



DEUTSCHE PAINTBALL LIGA RULEBOOK



English edition
version 1.1

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1 Foreword

The set of rules serves the purpose to play paintball as a tournament sport according to fair and predefined rules.

It is the responsibility of the players and the staff employed to inform themselves about current regulations.

If regulations are unclearly formulated, the most easiest and closest to the rulebook definition is the right one..

The examples given are for better understanding and do not claim to be complete and are not exhaustive.

The language of the regulations is German. The German terms and meanings are binding. Translations will not be considered as a different interpretation of the rules.

Should there be conflicts in the translations to foreign language versions of the rules and contradictions with the German version, the German version shall prevail for the interpretation of the rules binding.

The "Deutsche Paintball Liga" can be called DPL in the following briefly. Other abbreviations are announced at the first entry and the abbreviation in parentheses in addition. In the following sections, only the abbreviation is used.

The laws of the Federal Republic of Germany and the German weapons law in its current version are above the set of rules.

Exceptions to this rule may arise if the matches on a pitch abroad can be carried out. Then national regulations apply there.

Only persons who have accepted the rules and regulations, as well as the General Terms and Conditions and the Conditions of Participation of the DPL in a legally binding manner, may participate in events of the DPL in any capacity whatsoever and are entitled to enter the tournament grounds.

The general terms and conditions, as well as the conditions of participation, are available under the following links:

<https://dpl-online.de/teilnahmebedingungen>

<https://dpl-online.de/agb>

In the event of uncertainties regarding the rules and regulations, their interpretation and suggestions for changes, the DPL Rules and Regulations Commission can be contacted at regeln@dpl-online.de.

The structure of the league is shown at <https://dpl-online.de/ligastruktur/>

1.1 Preamble

The Deutsche Paintball Liga (DPL) is taking stand for promoting the paintball sport in Germany and international since it's founding 2003.

The DPL organizes paintball as a recreation activity and sport, supports it partners in expansion and promoting it to general public, to assist positive development and spread of the sport.

The support of the newcomers and the attention for the top of the sport are getting a special significance to create a favourable position for paintball in society within its built whole structure.

The DPL represents the intertests of their teams and partners national and international.

The DPL avows to quality, objectivity, fairness and integrity as central structure for joint success.

All events and games have to be executed on the base of fair competition. All persons need to be treated equally. All teams are responsible for sporty behavior of their members and supporters within and after the played games.

This is especially including preventive measures to stop violence, racism, discrimination and exclusion. Paintball represents a respectful contact with all other people.

Paintball is more and is carried by passion, fairness and respect bringing together all people that have paintball within their heart.

Vision

Inspire you for paintball

Mission

Create passion for paintball and community for the sport based on permanent improvement

Model

Improve paintball based on innovation and courage to changes

Values

Fairness, respect, passion

1.2 Structure of the DPL

The structure of the DPL league system describes the classification of the paintball-league in its regional series. This hierarchical system, connected by promotion and relegation maps on eight levels named divisions.

Based on a wide foundation of Bezirksliga and Landesliga the system comes to a head with the Verbands-, Ober- and Regionalliga, ending up in the Bundesliga.

The beginners divisions Bezirksliga and Landesliga have simplified structures to gain easy access to the sport of paintball. Bezirksliga is also called Einsteigerliga (beginnerleague) in this context and offers a change to enter the DPL in a uncomplicated 3-man-format at anytime. Joining the Einsteigerliga is also possible within the running season. The same applies to the Einsteiger-Division of the Landesliga based on 5-man-format what makes it ideal for preparation to higher divisions.

The divisions Verbandsliga and Oberliga are working as a link to the Regional- and Bundesliga, representing teams that often already have good structure and ambitious sporty goals.

The next level is Regionalliga, for teams that found themselves willing to compete on a high standard be promoted into the Bundesliga at the end of the season. This is only possible by highest power of will and readiness to self-sacrifice.

The 3rd Bundesliga are held transregional and separated on federal level. The 2nd and 1st Bundesliga are held on federal level and represent some of the well recognized classes and most competitive levels of play worldwide.

The 1st Bundesliga of Deutsche Paintball Liga ends with the coronation of the "Deutscher Meister" (German Champion)

Simplified grafic of the german leauge structure:



the complete league is shown at <https://dpl-online.de/ligastruktur/>

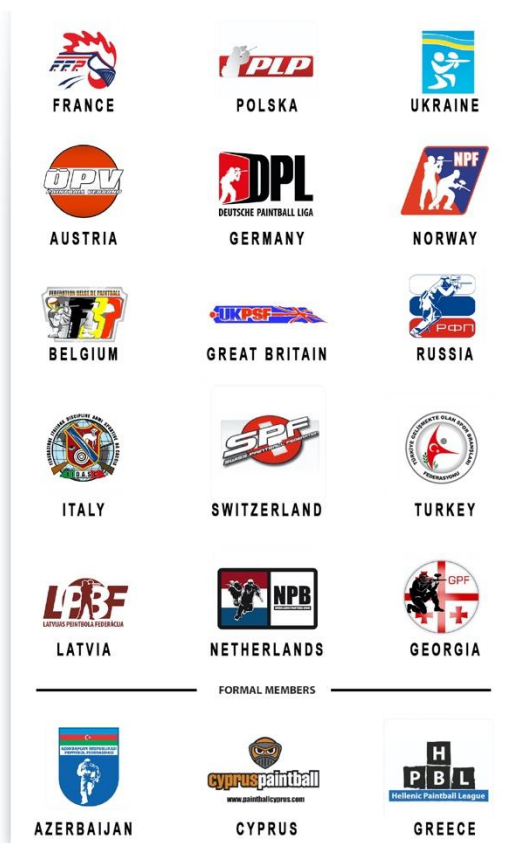
1.3 DPL in international structures

The DPL in international structures:

The Deutsche Paintball Liga is member of the European paintball federation (EPBF) as in the paintball world federation (UPBF) and represents the interests of their connected teams and its partners.

In order of the international community the DPL takes a responsible position to support and enforce steady improvement on this level.

The national teams for the European- and World-Championships are appointed by the DPL.



EUROPEAN CHAMPIONSHIP SENIOREN

EUROPEAN CHAMPIONSHIP HERREN

EUROPEAN CHAMPIONSHIP DAMEN

EUROPEAN CHAMPIONSHIP U19

EUROPEAN CHAMPIONSHIP U16

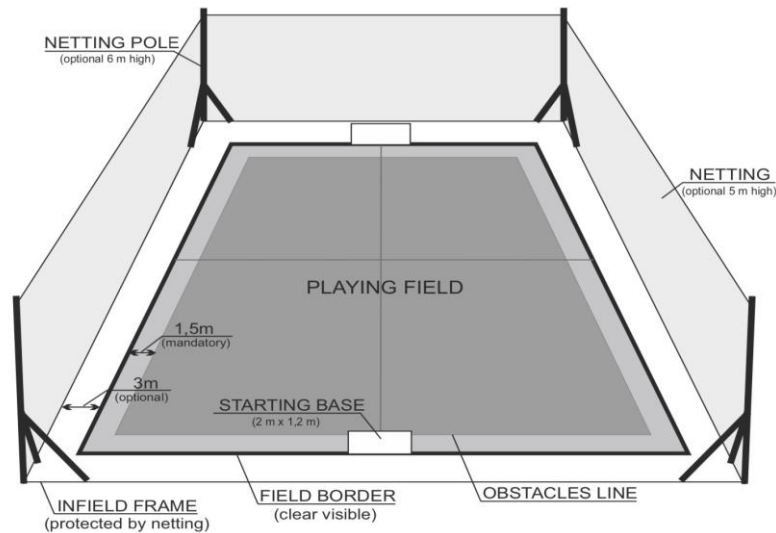
WORLD CHAMPIONSHIP SENIOREN

WORLD CHAMPIONSHIP HERREN

WORLD CHAMPIONSHIP DAMEN

WORLD CHAMPIONSHIP U19

WORLD CHAMPIONSHIP U16



2 Structure of the field

The dimensions of the play area are 45x36m

The grid for placement of bunkers has a mesh size of 3x3m

The dimensions of the start zone are 3.45 m in width and 1.2 m in height

The distance between the coverings and the boundary of the playing field is at least 1.5m

The start zone is placed in the middle of the rear edge of the pitch and is flush with it.

The start zone has a maximum depth of 10cm

The buzzer button is located in the middle and upright behind the start zone and can be operated by pressing it from above.

The buzzer is max. 40cm behind the start zone and must be accessible from the field without leaving it.

Hitting the buzzer does not count as contact with an object outside the field of play and does not lead to the elimination of the player!

Two pitboxes (4 in total) with an air filling station should be provided on each side of the pitch for a Mercy format game with double block system.

If only games in Hit-the-Base format (HTB) are played, this is not necessary.

A covered and separate functional area for referees of sufficient size and with its own entrance/exit to the pitch should be provided in the middle of the pitch sideline.

As far as possible, appropriate structural measures should be taken to minimize the influence of unauthorized persons on the course of the game.

If not otherwise possible due to structural conditions, it is possible to deviate from the regulations after consultation with the DPL.

For Mercy formats, an electronic timing system with buzzers at the start zones, a display in the referee tent, and a clearly audible speaker system has to be used. Extensions such as displays in the player boxes and devices for the electronic triggering of "towel" / "time-out" should be used as far as technically and reasonably possible.

In the event of failure of the above systems, manual timing and starting by the main referee without a loudspeaker is permitted to keep the games / matchday running.

3 Fire mode

Players are responsible for their equipment themselves. It is pointed out that markers with a shooting energy higher than 7,5 joules require a permission by German weapons law (Waffengesetz – WaffG for short). The used compressed-gas-weapons are weapons within the meaning of the weapons law. (§ 1 Abs. 2 Nr. 1, § 1 Abs. 4 WaffG i.V.m. Nr. 1.1 und Nr. 2.9 der Anlage 1 zu § 1 Abs. 4 WaffG). According to this, firing these weapons is only allowed meeting the restrictions of the WaffG. Ramping is forbidden in any case and will be sanctioned if the frequency of 5 trigger pulls a second is undershot.

Undershooting the frequency will not be penalized if this results of two pulls that separated by more than 200 milliseconds and are followed by a minimum of 3 semi only shots.

A paintball may be fired at most every 95 milliseconds. This corresponds to 10.5 balls per second (BPS).

All penalties for incorrect firing mode of the marker refer to markers used in the current game. Infractions during the marker test before the start of the game are excluded.

Players whose markers are measured at over 10.5 BPS are automatically eliminated.

Players whose markers are measured at 10.6 - 10.9 BPS will be penalized with a 241 in the current point. A warning is also given to the captain of the team with a note in the match report.

If the same infringement is repeated on the current matchday, the player will be excluded from the tournament for the rest of the matchday.

Players whose markers are measured at 11.0 or more BPS are penalized with a 241 in the next point and the current point is automatically awarded to the opposing team as won.

The player who caused the offence will be excluded from the competition for the rest of the matchday.

The measurements taken by the chronographs of referees on the field, which are also used to check the markings before the match, are decisive for the assessment.

