

7.1.5. Any person who engages in intentional physical contact with an official will be assessed a major suspension.

7.1.6. Any person who throws an air source will be ejected from the tournament and will serve a suspension banning them from the next scheduled event.

7.1.7. Any person who throws any equipment on the field of play other than an air source, disposable equipment, or a flag will be assessed a gross penalty.

7.1.8. Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system will be assessed a major suspension.

7.1.9. Any person who engages in other minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty applied by the organization (when outside the field) or a head judge (when inside the field).

7.1.10. Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed a minor or major suspension by a head judge (when inside the field) or by the general organization (when outside the field).

7.1.11. Every player on any team that intentionally gives up points to an opponent or plots to set scores with opponents will be assessed a major suspension.

7.2. Suspensions

7.2.1. Any head judge may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the General Organization for suspension.

7.2.2. A person who receives a major suspension may be assessed a fine of up to \$1000. A person may not play any further events until such fine is paid.

7.2.3. A person who receives a major suspension will be ejected from the tournament and prohibited from playing any further events as determined by the General Organization.

7.2.4. A rostered player who is serving a minor suspension must be present for all points and matches played by their team, and must silently remain within an area designated by the head judge for the duration of the match.⁴⁹

7.2.5. The team of any person who receives a major suspension will have their prize package for the event reduced by one fifth per player suspended.

7.2.6. Any team who has three or more players suspended in any event will be ejected from that event.

7.3. Ejections

7.3.1. Only the Ultimate Judge may eject a team from an event.

7.3.2. A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.

7.4. Fines

7.4.1. A person who has been assessed a fine will forfeit their ID card and event pass until such fine is paid.

7.4.2. No person with an outstanding fine may appear on or be added to any roster for any future event.

8. Equipment

8.1. Clothing

8.1.1. Players must wear only one pair of full-length pants and only a long-sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of under-shorts and one short or long sleeve t-shirt, provided that it contains no padding. Any other soft padding in garments is prohibited.

8.1.2. Prohibited colors – any player/team found to be wearing clothing that may impede the judge's ability to make a proper call, may be asked to remove such clothing.

8.1.3. No part of a player may be covered by more than two layers of clothing.

8.1.4. Padding in jerseys is not limited to specific areas; provided that the thickness does not exceed 5mm (0.197") Padding material is limited to an open cell foam and must not be modified from the manufacture's original form.

8.1.5. No short sleeve or "sleeveless" vest type jerseys can be worn as the outer most layer.

8.1.6. Any layer of clothing that is thicker than a standard 100% cotton T-shirt is padding. Players may not wear extremely oversized clothing. Clothing is oversized if, when tightly gathered about the body or limb with excess clothing pinched together and away from the body, the excess clothing extends more than 4 inches from the body or limb.⁵⁰

8.1.7. Players may not wear clothing that is made out of highly absorbent or slick material, such as felt, fleece, nylon or rubber.

8.1.8. Players may wear up to, but not in excess of three items on their head. As an example, one sandanna,

one headband, and one beanie. Hats, caps and headbands may not be modified from the manufacturer's original form, and may not extend more than one inch below the collarbone or below the shoulder blades, and headbands may be no wider than 2".⁵¹

8.1.9. Players may wear one pair of socks. Socks may not extend higher than below the knee, and must not be of a quilted or padded nature, and count as one layer of clothing.

8.1.10. Players may wear one pair of footwear.

8.1.10.1. Footwear must not be modified from the manufacturer's original form, and

8.1.10.2. Must not include metal cleats or spikes, and

8.1.10.3. Must not be more than 10% yellow or orange.

8.1.11. A player who continues to play with illegal clothing will be assessed a gross penalty.

8.1.12. Any head judge may prohibit a particular item of clothing.

8.2. Protective Gear

8.2.1. Players must wear a complete goggle system that meets ASTM standards⁵² and is in good repair and not otherwise damaged in a manner that affects their ability to protect the player⁵³. A person who fails to wear an acceptable goggle system in a designated goggles-on area, including the field of play, will be assessed a minor penalty.⁵⁴

8.2.2. No material may be removed from the manufacturer's original form. Items not of a padded or absorbent nature⁵⁵ may be added to the goggle system provided they do not adversely impact the ability of the goggle system to protect the player.

