet.
- If neither team captain signs the score sheet, then the score sheet will not be modified even if mistakes are discovered afterwards.
- Score sheets may be filled out in duplicate. The duplicate copy will go to the scores table via a runner and the original copy will stay with the Head Referee.

27. Forfeits

27.01 A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game Chronographing, 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 will have forfeited that game.

27.02 Any team which is scheduled to oppose a team that has forfeited a game will receive 3 Match points and 5 E/D points or the average of all their E/D points in that round, whichever is higher. The forfeited team will receive zero Match points and the inversion (=negative) E/D points of the winning team for that game.

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

27.04 Teams that have games that have been scheduled back-to-back will be given time to make the start (at Head Refs discretion) No forfeits will be given during this period.

28. Tie Breakers

28.01 Position of teams in Preliminary groups,

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

V. Penalties

29. Playing On

29.01 Playing on entails 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 field by the most direct route or at the direction of a referee, talking, signalling or otherwise communicating, either to a referee, opposing players or teammates, impeding the progress of opposition players or a referee, hampering a referee in making a paint check or a call, discharging or degassing the marker or providing teammates with paintballs or equipment or having not a hand onto the head.

29.02 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.

30. Wiping

30.01 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.

30.02 Wiping is 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).

30.03 Players who are 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.

31. Interference

31.01 Spectators may be allowed to observe games and the activities on a field but may not

- issue instructions to players on the field
- make comments about play which are likely to be heard by players on the field
- have markers without barrel sock capable of shooting in their possession, or - otherwise interfere with play in any manner whatsoever.

31.02 Team members and associates of the competing teams who interfere or communicate with the play of that game will immediately receive a penalty as if a player "played on" on the field and will result in the removal of at least one player from the associated team.

32. Assessment of Penalties

32.01 Referees will issue verbal warnings for the following infractions (not only limited to):

- First barrel sock violation
- First offense 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 to put their hand on their head after being eliminated.

32.02 Referees will eliminate players for the following infractions (not only limited to):

- Failure to observe a neutral call
- Second offense 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
- Going out of bounds or moving the boundary tape
- Marked with a valid hit
- Failure to touch back if the barrel tip was not touching the front of the flag station at the start signal
- Failure to wear goggles at a required time/place
- Having tools on the field
- Interference during the course of the game by a person affiliated with the team not playing in the game
- Excessive shooting
- Unsportsmanlike conduct
- Altering the playing field in-game on purpose

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

- Continuing to play with a hit in an unobvious location
- Engaging in physical contact with another person on the field in a hostile manner after being eliminated (other penalties may apply)
- Checking in as a live player at the end of a game with an unobvious hit
- Communicating to a team member after being eliminated outside of team pit

32.04 Assessment of the two-for-one rule (the removal of the player who committed the infraction and two teammates) will 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.
- Continuing to play with an unobvious hit that has become an obvious hit because the player has become aware of it
- Checking in as a live player at the end of a game with an obvious hit.

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

- Wiping
- Re-entering the field after elimination in order to interfere in the ongoing game without being asked by a referee. (See also 34.03)

33. Additional Penalties

33.01 A referee may assess additional one-for-one penalties for the following infractions:

- Each failure to obey a referee's instructions
- Fighting or other hostile physical contact (other penalties will additionally apply)

33.02 Assessments of 1-for-1, 2-for-1 or 3-for-1 penalties when not enough live players are left will result in the penalty being assessed against the offending team; for every player that cannot be pulled out, the offended team will receive back an active player on the score sheet, up to the maximum of 5 players being alive.

Penalties will carry over from games in a match. For example, a team receives a 2-for-1 in a point and only had the one player left on the field then the point is not only reversed, but the next point the offending team would have to start with only 3 players. This would not carry over to the next match, only for games/points in a single match.

33.03 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team being on their roster will be eliminated from the remainder of the event and surrender all seed points in that event.

33.04 Any player caught with an unlocked marker shall automatically award another point to the opposing team. Offending players will NOT be ejected from the event.

34. Suspensions, Ejections, Disqualifications and Fines Due to Severe Unsportsmanlike Conduct

34.01 Teams are responsible for the conduct of everyone on their roster, which includes both players and supporters. During the event the following will apply to fines, suspensions and ejections:

34.02 When game suspensions are issued to a player, such player's team must play short if they do not have a substitute player on their roster. Player suspensions will carry over from tournament to tournament until the term of the suspension is fulfilled.