<u>Measured value</u>	<u>penalty in play</u>	<u>penalty for matchday</u>
10.6 - 10.9 BPS	Elimination 241 in current point	Warning to Captain with an entry in the match report
11 BPS or higher	Elimination 241 in next point	Point automatically lost Players banned for the day

4 Referees



The refereeing team should consist of the following members:

- Head Referee
- Field Referees
- Scorekeeper

The information on the number of referees is a recommendation of the DPL.

The league coordinator may also appoint more referees than the number specified, but not more than 10 active on the field at one time.

The minimum number of referees is including the head referee, without the scorekeeper.

<u>League</u>	<u>Minimum number of referees</u>
1.Bundesliga	8
2.Bundesliga	8
3.Bundesliga	8
Regionalliga	8
Oberliga	8
Verbandsliga	7
Landesliga	6
Bezirksliga	5

4.1 Clothing of referees

The referee is marked by wearing the official DPL referee jersey that makes him clearly visible in separation to the players.

In exceptional cases it is also possible to not use the DPL referee jerseys but the clothing of the referee team must still have a uniform character.

4.2 Qualification of referees

To engage in the DPL as a referee, a participation in a DPL referee training class is mandatory.

In addition to this the personal experience and qualification of the referee is taken into consideration on what divisions the referee will be named and approved for by the regional referee manager.

In the Bezirksliga and Landesliga the league coordinator and head referee are naming and approving the referees for that divisions.

In proofed exceptional cases the league coordinator and the head referee can take different decisions on this to keep up the organizational and sporting aspects.

4.3 Training of referees and planning of deployment

To meet the qualifications mentioned above it is possible to join the officially promoted DPL referee training classes. These classes are only allowed to be held by certified DPL referee trainers. Standardised and unified lesson material for this will be provided by DPL.

A list of the entitled trainers and a schedule of the classes being held is visible on the DPL website <https://dpl-online.de/alles-zur-dpl/schiedsrichterausbildung>

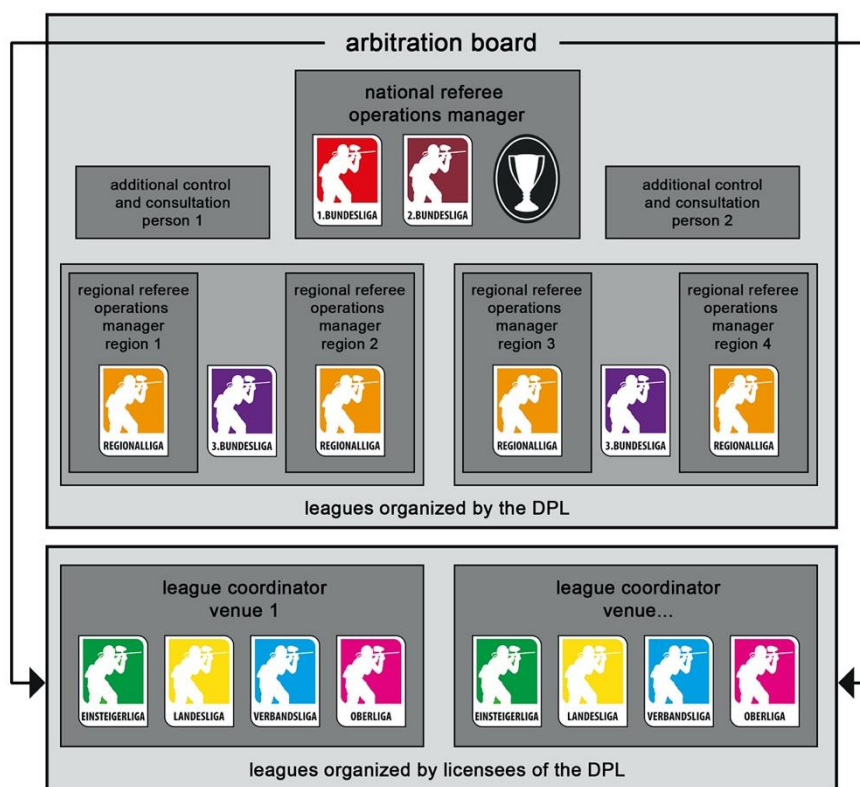
To prove the qualification, the certificate issued at the end of the training is being used.

4.4 Planning of deployment of referees

The DPL consists of a national and 4 regional referee managers. The national referee manager names the regional referee managers and is responsible for the referees of 1st and 2nd Bundesliga. He is head of the Arbitration Commission.

The regional referee manager names the referees for 3rd Bundesliga and Regionalliga in their responsible area. They are members of the Arbitration Commission.

An overview of the referee managers is visible on the DPL website <https://dpl-online.de/alles-zur-dpl/schiedsrichtereinsatzleiter>



In case of an absence to planned referee assignment the responsible referee manager (Bundesliga to Regionalliga) or league coordinator (Bezirksliga to Oberliga) as well as the head referee need to be notified immediately.

They will care about finding a substitute as soon as possible.

4.5 Field Referees

Only field referees officially appointed by the head referee are entitled to make decisions and impose penalties on the field.

Field referees engage tasks on and beside the field on order of the head referee.

The field referees are paid by the league coordinator. A minimum payment of 65,- € ist recommended for a standard-gameday.

4.6 Scorekeeper

The scorekeeper shall record the report of the match as instructed by the head referee.
Referred to section 19 "Game Logs"

In addition, the scorekeeper is responsible for operating the game time clock if this is not done by an automated system.

Items issued by the DPL, such as captain's armband or keys to trigger "towel" or "timeout" in the case of automated timekeeping systems, must be collected from the scorekeeper before the start of the game and returned there after the end of the game.

Questions not relating to the live match may be asked to the scorekeeper and will then be passed on to the head referee during breaks of the match.

4.7 Head referee

The head referee is the highest authority on the field of play.

The head referee can correct decisions made until the report of the match signed.

The head referee checks the match report immediately after the end of the match and confirms its correctness with his signature. With the signature, the game protocol is considered to be completed and cannot be changed.

The decisions of the head referee on the field of play are final and binding.

The head referee will assign the positions of the field referees and change them if needed.

4.8 Arbitration Commission

If there is disagreement about the decisions made in the courts, the last resort is to report the incident to the DPL Arbitration Commission at: schiedskommission@dpl-online.de

The notification must contain at least the following data:

league, venue location, match day, match number according to the match schedule, name of the head referee, names of the teams involved in the match, description of the unresolved situation, reply e-mail address and a telephone number for telephone inquiries.

Only requests which contain all the required data will be processed by the arbitration commission.

The notification must be made at the latest 7 days after the end of the match day. Otherwise, any claim is void.

In principle, the Arbitration Committee may not reverse factual decisions made by referees on the field of play.

Administrative cases (e.g. faults by transferring points to the rankings) will be inspected and solved in case.

Cases sent to the arbitration commission will be reviewed, evaluated and will be used for possible changes of the rulebook to optimize the running of games, the fairness and the rulebook for the future.

Decisions are not changed on the basis of video and/or photo recordings.

However, these cases sent to the Arbitration Committee are also reviewed, evaluated and used for possible future rule changes in order to optimise the course of the game, fairness and the rules.

The arbitration commission will confirm the reception of the claim and timely send an evaluation of the case and the linked consequences.

4.9 League Coordinator

The league coordinator is the highest authority for decisions on planning, the purely organizational procedures and structure of the match day.

Decisions of the league coordinator on the procedure and structure on the matchday are final and binding.

The league coordinator is committed to determine organizational violations, to log them and to report them to DPL.

The league coordinator can not change decisions made on the field by the head referee.

4.9.1 Organizational Violations

<u>Breach of rules</u>	<u>Penalty</u>
No Show	Loss of the starting place
Forgotten jersey / wrong jersey / missing badges	1st time 10,- €, 2nd time 40,- € - valid for the day of the match
Forgot your player pass	1st time 10,- €, 2nd time 40,- € - valid for the day of the match
Violation of the rules on paintballs (filling, FPO, SPO)	1. time 100,- €, 2. time 200,- € and adding up further - applies to the encounter

The penalties may be waived if the reason for the infringement is force majeure.

If there is suspicion of intent to gain an advantage over the other competitors, in the form of players or teams, by accepting a penalty, such a case can be considered separately and, if necessary, may be subject to a more severe penalty, which can range from money fines up to the loss of the starting place.

The fine is passed on as a donation to an organisation with a charitable purpose, which is announced annually by the DPL.

Breaches of rules will be reported by the league coordinator to info@dpl-online.de and the team will be charged.

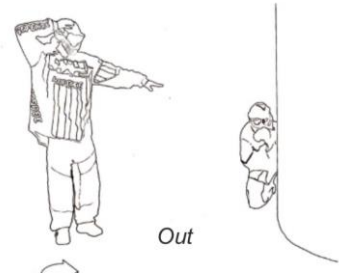
Payment of the penalty must be made immediately upon receipt of the invoice, but no later than the next matchday. Only teams whose penalties have been paid in full and on time are eligible to start

4.10 Referee hand signals

Elimination

The referee points with hand on the head and the other hand outstretched to the eliminated player and shouts "out" loud and clear.

A field referee cannot put eliminated players back into play. This can only be done by the head referee.



Clean player

The referee will indicate by a circular movement of the arm pointing upwards that a player is not eliminated and has not received a valid hit.



Signals for penalties

The referee will indicate the elimination of the player who caused the penalty. The referee will then eliminate a number of players according to the penalty given and, after the elimination, indicate that they have been taken out of play for the execution of a penalty by moving both hands alternately up and down.



60 seconds remaining playing time

The referees put their hands above their heads and strike with his hand clenched in his fist several times against the flat outstretched hand.



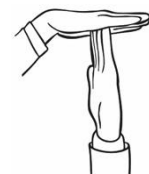
10 seconds before the start of the point

The referees raise both hands outstretched upwards. When the start signal sounds, the referees lower hands as soon as possible.



Time Stopped (TIME)

The referee forms a "T" with his hands outstretched



5 Acquisition of starting place, name and ownership change

Teams in the Deutsche Paintball Liga qualify for their league in the following season through sporting performance. The ascent and descent rules are determined before the start of each season. Additionally, starting places in closed divisions can also be purchased, either from a qualified team or directly from the DPL. In both situations, exchange fees apply, see below.

The protection fee separates a qualified starting place from a purchased starting place. This fee sanctions the purchase of starting places in closed divisions and adds a value to the qualified spots of the teams.

At the DPL you can apply for a place in a closed division (Verbands-, Ober-, Regional- and Bundesliga) via the form for spot applications in the team- and playermanagement area. (<https://dpl-online.de/spot-bewerbung>). Only these applications are taken into consideration for possible free starting places. The rules for qualification through ascent and descent (section 11) are always considered first.

After reception of the application, DPL will check it and among other things evaluate it about performance level, geographical fit and organizational aspects such as possible conflicts to other sections of the rulebook. The result of the application procedure will then be sent to the applicant at the end of the evaluation.

To change the team name or the owner in the DPL, first the form for: Change of Owner (<https://dpl-online.de/eigentuerwechsel>) or Change of Name (<https://dpl-online.de/namenwechsel>) must be filled out and sent to DPL.

