

# THE MILLENNIUM

[WWW.MILLENNIUM-SERIES.COM](http://WWW.MILLENNIUM-SERIES.COM)

**2003**  
**Official Millennium Rules**  
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## GENERAL INFO

### 1. TEAM ROSTERS

- 1.1 The Millennium Series is a 7 player series. Teams may have up to ten players per event on their roster.
- 1.2 No player may appear on more than one team roster per tournament.
- 1.3 All teams must submit complete rosters prior to play.
- 1.4 All players must be legally allowed to play in the country where the MS tournament takes place.

### 2. ENTRY FEE

- 2.1 Entry fees for each season will be announced on the Millennium Series internet website: [www.millennium-series.com](http://www.millennium-series.com).
- 2.2 All of the fees include free air and CO<sub>2</sub> support.

### 3. PLAYER ID CARDS AND CATEGORIES

- 3.1 Players need to have a valid "Millennium Player ID Card" to participate in any Millennium tournament. Players have to wear their ID card all the time while being on the tournament ground.
- 3.2 Any player who cannot show his Millennium Player ID Card before or in the game to a judge requesting the card will be not allowed to play or will be eliminated from play.
- 3.3 Only players with valid Millennium Player ID Card will be allowed to enter the "players area".
- 3.4 The price of the ID is 20 € for Novice teams and 30 € for Amateur B,A or Pro teams. Renewal of the card after a transfer or to replace a lost card is 15 €.
- 3.5 NPPL ID Cards are also valid for Millennium Series events.
- 3.6 The category of the player mentioned on the card is that of the team he registers with. This status stays within the following seasons until the player moves as mentioned in these rules.
- 3.7 In each season players can move as many times as they want inside their own category. Out of their category players can move up or down as many times as they want. If a player has moved down once, he cannot move up again during this season.
- 3.8 Pre-registration the ID cards is possible via the [www.millennium-series.com](http://www.millennium-series.com) website. A 5 € discount is rewarded when pre registering.
- 3.9 ID-cards are only valid for one season, the season date is on the card.

### 4. RANKING AND SEEDING

- 4.1 Teams will be seeded from 1<sup>st</sup> to last according to their category (Pro, Am A, Am B, Nov) and place therein.



- 4.2 Novice teams will be seeded alphabetically. AM B Teams will be seeded by their best four scores in the previous six MS events. AM A's & Pros they are first seeded by this years WPS ranking then if a tie remains they are then seeded by the best 4 scores in the previous 6 Millennium events<sup>1</sup>.  
In case of a tie the team with the higher end-ranking of the season before will be seeded first (AM B: MS ranking; AM A & Pro: WPS afterwards MS ranking). In the case teams have no ranking points that season, these teams will be seeded at the end in alphabetical order, not taking into account city, state, country or the words "the" and "team".
- 4.3 Any team that elects to change its status will not keep any points earned previously.
- 4.4 Marshalling teams will receive 200 points. These points will be issued, provided that such team fulfills its obligations as a judging team. This will be measured by the ultimate judge and his two ultimate assistants<sup>2</sup>.
- 4.5 Teams shall receive ranking points in the current season equal to the aggregate of the points earned at those tournaments in which such teams participated.
- 4.6 Seven player team-ranking points are earned as follows:  
R = (position of the team : number of teams)  
[(1-R) x 200] + 5 = points
- 4.7 The highest four scores will count for the overall ranking

## 5. NUMBER OF GAMES

- 5.1 Teams will play ten preliminary round games. Such games will be played against teams according to the defined qualification system.  
Pro Teams will play other Pros, Am A & Am B teams.  
Am A teams will play other Am A's, Pro and Novice teams.  
Am B teams will play other Am B's, Pro and Novice teams.  
Novice teams will play other Novices's, Am A, Am B teams.
- 5.2 Teams will qualify for the quarter final round in the following manner:  
If there are less than 8 teams in the classification there will be no quarter final round and the top four teams will qualify directly for the semifinal round.  
If there are 8 to 20 teams in the classification, the top 8 teams therein will qualify and play in the quarter final round.  
If there are 21 to 30 teams in the classification, the top 12 teams therein will qualify and play in the quarter final round.  
If there are over 30 teams in the classification, the top 16 teams therein will qualify and play in the quarter final round.  
The top two teams in each division of a two division quarter final round will qualify and play in the semi final round.  
The top one team in each division of a three divisions quarter final round and the highest scoring team of the teams who took second place in their division will qualify and play in the semi final round.  
The top one team in each division of a four division quarter final round will qualify and play in the semi final round.
- 5.3 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 position contained in this section.
- 5.4 In case of a tie score among teams such tie will be broken first by head to head competition during the whole tournament.<sup>3</sup> The winner of such contest advancing. If the tie among teams remains after such tie breaking determination, the tie shall be broken by the previous round scores; the team with the greatest score in the previous round advancing. If the tie among teams remains after such tie breaking determination, the tie

<sup>1</sup> The same way as AM B

<sup>2</sup> The assistants will be appointed by the local tournament promoter.

<sup>3</sup> First winning games will be counted, than if there is still a tie, the points will be counted.



shall be broken by the next previous round scores; if the tie among teams remains one more game will be played. The winning team will be advancing.

If the tie still remains the tie will be broken by the seeding that the teams had entering the tournament, the highest seeded team advancing. If the tie among teams remains, another game will be played. The winning team will be advancing.

5.5 After the semi finals Novice and Amateur B teams play all the three other finalists.

5.6 After the quarterfinals (in Amateur A and Pro) the top seed plays 4<sup>th</sup> place in a semifinal whilst 2<sup>nd</sup> plays 3<sup>rd</sup> in a semifinal, both in best of three games.

