



2009 RULES

BASICS

- 10 man game in the woods
- Objective: to score as many points in 30 minutes by capturing objectives and bases.
- Entry fee is \$650 per team or \$65 per person if registering individually. Bring your own paint.
- 30 minute game. Divided into three 10 min periods.
- All eliminated players will reinsert every 10 minutes. There will be 2 reinserts per game.

FLAGS

- There will be four total flags on the playing field. Two of these flags will be Objective flags and will start the game a neutral color. One flag will be the team home base and will start the home teams color. One will be the opponent's base and will start the opponents color. The flags will consist of a pole with two flags of opposing colors attached to a rope.
- An objective or base shall be considered captured as when that team's flag color is in the top position on the pole.

TEAM SCORING

Scoring for all games will be conducted on a time based point system and will be awarded as follows:

- (i) a team will be awarded 1 point for every minute an objective flag has been swung to a teams color
- (ii) a team will be awarded 1 point for every minute the teams base flag stays on a teams color
- (iii) a team will be awarded 30 points if it pulls its opponents base flag the first time. Each team can only score this once per game.
- (iv) A team will be awarded 3 point for every minute the team's opponents base flag is swung to a team's color
- Points are awarded at the conclusion of the game by the ultimate judge.

ROSTER

- Teams may have up to 15 players on their roster, but may field only a maximum of 10 players in any one quarter, 11 with the addition of a sniper. A minimum of 7 players are required to field a team and avoid a forfeit.
- A player can be substituted at any time during the game; however, the substituted player must wait until the next re-insertion to enter the field of play.
- A maximum of 4 pit crew are allowed in dead box. The pit crew is there to assist the team getting players ready for re-insertions. Pit crew can not wear playing gear or substitute in the game

DIVISIONS

Open Division – 1 Captain, 1 Scout, 1 Heavy Weapon, 7 Infantry. + 1 Sniper

Skills Division - 1 Captain, 1 Scout, 1 Heavy Weapon, 7 Rangers, +1 Sniper

- Every team in all divisions will have one captain, Scout and Heavy Gunner.
- Teams may substitute Infantry for Rangers or sniper but teams may not substitute Rangers and Snipers for Infantry.

HANDICAP

- There are 2 objectives on the field. The team of a lower division will pick one of the objective to be swung his color and start collecting points at the beginning of the game.
- Example: If a Skills team plays an Open team they would get to choose a flag to be swung their team color and start collecting 2 points per minute at the start of the game.

POSITIONS

Mandatory Positions

Each team must have one of the following:

Captain:

- **Marker Restriction:** Class C and lower. Can use any electronic marker set to Semi only with a 9 volt hopper. (see marker restrictions).
- **Abilities:** Sets the roster for the team. Calls in the use of Special Weapons. Communicates with the officials.

Heavy Weapons:

- **Marker Restrictions:** Class D and lower. He can use any maker in any mode with any loader. So this guy could be using a full auto Ego with the DYE Rotor.
- **Abilities:** does not count towards a team marker restrictions

Scout:

- **Marker Restriction:** Class C and lower. Can use any electronic marker set to Semi only with a 9 volt hopper. (see marker restrictions).
- **Abilities:** Is allowed to leave the start base 10 seconds before the rest of the team at the start of the game.

Optional Position:

Sniper

- **Marker Restriction:** Class A. Must use a pump gun or pistol or sniper rifle.
- **Abilities:** Does not count against the team's roster size. Effectively an 11th man.



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Core Positions

- Each team can have a certain number of these positions depending on their division.
- Open division can have as many of any core position as they would like.
- Elite division can not have more than 3 Infantry
- Skill division can not have any Infantry

Ranger:

- Marker Restriction: Class B and lower. Must use a non electronic marker.

Infantry:

- Marker Restriction: Class C and lower. Can use any electronic marker set to Semi only with a 9 volt hopper. (see marker restrictions).

FIELDS

- Fields will be wooded or built to create an enjoyable environment. No inflatable bunkers will be used.
- All game fields shall be free from anything that would pose an unnecessary risk to players, including cliffs, areas with jagged rock. Etc.
- Taking into account terrain, cover, ability to move, fire lanes and topography, game fields shall be balanced so that the better and more talented of two teams will usually win starting the game from either team flag station.
- Fields shall be between 200 to 350 feet wide and 300 to 450 feet long.
- Staging Areas will be located at each end of the field near the team's base. The staging Area is the area that teams will keep extra gear and alternates during the course of the game. It will be netted so players can take off their goggles.
- Start Zone will be located near the Staging area and the team's home base.
- It is a line on the field where players will start the game.
- The "objective flags shall be located on the left and the right of the field and roughly equal distant from the two home bases. The distance between the objective flags and the bases will be approximately between one hundred and two hundred yards depending on the field and terrain. The distance between the two objectives should be far enough so that visual contact can not be made from one objective flag to another.
- Bases will be at each end of the field located near the start zone and staging area.