After checking the agreement of both owners and receipt of the fee, the change will be completed by the DPL and confirmed to the owners. In case of a change from a team name/owner or the purchase of a starting place in a closed play class, the following fees apply:

<u>League</u>	<u>Acquisition of starting place</u>	<u>Change of ownership</u>	<u>Change of name</u>
1st Bundesliga	2.380,00 €	1.190,00 €	1.190,00 €
2nd Bundesliga	1.904,00 €	952,00 €	952,00 €
3rd Bundesliga	1.428,00 €	714,00 €	714,00 €
Regionalliga	952,00 €	476,00 €	476,00 €
Oberliga	476,00 €	238,00 €	238,00 €
Verbandsliga	238,00 €	119,00 €	119,00 €

These amounts must be transferred to DPL GmbH. All fees include the German VAT.

The purchase of a starting place includes a one-time change of ownership and name.

Limit on allocation of starting places:

per owner maximum of one team with 4 divisional-teams is allowed to be registered in DPL and is able to use the sister team rule. Team with more spots at the end of the 2020/2021 season are excluded from this until they sell or quit a starting place, but they can not register any new starting places as long as they exceed the maximum number.

In 1st and 2nd Bundesliga only one team per owner is allowed within these two leagues. Teams with more starting places in these leagues at the start of the 2020 season are excluded from this rule until they ascend and descend or they sell / quit their starting place.

Clues:

- With the acquisition of a spot, the sporting entitlement (seeding) is always transferred to the new team.
- Acquisition of a starting place, change of name and owner is only possible outside the summer season and only for confirmed and paid starting places.
- Your team supporter can get up to 40% of the above fees if they are a sponsor of the DPL. In this case your team will save 40% of the fee without creating additional expenses on your supporter.
- If the application for the starting place in a higher division is accepted by the DPL, the previous starting place of the team in the lower division will be returned to the DPL.
- If a team with sister teams applies for a starting place in a higher division, this is only possible for the next lower listed sister team.
- The classification of the other sister teams is not changed by this and they do not move up automatically. Here too, the original starting place will be returned to the DPL if the application is successful.

Exceptions:

1. If a team has more than one team, the team only has to pay the fee once for the team in the highest division in case of change of ownership/name.
2. If a team cannot be seeded in its desired region for the coming season when it is promoted or relegated, it will be given preference by the DPL when allocating subsequently vacant starting places and there will be no exchange fees.

6 Eligibility to play

To be eligible to play in the DPL, the player must be 18 years of age or older. All players must be legally allowed to play paintball in Germany.

Every player must have read and accepted the general terms and conditions and the conditions of participation of DPL GmbH. Internet-Links see section 1 for links - Forword.

In order for a team to be eligible to play, the entry fee must have been paid before the first matchday and a squad capable of playing must have been registered in the system. Furthermore, it is necessary that the player pass fees for a squad that is fit to play have been paid before the first matchday.

1. In the lowest division, the Bezirksliga, only beginners are allowed to play. Beginners are players who have never been registered in another division of the DPL before or who have been registered in the Bezirksliga for a maximum of one year, as far as no exception applies to them. The registration of the previous season is evaluated here. (example: players who played in the previous season are allowed to play Bezirksliga for the last time in the next season).
2. In the second lowest division, the Landesliga, no players may be entered who played in the Bundesliga or Regionalliga in the previous season. Bundesliga includes 1st, 2nd, 3rd Bundesliga.

Exeptions to points 1. and. 2:

In exeptional cases there can be different regional regulations on this can be applied by the league coordinator after evaluating the players performance to meet the sporting interests and the welfare of the league.

7 General safety rules

Every person (players, pit crew, visitors, media representatives, etc.) is obliged to register before entering the field of play and to indemnify the organiser as well as the field operator from liability to the extent permitted by law.

All persons in contact with and surrounding the game always act in the interest of their own and all other people.

It is the responsibility of the player to only bring things onto the field that are needed for an orderly gameplay.

The net of the pitch may not be touched from the outside. A safety distance of 1m is required.

A fully functional barrel sock is the only permissible protection for the barrel of a marker outside the playing field.

In all areas where paintball markers are allowed to be fired, orderly protective masks must be worn which meet the requirements of the rulebook.

Violation of these safety rules may result in expulsion from the venue. Organisers and pitch operators are obliged to enforce all safety regulations at all times.

8 Team squad (Roster)

10 days before the first league matchday of the 1st, 2nd & 3rd Bundesliga and Regionalliga the squads will be closed. Then no more players can be entered. In the Ober-, Verbands-, Landes- and Bezirksliga, the squads are closed 10 days before each match day. After the match days, they will be reopened for late entries in Ober-, Verbands-, Landes- and Bezirksliga.

The players cannot change their team during a season. Once they are registered in a team, they may not play for another team within the active season.

Exception 1: Sister team regulation

Exception 2: DPL transfer window

No player may be on more than one player list.

Exception 1: Sister team regulation

Exception 2: Programme for the promotion of young players in the Landes- and Bezirksliga

Exception 3: Members of the national team may be additionally registered in the official training squads.

Players who have registered under a false name and participate in the game will be excluded from the DPL for the entire season.

During a season, teams may use players as listed below

<u>League</u>	<u>Seasonal squad</u>	<u>In the match squad</u>	<u>On the field</u>
1.Bundesliga	12	12	5
2.Bundesliga	12	12	5
3.Bundesliga	12	12	5
Regionalliga	12	12	5
Oberliga	12	12	5
Verbandsliga	12	12	5
Landesliga	12	-	5
Bezirksliga	12	-	3

To be eligible to play, each team must have registered a squad that is fit to play. The minimum number of players for a playable squad is as follows:

1. 2. 3. Bundes-, Regional-, Ober-, Verbands- and Landesliga: 5 players, Bezirksliga: 3 players

Match squads in leagues in "Mercy" format will only be accepted after all fees have been paid in full.

A player is forbidden to play in a team,

- if his name is already on the list of another team (exception: sister team rule)
- if he has been suspended from the tournament or
- by an illegal league switch of leagues .

In case of an offence, all matches of this team are considered lost.

If there are fewer players than usual for the format on a match day, the DPL reserves the right to withdraw the points and to withdraw the starting place.

9 Teams

9.1 Structure of Teams

9.1.1 Captain

The Captain represents the team to the organizer.

Every team must name a captain.

He is the central contact person for the team. Information addressed to the captain is considered "known to the whole team". It is the captain's duty to pass on this information to his team or the player concerned.

The captain is the only person allowed to clarify open questions with the head referee or to request explanations for decisions from him.

The Captain must be present at all meetings scheduled by the organizer.

The captain can also simultaneously act as a coach or player.

The captain is identified by an armband issued by the organizer, which is mandatory to wear.

A change of the named captain is only possible before the game with simultaneous notification to the Scorekeeper.

A change of captain position during the ongoing game is only possible if the currently named captain has been excluded from the game due to a penalty or is no longer able to participate in the game due to an injury.

9.1.2 Player

Players are required to assist the referee in his function and to comply with the referee's requests immediately for the sake of the smooth running of the match, also in his interest and that of his team.

Substitutes can replace an active or excluded player at any time during the tournament. Substitutes must be named on the team line-up at the start of the first match of the day. An exchange can only take place in the player box between the points.

Players who are registered in another league (sister team rule) are only eligible to play after registration for the first match of the day with the Scorekeeper, an entry in the match report and a done marking on this players pass

.

If a player is listed on the team registration form for the match day, this is considered as an assignment in the corresponding sister team rule with the corresponding consequences.

9.1.3 Helpers

Helpers may support players between points and games.

Helpers are not allowed to start as players for the team unless they are also registered as players.

Helpers may only enter the field of play if the referees allow them to do so and if they wear a prescribed protective mask.

Helpers are not allowed to interfere with the gameplay in any way.

9.1.4 Trainer

The coach can request a timeout for his team, if provided in the game format.

The coach can declare the current point lost for his team ("throwing the towel").

The point is then considered won by the opposing team.

All actions as a coach can only be carried out from the zone on the edge of the field of play specified for the coach.

The coach has to be named on the match report before the start of the match.

9.2 Team line-up

All players participating in the tournament must be listed in the team line-up and only then are eligible to play.

Players can only be fielded for one team in the current season.

All teams must fill a complete roster list before the start of the game.

Formations are only considered playable when all fees and outstanding penalties have been paid in full by the team.

If a player has been fielded for more than one team in the same season, he will be immediately excluded from the current season and all matches in which he was entered in the team line-up of one of the two teams will automatically be counted as lost with maximum points.

Exceptions:

No player may be on more than one player list.

Exception 1: Sister team regulation

Exception 2: Team change in the DPL transfer window

Exception 3: Members of the national team may be additionally registered in the official training squads.

During a season, teams may use players as listed below

League	Seasonal squad	On the field
1.Bundesliga	12	5
2.Bundesliga	12	5
3.Bundesliga	12	5
Regionalliga	12	5
Oberliga	12	5
Verbandsliga	12	5
Landesliga	12	5
Bezirksliga	12	3

9.3 DPL transfer window

There is a transfer window between the 2nd and 3rd matchday of each division.
The transfer window opens only after the 2nd matchday of all divisions has passed and closes before the 3rd matchday of any division takes place.

The transfer rule can not be used on players that have been locked by using the sisterteam rule for helping out.

The following possibilities exist in the transfer window:

- Players can transfer from one team to another team
- Players can be added if they have not been registered in the DPL for the current season
- Players can be deleted from the squad

Each of these possibilities represents an independent action. 4 actions are allowed per team in the transfer window.

Example 1: If a player is to be added to a full roster, first delete one player (Action 1) and then add the new player (Action 2).

Example 2: A team adds a player to the roster where there are still free places (Action 1).

For these transfers, it must be taken into account whether the player is eligible to play in the respective division. The player is only allowed to be transferred within the same division or into a higher division. Only 2 players that have been registered in DPL for the current season and 2 players that were not registered for the current season can be added to the roster of the team.

The transfer can only take place with the agreement of the owners of the receiving and the delivering team. All persons involved must have given their consent using the Player Transfer form by the end of the deadline so that the player is eligible to play on the next matchday. The team owner and manager will find the form when he logs in to his team account.

For this change a new player pass has to be applied for at the DPL and an additional transfer fee of 25,- € has to be paid by the receiving team to the DPL. The old player pass must be sent to DPL GmbH, Veynaustr. 4, 53894 Mechernich. Only then the new player pass will be sent.

9.4 Sister team regulation

Sister teams are teams with the same owner and the same team name. Here, further teams of a team must always be numbered. These are in descending order according to the divisions in which the sister teams are registered. The team in the highest division has no addition and the sister team in the second highest division has the addition 2.

Example:

Division Regionalliga => Musterteam Musterstadt

Division Verbandsliga => Musterteam Musterstadt 2

Players of a sister team who are enrolled in a lower division can play once in a team of the same team (= sister team) in a higher division by using a free place in the squad for this season without getting stuck in the higher division.

If the player helps out a second time in the same higher gameclass, he will be stuck there. At the same time his eligibility to play in the lower league expires. In this case the player will be moved in the squad of the new team and a new player pass will be issued for an administration fee of 15,- €.

The player helping out may be registered a maximum of three divisions lower.

Example: RL => 1.BL is possible VL => 2.BL is not possible

Different squads (e.g. sample team sample city and sample team sample city 2) of a team can only have the same owner. Each team owner may only have one team in the DPL, no more teams under a different team name. Existing ownership relationships that contradict this provision shall be settled in individual cases by mutual agreement.