8.2.3. Players must wear the full-face protection provided with the goggle system as it is designed and sold by the manufacturer.

8.2.4. Players must wear the ear protection provided with the goggle system as designed and sold by the manufacturer.

8.2.5. Players may wear one layer of padding and/or other protection on the elbow, forearm, knee or shin, provided that padding and/or protection has not been modified from the manufacturer's original form.⁵⁶

8.2.6. Players may wear a single pair of gloves. Gloves may not have material in addition to the manufacturer's original form.

8.2.7. Players may wear neoprene neck protection of a single layer not to exceed 0.5 cm in thickness.

8.2.8. Male players may wear groin protection and female players may wear breast protection.

8.3. Markers

8.3.1. Players may carry a single, .68 caliber, pump or semi automatic paintball marker that includes a single barrel and a single trigger.

8.3.2. Prohibited colors – any player found to be using a marker whose color may impede the judge's ability to make a proper call, may be asked to discontinue the use of that marker.

8.3.3. A marker covered in whole or in part by a material of an absorbent or padded nature is illegal.

8.3.4. A trigger is a movable lever that causes a marker to fire when force is applied directly to the trigger with a vector parallel and opposite to the vector the marker fires paintballs.⁵⁷ A marker that can be caused to fire by any other means is illegal.

8.3.5. A trigger guard that is unaltered from the grip frame manufacturer's original form must protect the trigger of the marker.

8.3.6. A marker with any electronic components⁵⁸

8.3.6.1. May fire no more than one paintball within 80 milliseconds (12.5 bps)

8.3.6.1.1. A player on the field of play whose marker fires two shots within 15 milliseconds less than the minimum shot interval will be assessed a minor suspension.

8.3.6.1.2. A player on the field of play whose marker fires two shots within 10 milliseconds less than the minimum shot interval will be assessed a gross penalty.

8.3.6.1.3. A player on the field of play whose marker fires two shots within 5 milliseconds less than the minimum shot interval will be assessed a major penalty.

8.3.6.1.4. A player on the field of play whose marker fires two shots within the minimum shot interval⁵⁹ will be assessed a minor penalty.

8.3.6.2. May fire no more than three shots per press and release of the trigger, and no more than three shots between presses of the trigger.⁶⁰ A player who carries a marker onto the field of play that fires more than three shots per press and release of the trigger, or more than three shots between two presses of the trigger, will receive a gross penalty and a minor suspension.

8.3.6.3. May fire no more than one shot per press and release of the trigger unless

8.3.6.3.1. The trigger has been pressed and released four times,⁶¹ and

8.3.6.3.2. The trigger has been pressed and released at least once per second since the first of the four trigger pulls.

8.3.6.4. Any person who carries a marker onto the field of play that will fire more than one shot per press and release of the trigger before the trigger has been pressed and released at least four times after not having been fired for at least one second will receive a gross penalty and a minor suspension.

8.3.7. A marker with no electronic components

8.3.7.1. May not fire more than one shot per press and release of the trigger,⁶² and May only fire a shot when the trigger is pressed, and May not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools.⁶³

8.3.8. A marker with settings, whether mechanical, pneumatic, or electronic, that may be adjusted without the use of tools to allow the marker to operate in an illegal manner is illegal.⁶⁴ A player who operates buttons, switches, valves or other adjustable device on a marker on the field of play without the permission of a judge will be assessed a minor penalty. A player who operates buttons, switches, valves or other adjustable device on a marker on the field of play after being instructed to provide the marker to an official, or prior to being instructed to do so, will receive a gross penalty and that player will receive a minor suspension.

