



Northern European Series 2005

Rule Compendium

Version 1.1

This is a lighter version of the rulebook. The Northern European Series uses Millennium Series along with some own extension rules which supercedes these rules. If there is a rule you don't understand do not hesitate to ask.

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 Northern European Series owners. Any modification must be thoroughly announced to the teams during the captains meeting at the latest. Reasons for the modifications shall also be given.

Note: Should a need for a modification arise during the tournament; a captains meeting must immediately be called and no game may be started until the meeting is over.



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The idea

The series is thought to be a cheaper alternative for the teams and therefore the entrance fees has been kept down. At the same time they should be reasonable for the organizers. We have also decided to show that dedication to the series should be awarded. Therefore we have adopted a pay 4 and play 5 system. This would mean that a team that decides to play all 5 legs can take advantage of a little bonus and pay for only 4 legs. The payment shall be made to the Northern European Series who in turn will split the money between the 5 organizers. The fee must be paid before March 1st, 2005.

Note: A team that has paid for all 5 legs must still sign up to each leg within the set date. Failure to do so may lead to loss of place. The organizer has to reserve spots for these teams. They must be held until the deadline runs out. After that the organizer is free to bring in any team on the “waiting list” at normal price and still receive the sign up fee for both teams.

2005 entry fees

Div. 3: 200 Euro 5 legs can not be played.

Div. 2: 250 Euro 1000 Euro for all 5 legs.

Div. 1: 350 Euro 1400 Euro for all 5 legs.

Elite: €1000 + €250 for the whole season. €120 Euro from each team will go to each organizer. The €250 extra will be returned when they have full filled their refereeing duties with out major remarks. The money will however be kept by the Northern European Series if they fail to perform their duties in a professional manner. This includes but is not limited to: Not being late and not being drunk or hung over. Other reasons are to be decided by the NES owners as they come up. The Elite fees are to be paid before the season starts.

Note: An organizer does not have to accept payment at the site if they do not wish to. A team having made arrangement to pay on site and not showing up on the day in question (without making sure the tournament organizer is OK with it), will be banned from the Northern European Series for 5 legs. All their previous scores will be forfeited and any privileges, such as lottery tickets will be lost.



Team roster and ranking

Northern European Series is a more or less a free ranking series. Which means that teams do rank them selfs. We do however look out for so called sandbaggers, teams that plays in a lower division than they should.

Division 3

Division 3 is the lowest ranking, former called Rookie. The idea with division 3 is to give an introduction to tournament paintball. A team ranked to division 3 is a team that have none or very little tournament paintball experience. A team may only play in division 3 during two tournaments. None higher ranked player may play with a division 3 team.

Division 2

Division 2 was former called Novice. A team ranked to division 2 is a team that have some tournament paintball experience.

Division 1

Division 1 was former called Amateure. A team ranked to division 1 is a team that has several years of tournament paintball experience.

Elite

Elite is a closed division for some selected teams. These teams are the best in our Nordic countries. Most of them are top teams in Europe.

- Players can switch teams during a tournament if they play on different days and not in the same division. Between tournaments players can switch teams as many times as they'd like.
- A team may not consist of no more then one higher ranked player then the team itself.

Max one division 1 player in a division 2 team.

Max one Elite player in a division 1 team.

No higher ranked players in division 3.

Chronographing

Chronographing is to be done before each game at the fields. If a player needs to leave that area with his marker after chronographing, he has to go through chronographing again.

- Markers shooting above 300fps will not be allowed to play. Player may join the field without his marker. **No delay of game will be allowed to fix the marker.**
- On-field chronographing will be according to MS Rules. (One shoot above 300fps and you have to leave the field.)

Note: Chronographing can be done with hand held chronos when players enter the field

You have a responsibility towards your opponents, and friends, to see to it that your marker is running consistently below 300fps!



Game procedures

Scores and objectives

This year we will use Millennium Series score system.

Winning the game: 3p

Draw: 1p (i.e. no flag hang within 5minutes)

Looser: 0p

Remaining players in the winning team will be counted as score difference (like in soccer, hockey). For an example, if the winning team has two remaining players, the winning team will receive 2p in score difference (not to be confused with the game score) and the losing team will receive -2p in score difference. These scores will be used as tiebreakers if two teams has the same game score.