The deployment of players from sister teams shall be recorded in the match report and shall be reported to the scorekeeper before the start of the first match of the match day.

On the player's card, the stake is marked by punching holes in the player's card at the designated place. If a player's card is perforated twice, it is invalid for the original playing class.

It is not possible to use the sister team rule for two teams within the same division.

As an exception the DPL can allow the transfer of a player to a sister team in a lower division. within the running season. For this, a written application to needs to be sent to regeln@dpl-online.de containing the name of the player, actual division of the player and division that the player should be moved to.

The DPL check the application and decide about it in consultation of the league coordinator.

The application can only be granted if distortion of the competition can be ruled out.

This exception is only valid within the FPO-Divisions.

9.5 Double play right

Double play right for new players in the Bezirksliga: Players who register in the Bezirksliga for the first time can also play in the Landesliga in order to gain more playing experience in the first year. These players continue to play only with their Bezirksliga player pass, even in the Regionalliga. Double play rights only apply to a sister team.

10 Player passes

Players must have a valid player pass to participate in the league. Players must always be able to show their player pass on the tournament field. No player is allowed to participate in the league if he could not show his player pass before the match. Only players in possession of a valid player's pass and proper photo identification are allowed to enter the fields of play in playing clothes.

Player passes can only be requested online via the team administration. Player passes must be requested within the time limit specified for this purpose, which is determined by the timeline (<https://dpl-online.de/sommer/liga-infos#tab-3-timeline>). They must be filled with full data and need to be paid in full.

If player ID cards have to be reissued or produced for reasons beyond the control of the DPL (e.g. loss by the team), an administration fee of 15,- € per player pass will be charged.

The team name on the player pass must match the team name on the player list on which the players have registered before the match day. The numbering of the sister teams is not part of the name.

In well-founded exceptional cases, a player can also participate in the league day without a player pass.

Failure to meet the relevant deadlines shall not be considered as such an exceptional case.

In this case, the player must be reported to the league coordinator in advance and then needs to be forwarded to DPL at info@dpl-manager.de. Before the start of the next matchday, the player pass must be shown to the league coordinator without request. If this is not done, all matches of the match day (in which the player without a player pass took part) are disqualified.





11 Ascents / Descents in the league system

The number of promoted and relegated teams per season and league is published by the DPL before the start of the season in the league structure chart on the website.

Qualified for promotion are the leading teams of the respective table at the end of the season.

The teams listed at the end of the table are qualified for relegation.

The number of relegation places refers to a playing class in which all starting places are allocated. If a division with fewer teams than planned is played in the season, So first the number of empty starting places is subtracted from the number of relegation places before the qualified teams are determined.

If a team is promoted to a division in which the maximum number of teams same owner is already registered and remains in that division, the qualified team cannot be promoted and the next team in the season's final table is considered the qualified team.

If a team relegated to a league in which a team of the same owner is already registered, the team of the lower league is also relegated by one division.

The same applies to the same conflict in other lower leagues (so-called domino principle)

This applies until a league is reached in which more than one team per owner is allowed.

League	Permitted number of teams per owner
1st Bundesliga	1
2nd Bundesliga	
3rd Bundesliga	1
Regionalliga	1
Oberliga	2
Verbandsliga	2
Landesliga	2
Bezirksliga	2

The decisive factor here is the ownership of the teams' starting places at the time of registration for the following season.

If several teams from the same region are relegated in one division, but there are not enough places available in the lower regional division, the regional starting places will be allocated first to the better placed of the relegated teams.

The regulation of the maximum number of teams within the 1st and 2nd Bundesliga will be moved for one season according to section 26 because of the covid-19 related shutdown of the 2020 / 2021 season.

12 Equipment

The DPL is entitled to publish a list of non-approved equipment. Players who enter the tournament with such equipment will be immediately disqualified from the tournament.

The Head referee may exclude equipment from the tournament in order to minimize the risk of injury and to facilitate the referee's work.

Two active players may exchange equipment during the game.

This does not include the exchange of markers including the air system and the exchange of protective masks.

12.1 Paintballs

Players in a class defined as M800 may enter the field with 4 pods and a hopper full of paintballs.

Only .68 caliber paintballs with yellow color fillings are allowed to play the DPL.

Pods may have a maximum capacity of 140 paintballs or 800ml.

Hoppers may have a maximum capacity of 280 paintballs or 1500ml.

Each player may only start with the number of his maximum pods or less.

Pods may only be exchanged when the game time is running and the start has been successfully completed. Pods must be in the player's Battlepack at start.

A player who starts with more pods than allowed or holds them in his hand at the start will be eliminated immediately.

Eliminated players may not place pods containing paintballs on the field.

It is not allowed to pick up Paintballs from the floor in order to shoot them.

Paintballs used on the DPL must comply with the current legal standards and requirements for environmental protection / groundwater safety. Corresponding certificates are to be presented to the DPL promptly on request.

Paintballs must not have a red color filling.

In the Field-Paint-Only classes (FPO), only paintballs purchased from the organizer may be shot.

These FPO paintballs can only be purchased locally at the venue from the field operator or league coordinator. In exceptional cases (e.g. delivery delays or damage) the league coordinator or field operator can offer alternative paints after approval by the DPL.

In the Sponsor Paint-Only Classes (SPO) paintballs of the official paintsponsors of the DPL may only be shot if they meet the requirements.

League	Guidelines for Paintballs
1.Bundesliga	Sponsor Paint Only (SPO) Purchased form DPL licenced sponsors
2.Bundesliga	
3.Bundesliga	
Regionalliga	
Oberliga	Field-Paint-Only FPO. Paintball purchased on site form the organizer that are compliant for the played division.
Verbandsliga	
Landesliga	
Bezirksliga	

The DPL orientates itself for the permissible filling of the Paintballs at the following colours as "yellow":

Pantone	RAL
101	1016
102	1016
107	1016
108	1018
109	1018
116	1018
3945	1016
3955	1016
3965	1016
803	1018

Please note: When printing the rulebook or displaying them on screens, it may result in deviations in the representation of the colors.

Paintballs that do not meet the requirements are not allowed to be used.

The use of non-approved paintballs is prohibited by the regulations in section 4.9.1 of the fines listed above.

Hits are also valid when using non-approved paint.

When paintballs with red fill are used, the point (mercy format) / the game (HTB format) is aborted and the point will be declared as lost with the maximum possible score for the team using the red filled paintballs.

12.2 Protective mask

The protective mask used must be made for paintball and must meet or exceed the CE standard. For a mask used, the manufacturer must provide a test protocol for achieving the ATSM standards at least 10 days before the start of the tournament.

Protective masks must be in perfect condition for use.

Protective glasses should be replaced if necessary according to the manufacturer's instructions.

The protective mask must provide full face and ear protection as supplied by the manufacturer.

Any alteration to the mask or folding over of the protection makes the protective function of the mask unusable and therefore the mask is not allowed.

Additional straps and ventilators may be added to the mask if they are not padded.

Protective masks must be worn wherever markers are used for shooting or this is shown by signs.

This includes, but is not limited to:

- Playing field
- Stations for marker control
- Shooting ranges
- Exhibitor stands with test possibility

At the first violation of the obligation to wear a protective mask, a warning is given to the captain of the team with an entry in the match report. In the event of a second offence, the team member responsible shall be excluded from the remainder of the day of tournament.

If the person cannot be assigned to a team, he/she will be expelled from the tournament site.

It is the player's responsibility to secure the mask with the available fastening options to prevent it from slipping off in order to ensure maximum possible protection.

Stickers must not adversely affect the field of vision of the player and must not exceed the size of 3x3cm in a continuous adhesive area, so that they cannot be removed in one piece. Stickers stuck together on top of each other are considered to be one continuous adhesive surface.

It is up to the head referee to request the removal of stickers if they could complicate the work of the referees.

The protective mask must be put on before entering the gate to the playing field so that it offers it's full protection. The mask may only be removed after leaving the gate to the playing field.

12.3 Barrel sock

The barrel sock must always be attached to the marker before it is connected to a compressed air system.

The barrel sock must completely cover the muzzle of the marker and be secured against accidental removal.

Blocking the barrel by a barrel cleaner or barrel plug does not meet the requirements of this rule.

The barrel sock is to be carried by the player during the game in order to be able to secure the marker in an emergency. An accidental loss of the barrel sock within the gameplay does not result in an elimination of the player.

Barrel socks must be attached to the marker before leaving the field of play and immediately before entering the gate to the outside.

Exceptions to this rule:

- Test the markers before the start of the game in appropriately locked and secured areas, marked and fenced areas
- When entering the field of play (fenced area) before the start of the game after the field of play has been approved by the head referee.

At the first violation of the barrel sock obligation, a warning is given to the captain of the team. In the event of a second offence, the team member responsible shall be excluded from the rest of the tournament day.

If the person cannot be assigned to a team he will be expelled from the tournament site

12.4 Clothing

Each player may wear two layers of clothing. One layer corresponds to one standard Cotton T-shirt with a fabric thickness of approx. 150g/m^2

If the temperature falls below 10°C on the day of the match, the head referee may give permission for all players to wear a third layer of clothing.

The layers should consist of one layer of underwear with underpants and T-shirt (or additionally one long underpants + second T-shirt or long-sleeve made of T-shirt fabric if the outside temperature is below 10°C) as well as the players pants and the players jersey.

Players must wear long trousers and a long-sleeved jersey.

The clothing must be free of tears or holes and form a closed top layer. Players are not allowed to wear clothing made of highly padded material such as microfibre fleece etc. or highly paint repellent material such as rubber, coated nylon etc.

Quilted fabrics (two layers of fabric sewn on top of each other with possible filling) are considered to be two layers of clothing in the quilted area. Jerseys with such areas may not be changed from the condition delivered by the manufacturer.

No colours corresponding to the protected colours listed in the section Paintballs may be used. These are reserved for the color filling of the paintballs. If it should not be possible to do without these colors in the clothing, a check and release can be requested by email to info@dpl-online.de in advance. Such release has to be shown to the head referee at the gameday upon request.

These colour indications serve as evaluation aids, the final decision on this lies with the head referee. He may exclude items of clothing from the game if he considers that they could make it more difficult for the referees or be detrimental to the player. Painting over the objectionable areas / equipment with smudge-proof paint is permissible as a remedy.

Players may not wear shoes with sharp-edged, ceramic or metallic spikes. The player jersey must be fully inserted into the Battlepack or pants and must not hang loosely to the front.

Players may wear a pair of gloves with padding.

Players may wear up to two pieces of headgear, provided that the total thickness of the layers does not exceed 2cm and the headgear does not extend more than 2cm below the player's shoulder.

Heavily padded sweatbands may only be worn if they do not exceed a height of 5cm and a thickness of 1cm.

Players who wear clothing not permitted during the game will be eliminated immediately. No stickers may be attached to the clothing.

Players' equipment shall not be designed to provide excessive padding.

12.5 Personal protection equipment

Personal protective equipment must be used as supplied by the manufacturer and must not be modified.

Players may wear a set of elbow / forearm protectors, provided that the padding has not been altered from the shape supplied by the manufacturer.

Players may wear a set of knee/shin guards provided that the padding has not been altered from the form supplied by the manufacturer.

Players are allowed to wear a chest protector made for paintball, the padding of which does not exceed the thickness of 2cm and has not been modified.