8.3.9. Marker barrels may be equipped with porting, but may not have a sound suppressor attached or integral to the construction of the barrel.

8.3.10. A marker with any valve, expansion chamber, or other item or device except a barrel or screw-in air source⁶⁵ that may be adjusted on the field of play to increase or decrease velocity without the use of tools is illegal.

8.3.11. Any person possessing a marker that is attached to an air source, does not have a barrel sock properly installed over the end of the barrel, is not at a designated chronograph station being chronographed and is not on the field of play during, in the 10 seconds prior to, or the 10 seconds immediately after a point,⁶⁶ will be assessed a minor penalty.

8.3.12. Any illegal marker is not allowed on the field of play. Players carrying an illegal marker on the field of play will be assessed a gross penalty. A player bringing an illegal marker onto the field of play after being informed by a judge that the marker is illegal will be assessed a gross penalty and a minor suspension.

8.3.13. Any player whose marker has been modified from the manufacturer's original form to disguise its mode of operation or to allow the player to change the mode of operation on the field without the use of tools will receive a major suspension.

8.3.14. A marker may be confiscated for inspection at any time, and may be kept for up to three days following

the conclusion of the event.

8.4. Velocity

8.4.1. A judge may chronograph a marker on the field of play at any time, including before, after, or between points.

8.4.2. Any player whose marker fires a shot in excess of 300 feet per second will be assessed a penalty as follows:

FPS	PENALTY
301-310	Minor Penalty
311-325	Major Penalty
326+	Gross Penalty

8.4.3. A player may only be assessed one velocity penalty per point.

8.5. Paintballs⁶⁷

8.5.1. Players may carry any number of paintballs.

8.5.2. Paintballs must be completely water-soluble.

8.5.3. Paintballs may NOT contain PINK or RED fill.

8.5.4. Paintballs must not stain.⁶⁸

8.6. Other Equipment

8.6.1. Players may carry one constant air or CO2 tank, including any tank attached to the player's marker, or any number of disposable CO2 cartridges.

8.6.1.1. Constant air or CO2 tanks may have a neoprene or plastic protective cover, provided no material has been added to the protective cover's original form

8.6.1.2. Constant air and CO2 tanks may not have any stickers not present on the tank at the time of original sale.

8.6.1.3. All constant air and CO2 tanks must have a DOT stamp, and must be within the DOT-certified hydro-testing certification date. Players using uncertified or out-of-date tanks will be fined \$100 and receive a major

penalty.

8.6.2. Players may carry any number of pods and squeegees, but no pods that are padded or absorbent in nature.

8.6.3. Players may carry one hopper.

8.6.3.1. Hoppers may not be covered by any absorbent or padded material.

8.6.3.2. Hoppers may not be yellow, orange or clear.⁶⁹

8.6.3.3. Hoppers are allowed to have one (1) 2 inch by 6 inch sticker on each side only. The sticker may contain the colors Red, White, Blue, and Black.

8.6.4. Players may carry any number of batteries.

8.6.5. Players may wear one pack, designed to carry pods and/or an air source.

8.6.6. Players may carry one remote line that connects their air source to their marker.

8.6.7. Players must carry a barrel sock.

8.6.8. Players may carry one time keeping device.

8.6.9. Stickers may be affixed to equipment other than an air source. A judge may require that stickers be removed if the judge believes the stickers interfere with their ability to officiate.

8.6.10. Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, as long as such objects are not unnecessarily padded or absorbent.

8.7. Prohibited Equipment

8.7.1. Shoes with rigid, pointed spikes of any material or edged metal spikes⁷⁰ are prohibited.

8.7.2. Any clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Ultimate Judge. Players possessing prohibited clothing or equipment on the field of play will be assessed a gross penalty.