- A game is over when time runs out (5 minutes) or a successful flag hang has occurred - in which case the referees will shout “game over”.
- This year we have to go back and use flags in each base that will be hanged to mark game over.
- Any problems that occur regarding scores or referee calls during an event have to be sorted out before that tournament ends. Once a tournament is over the scores will stand!

Note: The above rule will, of course, not be the case if any of the organizers screws up after a tournament, when handling the scores.

- There might be instances where a score that belongs to one team is put on the board for another team. It will then be OK to change that score, if both teams and the referees are informed and agree upon the change.
- At each tournament all participating teams must have their unique final placing. Any ties will be separated according to the Millennium Series rules.

Pre-Game

- A team needs to be ready and outside the field at least five minutes before game start.
- Team captains are welcome to decide who is playing which side by them selves, this to save time.

General

- The game is started with a 10 second warning. This means the referee will shout “10 seconds” – and at any time between that and ten (10) seconds the game can be started with the words “game on”.
- A player who has asked for a paint check may not advance or fire until the referee has cleared him.
- Players may not argue with a referee upon a call – however he has the right to ask where he was hit.
- A marked player is to raise his marker and leave the field the quickest way to the dead box. If taking to long a 1-4-1 may be called.
- Players are to remain in the dead box until a referee tells them it’s OK to leave it.
- Dead man walks are not allowed in Northern European Series



- The head referee will have the final say in any rulings on the field he is refereeing. There will be no Ultimate Referee. A game decision can not be changed once ruled by the head referee. Not even if the two captains agree to do so.
- Everything counts as an obvious hit except for the back of the backpack.
Note: This means that any hit outside the backpack may render a one-for-one penalty, even if the player did not notice the hit. This rule is to make the referee's job easier.
- Referees are supposed to be active on the field - that means you do not stand next to a player doing nothing if you know he has a hit on the feed neck. Take him out immediately.
- After each game the two team captains shall sign the score sheet. If one refuses to do so as a protest. The objection will be noted, and the head referee shall sign the papers instead.
- All arguments about referee calls or similar has to be done through the team captain. Any player not involved in an incident may not be present at the discussion between the referees and the captain.
- Barrel bags are to be used at all times outside the game field and chrono station.
- Referees shall as much as possible be Elite teams that are assigned to referee an event. If more referees are needed they have to be arranged for by the tournament organizer. They do not receive any series points this year.
- A Nordic representative will be available at each event. Who this is will be made clear at the captains meeting. This person can not change any rulings, his primary task is to monitor the event and see to it that everything is run in accordance with the rules. He will also listen to player suggestions and advice about rule changes, improvements and such in the Northern European Series.

Schedule

- Ranking within a division shall be done with help of the current series standings or last years final standings for the first leg of the season.
- All teams must be guaranteed 8 games.
- Tournaments must have round-robin finals with at least four teams. (if not agreed upon otherwise by ALL teams concerned).
- Tournaments shall have semi-finals if 16 or more teams participate in one division.
- If round robin is used, the best placed in a pool shall advance. If round robin is NOT used, the best overall scores shall advance.
- Teams shall meet other teams from the same division as far as possible.
- Having teams playing each other twice in the preliminaries should be avoided as far as possible.
- If two teams from the same original team (for example Scrappy 1 and Scrappy 2) have entered the tournament, steps to separate them shall be taken. If it is unavoidable that those teams end up in the same pool, they are to play their first game against each other to avoid them "playing the scoreboard".
- Top names in the Elite division will no longer be allowed in the lower divisions. However, newly promoted players and players not normally on an Elite teams first line-up might be allowed to play for another team if they apply well in advance (at least a week before) to a special board. Teams may only use ONE player from a team ranked one Div higher than themselves. This does not apply to Div.3 who can not use higher ranked players. Also, players in any division may only play for one team at



each tournament. Violation of any of these rules will lead to disqualification of the team and players from that specific tournament.