Then in the finals the winner of 1v4 plays the winner of 2v3 for 1<sup>st</sup> & 2<sup>nd</sup> place, whilst the losing teams compete for 3<sup>rd</sup> & 4<sup>th</sup> place in a best of three.<sup>4</sup>

5.7 Two teams under same ownership, management or club structure, cannot play each other at an event, until the semifinals (the final 4). If the normal seeding has such two teams playing each other, the lower ranked team of the two will be moved down one or two places (whichever is applicable) in the seeding, to ensure they do not play each other. If the lower ranked team is at the bottom of its division and can thus not be moved down sufficiently, the higher ranked team will be moved down in the seedings by one or two places (whichever applicable). If neither team can be moved down sufficiently in its division, the lower ranked team will be moved up by one or two places (whichever applicable). The ranking will be based on the WPS and for AM B on the MS ranking for the preliminary round and the previous round scores for any subsequent rounds.

This rule governs preliminary games, 1/8 finals (if applicable) and ¼ finals so that such teams cannot play each other until the semi-finals (the final 4).

## **6. INFORMATION**

6.1 The promoter will supply tournament information, including information concerning an itinerary and schedule of events including time and place for the rules meeting and the captains' meeting, hotel information, a waiver and roster form and the Millennium rules, to any team having entered the competition in need of the same.

6.2 A rules meeting will be held on the evening before the first day of each tournament. The purpose of this meeting is for the judging staff to answer questions concerning these rules.

6.3 A captains' meeting will be held on the evening of the competition. The purpose of this meeting is to provide information to the captains of the teams attending concerning the organisation, administration and non-field rules and regulations governing the tournaments.

6.4 A complete schedule for preliminary round play, consisting of each teams' opponents, the fields it will play on, and its scheduled game times will be distributed during the day prior to the beginning of the competition and, thereafter posted on the scoreboard.

6.5 All playing fields will be available for review by any team competing in the event for at least one daylight hour for each field used on this event prior to the first day of play thereon.

6.6 Teams may examine the fields to prepare for tournament play. No team or member thereof shall in any way alter any playing field.

6.7 A field is defined as being a flat, level area, surfaced to minimise players injury and completely surrounded by netting to ensure safety, and of a maximum size of 10 metres by 6 metres per player on a team. A field is to hold at least 2,5 obstacles (bunkers) per player on one team. A field is always to be greater in length than in width. The field boundary shall be marked clearly visible to the players.

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<sup>4</sup> First the games will be counted. The team with two wins will be the overall winner. If there is a draw after playing three games (for example: 100:0 – 0:100 – 15:15) , the winning team is the one with the more points in these 3 games. If there is still a draw the team have to play another game.



- 6.8 A flag station is placed on the back line of the field, and is defined as being a pole or screen holding the teams flag and a floor board (or similar) with sufficient room for every player on a team to place his foot on at game start.
- 6.9 The tournament promoter will provide to the secretary of the Millennium within two weeks after completion of the event copies of all game sheets and scoring summaries, a complete listing of attending teams, their final standings and any prizes or awards received thereby and a complete list of all event sponsors, which will be posted on the Millennium Series website.
- 6.10 Only qualified individuals will be allowed to film, photograph, tape, or record games. Qualifications thereof will be determined on an individual basis by the promoter. All media have to wear a media ID-card which can be obtained by the Millennium Series admin.
- 6.11 The promoter is required to ensure sufficient room in the players staging area for all teams, including one table per team. Teams will not be allowed to stage outside the players tent. Not in the vendor area nor in the sponsors' space. Teams offending against this rule will not be allowed to play.

## **7. STAFF STATUS**

- 7.1 The Ultimate Judge is the highest ranked judge on the tournament. He has the last decision. He is the only one who has the power to exclude players from the ongoing tournament.
- 7.2 The Ultimate Judge's Assistant is the second highest ranked judge on the tournament.
- 7.2 The Head Judge is the highest ranked judge on each field.

## **8. MARSHALING**

- 8.1 Each judging team is required to supply at least 8 judges from among its first line players for each day of the applicable tournament.
- 8.2 English is the official judging language of the Millennium Series, and all discussions pertaining to rules and play will be held in English. Judges are required to speak English in an understandable manner.<sup>5</sup>
- 8.3 Judges will wear black and white vertical striped shirts that will distinguish the judges from the players. Head judges will wear an armband that indicate their status on the game field.
- 8.4 Judges will communicate via radio with the organisation and in between.
- 8.5 All judges shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as judges.
- 8.6 Judges will not provide information to teams during the game except with respect to safety concerns.
- 8.7 Judges will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Judges will not impede the progress of the game
- 8.8 All judges shall perform their obligations and shall make decisions in a totally unbiased manner. If any judge is found to have been bias in his judging activities for or against any team, such person shall be dropped by the Ultimate Judge from the judging team for the remainder of the tournament. Marshal points may be reduced.

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<sup>5</sup> They don't have to speak business English, but they have to speak enough English to make the players understand what they would like them to do. Three of them (the base judges and the head judge) must be able explain paintball related issues in a nearly perfect manner to them. Otherwise marshalpoints can be reduced by 50 points.



- 8.9 Any team that fails or refuses to discharge its marshall duties as specified in this section shall be penalized. The Disciplinary Committee is the MS organization which imposes these sanctions. It has the power to reduce the marshalling series points down to zero.
- 8.10 In the event of an emergency situation, the judge discovering the emergency will request that all judges stay off the radios. Other judges on the field will immediately cause all action to stop. Game time will also be halted for the duration of the emergency.