9. Miscellaneous

9.1. Maintenance and Cleanup

9.1.1. All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and cleanup of the event facility.

9.1.2. All persons will dispose of all trash they generate in designated trash receptacles.

9.1.3. Teams will remove paint boxes from enclosed team pit areas.

9.1.4. Any person that fails to adhere to rules and regulations contained in section 9.1 or promulgated by the promoter may be fined up to \$250 by authorized personnel.

9.2. Appeals

9.2.1. Calls made on the field of play may be appealed to the head judge of the field.

9.2.2. No judge may overturn eliminations.

9.2.3. The decision of the head judge of a field is final, except for suspensions and ejections.

9.3. Rules Modifications

9.3.1. Judges have the authority to interpret, extend and apply the rules to situations not already covered by the rules.

9.3.2. Under exceptional circumstances, the promoter may modify one or more rules for the duration of the event. Teams must be informed of any modifications during the captains' meeting or at the field of competition prior to the start of the team's next match.

9.3.3. Should any reasons for a modification arise during the tournament, the Ultimate Judge may issue a modification to the rules, upon which time a captains' meeting will be called to inform the teams of the change or teams will be informed of the change at the field of competition prior to their next match.

1. 10. DECORUM

10.1. Code of Conduct

10.1.1. Participants in CSP events shall observe this code of conduct and all applicable rules for the duration of the event(s) in which they participate. Participants shall, at all times, conduct themselves in a manner becoming of athletes that will not reflect unfavorably on CSP, its employees, officers, representatives tournaments, or sponsors.

10.1.2. To this end, participants shall use their best efforts to demonstrate professionalism and integrity in support of the sport of paintball. Any participant who violates this code may be subject to suspensions from competition, permanent ban from CSP competitions, or any combination thereof deemed appropriate by CSP.

10.1.3. This code of conduct extends beyond the physical property of the events. Hotels, restaurants, airports,

etc which are considered by CSP to have a distinct association with the event will be considered, in cases of misconduct, in the same sense as the playing facility.

10.1.4. Any player that either on purpose or by negligence in the care of his equipment causes any damage to the hotel or any other private or public property will be banned from CSP. The banniment can be converted into full payment of all the damages plus the payment of a fine of US\$ 1,000.00 to be paid to the General Organization.

10.1.5. Any player found carrying fire weapons in the tournament facility will be immediately ejected from the event and will receive a major suspension.

10.1.6. Any player found consuming drugs or alcohol in the event facilities will be immediately ejected from the event and will receive a major suspension.

10.1.7. Any player in debt with the organization for payment of any fines referring to the current year or previous years Will be forbidden to participate until such situation is taken care of.

10.2. Media Comments and Public Attacks

10.2.1. The favorable public reputation of CSP as organizations within paintball, the integrity of its officials, and the reputation of its media properties are valuable assets and tangible benefits for CSP. Accordingly, it is an obligation of competitors to refrain from comments to the news media that unreasonably attack or disparage the integrity of tournaments, tournament officials, sponsors, or other participants.

10.2.2. Competitors are encouraged to express themselves and they have the right to question the rules officials. Responsible expressions of legitimate disagreement with CSP policies are encouraged as opposed to attacks upon the rules or officials. However, public comments that a participant knows, or should reasonably know, will harm the reputation of CSP, CSP officials, CSP sponsors, or principles shall be considered unacceptable conduct and will result in disciplinary action at the sole discretion of PSP. This disciplinary action may include fines, suspensions, banning from future participation, or any other action deemed necessary by CSP.

10.3. Persons attending an event will refrain from wearing or otherwise displaying offensive pictures, words, logos or other materials at the event. Persons displaying such offensive materials may be instructed to remedy the situation and/or be assessed a minor penalty.

10.4. A head judge or other authorized official may assign a minor or major suspension to any person who violates decorum.