START

Flag stations for all preliminary rounds will be determined by coin toss prior to the start of the game. Coin toss

winner will be able to decide on one several options:

1. Side of field.
2. Instant Re-insert.

The loser of the toss would then pick two what was remaining.

Example:

- Red team wins toss and elects to have the near side of the field. The Blue Team then gets a 2 man reinsert.
- The last 2 man reinsert would then be placed on the field to be found and used by either team.
- Each team is expected to report to the Staging area for the applicable game field at least 20 minutes prior to the scheduled start of the game. Each base will have two staging areas to allow the on deck team to stage.
- Teams may restock while in the staging area. Teams may take as much paint, and extra Co2/HPA tanks
- Teams may not take refill stations, such as scuba tanks or bulk Co2 tanks into the Staging area
- Each player playing the quarter will be given an armband in his teams color.
- Armband is to be worn on the left arm above the elbow.
- Each player on the roster will receive a position card prior to the start of the game. This card will be worn on the players goggle strap. The card will contain the players number used to track his personal stats. The card will also show what position the player is playing. The card is non transferable during each game.
- Teams will be called out of the staging area several minutes before the start of the game.
- When the teams are assembled at their respective bases, the ultimate judge will give a one minute warning countdown, as in, "Three, two, one, one minute." Such countdown will be heard by both teams. One minute later the ultimate judge will announce the start of the game, heard by both teams, by blowing a whistle. The game will begin on that signal.
- Fifty seconds after the one minute warning and 10 seconds before the start of the game the base judge will yell "Scout start" for the Scout to start.
- Players must have one foot in their start zone prior to the start of the game. Any player without one foot in the start zone at the start of the game will be eliminated.

RE-INSERTION

- Re-insertion will be at the 10 minute and 20 minute mark of the game. Players will be allowed to reenter or substitute into the game to bring the team back up to 10 players, 11 with the Sniper. All roster restrictions will still apply.



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- Players can line up at the start zone at any time after the start of the game or after the last re-insert.
- Players have 30 seconds to re-insert after the re-insert whistle is blown. Players who miss the re-insert must wait for the next re-insert to enter the game. No Exceptions
- All players must have at least one foot touching the start zone at the re-insert.

WITHDRAWAL

- In the event that all of one team has been shot off the field. The attacking team will be notified by the refs to pull back to the fifty or half way line on the field. The attacking team may continue to play as the game as normal. They must however return to the fifty yard line before the re-insert. Any player or players not behind the fifty when the re-insert is called will be eliminated.

SPECIAL WEAPONS

- Two special weapons are available for use during a UWL game. One will be picked at the coin toss and the other will be placed on the field before the start of the game. The on field special weapon will be placed some where in the middle between the objectives so as to give each team a reasonable chance to recover.
- If a player finds the Special Weapon he must give it to the teams Captain. The team Captain may then at any time during the game use the Special Weapon. The special weapon can only be used by the Captain and is considered alive until the captain receives it. This means that if a player carrying the special weapon is eliminated he must drop the special weapon. It can then be retrieved by the opposing team. Once the teams Captain receives the special weapon it is considered dead and can only be used by the team that found it.
- **Instant Resurrection:** Allows the captain to bring 2 players out of the staging area at any time as long as the team on the field does not exceed 10 players.
- **Artillery:** allows the captain to call an artillery barrage on any position on the field. He must have a line of site to the position. Kills every one in a 5 paces distance of where the shot was called.

ELIMINATIONS

- A player is eliminated if a paintball shot by a live player of either team strikes, and breaks on that player or anything he is carrying.
- If the paintball strikes the player or anything he is wearing or carrying but does not break, such player is

not eliminated. If a paintball strikes another object first and breaks upon that object before marking a player such player is not eliminated. Generally, if the paint marking is reasonably solid and at least the size of a quarter, it will be considered a valid hit.

- 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.
- Judges will wipe splatter or non valid hits off a player at the time they are inspected.
- Players will be eliminated if there entire body leaves the playing field. Players will not be eliminated for crossing the boundary with parts of the body. The entire body, most go out of bounds.
- Players are eliminated if a dime size or larger mark of paint from a grenade is found on his person or equipment.
- Players who are eliminated are expected to immediately signal their eliminations may announcing 'HIT' or 'OUT' at the time of such eliminations.
- Such players must then remove their armbands, attach barrel condom and hold the markers in the air above their heads and exit to the team's staging area immediately by the most direct route or upon the instructions of a field judge.