## EQUIPMENT

### 9. CLOTHING

- 9.1 Each player may only wear two layers of clothing. Three layers will be allowed if the temperature is less than 10°C. This clothing shall consist of one pair of undershorts and one short or long sleeve T-shirt<sup>6</sup>, one pair of full-length pants and one long-sleeved shirt, as long as the colors on the outer garments doesn't look like the official marshal apparel (black and white vertical stripes) and the thickness of these layers together doesn't seem to have their aim in unreasonable excessive padding<sup>7</sup>.
- 9.2 Clothing with sewn in padding count as two layers clothing in the area which is padded. The padding restrictions of section 9.1 stay valid.<sup>8</sup>
- 9.3 Players may not wear extremely oversized clothing. If a judge deems that a player's clothing is oversized, the judge may require new attire or temporary adjustments using tape, pins, etc.
- 9.4 Players may not wear jackets and or pants, which 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.
- 9.5 Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.
- 9.6 Players may wear neoprene neck protection of a single layer.
- 9.7 Players are not allowed to wear shoes with metal spikes or metal cleats.
- 9.8 If a player is found to be wearing illegal clothing then he will be allowed to change clothing if time permitting<sup>9</sup> otherwise he isn't allowed to enter the game.

### 10. PROTECTIVE GEAR

- 10.1 If there is a paintball marker capable of firing on the field without a barrel sock on it, players and judges must wear goggles all the time in the chrono station as well as on the field. Players offending against this rule will be excluded from the tournament.<sup>10</sup>
- 10.2 Goggles have to be in good repair and with lenses that are not damaged, in particular cracked<sup>11</sup>. These goggles must meet or exceed ASTM Standards.<sup>12</sup>

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<sup>6</sup> By T-Shirts or long sleeved shirts are meant shirts which are as thick as standard t-shirts. Sweat shirts (hooded or not) are therefore not allowed..

<sup>7</sup> Excessive padding means, that the possibility that a paintball breaks on this kind of outfit is at least 20% less, than if the player would wear two normal shirts (weight of the garment ca 120g/squaremeter).

<sup>8</sup> Shirts like the Dye ones are therefore "legal" unless it is proven, that the bouncing effect outrages against the excessive padding restriction. So it is allowed to wear a Dye jersey with a t-shirt which does not cover elbows nor shoulders. The player may wear a pair or elbow protection (Dye,JT or other brands).

<sup>9</sup> Eg. by removing the illegal layer.

<sup>10</sup> While fieldreading players arent allowed to carry their markers with attached air with them.

<sup>11</sup> Cracks, no matter how long, will make the goggle illegal and the player has to leave the area immediately where he is on duty to wear a goggle.



- 10.3 Players and judges must wear full-face protection as it comes from the manufacturer original form.
- 10.4 Players and judges must wear ear protection that is part of the goggle system that was made by the manufacturer for that goggle system.
- 10.5 Players may wear one pair of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufactures original form. Such protection may be worn over or under clothing.
- 10.6 Players may wear shin and knee protection, provided that the padding has not been modified from the manufactures original form. Such protection may be worn over or under clothing.
- 10.7 Male players may wear groin protection and female players may wear breast protection.

## 11. **MARKERS**

- 11.1 Players may use a single, .68 caliber, pump or semi automatic paintball marker, which consists of a single barrel and a single trigger, which is protected by a trigger guard. Double action triggers are prohibited<sup>13</sup>.
- 11.2 Markers with any kind of adjuster which use may lead to standards, which are forbidden in these rules, must be modified in such a way that the adjuster is not readily accessible during the course of the game without using a tool.
- 11.3 The definition of a trigger is the movable lever that comes in contact with the finger. A trigger pull requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every firing cycle. Markers may fire at any rate of fire, and may shoot any number of paintballs, provided that no more than one burst of gas is delivered down the barrel as each pull of the trigger occurs.<sup>14</sup>
- 11.4 Any marker which can be made to fire without applying a force external to the marker directly to the trigger is illegal.
- 11.5 Marker barrels may be equipped with porting, slots, rifling, but may not have a sound suppressor attached or integral to the construction of the barrel. Only one barrel per player and marker will be allowed on the field.
- 11.6 A paintball marker capable of firing in a mode, which is illegal shall be rendered incapable of firing in such mode in such a manner that a player may not readily change the marker back to this mode during a game without using tools (mechanical or electrical).
- 11.7 Cloth and neoprene air or CO2 tank covers will be allowed<sup>15</sup>.
- 11.8 Removing the barrel sock from the barrel of a markers which is attached to a gas/air device is allowed while chronoing and on the playing field after the marshal who starts

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<sup>12</sup> Goggle manufacturers must submit independent laboratory test results to the Millennium at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds ASTM standards for any system such manufacturer wishes to be allowed for use during that tournament.

<sup>13</sup> Due to safety reasons, because the first shot may break the condom, the second might go through.

<sup>14</sup> In short: one pull – one shot

Judges testing method:

First, the judge will fully depress and hold the trigger. While keeping the trigger fully depressed, the judge will attempt to move the trigger side to side. The judge will then release the trigger. No more than one paintball may have been fired. Second, the judge will as quickly as possible fully depress and then release the trigger. No more than one paintball may have been fired. Third, the judge will apply sideway pressure to the trigger and then attempt to fully depress the trigger. No more than one paintball may have been fired. Fourth, the judge will slowly, over a period not to exceed two seconds, fully depress the trigger in one continuous motion and then, over a period not to exceed two seconds, slowly release the trigger in one continuous motion. No more than one paintball may have been fired in any of the four instances. Fifth, the judge will fire the marker at a rate of fire of approximately 6 shots per second, to test for Turbo mode. The marker may not appear to fire more than one shot per trigger pull. If any of the five tests are failed, a player may request that the complete set of five tests is repeated an additional two times. The marker will be deemed legal if it passes every subsequent test and be otherwise deemed illegal. These tests will be performed with the marker held in a manner and position consistent with playing on the field. The testing must be confirmed by the ultimate judge of the tournament.