Players may wear padded shorts (slide shorts) if the padding has not been altered from the shape supplied by the manufacturer.

Players are allowed to wear a jock strap.

The protective equipment shall be worn underneath the players' clothing so that the closed top layer of clothing remains intact.

Players are allowed to wear neck protectors, if they are made of max. 2cm thick neoprene. Scarves and the like are not permitted

Players are recommended to wear headgear with a minimum thickness of 1cm to protect the sensitive upper part of the head.

12.6 Other equipment

Players may carry an unlimited number of barrel cleaners as long as they are not used to build up padding.

Players may carry a maximum of one Battlepack to hold the Pods

Players may carry a maximum of one device for timekeeping

Players who use additional items due to health problems or to protect existing injuries must report them to the head referee even before the start of the game to avoid disadvantages.

Such articles shall be deemed to be approved if:

- they do not create excessive padding,
- they do not present a resulting risk of injury to the player himself/herself/other participants
- they would complicate the work of the referees
- they do not create an advantage for the player

12.7 Design of team outerwear / jerseys

Teams must be identified by wearing uniform outer clothing.

In the Bezirksliga, long outerwear of the same colour, such as sweaters of the same colour, is sufficient for this purpose. Starting with the Landesliga, the team name, player name and player number are mandatory on the outerwear.

The printed team names must correspond to the team name registered for the league.

The owner proposes a name when registering his team, which is checked and approved by the DPL. The name must consist of two parts: Team name + city name, in any order.

Examples:

Cologne Predators

Enrage Düsseldorf

The name may have a sponsor as a third component, provided that this brand is also a sponsor of DPL.

Example:

Emsdetten JE Factory

The DPL protects the name of its participants. To this end, it reserves the right to reject team names or parts of names that are identical or too similar to existing team names.

Example:

Maddogs Augsburg and Mad Dogs Berlin are possible, but Mad Dogs Berlin and Berlin Mad Dog are not.

Team names should not contain special characters and should correspond to the normal orthography.

12.7.1 Team name

All teams must have a city name suffix in their team name. This city name suffix has to have a direct reference to the team where the team owner's place of residence, the location of the home field or the location of a sponsor is to be chosen. The use of the nearest larger city is also permitted.

12.7.2 Player name

On the back of the jersey above the number, the surname of the player concerned shall be centred and clearly legible.

The player name must match the name of the player in the squad.

Block letters are to be used, with a maximum font size of 9 cm.

The player's name must stand out clearly from the colours of the game clothing. Letters must be in one colour and may have a neutral border, shading or a marking line to improve legibility.

12.7.3 Player number

The back of the jersey must show a number in a centred and clearly legible position. A font size between 25 cm and 35 cm and numbers between 00 and 99 must be used, and it is not necessary to use the double number format. Example: The notation 9 as well as 09 is permitted. Regardless of the spelling, each player number is only to be assigned once in the respective squad.

The numbers may only consist of one colour. They can be provided with a neutral border, shading or a marking line for better legibility. The colour of the number must stand out clearly from the colours of the game clothing. On a striped, split or plaid jersey, the numbers must be placed on a plain coloured background.

12.7.4 Shirts of temporary players from sister teams

Players of a sister team who can help out for the matchday can play in a reserve jersey. This does not have to have a player name and number, but otherwise it must match the team's jerseys.

12.7.5 Integration of the DPL logo

All Bundesliga teams are obliged to place the official DPL logo clearly visible on a sleeve at shoulder height. The height of the DPL logo must be at least 5 cm.

Recommendation:

All other teams of Regional-, Ober-, Verbands-, Landes- und Bezirksliga are allowed to print the official DPL logo, but this is not obligatory.

All logos in print format: <http://www.dpl-online.de/media-more/downloads>

In general, if there are any uncertainties or questions about these rules, all items such as names, logos, jersey designs and colours can be sent in advance to info@dpl-online.de to obtain evaluation in reference to the rules.

Designs and jerseys of partners of DPL which are marked with "DPL legal" are automatically considered as released.

No political, military, religious and/or discriminatory signs or words may be used on the team clothing, logo and team name.

The colours listed in section Paintballs 12.1 may not be included in the players' jerseys used. Exceptions to this rule apply to the display of national flags with a maximum size of 8.5 x 5 cm (size of the players pass) or if the placement and size of the non-permitted colour component means that a negative influence on the game can be ruled out. A release of the DPL for the jersey design can be obtained in advance, otherwise the evaluation of the head referee on site is binding.

12.8 Prohibited equipment

Any of this equipment might not be used:

- Any clothing or equipment that includes the colour yellow, unless an exception is defined for this or a release from the DPL is available. The color yellow is defined more precisely in section Paintballs 12.1.
- All devices that allow the transmission of video / audio or other signals to the player.
- Equipment that transmits video/audio from the player to the outside of the field is only Allowed after prior approval by the head referee and if the player has been accredited as a video or photographer.
- Devices that produce distraction, glare, obstructions of vision or smoke.
- Compressed air cylinders, without approval or whose test date has expired
- Stickers, if they have not been explicitly released for corresponding equipment or if they contain prohibited colours.

Players who use inadmissible equipment (with the exception of paintballs) are immediately eliminated and sanctioned according to the rules.

12.9 Compressed air system

Compressed air is the only permissible propellant.

Filling stations and compressed air systems must contain the safety components provided by the manufacturer and may not be modified.

The maximum pressure of the air used must not exceed 300Bar / 4500 PSI.

Test certificates / approvals of the compressed air systems must be currently valid and comply with the legal regulations.

Players who use compressed air systems with expired and non-permitted tests will be immediately eliminated and the player will be disqualified from the day of tournament.

In the event of repeated violations, the player will be disqualified for the entire season to protect the other participants.

12.10 Markers

Players may only use one .68 caliber marker which consists of a single barrel and a single trigger system. Trigger systems with several trigger states are prohibited.

The trigger must consist of a movable lever which must be brought into contact with the player's finger. Trigger release consists of pulling the trigger. Before the next possible release, the trigger must be released again and jump back to its position before the release.

Markers must have a trigger guard. This must not be modified and must be used as supplied by the manufacturer.

Markers with an electronic trigger system may only be used in "Tournament-Lock" mode. It shall not be possible for the player to make his electronic adjustments relevant to the speed or fire mode of the marker without opening the handle of the marker or using tools.

It shall only be possible to adjust the firing speed mechanically with tools from the outside. If it is possible to adjust the shooting speed without tools, this possibility must be blocked accordingly in order to be allowed to play the marker.

Players must not cover any parts of the marker, hopper or barrel with padding material.

Markers must not be covered with stickers.

Mechanical markers:

- May only fire a shot when the trigger is pulled

- May not continue firing when the trigger is held

- No systems to support the removal process may be installed

All markers that use a cocking system that is directed to the rear and moves outwards (Auto-Cocker-System, pump markers of certain designs) must have an appropriate protective frame installed for these systems to prevent damage to the mask glass during the reloading process.

Tools for adjustments on the marker are allowed to be carried. No adjustments on the marker are allowed during the running game using this tools. If adjustments are done in a gamebreak, another marker inspection of a referee is needed.

12.11 Barrel

The barrel may have openings for air to escape when the paintball is fired.

The use of silencers mounted or integrated in the barrel is prohibited.

Systems which can change the flight curve of the paintball during the launch are prohibited.

Only one barrel per player on the field is allowed.

Barrels must not be covered in any way.

A barrel in use may have a maximum length of 50.8cm / 20" (inches).

12.12 Hopper

Hoppers may not be clear.

Transperent colors must be tinted so that they do not shine in a forbidden color if filled with yellow paintballs or if a yellow paintball breaks inside the hopper.

Transparent lids are permitted, other viewing windows must be tinted.

It is recommended that the hopper be a solid color.

The main referee may exclude hoppers from the game if the colour or pattern of the hopper could make the referees' work more difficult or if the hopper is partially or completely yellowish.

Hoppers must not be covered with other material and must consist of a hard, impact-resistant outer shell.

Hoppers may have a sticker in the size 5x10cm or two number stickers to show the player number on each side.

Only one hopper per player is allowed on the field of play.

13 Game formats and gameplay

13.1 Game Formats

The specifications refer to the playing class in which all starting places are allocated.

If a division is not fully staffed, the DPL can make other arrangements to ensure a sufficient number of matches for the teams during the season.

<u>Division</u>	<u>Target dimension</u>	<u>Format</u>	<u>Gametime Breaktime Timeout</u>	<u>Ascenders Decenders</u>	<u>Squad- size</u>	<u>Encounters</u>
1. Bundesliga	12 Teams	Mercy 4	10:00 2:00 1x 1:00	0 2	12	DRR per Season
2. Bundesliga	12 Teams	Mercy 4	10:00 2:00 1x 1:00	2 2	12	DRR per Season
3. Bundesliga	10 Teams per Series	Mercy 4	10:00 2:00 1x 1:00	1 2	12	DRR per Season
Regionalliga	10 Teams per Series	Mercy 4	10:00 2:00 1x 1:00	1 2	12	DRR per Season
Oberliga	10 Teams per Series	Mercy 3	8:00 2:00 1x 1:00	1 2	12	DRR per Season
Verbandsliga	10 Teams per Series	Mercy 2	6:00 2:00 1x 1:00	2 2	12	DRR per Season
Landesliga	10 Teams per Series	HTB	5:00 x x	3 0	12	DRR per gameday
Bezirksliga	10 Teams per Series	HTB	3:00 x x	3 0	12	DRR per gameday

Times in minutes

SRR = Single Round Robin = Each team competes once against every other team

DRR = Double Round Robin = Each team competes twice against every other team

TRR = Triple Round Robin = Each team will compete three times against every other team

QRR = Quad Round Robin = Each team will compete four times against every other team

<u>Spielklasse</u>	<u>Quad-RR</u>	<u>Triple-RR</u>	<u>Double-RR</u>	<u>Split in 2 Div</u>
1. Bundesliga	X	X	9-12 Teams	X
2. Bundesliga	X	X	9-12 Teams	X
3. Bundesliga	X	<=7 Teams	8-11 Teams	X
Regionalliga	X	<=7 Teams	8-11 Teams	X
Oberliga	4-6 Teams	7-8 Teams	9-11 Teams	ab 12 Teams
Verbandsliga	4-6 Teams	7-8 Teams	9-11 Teams	ab 12 Teams
Landesliga	4-6 Teams	7-8 Teams	9-12 Teams	ab 13 Teams
Bezirksliga	4-6 Teams	7-8 Teams	9-12 Teams	ab 13 Teams

Overview of different formats as a recommendation of the DPL depending on how much teams are competing in the division. This is just displayed for orientation purposes to give teams an overview what formats are

13.1.1 Mercy format:

The teams compete against each other on several points until the end of the game time or the lead in points to the opposing team as specified in the format is reached.

Mercy 4 = 4 point advantage (4:0, 5:1, 6:2, ...) , Mercy 3 = 3 point advantage, etc.

13.1.2 Hit the Base Format (HTB):

The teams compete against each other in individual games. The game ends when the game time expires or the reach of the opponent's starting zone (base).

13.2 Double Block System

Games in the Mercy formats are played in the so-called double block system.