GAME END

- Games will end 30 minutes from the start of the game
- Games will also end with the elimination of all players on the field and capture of all flags during the last quarter of the game or, one team surrenders. In such case all remaining points available will be awarded.
- Teams may elect to surrender at any time. The captain would need to notify the head judge that he would like to surrender.

EQUIPMENT

- Players must wear pants and shirts or jackets that fit well. Players may not wear oversized clothing. If a judge deems that a players clothing is oversized, the judge may require new attire or make temporary adjustments using tape, pins, etc.
- 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. If a player is found to be wearing such material, then he will be required to obtain and wear suitable replacement clothing.
- Players may carry any number of pouches, clips or loaders.
- Vests and pouches may not be constructed in such a



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fashion that they constitute padding.

- Teams and players may use radios
- Players may carry extra constant air tanks.
- Players may use cloth, neoprene, or other material to cover the guns paint loaders. Neoprene and cloth tank covers are allowed.

PROTECTIVE GEAR

- Players must wear goggles manufactured for use in paintball games in good repair and with lenses that are not damaged. These goggles must meet or exceed ASTM Standards.
- Players must wear full-face and ear protection as it comes from the manufacturer original form.
- Players may wear forearm, elbow and knee protection, provided that the padding on such protection has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.

EXOTIC WEAPONS

Exotic Weapons are permitted for use in the UWL. The following is a comprehensive list and description of all allowed Exotic Weapons for the 2009 season. No other Exotic Weapons are allowed during the 2009 season.

- **Rocket Launchers:**
 - Rockets must chronograph under the speed of 230 feet per second. Rocket launchers must have a device for plugging the barrel.
 - Rockets may only be fired at the obstruction used as "cover" by the opposing team or player. Obstructions may consist of either trees or bunkers. The point at which the rocket first impacts is the center of the elimination area. All players (from either team) within 5 paces of the impact point will be eliminated. Once a rocket is shot it is no longer "in play," and cannot be used again in the same game. Rocket launchers may not be fired directly at individual or groups of players, and may only be directed at non-human objects. Doing so will eliminate the offending player. Players using rocket launchers must inform a referee prior to the shot. The player must call the shot and a referee must witness the shot hitting the target or the shot will not count. No team can use more than 10 rockets in any given game.
- **Grenades:**
 - All non-pyrotechnic, hand-thrown grenades shall be allowed. A player is considered "eliminated," if a dime size or larger mark of paint from a grenade is found on his person or equipment.
- **Grenade launchers:**
 - Grenade launchers shall be permitted. A player is considered eliminated if a dime size mark or larger

of paint from a grenade is found on his person or equipment. Grenade launchers may not be fired directly at an individual or group of players. Doing so will eliminate the offending player.

MARKERS

Markers are divided into four classes

Class A: used by Sniper

- *Pump gun*: any gun that must be manually cocked before and after each round is fired pump gun.
- *Pistol*: Any marker that is a pistol and uses a 12 gram cartridge and can fire 68 or 43 caliber paintballs
- *Sniper Rifle*: any gun that holds less than 20 rounds at any one time. This gun may be semi automatic but not full auto.

Class B: Used by Rangers

- *Non electronic*: A marker without any electronics, a battery or response trigger*.
- Markers in this class may use any speed loader and of any size

Class C: Used by Infantry, Captains and Scouts

- *Limited Electronic*: any electronic or Response marker must use a 9 volt loader or non electronic loaders. Class C markers can not shoot in full auto, ramping or any other assisted firing mode.

Class D: Used by Heavy Gunner

- *Non restricted marker*: Any marker that shoot a 68 caliber paintball. Can be fired in any mode with any tank and hopper combination. This marker has no rate of fire restrictions. Note only one heavy gunner is allowed on the field per team.

HOPPER RESTRICTIONS

For all Class C markers a 9 volt or non electronic loader must be used. A 9 volt loader may not exceed a 15bps feed rate. An approved list of loaders is below.

- **Tippmann**: SSL 200, Cyclone, AL 200, A5 200, A5 Stovepipe
- **Empire**: Reloader & Reloader II
- **Spyder**: Fast 9volt
- **VL**: Revolution 9v & 12v NON force fed, Quantum
- **Turbo**: All
- **Extreme Rage**: Overdrive
- **Ricochet**: AK, 2K, 2KY, Rhino
- **Q-Loader**: Q-Loader
- **BT**: Rip Clip

Barrel bags are required at all times except on the field or the target range.

* *Response Trigger - RT Automags will be allowed to be used as a Class B Marker providing that the player monitors and controls the excessive fire rates.*