<sup>15</sup> Players may not use cloth, neoprene, or other material to cover their hoppers.



the game allowed the players to do so while the game is not over yet. Playes offending will be excluded or eliminated from the ongoing game.

- 11.9 Triggers must be protected by trigger guards.
- 11.10 Any illegal marker is not allowed on the field. Players fielding with illegal markers will be eliminated from play.
- 11.11 Any player whose marker outrages the one-pull-one-shot rule will be excluded from the tournament, unless the marker is proven to have incurred a mechanical, pneumatical or electronical deficiency during the game in question, and the player as such is without ill intent. The team of the player will lose the game during which this illegal marker was being used 0:100.

## **12. OTHER EQUIPMENT**

- 12.1 Players may carry a single hand towel, provided that it is not of the same color as armbands, flags, or judges apparel and cannot be used for padding reasons.
- 12.2 Players may not carry extra constant air or co2 tanks.
- 12.3 Stickers on all equipment fixed to the marker<sup>16</sup>, as the marker itself are allowed in any color - such stickers cannot overlap each other or in any way appear to be meant to prevent or disguise hits.

## **13. PROHIBITED EQUIPMENT "tools"**

- 13.1 Prohibited equipment on the field includes any mechanical or electrical tools as well as listening devices, communication devices and any form of electronic surveillance device, incendiary devices, smoke producing devices, red paint, paint which is toxic or not biodegradable or indelible and paint which has a shell, fill or both altered or augmented in any way.
- 13.2 Teams found using forbidden paint or carrying forbidden paint in their pods or hoppers will have to pay a fine of € 500.-.

## **THE GAME**

### **14. PLAYER STATUS**

- 14.1 An "active" player is every player on the field which is in the game, but not "inactive" nor "neutral".
- 14.2 A "neutral" player is a player on the field which is in the game, but declared as "neutral" by a judge.
- 14.3 An "inactive" player is every player, which is eliminated by a valid hit, by surrendering<sup>17</sup> or by disqualification due to a penalty.

### **15. POSSESSION AND EXCHANGE**

- 15.1 Two active players may exchange equipment.
- 15.2 Players who are "inactive"<sup>18</sup> must exit the field with all equipment they were carrying when they got inactive.

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<sup>16</sup> Loaders, hoppers, feed devices, air systems..

<sup>17</sup> this is possible by declaring oneself as "out", "hit" or "eliminated"



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

## **16. GETTING STARTED**

- 16.1 Each team is expected to report to the fields chrono station for pre game chronographing (section 17) at least 10 minutes prior to the scheduled start of their next game.
- 16.2 Players who have passed the chronograph will be stationed in a controlled area.<sup>19</sup> Players who have passed the chronograph may not leave this area, except to enter the field with acceptance of a judge. Players in this area may not have any tools.
- 16.3 Players are responsible for removing old hits or bringing the same to the attention of a field judge so that this may be dealt with in a manner that would not result in an elimination of the player.
- 16.4 Players are not allowed to have tools or other prohibited equipment onto the game field after being pre game cronographed.<sup>20</sup>
- 16.5 Each player will be given an armband in a distinctive color and will wear it on his left arm.
- 16.6 Players start the game in front of their flag station and must have one foot in/on it at the start of the game. Any player without one foot in/on the flag station at the start of the game will be eliminated. Players have to start the game with their markers facing in the opposite direction of the opponents flagstation and failure to do so will result in elimination. Players start the game in-bounds, and can as such commence play immidiately upon game start without having to move.
- 16.7 When the teams are assembled at their respective flag stations, a judge will start the game following the procedure described in section 18.
- 16.8 Games will be scheduled so that there is a minimum of 45 minutes between start of any team's games. No forfeits will be given during this period.
- 16.9 Gametime will be 10 minutes.

## **17. PRE GAME CHRONOGRAPHING**

- 17.1 All games will be preceded by a pregame chronographing session, pursuant to which each player on each team will be chronographed.  
Only Radar chronographes will be used for an official game chronograph. Multiple chronographs may be designated for each playing field so that in the event that a chronograph is not working, one which was available to the teams can be substituted.
- 17.2 The chrono judge will take a marker from a player and inspect it for the following:
- the presence of foreign matter in the barrel, feed port or loader;
  - tightness of screws, barrel, tank and other parts which can increase or decrease velocity or which may make the marker to an illegal marker according to these rules;
  - presence of valves or expansion chambers which can be turned on or off; all valves will be placed in the fully open or closed position whichever may not be legal;
  - presence of external adjusters which are not covered or fixed in place, which would enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools or which adjustment may lead to an illegal marker according to these rules.

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<sup>18</sup> eliminated

<sup>19</sup> This area will be supervised by a judge or other tournament official.

<sup>20</sup> Presence of such equipment may result in a penalty and disciplinary proceedings against the offending player and/or team.



- 17.3 Players whose markers pass such<sup>21</sup> inspection will step to the chronograph, and the chronograph judge shall chronograph the marker as it would or could be fired effectively on the game field at its maximum velocity. The chrono judge will fire three shots over the chronograph.
- 17.4 Markers will pass inspection if all three shots are equal to or less than 300 feet per second.
- 17.5 Players whose markers do not pass the pregame chronographing will be informed and will be given an opportunity to remedy the situation, if time permitting.
- 17.6 All players whose markers have not passed the chronograph and cannot remedy on time will be counted as eliminated and therefore inactive.