1 Between the 50 and the corner of the field on the pit side and on the half where the team's pit is. 2 This effectively establishes a major penalty for entering the field of play at any time without a judge's approval or checking in. 3 During a point, a player is always either active, inactive, or eliminated. Inactive is when a player is out of the point and his shots should not count, but the player would not be expected to know he is out of the point (i.e. the player's foot touches tapeline,

then the player bunkers two people – the player should be eliminated with no penalty and the two people bunkered should be left in). Eliminated is when a player should know they should not still be playing, either because a judge has told them they are eliminated, or because they have an obvious hit, or because they were never on the field at the start of the point to begin with. Thus, when assessing appropriate penalties, a judge must only determine whether the player was active, inactive, or eliminated when the infraction was committed. 4 Players are thus inactive if they are touching any out-of-bounds area at the start of the point 5 Note that in these rules, the phrases “is inactive” and “is eliminated” means the player’s status is IMMEDIATELY and AUTOMATICALLY changed to inactive or eliminated, respectively, without any action by a judge. The phrase “eliminated by a judge” means the player maintains their current status until a judge informs them that they are eliminated, either verbally or by signal. 6 The minor penalty is in addition to any eliminations/playing on penalties. If the player is not hit and avoided the official, that player is eliminated. If the player is inactive and avoided, they are eliminated (for being inactive) and a teammate is eliminated (for the minor penalty). If the player has an obvious hit, they are eliminated, a teammate is eliminated (playing on) and another teammate is eliminated (official avoidance). 7 Merely touching equipment does not establish physical control. Generally, any equipment that will advance with the player if the player advances can be considered to be in the physical control of the player. This includes bunkers – so if you move a bunker because you accidentally run into it, you’re ok, but if you intentionally move the bunker, you’re eliminated. 8 If you start the point with it or pick it up, you possess it until you either drop it (pods, squeegees, paintballs and flags) or until you get more than five feet away from it (anything else) unless a judge or another player takes it from you. 9 Anything that your team didn’t start with (other than pods, squeegees, paint and flags) you can’t take/pick up. 10 Once you lose possession of any of your equipment (other than pods, squeegees, paint and flags), you’re eliminated. If you’re eliminated on the field of play and you lose possession of any of your equipment prior to exiting the field of play one of your teammates will be pulled. This also means you can’t exchange anything other than squeegees, paintballs, pods, or the flag. 11 This means that in addition to getting a one-for-one for playing on, an additional player should be pulled for any opponent the playing-on player manages to shoot, whether the opponent is erroneously eliminated by a judge or not. 12 The chances of a player receiving a hit, not feeling, seeing or hearing the hit, and accidentally removing the hit are so small that it is preferable to rarely assess a gross penalty in such a case to prevent players from removing hits on a frequent basis via slides, rubbing bunkers, etc. 13 If it hits the hopper and sprays on your goggles, it’s obvious. If it smacks into your earflap, it’s obvious. If it hits your facemask and sprays paint on your face, it’s obvious. If it hits your elbow pad that is 2” thick and you didn’t feel it, it’s still obvious – players should not wear padding so thick that they cannot feel hits. If it grazes off the side of your hopper where you can’t see the hit or it’s in your pack then it may not be obvious if the judge does not have any reason to believe you should know a paintball hit you there. 