The two games marked as a block in the game plan are staggered in the following scheme:

Encounter A - Point 1
Encounter B - Point 1
Encounter A - Point 2
Encounter B - Point 2
Encounter A - Point 3
.....

The break times of one encounter are used as the game time of the other encounter.

It is ensured that the assigned break time between the points for the teams is reached as a minimum. Longer pauses may occur at longer running points of the staggered encounter.

A time of 30 seconds is given for changing teams.

If one of the two matches is finished, the other match is continued with the specified pause time.

13.3 Pit area

Each team has to use the pit box which is given to them by the game plan.
If there is no specification and both teams want to use the same pit box, this is decided with a coin toss.

Communication from the pit area during the running game time is prohibited.

Should penalties be necessary for violations of this prohibition, they will always be imposed on the player closest to the team's pit box on the field of play.

In the event of repeated offences, the person may be expelled from the pit area or the tournament site.

In the pit area, all persons connected with a team are forbidden to use any objects that may enable communication with the players on the field or amplify the voice of the persons.

Access to the pit area is only permitted to persons who have submitted a current and valid waiver to the DPL.

All persons belonging to a team are not allowed to enter the pit box of the opposing team for the duration of the match, unless the head referee has given permission to do so due to technical problems or local conditions.

The pit box area is to be found as it was before the start of the game and is to be left in a clean condition.

Existing disposal possibilities are to be used.

In case of gross contamination or damage to the pit area, the DPL reserves the right to charge the team responsible for cleaning or repairing the damage.

The respective team is in charge that only permitted persons are resident in the pit area or the area between during the pit and field during the encounter.

13.4 Choice of ends

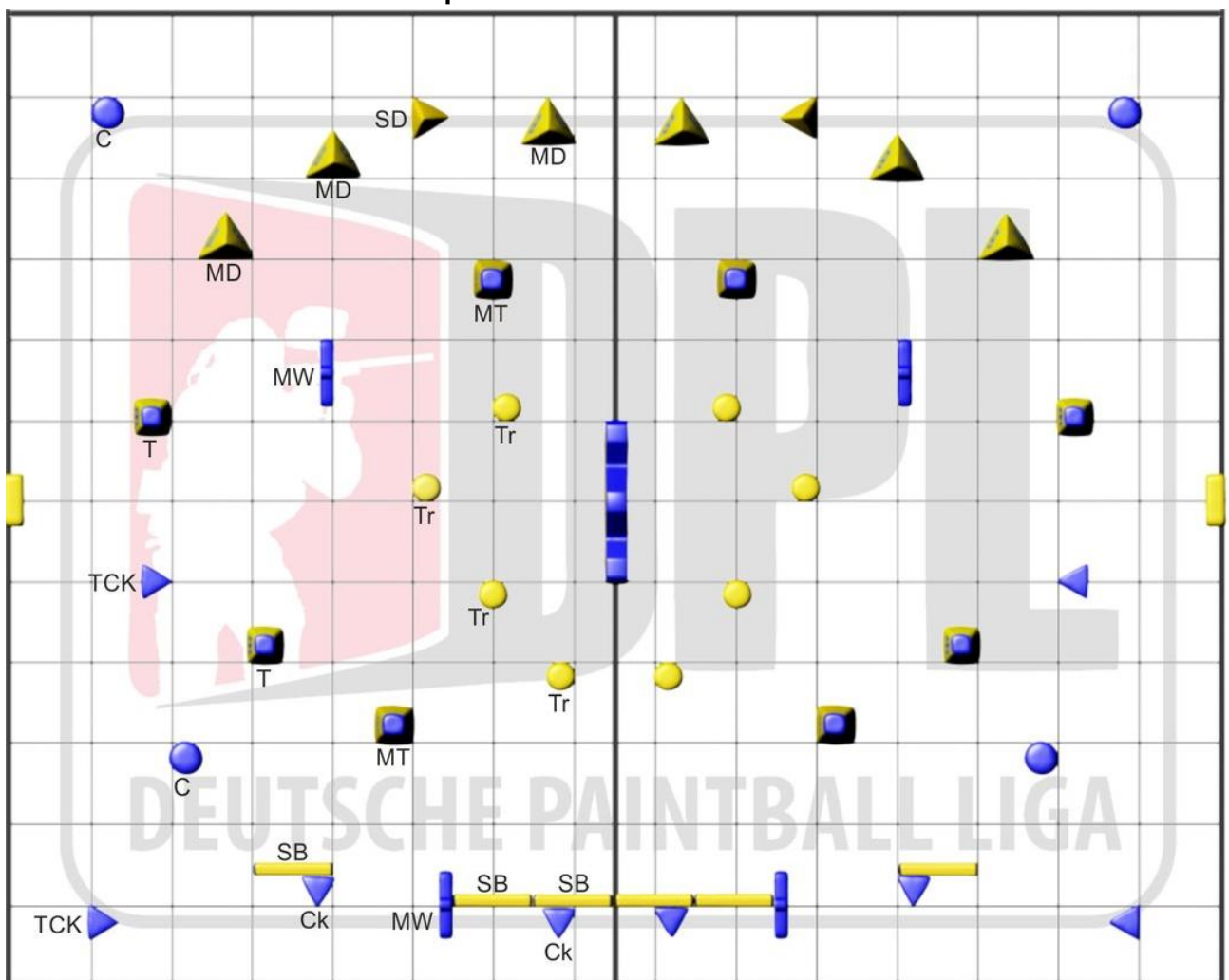
The teams start according to the side / pit box numbers assigned on the game plan.

Decisive for the end assignment left or right according to the game plan, is the view from the location of the scorekeeper (HTB).

In the case of existing Mercy format pit boxes, the corresponding numbering of the boxes according to the match schedule applies. Each team starts in the first point of the match from the side of its pit box.

Numbering of the boxes - default:

Spectators side



	Box 4	Box 3		Referees		Box 2	Box 1	
--	-------	-------	--	----------	--	-------	-------	--

13.5 Marker test before the start of game

The test is carried out immediately before the scheduled match.

Markers are first checked for:

- Changes to the barrel and loader
- Adjustment possibilities of the fire mode without opening the handle
- Speed adjustment possibilities without the use of tools

It is checked whether the shooting speed, Max. BPS in the same way as the marker settings comply with the regulations for markers and for fire mode with section 4.

The following tests are also carried out:

- Firing of additional shoots:
The referee pulls the marker in rapid succession. After the end of the pulls, a maximum of 2 shots may leave the marker. Markers that fire more than these two shots are not allowed to play.
- Triggering by impact:
The marker must not be triggered automatically by slight impacts on the compressed air system, loader or marker. Markers that do so are not allowed to play.

Any infringements found may be repaired by the players within the specified break time until the start of the game.

After changes to the marker, a new test is carried out.

Players whose markers do not meet the requirements or cannot be adjusted to the requirements until the game starts can either start the game without markers or remain in the pit box area and not participate in the game.

13.6 Game description

13.6.1 Start

Teams may start with less than the allocated number of players.

If there are fewer players than usual for the format on a match day, the DPL reserves the right to withdraw the points and to withdraw the starting place.

The players start the point within the field boundary while the muzzle of the barrel (or the hand if the player starts without a marker) touches the front of the start zone.

If there is no contact with the start zone when the start signal is sounded, this is considered a "false start" and the player is eliminated, with the following exception:

Players are not directly eliminated for a false start if they move back to the start zone immediately after the false start to touch the start zone again with the muzzle. This exception applies only if the player has not yet pointed his marker towards the opponent or has not yet fired shots. (so-called touchback).

The player must be within the field boundaries at the start of the game time to take advantage of this exception.

Players may enter the boundaries of the field of play until the start the gametime.

Equipment used during the game must be carried by the player at the start of the game.

Players may remove the marker's barrel sock after entering the field of play, if the field of play has been cleared by the head referee.

The game starts with the 10 second countdown to the first point of the match.

After this, a pre-game marker inspection or an additional registration of players is not possible anymore.

Each team starts the first point on the side of their pit box.

13.6.2 Switch of ends

The teams change the playing field sides the start after each scored point

If a point is not scored (no point) no side change takes place

13.6.3 Break during matches (Mercy Format)

The game pause starts automatically after the end of the current point.

The clock of the game time is stopped for the duration of the break.

The duration of the break in the game must be the minimum of the break time specified in the game format.

The duration of the break in play may be extended when using the double-block format.

A time of 30 seconds is given for changing teams in double block format.

Example for calculation of breaktime in double block format in minutes:

Change time A	Time for point	Change time B	planded break time	Breaktime
0:30	> 1:00	0:30	2:00	>2:00 → OK
0:30	< 1:00	0:30	2:00	< 2:00 →extention to the change time B so that a min. 2:00 break time is reached

The scorekeeper is responsible for the timekeeping.

13.6.4 Starting procedure

The start is triggered by a clear acoustic signal from the electronic timing system.

If this is not available, the start should be carried out with a signale clearly noticeable for both teams e.g. with a whistle or similar.

If this is also not available, the head referee can start the game with the call "Game on".

All referees will raise their hands to indicate the last 10 seconds before the start of the game.

All referees will directly lower their raised hands to indicate the start of the point.

13.7 Marker control during the running game

These marking checks in accordance with clause 13.5 may be repeated at any time during the game to detect any deviation of the marker from the checked condition before the start of the game

If the player is requested by the referee to hand over the marker, no further changes may be made to the marker from that moment on (e.g. pressing buttons, switching off or venting the marker or similar).

If a change is made after the player has been asked to hand over the marker, the marker is automatically considered not to be in accordance with the specifications. The player is then banned from the game day and the point (Mercy) or game (HTB) for the team of the player causing the loss is considered lost.

For exceeding the BPS, the regulations apply:

<u>Measured value</u>	<u>Penalty in play</u>	<u>Penalty for matchday</u>
10.6 - 10.9 BPS	Elimination ²⁴¹ in current point	Warning to Captain with an entry in the match report
11 BPS or higher	Elimination ²⁴¹ in next point	Point automatically lost Players banned for the day

The measured values on the referees' measuring instruments are decisive!

The following rules apply for exceeding the FPS values in play:

<u>Measured value</u>	<u>Penalty in play</u>	<u>Penalty for matchday</u>
301 - 310 FPS	Elimination 141 in current point	X
311 - 330 FPS	Elimination ²⁴¹ in current point	Entry in the match report
331 FPS or higher	Elimination ³⁴¹ in current point	Point automatically lost Players banned for matchday

The measured values on the referees' measuring instruments are decisive!

It should be pointed out that markers with a higher shot energy than 7,5 Joule need a persision according to weapons law.

Checks of the markers in the game should be carried out as far as possible without influencing the direct course of the game.

13.8 Check for hits (paint check)

Paintchecks may be performed by referees whenever they want to check if a paintball is broken and the player has been validly marked.

Referees may, but are not required to, perform Paintchecks when asked to do so by the player.

A paint check is carried out at the best opportunity of the referee which the current course of the game allows.

A completed paint check does not protect the player from hits found later in the course of the game and can be repeated at any time.

13.9 Extension of the break time

The break time may be extended by teams in within the scope of their game format or by the head referee (for technical or organizational purposes)

13.9.1 Extension by team (Timeout)

Any team may request an extension of the break time. The duration of extra time and the number of possible extensions depends on the division or format of play, as defined in Section 13.1.