## **18. STARTING THE GAME**

- 18.1 Flag stations for all rounds will be determined by coin toss prior to the start of the game. During the best of three series only the first game will be tossed, thereafter the sides will be switched for every new game.
- 18.2 The head judge has to ascertain that both teams are ready. Then the judge allows the teams to remove their barrel socks. Afterwards the start of the game is being announced by a 10-second warning - so that each team may hear clearly such warning – by one judge in the middle of the field. The procedure is therefore the following: “Barrel socks off! Get ready for the 10 second warning - 3, 2, 1, - TEN SECONDS” Thereafter, the game will start by this judge shouting so that each team may hear, by radio or otherwise, either, “Game on.” or “Go, go, go.” The judge will also give a visual game start signal so that each team can easily see such signal<sup>22</sup>

## **19. IN GAME CHRONOGRAPHING**

- 19.1 Chronographing on the field may be done at any time at the discretion of any field judge to determine if a marker’s muzzle velocity has risen above legal limits.<sup>23</sup> Judges will seek to perform on the field chronographing in a manner which least interferes with play. The judge may check one, two or three shots in a row at his discretion.
- 19.2 If all chronoed shots were equal to 300 feet per second or less, the player will continue to play without penalty.
- 19.3 If one or more of the chronoed shots is equal to 301 feet per second or above, the player will be eliminated from play.
- 19.4 If one or more of the chronoed shots is equal to 311 feet per second or above, the player will be eliminated from play and a 1-for-1 penalty will be applied.
- 19.5. If the result ends up in a punishment the judge has to show the velocity to the player immediately.
- 19.6 If the head judge decides to chrono an amount of players right before the start of the game he will announce “markers down” to the players. All players must lay down their markers without operating a switch or shooting. Players operating switches or shooting will be eliminated from play. The following chrono-procedure will be done with the “red” radar field chrono on which the players checked in with exactly two clearing shots and a single (the 3<sup>rd</sup>!) shot which is the official result of the velocity check.

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<sup>21</sup> see section 17.2

<sup>22</sup> raising then lowering his arm or a special flag.

<sup>23</sup> The hand held chrono must be placed at the end of the barrel in an angle of 90 degrees to the barrel. To get a clear reading the hand held has to be held with the fingertips right at it's base. Do not grip the body with your whole hand as this interferes with the reading.



## **20. GAME STOPPAGES**

- 20.1 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.
- 20.2 Game stoppages will be indicated by the judges calling "freeze". Every player has to stay in the position he is in while the first call.<sup>24</sup>

## **21. GAME TIMES & COMPLETION**

- 21.1 A game will end at the earliest of
- a successful flag hang,
  - the elimination of all players on the game field, or
  - 10 minutes after the start of the game.
- 21.2 When the game time has expired or a flag judge declares a flag hanger clean and the hang completed, the judge will communicate to all judges the "Game over" call.
- 21.3 Official game time will be kept by a judge appointed thereby. In the event that a game is to be interrupted, because of an emergency or otherwise, he will mark the time. The Head Judge will restart the game by 10 seconds warning followed by the "game on" signal as specified before. Time will begin to run upon such restart. Before the first warning, the Head Judge will inform the teams of the remaining game time.

## **22. CHECKOUT PROCEDURES**

- 22.1 Players that are eliminated immediately must:
- exit the field by the most direct route or as directed by a field judge. Players that take routes that are not the most direct and are meant to conceal from the other team such player's elimination or players that refuse to follow a judge's direction on leaving the field constitute "playing on".
  - leave their marker in the area designed for that purpose. All power sources must remain attached to the marker. No button or switch may be operated. Failure to follow that rule will result in a 1-for-1 penalty being applied.
  - go to and stay in the "dead box" assigned to their team. Until the end of the game. Any player offending against this rule will be excluded from playing the next game.
- 22.2 All active or neutral players at the end of a game must present themselves to the nearest field judge for inspection. At this time a field judge will inspect the player for hits and if any are found, the Head Judge will be notified and proper penalties will be assessed.

## **23. FORFEITS**

- 23.1 A forfeit will be declared for each game that a team fails to report in a timely fashion for its pregame chronographing, or for any game in which a team refuses to take the field, as long as its opponent is willing to and/or does take the field.<sup>25</sup>

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<sup>24</sup> All field judges will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the field judges will insure that players remain in those locations. Judges will check all players and will remove any players who are eliminated prior to the game being stopped. Judges will confer to review the sequence of events prior to the game stoppage. If penalties need be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the field judges determine, in their discretion, that a player was eliminated as a direct result of illegal actions which led directly to the game stoppage. 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 judges, the Head Judge will restart the game in accordance with the procedures before.



23.2 Any team which is scheduled to oppose a team that has forfeited a game will receive the higher of the following numbers of points:

- 90 points
- the average of all their games in that round (penalties not included)
- The average points of the all games played against teams in the same category as the forfeited team. (penalties not included).

The forfeited team(s) will receive zero points for that game.

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.

## **24. PAINTCHECKS**

- 24.1 Paintchecks are performed by judges for the purpose of determining if a paintball has broken on and marked a player.
- 24.2 Paintchecks are performed by a judge when the judge has observed a player taking fire, when fire is directed into an area occupied by a player that the judge cannot directly observe, when the physical location that a paintball may have broken on is not visible to the judge, or when the judge is directed to do so by another judge.
- 24.3 Judges are not obliged to do a paintcheck after a player has requested one on an opponent.
- 24.4 Judges will make every effort to perform a paintcheck without calling a player "neutral". No flag carrier will ever be stopped and declared neutral for the purposes of performing a paintcheck.
- 24.5 A judge calling a player "neutral" will indicate the same to all players on the field by standing over the player, shouting, "neutral." and holding his arms above his head or waiving them.
- 24.6 A player declared "neutral" cannot be eliminated from the game or moved on, either by opposing team members or his own teammates, while in the state of neutrality.

