

XTREME WOODSBALL LEAGUE



**\$00,000.00 IN COLD HARD CASH
PLUS PRIZES**

OFFICIAL RULEBOOK



The Xtreme Woodsball League Championship Series, hereto referred as the XWL, was designed to bring an intense, fast paced style of play, to the competitive woodsball and tournament player. The XWL in no way is intended to be, or is styled to resemble, a paintball scenario game, other than it is played in the woods. No grenades, no laws rockets, no air strikes, no other make believe crap, just in your face paintball.

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1. PLAYERS

1.1 PLAYER RESPONSIBILITIES

All players participating in the XWL are expected to observe all XWL and host field safety regulations and procedures as well as project a positive image to all persons surrounding a XWL event. This is to include, but is not limited to, other players, officials, referees, spectators, hotel and restaurant staffs. Failure to follow XWL guidelines or rules, whether written or spoken, may be cause for penalties, immediate disqualification, expulsion, or prosecution.

1.2 PLAYER ID CARDS

All players must register with the XWL to participate in a XWL Championship Series event. ID Cards are available at each XWL Championship Series event for any registering player with proper identification. Drivers License, state identification or certified birth certificate are acceptable. The name on the XWL players ID Card must be that players correct legal name with all other information current and accurate. Anyone providing false information for use on a XWL ID Card will immediately be disqualified and forfeit any money paid to the XWL Championship Series as well as all event points for their team and may be subject to local laws. Replacement XWL Championship Series ID Cards, with proper identification, are available for \$5.00 each.

1.3 PLAYER AGE REQUIREMENTS

Any XWL Championship Series players between the ages of 10 years old through 17 years old must be accompanied by at least one parent or legal guardian. Any XWL Championship Series player over the age of 17, but under the age of 21, may have the same age restrictions depending on event location. No one under the age of 10 years will be allowed on the field. Anyone violating the age requirements will immediately be disqualified and forfeit any money paid to the XWL Championship Series as well as all event points for their team and may be subject to local laws.

TEAMS

2.1 TEAM REGISTRATION

All teams entering a XWL Championship Series event must pre-register at least one week in advance of each event. Complete team rosters are to be submitted to the XWL at pre-registration and finalized upon team arrival at a XWL event. No team will be pre-registered without submitting a team roster at pre-registration, or allowed to play without accurately finalizing their roster upon arrival at the event.

2.2 TEAM ENTRY FEES

Intermediate Class - \$250

\$125 is due at pre-registration and is non-refundable.

Open Class- \$350

\$175 is due at pre-registration and is non-refundable.

2.3 ROLE OF THE TEAM CAPTAIN

The team captain is responsible for all communication with the XWL, as well as responsible for all team members and all team member actions. The captain will pre-register, register, submit team roster and be the primary link of communication between the XWL and their respective team.

2.4 TEAM ROSTER

XWL team rosters may contain up to 10 players. XWL team rosters must list the 10 players legal names and XWL member number. Team rosters are due at pre-registration and must be finalized upon arrival at a XWL event. All information on a team roster must be accurate. A player may not be listed on more than one team roster at any given event. Player(s) listed on more than one team roster will disqualify that player from the event and both teams will play one player down.

2.5 TEAM ROSTER CHANGES

Once a team roster is submitted at an XWL Championship Series event no changes are permitted at that event. Team roster changes are permitted between XWL Championship events.

2.6 TEAM NAME CHANGE

In the event a team changes their name, the team captain must submit, at least 10 days in advance of the event the team is entering, to the XWL, the old team name, the new team name, team roster, and the reason for team name change. The XWL will review this information before approving the change to carry seeded points.

2.7 TEAM SEEDED POINTS

Each team earns seeded points at each leg of the XWL series. These team points are accumulated to determine the XWL series champion. Each team will drop their lowest leg score. The remaining leg scores are totaled to determine the XWL Series Champion.

3. FIELDS

3.1 FIELD SHAPE AND LAYOUT

Each XWL field will be in the shape of a rectangle and marked with boundary tape accordingly. Dead boxes will be located between the two home base flags and will be out of bounds. Each home flag station will be located at opposite corners. A neutral flag station will be located an equal distance from each home flag station. The XWL reserves the right to approve any field an XWL game will be played on for, but not limited to setup, playability, and safety.

3.2 FIELD DIMENSIONS

Flag stations will be no less than 175 feet and no more than 225 feet apart.