14 It is much better if players have to rarely stop playing for a few seconds to get hits checked than it is to have players regularly playing on because “The hit might have bounced” and they can keep playing until a ref drags them off the field, so players are eliminated when an obvious hit is received without any action from a judge being required. A player who is shot in the back and continues to shoot will receive a major penalty. A player making a bunker move who is shot and runs another 5 feet to complete the move will be assessed a major penalty and an additional minor penalty for shooting a player while eliminated. 15 If you’re not sure if a hit broke, and you can’t check it yourself, you can ask a ref or teammate to check it without penalty before exiting the field of play, so long as you take no other action. You may choose to continue to play, HOWEVER, if it turns out that the hit was valid, you will be assessed a major penalty plus a minor penalty for any opponents you shoot because you were playing with an obvious hit, so you should consider carefully whether the risk of the penalty is worth continuing to play prior to getting the hit checked. 16 It is the player’s responsibility to call themselves out when they have an obvious hit. It is the ref’s job to penalize players who continue to play with an obvious hit, so if you call a ref over to check a hit you could have checked yourself, expect a penalty too. 17 Note that players with unobvious hits are inactive, not eliminated, so are not playing on. The minor penalty will cause the player to be eliminated in 5-man (no additional players pulled) and eliminated with a teammate serving a 1-minute penalty in X-Ball. 18 RaceTo-4/5/7 only 19 Due to the lack of time, there will be no timeout extensions. 20 Next three points regardless of opponent. The team does not play short if an alternate is available. 21 The player serves the penalty during the subsequent match. 22 Note that there are no active players between points, so any penalties assessed after the end of the point become strikes for the next point. This includes specifically penalties for a player who hangs the flag dirty – the team starts down players the next point, even if they had bodies remaining this point. 23 Not counting the player being penalized; if there are two or more other live players left from the team on the field, this rule doesn’t apply. 24 If a team receives multiple penalties under 2.12.6.1.2 in the same point, the opposing team still only gets one point. (The point is for the point ending, not the penalties themselves.) 25 The “end of point” happens immediately. This stops the point clock (to discourage players from playing on to burn point time, or playing on to stay alive long enough for a teammate to come out of the box). Because the point is over when the penalty is called and the player is not in the box, this also prevents the player from having his penalty dropped when the opposing team scores – which would be no penalty at all. However, if there is another player already serving a minor penalty in the box, their minor penalty does end as normal when an opposing team scores. 26 Note that if the point was already ended due to 2.12.6.1.2 and one of the penalties is a minor one, that penalty is ended and we have room for the new player. If all the players in the box were serving gross or major or double minor penalties, then we have to end the shortest penalty and award the opposing team an ADDITIONAL point to compensate them for letting someone out of the box early. Note that unlike with 2.12.6.1.2, the point is due to the penalty, not the end of the point, so the opposing team gets one point for each penalty. 27 If by some calamity there are 3 players already in the box and the remaining two players get penalties at the same time, two of the 5 penalties would get discarded and the opposing team would score two points. 28 If each team would get a point, they both get no points. If one team would get 3 points and the other would get one point, the one team gets 2 points, or the difference. 29 “enters” is when the player first touches the