## **25. OBVIOUS HITS**

- 25.1 Obvious hits are those which impact and break on for the player easily observable places on his/her body or equipment being carried or those that have been felt by the player. A judge will determine whether a player felt a hit by where that paintball impacted his body and whether he reacted upon being hit.
- 25.2 Players who are hit in an obvious location are expected to immediately signal their elimination by raising their hand above shoulder level.
- 25.3 Such players must then remove their armbands, put the barrel sock on the barrel and hold the marker in the air above the head and exit the field immediately by the most direct route or upon the instructions of a field judge, if given.
- 25.4 Players who are hit in obvious locations which are easily verifiable by such players may not call for a paintcheck. Calling for a paintcheck under such circumstances can constitute continuing to play on.
- 25.5 Players who are in motion while hit in obvious locations which are very easily verifiable for themselves will immediately turn their motion away from the opposition, and stop otherwise they are playing on.

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<sup>25</sup> No matter what the reason is for being late (e.g. disqualification). 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. If there is already a known no-show on the schedule, the participating team will get their points automatically.

## **26. UN-OBVIOUS HITS**

- 26.1 Unobvious hits are those which impact and break on players or equipment in areas which are not easily observable by him/her and the player receiving this hit gives no indication of knowledge of it having occurred.
- 26.2 Players with un-obvious hits will be eliminated but will not be penalized.
- 26.3 Should a player with an un-obvious hit become aware, through his own actions or through information provided by teammates, that he has been validly marked, such hit at such time shall then be deemed to constitute and shall constitute an obvious hit.
- 26.4 Players with hits in areas which are not easily verifiable for themselves, such as the back, may continue to play, but must immediately call on a judge who can easily verify whether or not the paintball broke to indicate whether or not such player was eliminated. The judge must respond immediately, and if the hit player was eliminated, he must cease play, signal his elimination and exit the field. Failure to call on such judge for verification constitutes playing on by the hit player. If no such judge is available for verification, such player may continue to play, but must continuously call for a paintcheck by a judge. Failure to call for such a paintcheck will constitute playing on by such player.

## **27. DEFINITIONS**

- 27.1 A player is eliminated (inactive) if a paintball shot by an active player strikes that player or anything he is wearing or carrying and such paintball breaks upon the object struck and leaves a mark no matter of what size it is. If the paintball strikes the player or anything he is wearing or carrying but does not break and does not leave a mark, such player is still active.  
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.<sup>26</sup>  
If a judge does not see the impact, but that player has paint on himself or anything he is wearing or carrying that resembles a hit<sup>27</sup>, such player will be eliminated by the judge. If two opposing players are hit and marked **simultaneously**, or if the judges cannot determine which player was hit and marked first, both players will be eliminated.
- 27.2 Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the defined game area. Tape or boundary itself belongs to each playing field.
- 27.3 Players will be eliminated if they are not wearing armbands issued prior to the start of the games, fully exposed on their left arms unless the armband fell off by accident.
- 27.4 Players that are found with tools or other prohibited equipment on the field or those working on their markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately removed from play. Players using electric or electronic markers must ask for permission from a judge before operating buttons during the game. That includes turning the marker off. Players who operate buttons without permission<sup>28</sup> of a judge will be eliminated from play.
- 27.5 Players that separate from any piece of equipment or clothing that they brought onto the game field by more than 5 feet or the length of the bunker they are in, which ever is the furthest, except squeegies, rags or pods used in holding paintballs will be immediately eliminated.
- 27.6 Players that engage in unsportsmanlike conduct, including, but not limited to, failure to obey a judge's directions with respect to moving on a neutral player, deliberate

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<sup>26</sup> spray

<sup>27</sup> Generally, if the paint marking is reasonably solid and at least the size of a quarter, it will be considered a valid hit.

<sup>28</sup> Of course with exception of external non markerbased game-timer buttons.



avoidance of a judge in a manner to prevent a judge from chronographing a marker on the field or prevent him from making a call, shooting at judges, excessive shooting at an eliminated player after being warned by a judge to cease such activity, the requesting of paintchecks to distract judges from checking themselves or teammates or to use judges to locate opposition players or verbal abuse of opposition players, spectators or judges will be eliminated.

- 27.7 Players that take action while there are alive members of the opposing team on the field which would cause them to reasonably believe that such players have been eliminated, including but not limited to calling himself "out" or "hit", hiding the armbands, holding their hand or the markers in positions above the shoulders, putting on barrel blocking devices and carrying them in view of members of the opposing teams or walking in groups of eliminated players will be eliminated.
- 27.8 Players may be disqualified as a penalty called by a judge for infractions committed by teammates pursuant the provisions contained herein.
- 27.9 Eliminated players will surrender their armbands to the closest judge and exit the field immediately or at a judge's direction. Eliminated players are not allowed to talk.<sup>29</sup>

## **28. FLAGS, CARRIERS and HANGS**

- 28.1 Once a flag is hung in its flag station prior to the start of games, it is not to be touched by its team.
- 28.2 A flag pull occurs when an active player physically grabs his opponents' flag.
- 28.3 Players carrying flags must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.
- 28.4 Flags may be passed from active to active players.
- 28.5 If a player is eliminated while in possession of a flag, the flag judge will radio his counterpart at the opposition flag station to rehang the spare flag.
- 28.6 When a player carrying the opponents flag breaks the plane of his flag stations boundary, the flag judge will signal "time", the time of the call is recorded and all active players are automatically declared as neutral. The flag carrier will be checked for his status.<sup>30</sup>
- 28.7 If the flag carrier breaking the plane of a flag station is found to be inactive<sup>31</sup>, the flag judge will radio his counterpart at the opposition flag station to immediately rehang the spare-flag and the game goes on with the remaining time running.
- 28.8 If the flag carrier breaking the plane of his flag station with his opponents flag is found active, then the hang will be successful and the game will be declared "game over" as of the time the flag carrier broke the plane.

