# **3v3** Tournament rules

## Timeframe

- Doors Open at 7:30am
- Captains Meeting at 8:30am
- First Match Starts 9:00am

#### **Teams**

- Teams may consist of up to 4 players
- Team must substitute players between matches
- Players must register as a complete team
- Teams must select a designated Captain to communicate with officials
- Event prizes based on minimum of 10 teams and maybe be adjusted it not achieved

### **Format**

- 3v3 point based tournament. 30 points for flag hang and 10 points per eliminated opponent. 60 points maximum for winning team
- Flag hang requires a team to take the center flag and touch it to the opponents starting cone
- Dirty hangs (player hanging flag with a paintball hit) will eliminate that team and forfeit their points for that match
- Each match will be 3 minutes
- The match is over with a clean flag hang or three (3) minutes elapsed
- Schedule format is TBA

### Rules

- Each team will be provided one (1) Etha 2 and two (2) Tippmann 98's. All hoppers and 3 pods will be provided with paintballs per team per match
- Prohibited items include: Personal markers, hoppers, tanks, pods, communication devices, paint grenades, or smoke grenades.
- JBLMPaintball reserves the right to allow or prohibit any equipment including masks and apparel for use in this tournament

- Cheating will NOT be tolerated. Any players caught cheating within a match or otherwise will automatically forfeit their teams match points, A second offense by a player on the same team will result in automatic ejection from the event.
- Cheating includes the use of prohibited communication items, wiping, playing on intentionally, use of outside paint, and any other violation left to the Head Referee's discretion
- All referee calls are final! Arguing with the referees will not be tolerated. JBLMPaintball reserves the right to eject any player or team that doesn't follow these rules
- Marker hits count
- No surrender rule

### Tie-Breaker

- In the event of a tie after the completion of match play, these tie breakers will determine the team's final ranking (in order):
- 1. Total Points Scored
- 2. Head-to-Head Record
- 3. Point Differential