3.3 FLAG STATIONS

There are 3 flag stations on each XWL playing field. One flag station located near each starting base, and one flag station located an equal distance from each starting base creating a triangular flag layout. Each flag station will consist of two flags of differing

colors, each color represents a competing team. Flags will be a minimum of 12 inches by 12 inches. These 3 flag stations will be constructed in a similar fashion to allow a team to raise their assigned team flag color to the top of the flag station. Each flag station must also be constructed as to allow the two different flag colors to be displayed in a neutral position.

3.4 FIELD BOUNDRIES

Each XWL field boundary will be marked with yellow caution tape. A player touching or stepping beyond the yellow caution tape will be eliminated from play for that game.

3.5 DEAD BOXES

Dead boxes are to be located between the starting bases and out of bounds. Each dead box will be 10 feet long and by 10 feet wide and at least 8 feet tall. Each dead box will have all 4 sides covered with safety netting and be treated as a safe area.

3.6 NUMBER OF FIELDS

Each XWL Championship Series event host field will provide 3 separate playing fields. Each field will fall within the minimum and maximum size requirement as laid forth in the Field dimensions section.

4. EQUIPMENT

4.1 MARKERS

Players may use any .68 caliber single barrel pump, semi automatic, or electronic paintball marker manufactured. Markers may operate with semi automatic or ramping modes. Markers may not exceed 15.0 balls per second or 285 feet per second limits. Markers are subject to inspection for, but not limited to, velocity checks, balls per second limits, tournament locking features, or general safety. The XWL reserves the right to refuse use of any marker deemed unsafe by either a XWL referee or official. Markers may not display XWL reserved colors.

4.2 HOPPERS

A player may use any hopper or paint loader manufactured. Hoppers or paint loaders may not have cloth or neoprene covers. No hoppers or paint loaders are allowed to carry designs resembling paint hits or display the reserved colors, orange or yellow.

4.3 AIR SOURCES

All air sources (tanks) for use in the XWL must be within current test dates as specified by the manufacturer of said tank. All tanks whether CO2 or any compressed gas are subject to safety inspections by any XWL official. The XWL reserves the right to refuse use of any air source deemed unsafe by a XWL referee or official. Players may wear a remote tank setup.

4.4 FACEMASKS

All players, officials or any other individuals on, or around a playing field, as well as chronograph stations, must wear a ASTM approved facemask as currently designed for paintball. No modifications to any face masks are allowed. Facemasks must be used as manufactured. Facemasks may not display XWL reserved colors. The XWL reserves

the right to refuse use of any facemask deemed unsafe by either a XWL referee or official.

4.5 CLOTHING

As the XWL encourages the use of matching team jerseys and pants, they are not required. Jerseys(shirts) used in the XWL are to be long sleeve. Jerseys may not have padding deemed as excessive by the XWL. Players may not wear sweatshirts or hoodies. Jerseys manufactured for paintball use may not be modified. Jerseys may not have white and black stripes or display XWL reserved colors or be of a design to confuse either XWL referees or players. Only one garment may be worn under a players jersey. Pants must be full length from the waist to the ankle. Only one item of clothing may be worn under a players pants.

4.6 OTHER PROTECTIVE GEAR

The following protective gear is approved for use in the XWL

- Forearm and elbow pads

- Shin and knee pads

- Sliding shorts

- Groin protection (male players)

- Chest protection (female players)

- Neck protectors, cloth band or single layer neoprene

The XWL reserves to right to refuse use of any protective gear deemed unsafe or excessively padded. If a player is deemed to be wearing excessive padding by a XWL referee or official, that player will not be allowed to participate in a XWL game until the offending clothing is removed.

4.7 PACKS AND PODS

Players may carry any style or size pod pack or amount of pods in said pack of any size. Packs and pods may not display XWL reserved colors.

4.8 COLORS

The XWL reserved colors are yellow and orange. Players may not display these colors on either their clothing or equipment when on the playing fields. Any player not abiding by this rule will not be allowed to participate in a XWL game until the reserved colors are removed.

4.9 BARRELL BLOCKING DEVICES

Barrel blocking devices commonly referred to as barrel blocking sleeves, barrel condoms or bbd's are to be used at all times when a player is off the playing field. They must be either on the marker barrel or in the players possession at all times when attending a XWL event. Barrel "plugs" are not allowed.

4.10 PROHIBITED ITEMS

Players may not use any listening devices of any type during an event including 2 way radios. Tools are not allowed in dead boxes or on the playing field. XWL reserved colors may not be used.

5. PAINTBALLS

The XWL is a bring your own paint event, however, the paint must be manufactured by one of the event sponsors, I.e. Procaps, Kee, etc.

6. PRE-GAME REQUIREMENTS

6.1 CAPTAINS MEETING

A mandatory team captains meeting will be held each morning of an event before scheduled play is started. The purpose of these meetings is to provide information concerning the event to the team captains.

