

RULES

ATTENTION PLAYERS

Thanks again for all the input. Our rules were designed by you the player. These rules are NOT in stone. If something is not working, let's fix it. We are always open to your suggestions. Help us make the W.T.L. your league.

Thanks Again.

David Justin
President
W.T.L.

The Game

1. Tournament format will be round-robin.
2. If possible every team will play every other team at least once, depending on time and the amount of teams on the roster.
3. Teams play for points with the team possessing the most points at the end of the tournament being declared the winner.
4. Trophies and prizes will be awarded to the top three teams.
5. Check in time 7:00 A.M.
6. Captains meeting at 8:00 A.M.
7. All Captains must attend or team will be eliminated
8. Team introduction after Captains meeting
9. Game starts at 9:00 A.M.
10. Game will be elimination.
11. False starting results in player's elimination.
12. Upon elimination, players are expected to leave the playing field immediately.
13. Bunkering is not permitted
14. A coin flip determines each team's starting position
15. Games end when either team is eliminated or 7 minutes elapse.
16. Equipment or body hits - to be determined at Captains meeting
17. A player cannot be shot when requesting a paint check from a referee.
18. A player can share paint with their teammate.
19. If player runs out of paint they are required to stay on the field. You are still a target.
20. A player can not pick up paint off the ground if they run out.
21. Surrender is an option, you have the option to ask or offer it, and they have the option to accept or deny it.
22. Only the team Captain can discuss problems, concerns, etc... with the referee on the field.

The Teams

23. If your team consists of more than 14 players you can create another team. An example of this would be: TKD team #1 and TKD team #2.
24. 7 players per team are allowed on the field, with alternates being allowed to switch in at the beginning of the round.

The Uniforms

25. All team members must have matching uniforms (matching attire is acceptable).
26. Two layers of clothing maximum
 - tac-vests count as 1 layer, as do jerseys
 - no sweatshirts or padded clothing
 - no over-sized clothing or "blousing" (all shirts and jerseys must be tucked in)
27. **EXCEPTIONS:** Head, Neck & Groin Protection (ie. 100th Monkey Caps, Neck Protection and Crotch Protection (baseball cup) are allowed for safety reasons.

The Weapons & The Paintballs

Prohibited Markers and Exotic Weapons

28. Any marker normally disallowed at the event host field.
29. Grenade or rocket launchers
30. Any marker designed to fire larger than .68 caliber paintball pellets
31. Any marker (at the discretion of a WTL official or host field owner) that appears to be in an unsafe operational mode or condition
32. Any marker that the WTL feels is unsafe or may violate one or more of the above conditions.

Allowed Markers

33. Any marker except what was stated above
 34. Field FPS/Chrono limit is 280 feet per second.
- Players' equipment will be subjected to random chronographing before and after each game, as well as randomly during game play

35. Firing over the 280 feet per second limit will be considered cheating and player will be disqualified
36. Two 140 count pods for the regular player
37. Unlimited paint for the heavy gunner
38. Gun's can be fired in any mode
39. Hoppers can be set to any BPS

The Cheating

40. Cheating will not be tolerated, and players who cheat will be eliminated from the WTL and not receive a refund.
41. PHYSICAL CONTACT of ANY KIND is PROHIBITED, except by way of paintballs shot through a WTL approved paintball marker. Players who engage in physical contact will be eliminated from the WTL and will NOT receive a refund.
42. Overshooting/bonus balls, wiping, unsportsmanlike conduct, arguing with referees, or other teams, disrupting game play and any form of cheating are not allowed.
43. Player(s) will be given one warning.
44. If a second violation occurs, player(s) will be eliminated from the day's event WITHOUT A REFUND.
45. Head Referee will make all final calls on violations.

May the best team win!

I agree with all the rules set forth and will abide by them. If I do not follow said rules, I will be disqualified and will leave the event without a refund.

Players Signature _____ Date_____

Please print out rules and have each team member sign a copy, then bring the copies to the event.