## **PENALTIES**

### **29. PLAYING ON**

- 29.1 Playing on entails continuing to act as an active player in the game after getting inactive. Playing on includes, but is not limited to,

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<sup>29</sup> This includes saying "hit", "out" or "eliminated", which constitutes a playing on.

<sup>30</sup> Flag hangs will not be immediately awarded upon the flag breaking the boundary plane of a flag station, The status of the flag carrying player will first be verified before a flag hang is considered to be official. The time that the flag carrier breaks the plane of the flag station with the flag will be recorded by the flag field judge, and should that player be determined to be alive after being checked by a judge, the hang will be announced and the game will have ended as of the time that such player broke the plane of the flag station.

<sup>31</sup> For example because he has got a valid hit



- continuing to fire or otherwise engage the opponent,
  - continuing to move, except with respect to exiting the field by the most direct route or at the direction of a judge,
  - talking, signaling or otherwise communicating, either to a judge, opposing players or teammates,
  - impeding the progress of opposition players or a judge,
  - hampering a judge in making a paintcheck or a call,
  - discharging or degassing the marker or providing teammates with paintballs or equipment.
- 29.3 The penalty for playing on is the removal of a teammate in a 1-for-1<sup>32</sup> call, unless in the judge's opinion such playing on has materially influences 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 2-for-1<sup>33</sup> call.

### **30. WIPING**

- 30.1 Wiping is defined as the active and deliberate removal of paint by a player in order to avoid an elimination.

### **31. FREIGHT TRAINING**

- 31.1 Freight training is the act of utilizing multiple players who move and act in such a manner so that the lead players after being marked and eliminated impede or prevent the timely elimination of other players in the train.
- 31.2 Judges will allow a freight train to continue, but will remove one player for each instance of continuing to play by any of the freight-training players.

### **32. INTERFERENCE**

- 32.1 Spectators are allowed and welcomed 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,
  - reveal the location of any player on the field,
  - have "live" markers in their possession, or
  - otherwise interfere with play in any manner whatsoever.
- 32.2 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 "is eliminated" on the field and will result in the removal of the one interfering from this, or if the infraction happened in the semi finals or later, his next Millennium tourney, too.

### **33. SEVERE UNSPORTSMANLIKE BEHAVIOR**

- 33.1 "Severe unsportsmanlike conduct" is here defined as any behavior that intends to cause a fight or a major dispute or otherwise shameful situations that are damageable to safety,

<sup>32</sup> removal of the player from the game and the simultaneous removal of one additional player from the same team.

<sup>33</sup> removal of the player from the game and the simultaneous removal of two additional players from the same team.



the sport, the tournament and their image. The will be excluded from the ongoing and at least the next tournament.

- 33.2 Examples for "severe unsportsmanlike conduct" (including, but not limited to)
- an inactive player comes out of the dead box to engage in aggressive or insulting behavior<sup>34</sup>
  - an inactive player refuses to go to the dead box, to engage in aggressive or insulting behavior
  - any player on or off the field engaging another person in aggressive or insulting behavior (during the tournament)
  - any player on the field pretends to have a severe injury to prevent the opponents team from playing on, grabbing or hanging the flag.

### **34. ASSESSMENT OF PENALTIES**

- 34.1 Judges will issue verbal warnings for the following infractions (including, but not limited to):
- first offense failure to observe a neutral call.
  - failure to use a barrel sock.
  - first offense abuse of calling for paintchecks.
  - first offense on the use of inappropriate language.
- 34.2 Judges will eliminate players for the following infractions (including, but not limited to):
- second offense failure to observe a neutral call.
  - second offense abuse of calling for paintchecks.
  - second offense on the use of inappropriate language.
  - aggressive movement during a neutral call within 15 meters of a neutral player.
  - a player going out of bounds or moving the boundary tape.
  - a player hit in an unobvious location.
  - a player having tools on the field.
  - being completely out of the flag station at the start of the game.
  - failure to wear goggles.
  - using a marker which is chronoed on the field at 301 feet per second or above (any shot).
  - operating buttons or switches on an electric marker during the game without permission from a judge.
  - deliberately<sup>35</sup> moving an obstacle during a game.
  - interference during the course of the game by a person affiliated with the team not playing in game
- 34.3 Assessment of the 1-for-1 rule (the removal of the player committing the infraction and a teammate will take place for the following infractions (including, but not limited to):
- freight training, applied for each infraction.
  - continuing to play on with a hit in an obvious location.
  - reentering field after elimination.
  - playing on.
  - engaging in physical contact with another person on the field in a hostile manner.
  - checking out as live player at the end of the game with an obvious hit
  - using a marker which is chronoed on the field at 311 feet per second or above (any shot)
  - operating buttons on an electric marker after getting inactive.
  - dead mans talk

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<sup>34</sup> aggressive physical contact, aggressive shooting, insults,...

<sup>35</sup> only if the players aim is to get an advantage there from!



- 34.4 Assessment of the 2-for-1 rule (the removal of the player committing the infraction and two teammates) will take place for the following infractions (including, but not limited to):
- continuing to play on with hit in an obvious location, which results in an alteration of the course of the game.
- 34.5 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 (including, but not limited to):
- Wiping.