6.2 INSPECTIONS

Inspections are for the players safety. Please cooperate with any XWL officials or referees during any inspections. Inspections may include but are not limited to, markers or, any mechanical items that may be loose or may be used to increase a markers velocity or ball per second limit, modes of fire, proper use of protective gear, excessive padding,

6.3 CHRONOGRAPHING

Every team member must report to a chronograph station at least 15 minutes before their first scheduled game of the day is to start. All markers must be chronographed at 285 feet per second or below. All players are required to chronograph before their first game. Marker velocity may be checked at any time during an event by any XWL referee or official. It is suggested that each player chronograph several times a day at each event so as to not receive any penalties or eliminations during play. A minimum of five shots will be fired to chronograph. Chronographing will be under the supervision of a XWL official.

6.4 COIN TOSS

Team captains should report to the head field referee for the coin toss a minimum of 5 minutes before their scheduled game is to start. The team that wins the coin toss chooses which side of the field to defend. Only team captains are required to attend the coin toss.

6.5 ITEMS ALLOWED AND NOT ALLOWED IN THE DEADBOX

A cloth to wipe old hits may be carried into the dead box but may not be carried onto the field. Teams may only carry paintballs and air equipment to be used during a game on their person to the dead box before the start of the game. Nothing may be brought into the dead box after a game starts. This includes but is not limited to: extra paint, extra air, additional markers, additional hoppers, and tools.

7. THE GAME

7.1 TOURNAMENT STRUCTURE

At each event teams will be seeded into preliminary round brackets. Each team will play a 20 minute **MATCH** consisting of a maximum of 5 **GAMES** with each team within their bracket. Teams will advance based on Match wins and will be seeded by their scores after the preliminary round.

7.2 FORMAT

The tournament will consist of 20 minute MATCHES between teams. Within these matches there will be a maximum of 5 GAMES. Points will be assessed for flag pulls during each game to determine the winner of that game. The team that wins the most games in a match will win the match. Match wins will determine advancement and point totals will determine bracketing and byes. Initial starting base will be determined by the coin toss and will go by the 2-2-1 format for the Match. I.e. 2 starts from each base and then back to the original starting base for the final game.

7.3 BYES

A bye may be randomly awarded to a team due to an uneven amount of teams present in a round. That team will then receive Match points which will reflect an average of points scored by that team in the round the bye was given. Byes may also be awarded for Quarter and Semi Finals on a point accumulation basis.

7.4 FORFEITS

A team not reporting to their scheduled starting positions at Match start will forfeit that Match and receive 0 points for that Match. The opposing team will receive a score that reflects the average Match points that team scored at this event.

7.5 PLAYER GAME RESPONSIBILITIES

It is the players responsibility to be ready and in position for their scheduled Matches as well as having knowledge and understanding of the rules and procedures of the XWL Championship Series. It is also the responsibility of the player to remove “old hits”, or point out the remains of an “old hit” to the field referees before starting a Match or Game.

7.6 ONE MINUTE MATCH WARNING

One minute prior to Match start a referee will communicate to both teams, “one minute until game on”. It is the respective teams responsibility to be present and ready to start the Match. The XWL will not delay any scheduled Match starting time due to any team or player not being ready and properly being at their assigned starting positions.

7.7 TEN SECOND PROCEDURES

10 seconds prior to game start head field referee will communicate to the teams, “10 seconds until game on”, and will remain silent until timer reaches 3 seconds then commence a 3 second countdown.

7.8 PLAYER POSITIONS

At the start of each game all team members are to have their marker barrels touching the

starting box. Team members may turn in any direction to ready themselves as long as their barrel is touching the starting box. .

7.9 MATCH START

The Match will start when the Head Field Referee communicates to the teams, "GO GO GO". The 20 minute Match clock starts at this point.

7.10 MATCH CLOCK

The official Match time will be kept by the head field referee on the field. The Match clock will start upon his announcing, "GO GO GO". Matches are timed at 20 minutes durations. Only the Head Field Referee or Ultimate Judge may, start the Match clock, stop the Match clock.

7.11 TWO MINUTE REASSEMBLY

Two minute reassembly – If at any time during a game all three flags are raised to the same team color the match will stop and the flags will be returned to neutral. Teams will be allowed 2 minutes to return to their deadbox to retrieve more air, paint, etc. **THE MATCH CLOCK WILL CONTINUE TO RUN DURING THIS TIME.** At the end of the two minutes the next game will start just as the first game started. There will be a maximum of 5 game restarts per match.