box, so long as they proceed to go all the way in it. This means they also may not leave the box once they've touched it without incurring a penalty for leaving the box early. 30 Note that players serving a double minor really have 2 one-minute penalties. So if one player has 0:27 left on their minor penalty, and another has 1:13 left on their double-minor penalty, the player with the double-minor has their penalty reduced to 1:00 (the first penalty is ended, leaving 1 minute of the second penalty) and BOTH players stay in the box. 31 Because a team may only have 5 players on the field of play during the point, and because the penalty box is on the field of play, players in the box, even though eliminated and out-of-bounds, count against the total number of players a team may have (5). 33 The sum of both teams' scores is odd, i.e. 1-0, 4-3, 2-5, etc. Note that if no point is scored, teams do not switch sides. 34 Teams do not switch sides for overtime periods. Any penalties from regulation time carry over to the overtime period. 35 RaceTo-4/5/7 only 36 A team that has played no matches in the current round has NO average margin scored, NOT zero, and thus a negative margin can not be replaced by a 0 if the forfeiting team has not played any other matches. 37 This tiebreaker is applied recursively, i.e. if three teams have the same number of match points and wins, but only two of them have played head-to-head, margin of victory is used to break the tie. But once margin of victory has been applied, if the two teams who did play head-to-head are separated by only one place (i.e. one 7th and one 8th) then the team that won the head-to-head matchup will be 7th, even if their margin of victory is lower. Note also that only head-to-head matches played in the current round are considered when determining place in that round. Previous head-to-head matchups in the same event are only considered when determining seed out of those previous rounds. 38 Total point points scored minus total point points given up. 44 Same number of teams from each bracket. 45 If 16 teams are advancing from the prelims, the top 8 teams will advance to the quarterfinals, leaving the 9th through 16th seeded teams to play off for the remaining four spots, with 9th playing 16th, 10th playing 15th, etc. According to this rule, the winner of the 9th vs 16th matchup gets the 9th seed, regardless of the margin of victory in the other playoff brackets. Basically, the top-seeded team in each matchup is 'defending' their seed from the lower-seeded team, and if the lower-seeded team wins, they get that seed – the teams are NOT reseeded after the head-to-head matchups are played out. 46 If 8 teams advance from prelims, the top two teams get byes, and then the 3rd, 6th and 7th teams play off in one bracket, while the 4th, 5th and 8th teams play in another bracket. The team that wins each bracket advances, but if the 4th place team has a better score in the quarterfinals than the 3rd place team (points, wins, margin, etc), that team gets the 3rd seed in the semifinals. 47 Teams with byes are seeded higher than teams without byes. 48 Normal wildcard rules apply. If there are 12 teams advancing from 8 brackets, the top team per bracket advances, plus the remaining 4 teams out of all brackets with the best scores in that round. 49 The area will be near the scoring table. This is to prevent suspended players from becoming sideline coaches. 50 The article of clothing should be grabbed at a single point and pulled away from the body or limb. Once this has been done, the clothing should be pinched on opposite sides of this point so that these two points are brought together next to the body or limb. The clothing will then be tight around the body or limb, with any extra clothing pulled through the pinch and held at the original grab point. 51 "Turtle" caps and headbands can be worn as the ONLY layer on the head. Players will be asked to remove any excess layers. 52 Goggle manufacturers must submit independent laboratory test results to the promoter 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. 53 Cracks in the lens, however slight, affect the ability of the goggles to protect the player. 54 A player may not ever remove their goggles once they enter the field of play. Note that if an active player removes their goggles intentionally, they are automatically eliminated and a teammate must be eliminated to satisfy the minor penalty. Because an elimination is NOT a penalty, the player eliminating themselves does not count as a penalty being assessed. 55 Ex. Goggle Fans, but decorative additions that are not padded or absorbent are acceptable. 56 Hits on padding are obvious. Players should not wear so much padding that they cannot feel hits. 57 They may operate if and only if the trigger is pulled, and may not fire if it is hit, dropped, or sneezed on. 58 Batteries, circuit boards, chips, wires, etc. 59 A measurement of 95.0 milliseconds or higher is acceptable. A measurement of 94.9 milliseconds or lower will be penalized. (80 ms and 79.9 ms for RaceTo-7) 60 Shots may not be buffered past trigger pulls – if you pull the trigger, the marker fires, and you pull the trigger again, the marker may only fire three more times, not five. 61 If the trigger is pulled one, two or three times, the marker may fire no more than the number of times the trigger is pulled. The marker may fire up to three balls per pull after that. If the marker is not fired for a second, the trigger must again be pulled three times before the marker may fire more than one shot per pull. 62 Once the marker is fired, the player must reduce the force applied to the trigger and allow the trigger to travel forward past the firing point and then reapply the force on the trigger and bring the trigger back past the firing point before the marker may fire again, i.e., no bounce. 63 No reactive triggers. The trigger force may change as the position of the trigger changes, but the force exerted against the trigger finger at any given trigger position should not change, for example, as a result of the marker firing. 64 Essentially, anything that can adjust velocity, shot mode, de-bounce, etc, must be locked-down so it can't be changed on the field. 65 This exception only applies to screwing in or unscrewing the air source – any settings on the air tank itself must not be adjustable without the use of tools. 66 Players will be given a reasonable amount of time (10-15 seconds) to install barrel condoms after a point ends. 67 Only "authorized" paintball manufacturers paint may be shot at PSP events. Participating vendors will be identified at each events captains meetings. 68 See Appendix A for tests used to determine if specific paint stains. 69 Smoke or tinted is not clear. 70 Similar "spikes" often found on baseball cleats.