## **35. ADDITIONAL PENALTIES**

- 35.1 -
- 35.2 Assessments of 1-for-1, 2-for-1 and 3-for-1 penalties when not enough live players are left will result in the following penalty points being assessed against the offending team: The offending team flag is considered grabbed and hanged and for every player that cannot be pulled out, the offended team receives back an active player on the scoresheet, up to the maximum team limit.
- 35.3 A player prohibited from a playing on a team<sup>36</sup> or a tournament will cause the forfeiture of all the games of such team the player played with.
- 35.4 Any team that intentionally gives up points to its opponent will be disqualified from the tournament and all members of the team playing at the time of the infraction shall be suspended for one year from playing any Millennium event.
- 35.5 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team playing at the time of the infraction shall be suspended for one year from playing any Millennium event.
- 35.6 A marshals call during a game will stand and cannot be changed during or after a game except in extreme situations with the overall Ultimate's approval.
- 35.7 The penalty for a player modifying a field less than 3 days prior to the start of the tournament will be suspension from that tournament.
- 35.8 A player throwing his air system on the ground or wherever it may break will be excluded from the ongoing and the following Millennium tournament.
- 35.9 A player making obscene signs or sayings towards the spectators or marshals will be excluded from playing the following two games.<sup>37</sup>
- 35.10 Player using photographers or their equipment as cover will be eliminated from play.

## **SCORING**

### **36. POINTS**

- 36.1 Scoring for seven player games will be conducted on a 100 point system and will be awarded as follows:
- a team will be awarded 3 points for every inactive<sup>38</sup> player on the opposing team;

<sup>36</sup> because his name appears on another team's roster, or otherwise

<sup>37</sup> e.g. flipping off etc.

<sup>38</sup> A player may be removed from the field for any valid hit, obvious or not obvious to the player eliminated, the surrender or voluntary exit from the field pursuant to which the player acknowledges that he has a hit by indication his elimination, any erroneous elimination by an official, even though it may later be determined that the call was not correct, any elimination for penalties assessed against a teammate, including the one-for-one penalties, for placing any part of his body or anything he is wearing or carrying out of bounds, unsportsmanlike conduct, removal of an armband or acting in any other manner indicating elimination, abandonment of equipment (moving at least ten feet away from such equipment), except hoppers used to carry paint, being outside the flag station at the start of the game, or delaying taking the field after being told to do so by any judge.



- a team will be awarded 1 point for every player on such team not inactive;
- a team will be awarded 32 points if it is the first to pull its opponents' flag;<sup>39</sup> and
- a team will be awarded another 40 points when the opponents' flag is hung in the team's flag station.

### **37. SCORE SHEETS**

- 37.1 The score sheet will be filled out by any marshal. The Head Judge of the field will show the sheet to both teams' captains.
- 37.2 Nothing on the scoresheet is allowed to be crossed out nor written over otherwise it is null and void.
- 37.3 It is the responsibility of each team captain to check the scoresheet. If a team captain finds a mistake on the score sheet, a new one will be filled out.
- 37.4 When both team captains agree on the score sheet, they will sign it and that score sheet will not be modified even if mistakes are discovered afterwards. The only exception hereof is if the final cumulative scores are swapped. In that case the Ultimate Judge has to correct the scores.
- 37.5 If a team captain refuses to sign the sheet because of a disagreement on the information it bears, a tournament Ultimate Judge will be called upon. That judge will talk with the Head Judge of the field and with both team captains. He will decide whether the score sheet must be amended, and if the team captain still refuses to sign the sheet, the Ultimate Judge will validate the scoresheet himself.
- 37.6 Clerical or mathematical errors may be corrected on the scoreboard at any time prior to the start of the next round of play with agreement of the Ultimate Judge.

## **MISCELLANEOUS**

### **38. DECORUM**

- 38.1 Teams and players thereon attending a Millennium tournament shall refrain from wearing or otherwise displaying offensive pictures, words or logos at the site where the tournament is taking place.
- 38.2 Teams and players thereon attending a Millennium tournament shall refrain from engaging in any conduct that would bring the Millennium, 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 ungoggled trafficked areas, the willful destruction of private property, engaging in physical altercations, except in defense of one's person against an unprovoked aggressor, or the commission of a criminal act.
- 38.3 Any person or team that fails to adhere to the rules and regulations specified in this section will receive one of the following penalties, depending on the seriousness of the offence (seriousness of the offence will be determined by the Disciplinary Committee):
- Player is excluded from the tournament.
  - Player is excluded from the tournament and banned for the next three MS events.
  - Player is excluded from the tournament and banned for one year.
  - Player is excluded from the tournament and banned for life.
- 38.4 A penalty specified in this or any other section of this rulebook can only be outspoken if the reason therefore was brought by word or mail officially to the MS Administration or

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<sup>39</sup> Only the first flag pull in one game will give the 32 points. This prevents severe unfair results if people orchestrating games without being caught.



the Disciplinary Committee before the second Sunday after the event, on which the infraction took place, ended.

### **39. MAINTENANCE AND CLEANUP**

- 39.1 All teams shall adhere to the administrative rules and regulations promulgated by the promoter of the tournament with respect thereto.
- 39.2 All teams shall police and dispose of all trash generated thereby within the parking area, the staging area and/or the compound.
- 39.3 Any team that fails to adhere to the rules and regulations contained in this Section shall be subject to and pay a 250 Euro fine to the promoter, and such team will be prohibited from competing in any future Millennium event until such fine has been fully paid.

### **40. RULES MODIFICATIONS**

- 40.1 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 rules commission, 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.
- 40.2 The Rules Commission consists of the Millennium Ultimate Judge, the tournament Ultimate Judges and the Millennium Series Rules Commissioner. Should a problem not dealt herein but requiring a decision, that commission will be in charge of issuing such a decision, and that decision will be final and further integrated to the rules.
- 40.3 Latest rule changes were rule numbers:

After Toulouse 2003:

3.7 - 4.2 - 5.4 - 6.7 - 11.11 - 17.6 - 19.6 - 27.1 - 27.2 - 33.2 - 35.1 - 38.2