The electronic timekeeping system, if used, must be used for the request. Only if such a system is not available can the timeout be requested from the score keepers by the call "timeout + teamname".

The coach of the team is in charge that the timeout call is communicated clearly to the scorekeeper.

It is not possible to request the timeout within the last 10 seconds of the break time.

The request can only be made by the coach of the team within his coaching zone on the edge of the field.

13.9.2 Break due to technical reasons (technical timeout)

The head referee may extend the break time if this is necessary to ensure the smooth running of the match or to restore the safety of the field.

The duration of the interruption is determined by the head referee and the extension is also terminated by him.

Should the interruption be necessary within the last 10 seconds of the pause time, the game will then be resumed with a pause time of 10 seconds.

13.10 Interruptions to the game in progress

If there is a faulty start by the referees, the current point/game is stopped and restarted by the head referee as if the point had never been started.

The current game is only interrupted for the following reasons:

- health emergencies on the field of play
- dangerous weather conditions
- "force majeure"
- Problems with the safety of the field
- Physical confrontations on the field of play

In such cases, the referees will interrupt the game by shouting "Freeze". This means all players remain in their current positions on the field until clearance from the head referee. Should a longer interruption be necessary, the head referee will note the positions of the players.

If the reason for the interruption is removed, the players will be put back into their positions and the head referee will restart the game with the given starting procedure (see 13.6.4).

During the interruption the playing time is stopped.

Should it be necessary to allow people to enter the field without masks during the interruption, the head referee will instruct the players to put down their markers and secure them accordingly.

13.11 Pressing the buzzer (Mercy/HTB) / hitting the start zone (HTB)

If an electronic timing system is used, the game time is automatically stopped when the buzzer is activated.

If the buzzers do not work due to a technical malfunction, the head referee stops the time after the player has pressed the buzzer.

The referee responsible for the respective start zone will additionally indicate the activation by hand signal and the call "Time".

If there are no buzzers available at the venue, the head referee will determine before the start of the game which point of the start zone will be used as a substitute for them.

With the HTB format the use of the complete start zone as anchor point is allowed, if no electronic system with buzzers is used for timing.

Buzzers should be mounted in the middle of the start zone. If local conditions do not permit this, it is possible to deviate from this. The assembly must always be symmetrical to the field layout for both sides.

Players are responsible for familiarizing themselves with the position of the buzzers before the start of the game.

Pushing the buzzer is not considered to touch an object outside the field boundary, even if the buzzer is placed outside.

A buzzer activation is not considered valid until the player has been released by the referee and confirmed by the head referee.

The player must remain inside the field of play after the buzzer has been activated, may not change his position and must remain an active player until the main referee confirms the point.

After the buzzer is activated, the player is checked for hits by a referee.

If an electronic system is used for timekeeping, the display of the system device of the scorekeeper is binding if and when the activation of a buzzer has occurred.

If the player is eliminated after the buzzer has been activated but before the head referee has confirmed the point, the game time of the current point is restarted if there are still players left on the field after any penalties have been enforced.

If there is no more bunker between the player and the buzzer, the activation of the buzzer is considered as "reaching the next bunker" to allow for a paint check by the referee. Hits caused by the impact of a paintball after the buzzer is triggered are invalid.

When the game time is stopped by pressing the buzzers, all players have to remain in their positions until the point (mercy format) / the game end (HTB format) is approved by the head referee or the game time is restarted by the head referee.

13.12 Throw the towel

The coach of a team can end the current point of his team at any time and declare it as lost. The point is automatically considered won by the opposing team.

If an electronic timing system is used, the "throwing the towel" is only possible through this system. The coach of the team is solely responsible for ensuring that no accidental activation occurs here or that others are able to use the keys.

If such a release is due to the inattention of the trainer or if he gives his key to another person, this release is valid as if he had done it himself.

If such a system is not used or has been declared defective by the head referee, "throwing the towel" can also be done by the coach shouting "Handtuch + team name" or "towel + team name" to the scorekeeper.

In addition to this, the coach needs to show an object to the scorekeeper that was predefined as a substitute for the towel key to prove his authorization.

The coach of the team is in charge that the towel call is communicated clearly to the scorekeeper

"Throwing the towel" by acclamation is only possible by the coach within his coaching zone at the edge of the field of play.

Penalties against players can still be enforced after a towel has been thrown.

The equipment of the players may be checked by the referees even after the towel has been thrown until the point has been awarded by the head referee.

13.13 Last 60 seconds

The last 60 seconds of play are announced by the electronic timekeeping system (or alternatively by the head referee) and indicated by the referees by hand signals.

During the last 60 seconds each 241 or 341 penalties will result in an automatic point for the opposing team. The playing time is stopped at the time of the penalties.

If there are enough active players to enforce the penalty in the point (Mercy) / game (HTB), the penalty will only be recorded in the game log. If the number of players is not sufficient to enforce the penalty afterwards, the team must start in the next point reduced by the number of players not yet eliminated.

With the HTB format there is no transfer to the next game of the team.

13.14 Extension of playing time (Overtime)

Overtime is only used in Mercy game formats. In the Overtime, the start is always from the start zone on the end of the own box.

If, at the end of regular playing time, the result of the match is a tie in points, the game time shall be reset to 3 minutes.

The overtime ends with the end of the playing time or as soon as a team scores a point. With the award of the point the encounter is finished.

If at the end of the overtime game time the result of the match is a tie, the game continues in one-on-one mode (1on1) with a playing time of 2 minutes.

Only one player per team, named by the captain and reported to the scorekeeper may start with the given number of paintballs.

For the 1on1 the starting end is decided by coin toss. The team that scored last in the regular game time makes the call for the coin toss. If no point has been scored yet, the team with the currently better ranking in the table.

The 1on1 ends with elimination of the opposing player or activation of the buzzer at the opposing start zone. If a player is eliminated, the team of the still active player automatically receives one point.

If both players are still in the game at the end of the game, the team of the player who is closer to the opponent's starting zone at the end of the game time automatically receives a point. Reference-point for measuring the distance is the buzzer attached to the starting zone.

If both players are eliminated within the 1on1 at the same time, the game is considered a "draw" in a table ranking.

In the event of an elimination game (so-called knockout games), the game is restarted in 1on1 mode until a winner is determined. Each player of a team can only start once in 1on1 mode.

Each player of a team can only start once in 1on1 mode per match.

13.15 End of a point (Mercy) / End of encounter (HTB)

A point (Mercy) / game (HTB) ends with the following situations:

- valid activation of the buzzer by a player (13.11)
- "Towel thrown" (see 13.12)
- 241 or 341 penalty in the last 60 seconds of the game
- a team starts with more players than the format or the head referee determined
- if a penalty cannot be enforced against a team because the number of active players is not sufficient
- if no more active players remain on the field of play
- expiry of the game time

13.16 Awarding of points

A team receives one point in the following situations:

- An active and clean player hits the opponent's buzzer during the game time
- The opposing coach throws in the towel
- A 241 or 341 penalty has been awarded by the opposing team in the last 60 seconds.
- The opposing team starts with more players than the number of players for the format or determined by the head referee.
- If the opposing team does not have enough active players available to enforce a penalty

Points are only awarded after all penalties of the game have been enforced.

Only the head referee is entitled to award points.

The point is not considered awarded until it has been confirmed by the head referee.

13.17 End of Game (Game Over)

The game is not considered to be finished until the Head referee announces this by "Game Over".

If the remaining playing time of the next point to be played is 5 seconds or less, the game is not started but is considered to be finished if there is no reason for an extension (overtime) after section 13.14. In this case, the game starts directly with the overtime.

The match ends when:

- Regular playing time has expired and one team is leading by points
- One team has reached the number of points (HTB) or difference in points (Mercy) given for the format
- A team scores a point in Overtime
- A team scores a point in the 1on1 elimination

14 Evaluation of the results

14.1 Hit the Base Format (HTB)

In the HTB format, in addition to the result, the difference between the active players of both teams at the end of the game must be recorded (so-called elimination difference, ED for short).

For this purpose, the number of still active players is counted together. e.g.

team A = 4 players, team B = 2 players

>> Team A = ED +2 >> Team B = ED -2

For check, the sum of the ED values of a match must always be 0.

<u>Score</u>	<u>Winner</u>	<u>Loser</u>
Valid touch within the playing time	3 table points / ED	0 table points / ED
Draw	1 table point for both teams / ED	

14.2 Mercy Format

In Mercy format, the winner of the match and the points scored by each team in the match are recorded.

<u>Score</u>	<u>Winner</u>	<u>Loser</u>
Game finished without draw	3 table points	0 table points
Draw	1 point in the table for both teams	

15 Hits and elimination of players

15.1 Definition of a hit

If a paintball fired from the marker of an active player hits a player, his clothes or equipment, breaks there and leaves paint there, this is a valid hit regardless of size and the player is considered eliminated.

If the paintball first touches another object before the hit and breaks there, the exiting colour cannot produce a valid hit on the player anymore (so-called spray).

If the referee has not directly observed the impact of the paintball, but can find paint left behind that clearly and unquestionably comes from a directly hit paintball, this is considered a valid hit.

Referees will wipe off any paint adhering to players that does not originate from hits, as far as this is possible without interfering with the course of play.

Invalid hits (e.g. produced by a player who is no longer active) may only be removed by the referee. An exception to this rule are invalid hits on the player's mask, which he may remove himself if the referee has given him permission to do so.

Hits on the player's discarded pods and barrel cleaners are invalid if, at the time of the hit, there is clearly no longer any use of these items by the player.

If the player takes up such discarded equipment again in order to use it in the game, existing hits on it are also considered valid from the time of the resumption.

15.2 Players and hits

Players are themselves responsible for noticing when they are hit.

If a player is hit, he must immediately stop all active participation in the game and indicate his elimination clearly.

If a player is hit in a place that he cannot see himself (e.g. back, head, ...), he must immediately stop any active play action and request a referee to check (see also 13.8). Only after the referee has released the player (see hand signal 4.10 – "clean") may the player actively participate in the game again.

Players who are moving must stop shooting immediately when they notice a hit, but may still move to the nearest bunker. Once there, they must check themselves for hits or request a check from a referee.

Players may not request a check from the referee for hits if they can check the location themselves.

Players are responsible for removing old hits before the start of the game.

If these are detected by the referee in the course of the match, they are treated as valid hits.