- There will now be promotions and degradations to and from the Elite division. The two best Div.1 teams will be offered a spot in Elite the following season and the two last teams in Elite will have to play Div.1 for one season to be able to get back again. Jumps between Div.1 and 2 will not be as set in stone but we do expect at least the two best in Div.2 to take the step up to Div.1. We will try to come up with a system that better promotes play in the higher divisions.

Allowed paintbrands

- Only brands sponsoring the series may be used. Refer to the Nordic Website www.nordicseries.com to find out which sponsors we have. At the time of writing these are: Tomahawk, Zap, Victory, RPS, Draxxus, and Severe.
- Teams using other brands will be asked to change their paint or to leave the tournament with no refunds!

Note: The Northern European Series is still "Bring Your Own" - BYO - which means you can bring your own paint to the tournament, as long as they are from one of the brands from the list above.

Intoxication

- Anyone caught intoxicated in any way will not be allowed to play for the rest of a tournament. The team may use a substitute player that is in that team's roster. New players can not be added to the roster during the tournament.



Northern European Series Elite rules

The Millennium Series and the Northern European Series rules act as a foundation to the following rules. All teams playing are considered Elite (previously known as Pro) in the Northern European Series.

This season will see double elimination tournaments at each leg. This means each leg will have a unique winner also in the Elite division. Cash prizes will be handed out at each leg instead of at the end of the season. Due to the low entrance fee in the Elite division these cash prizes will be very limited and handled by the NES. All teams must play four legs and marshal one. What leg you will marshal will be informed in time. Points will be rewarded after each leg and most points at the end of the season wins the series.

Game procedures

This season will look more like xball. A double-elimination system is used. 20 minutes games with 3 a minutes turnover time. Each team will also have one 2 minute time-out at their disposal. This can be used at any time before the 10 second warning during any break if they feel they need more time to get ready. The total game time will always run, even at timeouts.

The head marshal at each field will be responsible for timing the games (together with our time system). During the breaks he will call out the remaining time each minute and also 30 seconds left.

Any player not ready and standing at the starting position at the 10 second warning will have to skip that game. The head marshal should be a bit lenient with 10 second warning if he sees a player rushing to the starting position, this to avoid unnecessary controversies.

Game scores and series points

We will this year use centre flag games. Hanging the flag in time will give the team one point. This means there will be no points awarded for eliminations or “first grabs”.

When deciding final placing game score difference will be used as tiebreakers.

Penalties

Instead of “one-4-one” we will be using a more X-ball like system. If a player is hit in a self-check area and keeps on playing it will be deemed as a “Minor playing on” and the player have to sit out the next game. If the above happens and the marked player decides to keep on playing and take some of the opposition with him by “bunkering “ or charging a few players it will be deemed as a “Major playing on” and will render a two game penalty. Wiping is the worst offence and will render the offending player a three game suspension. There are no time limits to the penalties. Sitting out a game means you sit out the following game regardless of who wins or loose. A penalty in the last game against a team will cause the player to sit out the first game against the next team. Might seem unfair, but it will even out over time.



A team with a player missing a game due to a penalty can not bring in a replacement and must play with less than full team.

Changing teams and borrowing players

Elite teams may borrow any number of lower ranked players unless they have played in the tournament during the same day and for another team. Only one Elite player from another team is allowed to play for a team and the same rules as for the lower ranked players apply. A team may consist of any number of reserve players. The recommendation is that you use at least seven players.

Comments and talk on the field

X-ball normally allows the spectators and captains to communicate with the players on the field. This is also allowed for 2005 in the Northern European Series EXL. If an organizer wishes to use a speaker system, he may use it in an unbiased way with out affecting the game in any teams favour. He may comment nice moves that has happened or the remaining game time.

Unplayed games

- Games that can not be played because of weather or darkness should as far as possible be played inbetween tournaments.
- If a game can not be played due to one team not showing up or due to refusal from one team, the other team will be awarded a score equal to that of their average score during the season. Any decimals will always be rounded up.
- If no team show up or if both teams refuses to play, the score will be set to a draw 0-0.