

**RULEBOOK 2020**

Note: Any rules (besides those regarding penalties) not explicitly discussed in this rulebook are based on the National Xball League 2020 rulebook.

**A. FTPL Firing Mode:**

**A1.0**

Markers may enter ramping on the fourth trigger pull following three semi-automatic trigger pulls, as long as the time between each trigger pull does not exceed 200 milliseconds (5 trigger pulls per second).

**A1.1**

Markers may then remain in ramping until the time between any two consecutive trigger pulls exceeds 200 milliseconds.

**A.1.2.**

If at any time the trigger is not pulled within 200 milliseconds of the previous trigger pull, the following three shots (minimum) must be in semi-automatic.

**A.1.3.**

Markers shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time.

**A.1.4.**

A player on the field of play whose marker fires two shots at 10.6 bps to 12.4 bps will be assessed a major penalty. This is regardless of the player’s alive or dead status.

**A.1.5.**

A player on the field of play whose marker fires two shots at 12.6 bps or above will be assessed a gross major penalty. This is regardless of the player’s alive or dead status.

**B. Officiating/Chain of Command:**

**B1: Staff:**

**B1.0**

Each field shall be equipped with 8-10 regular referees and 1 head referee.

**B1.1**

The head referee holds the right to overturn any call made by a regular referee but will not overturn calls regarding referee’s discretion (unless present when call was made).

**B1.2**

The off-the-field ultimate official reserves the right to overturn a head referee’s decision in the cases of situations not explicitly covered by the FTPL 2020 Rulebook.

**B1.3**

It is ultimately the player’s responsibility to know the rulebook, the game may not be paused to explain rules that are explicitly stated in the rulebook.

**B1.4**

When wanting to discuss a call made on the field, the team’s coach/owner and the player(s) involved in the call may approach the head referee/ultimate official when a live point is not in play.

**B1.5**

It is ultimately the player’s responsibility to know when they are eliminated.

**B2: Hand Signals:**

**B2.1: Referees will follow standard hand signals**

**B2.1.1:**

**Clean:** Referee will put their hands together with arms fully extended and spread them out making a line with their motion.

**Eliminated:** Referee with extend either arm out towards the player pointing at them with all 5 fingers out either yelling “Out” or “Gone”.

**B3: Penalties:**

Note: Any penalties assessed by a staff member that are not explicitly stated by the FTPL 2020 Rulebook are at the discretion of the head referee or Ultimate official.

**B3.0: Minor Penalty:**

Minor Penalties include, but are not limited to:

**B3.0.1:** Playing on with an unobvious hit:

Defined as doing anything except asking a referee for a check or checking one’s self with a valid hit on their pod-pack, or possibly their loader based on referee’s discretion.

Note: Being shot while progressing to a bunker, finishing running to that bunker and immediately calling or a check or checking one’s self does not constitute playing on. Assuming that player is not shooting while doing so.

**B3.0.2:** Checking in or hitting the buzzer with an unobvious hit:

Defined as being a live player as the buzzer is being hit or hitting the buzzer.

**B3.0.3:** Having a marker on the field shooting 301-314 feet per second. This will be checked with a chronograph by a referee and can be checked at any time regardless of live or dead status.

**B3.0.4:** Signaling or talking aloud while eliminated (referee’s discretion)

**B3.0.5:** Signaling or talking aloud from thesidelines (referee’s discretion)

**B3.0.6:** A player or staff member enter the playing field during an un-approved time.

Defined as entering the playing field while a point is still live (between the starting sound and the point being approved).

**B3.1: Major Penalty:**

Major Penalties include, but are not limited to:

**B3.1.1:** Playing on with an obvious hit:

Defined as doing anything except asking a referee for a check or checking one’s self with a valid hit on any part of their body or equipment other than their pod-pack, or possibly their loader based on referee’s discretion.

**B3.1.2:** Eliminating a live player while eliminated:

This goes for eliminations caused by, running out of bounds, or having a valid hit regardless of obvious or unobvious status.

**B3.1.3:** A player on the field of play whose marker fires two shots at 10.6 bps to 12.4 bps. This is regardless of the player’s alive or dead status.

**B3.1.4:** A player on the field of play whose marker fires any amount of shots at 315-329 feet per second. This is regardless of the player’s alive or dead status.

**B3.2: Gross Major Penalty:**

**B3.2.1:** Any player caught intentionally trying to wipe or remove a valid hit in an attempt to play on (referee’s discretion)**.**

**B3.2.2:** A player on the field of play whose marker fires two shots at or above 12.5 bps. This is regardless of the player’s alive or dead status.

**B3.1.3:** A player on the field of play whose marker fires any amount of shots at or above 330 feet per second. This is regardless of the player’s alive or dead status.