7.12 GAME STOPPAGES, EMERGENCYS AND GAME RESTARTS

In the event the game clock has to be stopped for an emergency, or otherwise, the head referee will mark the time. All field referees will assist the head field referee with marking the position of all live players assuring the players stay in that position and the referees will record the flag positions. The head field referee may dismiss all participants from the field of play until a later time due to safety concerns. After the reason for game stoppage has passed, the head referee will reposition all live players, assure flags are in proper position, and restart the game and game clock.

7.13 MATCH END

Each Match will end when 20 minutes has expired from the Match clock. The head field referee will communicate to the players, and or through the field referees when time expires. It is the players responsibility to keep up with the Match time. Referees may, but are not required to, supply the players with the remaining Match time. Any player firing their marker after the head referee indicates that the Match is over may cause their team to be penalized.

7. TIE MATCH

The only tie breakers in the XWL are in the quarter finals, semi finals and finals. All preliminary round Matches may end in a tie. Tie matches in the XWL are settled by the tied teams playing a tie breaker Match of regulation time, 20 minutes. Tie breaker Matches must be played before the next round of play may start.

8. PLAYER ELIMINATIONS

Once a player has been eliminated from an active game that player may only announce their elimination within 5 seconds of elimination. Any further speaking or gesturing from an eliminated player, on the field, or in the dead box may constitute a Deadman Walking penalty. Eliminated players must swiftly exit in the direction of their dead box. Interference from an eliminated player while exiting the field may be cause for a Playing On penalty.

PLAYERS MAY BE ELIMINATED FOR THE FOLLOWING REASONS

8.1 VALID HIT

Player is marked with legal paint the size of a dime from a paintball fired from a legal paintball marker. Conversely, if a paintball shot from a paintball marker strikes another object not in possession of a player, then marks the player, the hit is considered invalid and does not eliminate the player. Player(s) eligible to return to game at next reassembly.

8.2 OUT OF BOUNDS

Player deliberately touches, or passes the field boundary marking, will be eliminated from play for the remainder of the game. Player(s) eligible to return to game at next reassembly.

8.3 SURRENDER

A player without being hit by a paintball either raises his hand above his head or **raises** his marker above his head or verbally calls out surrender, is not wearing an armband, or walks with an eliminated player or otherwise acts in a way as if he is hit will be considered eliminated for that game. Player(s) eligible to return at next reassembly.

8.4 CALLING EXCESSIVE PAINTCHECKS ON OPPOSING PLAYERS

If a player is deemed to be calling for erroneous paint checks on opposing players it will be at the referees discretion to pull that player for the remainder of that game. Player(s) eligible to return at next reassembly.

8.5 LATE RETURN FOR RESTART

Any player not returning to the restart position within the two minute reassembly warning will be eliminated and assessed a one for one penalty with that teams most forward player also being eliminated for that game. Player(s) eligible to return at next reassembly.

8.6 GROSS SAFETY VIOLATION

A player violates a major safety rule. Eliminated for the duration of that game and possibly ejection from the event.

8.7 VELOCITY VIOLATION OVER 285 FEET PER SECOND

Any player(s) chronographed over 285 feet per second during play on a field will be eliminated from play for the duration of that **Match**. A minimum of 3 shots will be fired.

8.8 VELOCITY VIOLATION OVER 299 FEET PER SECOND

Excessive velocity infractions over 299 feet per second will result in that player ejected from the event and that players team playing the event 1 man down for the duration of the event. Second team excessive velocity infraction may result in team disqualification.

8.9 BALLS PER SECOND VIOLATION OVER 15 BALLS PER SECOND

Any player(s) firing a paintball marker over 15.0 balls per second during play on a field will be eliminated for the duration of that **Match**. Second team infraction will result in player elimination and that team playing 1 man down for the duration of the event.

8.10 PLAYER WORKING ON MARKER DURING GAME

Any player observed working on a paintball marker, other than cleaning the barrel, during play on a field will be eliminated from play for the duration of that **Match**.

8.11 WIPING

Any player observed wiping a hit while on the field of play will be eliminated and assessed the proper penalties. (Refer to penalty section)

9. SCORING

9.1 FLAG POINTS

One point will be awarded for each flag pulled to a teams color per game. A flag can be pulled multiple times by a team, however, they will only get a point for that flag one time. I.e. one point per flag, per pull, per game for each team.

9.2 SCORE SHEETS

Only a XWL Head Field Referee, or Ultimate Judge, may complete a Match score sheet. At Match end, the Head field referee will show the score sheet to each captain. Each captain, after reviewing the score sheet, is required to approve that score sheet by signing the score sheet. Any scoring errors other than mathematical errors must be corrected before the team captains sign the score sheets. If a team captain refuses to sign a score sheet, the head field referee may sign for that team captain. The score sheet is then turned into the scorekeeper.