34.03 Players will be ejected from the tournament grounds for the following infractions:

- Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar)
- Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
- Any heckling, coaching, counter coaching or abusive language directed at an opponent, referee or spectator
- Deliberately shooting from outside the field or boundary and the team pit
- Deliberately shooting referees
- Re-entering the field after elimination in order to interfere in the ongoing game without being asked by a referee.
- Continuing to argue with a Head Ref or Ultimate Referee.
- Throwing marker and/or air system

34.04 Players will be ejected from the tournament grounds and suspended from the next tournament for the following:

- Aggressive physical contact that could possibly be construed as assault and battery
- Shooting a clearly eliminated player or any referee with malicious intent to injure and/or intimidate

This penalty will carry over to the next season.

34.05 If a player gets suspended for a second time in one season for whatever reason, he will be banned for at least one more event. This penalty will carry over to the next season.

VI. Miscellaneous

35. Decorum

35.01 Teams and their players shall refrain from wearing or otherwise displaying offensive pictures, words or logos at the tournament site.

35.02 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 discharge of loaded markers in un-goggled trafficked areas, the wilful destruction of private property, engaging in physical altercations (except in defence of one's person against an unprovoked aggressor) or the commission of a criminal act.

35.03 Any person or team that fails to adhere to the rules and regulations specified in this section will be prohibited from competing in the Series tournaments for a period of one year from the date of the infraction.

35.04 All teams shall adhere to the tournament-specific administrative rules and regulations put forth by the promoter(s) of each respective event.

35.05 All teams shall properly dispose of all trash they generate while at the tournament site or in the parking area. If a bin is full, please let event staff know and they will empty it for you. Please do not put paint boxes into the bins as this fills them, rather flatten the boxes and place against the netting or clear of team tables as required. It is important to show others that S7s players are professional ballers and not litterbugs.

36. Rules Modifications

36.01 For exceptional reasons a tournament organizer may decide to modify one or more rules for the duration of the event. Such modifications must take place only when they are impossible to avoid. The organizer must obtain the agreement of the rule's commissioner, and must inform the teams of the reasons and of the modifications during the captains' meeting at the latest. Should any reasons for a modification arise during the tournament, a captains' meeting will immediately be called and no game will be started until the meeting is over.

36.02 The Rules Commission consists of the Series Promoter and the Series Ultimate Referee. Should a problem not dealt herein require a decision, that commission will be in charge of issuing such a decision, and that decision will be final and further integrated into the rules.

36.03 Anything specifically not covered in the above rules is up to the head referee's discretion and final call.

37. Players

37.01 Inter-League Play.

Only NXL PRO RANKED PLAYERS ARE CONSIDERED INTERNATIONAL PRO RANKED.

Div 1 – Pro – No penalty for the first INTERNATIONAL RANKED Pro player, then 2 ranking points for each extra INTERNATIONAL RANKED Pro player will be taken off the series Points for the team's final result.

Div 2 – Semi Pro – Only 1 AUS/NZ/ASIA/EUROPEAN ranked Pro/Div1 ranked player allowed on roster per event. No INTERNATIONAL RANKED Pro players are allowed to play in the Semi Pro division.

Div 3 – Amateur – No Pro D1 or Semi Pro/D2 player or AUS/NZ/ASIA/EUROPEAN Pro players allowed on the roster. Only 1 AUS/NZ/ASIA/EUROPEAN Semi Pro/Div2 ranked player allowed on roster per event.

37.02 Player Status.

(1) A D1 “Pro Player” is a player that has been twice on any roster of a 2021/2022/2023/2024 Pro Team or who has played in the semi pro or higher division with NXL or NXL EUROPE Series

(2) A D2 “Semi Pro Player” is a player that is currently on or has played on a Semi-Pro team in the 2021/2022/2023/2024 season. Any players who have played Pro prior to the 2020 season will be considered a “Semi Pro” player.

(3) A D3 “Amateur Player” is a player that has played on a D3 team and not more than 1 event in a 12 month period in a higher division team.

Changes to Player Status. Player status is based on playing history dating back to the 2020 season. Any player may request reclassification; **this will be put to the Super 7s Ultimate Rules Commissioner.**