9.3 SCORING ERRORS

Any mathematical errors may be corrected by any XWL head referee or scorekeeper at any time. An XWL head referee or scorekeeper must initial any corrections made and make the team captains aware of the change. Any other scoring errors must be corrected before the captain signs the score sheet.

10. PENALTIES

10.1 PLAYING ON - 2 points and a 2-1 player pull for that game.

When a player has been legally eliminated and continues to knowingly play on in a game in a fashion as though they were not eliminated.

10.2 WIPING - 2 points and a 2-1 player pull for that game.

When a player knowingly removes a valid paint hit from themselves or from any item in their possession.

10.3 OVERSHOOTING - 1 point and player will be pulled for that game.

When a player knowingly and excessively marks another player with paint, or, fails to cease fire when requested by a XWL referee or official.

10.4 UNSPORTSMANLIKE CONDUCT - 1point for each infraction player eliminated for that game and possible ejection from the Match and tournament.

Aggressive fowl language, gesturing or movement directed at another player will not be tolerated. Each infraction will carry a 1 point penalty. As deemed by any XWL referee or official at any time on or off the field of play during a XWL event.

10.5 ARGUEING WITH REFEREE - 1point for each infraction player eliminated from that game and possible ejection from the Match and tournament.

As deemed by any XWL referee or official.

10.6 ALTERING FIELD OF PLAY - 1 point and and elimination from that game.

When any player moves, changes or alters the shape of any fixed item or boundary on the field of play.

10.7 BLIND FIRE - 1 point and and elimination from that game. .

When a player shoots their marker while not being able to see where they are shooting.

10.8 FALSE START - Elimination from that game.

When a player is observed prematurely moving from their starting position, either at Match start, or at reassembly, and does not return to their stating position within the 5 second allotted time.

10.9 FREIGHT TRAINING - All player involved will be automatically eliminated.

The practice of using a lead player to block the shots from an opposing team members. All players involved are eliminated.

10.10 SPECTATOR INTERFERENCE - 1 point

As deemed by any XWL referee or official. Second infraction may start player Eliminations, and or clearing of all spectators from the area.

10.11 EMBARRASSING, DANGEROUS OR DESTRUCTIVE BEHAVIOR - 3 points player eliminated from that match and possible ejection from tournament.

As deemed by any XWL referee or official.

10.12 DEAD MAN TALKING 1 points

When any player, after announcing within the 5 second allotment, communicates Or makes gestures while exiting the field of play. This penalty may also be levied to those players in the dead box, while a Match is in progress.

11.0 SEEDED POINTS

Seeded points are awarded to teams based on their finishing positions at each leg of the XWL series as follows,

1 st 100 pts	6 th 85 pts	11 th 70 pts	16 th 55 pts	21 st 40 pts	26 th 25 pts
2 nd 97 pts	7 th 82 pts	12 th 67 pts	17 th 52 pts	22 nd 37 pts	27 th 22 pts
3 rd 94 pts	8 th 79 pts	13 th 64 pts	18 th 49 pts	23 rd 34 pts	28 th 21 pts
4 th 91 pts	9 th 76 pts	14 th 61 pts	19 th 46 pts	24 th 31 pts	29 th 18 pts
5 th 88 pts	10 th 73 pts	15 th 58 pts	20 th 43 pts	25 th 28 pts	30 th 15 pts.

The teams finishing 1st through 3rd at each leg will receive trophies.

Each team will be allowed to drop their lowest leg score from any one event. Only the four highest leg scores will be considered to determine the XWL Series Champion.

The team with the highest amount of points at series end will be named XWL Champion.

1 st \$
2 nd \$
3 rd \$
4 th \$
5 th \$

12. REFEREES

All XWL referees must have a good working knowledge of the XWL rules and approved by the XWL. All XWL referees must sign a XWL Referee Agreement and be 16 years old or older. The referees are there to insure player and spectator safety as well as assuring each game is played in a fair and equitable manner. Deliberately shooting an XWL referee or official will be grounds for immediate disqualification and forfeiture of all points as well as possible civil or criminal prosecution. Only referees authorized by the XWL may make calls on the field of play.

13. FIELD DIAGRAM

Field triangular legs are of equal distance.

Field 1 $x=175$ ft

Field 2 $x=225$ ft

Field 3 $x=275$ ft

fs = flag station

Field boundaries are marked in yellow caution tape.