15.3 Elimination of players

Players are eliminated (corresponding penalties not excluded) if:

- the player was marked with a valid hit
- the player has not started the game in accordance with section 13.6.1
- the player or any part of his equipment/clothing touches the ground outside the field boundaries. (The field boundary counts as part of the playing field)
- the player moves the field boundary or touches the protective net of the field
- the player loses his or her protective mask during the current game or it loses its protection effectiveness
- the player carries equipment that is not permitted in the game
- the player changes the speed of the marker during the game
- the player in the game makes changes to his marker that change it from the default deviate from the rules
- the player picks up equipment that has been hit or is outside the field of play
- the player displays unsportsmanlike conduct. This includes, but is not limited to:
 - (a) Failure to comply with the instructions of the referee
 - (b) distracting a referee in order to prevent him from checking a marker; or to prevent the enforcement of a decision
 - (c) Intentional shooting at referees
 - (d) Intentionally firing at clearly eliminated players
 - (e) Requesting Paintchecks to distract referees from their duties or to get info about the Position of the opponent

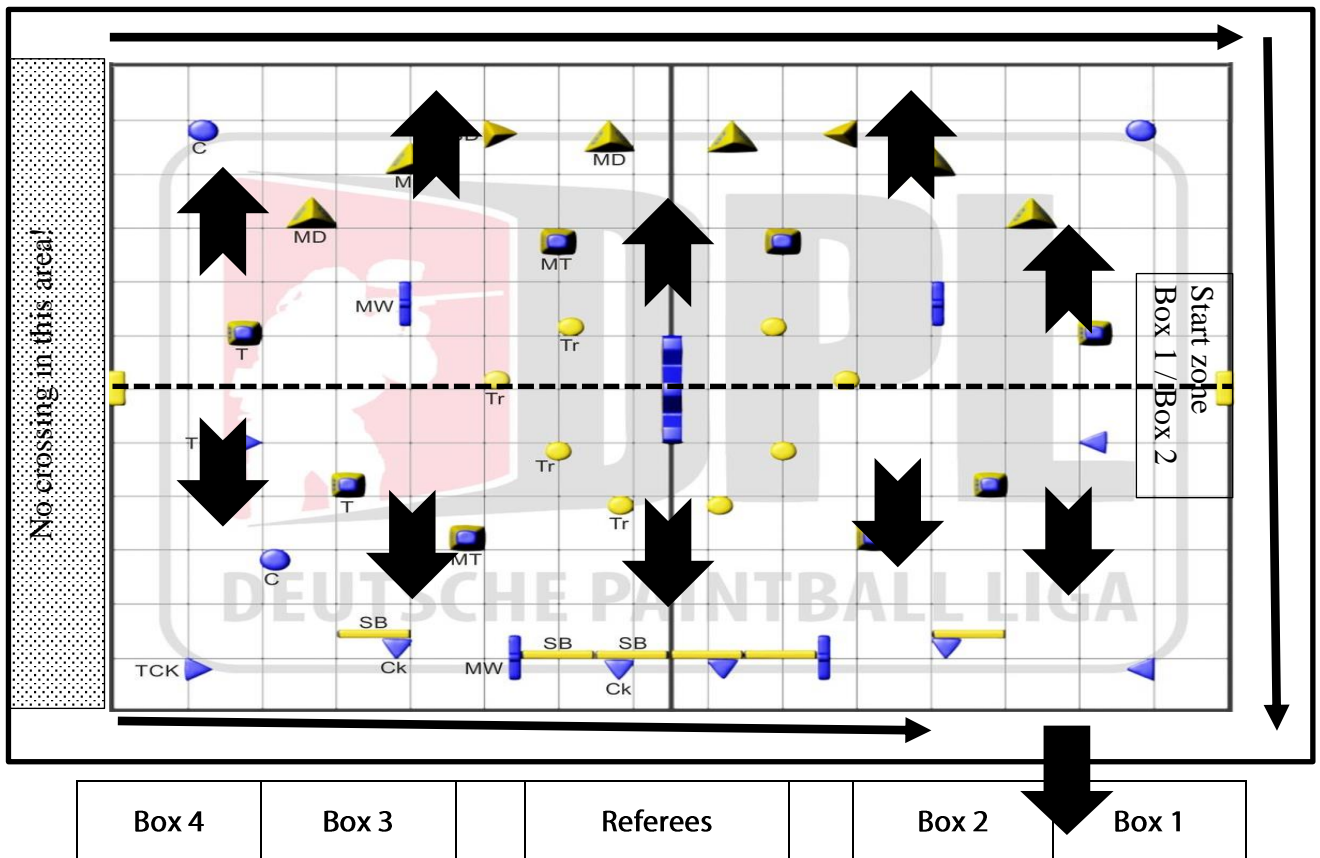
Eliminated players must immediately cease all active play, indicate their elimination by placing the flat hand on their head and leave the field directly. The hand has to stay on the head of the player until he reaches the gate of the field.

The direct route always leads directly to the next outline of the field and from there to the team's pit. If it is necessary to change the side of the field via the front of the field, this change of side shall be made on the front of the field from which the team started at the current point.

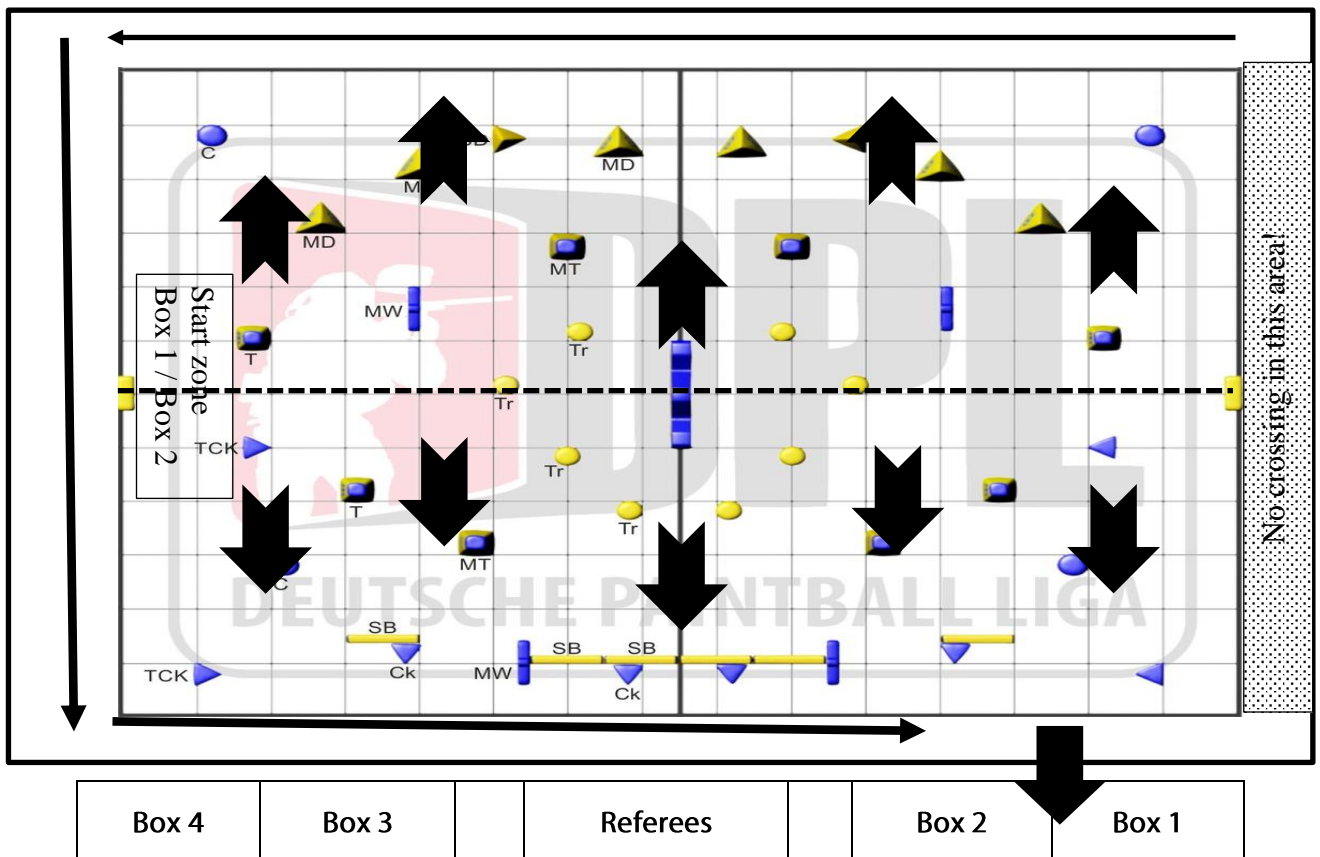
The playing field may only be entered / left at the security gate of the team's own pit box.

Players who do not follow the prescribed routes or ignore the directional instructions of the referees will be verbally cautioned and asked to follow the direction. If there is no change of direction, the team is penalized with a 141.

15.3.1 Ways to leave the box when starting from the own box end:



15.3.2 Ways to leave the box when starting from the opposite box end:



16 Automatic loss of games and "No Show"

A team automatically loses a match if it does not appear for marker inspection at the specified time or does not wish to enter the field.

If both teams do not enter the field or do not appear in time, the game is automatically considered lost for both teams.

The possibility for "pre game marker inspection" and the enlist players for the game ends with the start of the 10 seconds of the first point of the encounter.

The game will be considered won with the maximum possible number of points for the team that showed up in time for the start of the game. In the match report, this will be marked with a note. The team that did not participate in the match automatically loses the match with the maximum negative result.

If teams have arranged on the result of a match, this match is automatically considered lost for both teams.

Exception: Both teams agree on ending a game as the gametime left is not long enough to gain another point.

If a match is automatically lost, it will not be put back on the schedule unless this is due to an error by the organisation and the match day has not yet ended.

The team present at the match shall prove their presence by the captain's signature on the match report immediately after the no show was noticed.

If two or more matches in a row are not played, the team can be classified as "not entered for the match day" (No Show) for the match day.

Only the head referee together with the respective league coordinator can make a NoShow decision.

In the event of a "No Show" decision, all matches of the team for the matchday will be removed from the schedule, even if the team should still appear later in the matchday.

NoShow during the first half of the season: If a team has a NoShow during the current first half of the season, all previous and subsequent matches will not be counted until the end of all matchdays of the team.

NoShow during the second half of the season: If a team has a NoShow during the current second half of the season, all previous and subsequent matches of the team's second half of the season are not counted. The results of the first round remain unchanged.

NoShow in a single round division: If a team has a No Show during the current season, all previous and following matches will not be counted until the end of all matchdays of the team.

In case of a NoShow the DPL reserves the right to withdraw the starting place of the team in consultation with the rule commission.

17 Determination of rankings

17.1 Daily ranking in HTB format

In a game in HTB format two teams play out one point. After each game the winning team receives 3 match points and the defeated team 0 match points, in case of a tie each team 1 match point. The achieved match points after a matchday are added up and result in a ranking of the teams for each matchday.

In case of a tie, the addition of the ED decides the order of placement.

If two teams are still in the same position after that, the overall result of the games against each other (direct comparison) decides.

If the result is the same here too, a deciding match is played in 1 vs. 1 format. This 1 vs. 1 Shootout is played by two players of the respective team named by the captain of the team.

The playing time is limited to 3 minutes. If no winner can be clearly determined during the playing time, the distance to the opponent's starting base decides.

The player who is closer to the opponent's starting zone wins the Shootout for his team. The measuring point for the distance to the start zone is the buzzer mounted there. If there is no buzzer, the middle of the start zone applies.

Criteria for determining the order

1. match points
2. ED
3. direct comparison
4. deciding game, 1on1

NoShow: If a team does not appear on a match day, the rules set out in section 16 shall apply.

Only the head referee together with the respective league coordinator can make a NoShow decision.

17.2 Overall ranking in HTB format

After each matchday, each team receives DPL points for the placement achieved. These achieved DPL - points will be added after each matchday and result in a team order, the overall ranking.

In the event of a tie, the number of highest matchday placings will be decisive.

(Example: Team A reached the 2nd place on every matchday. Team B was ranked 1st on the first matchday and last on all other matchdays = Team B is listed before Team A, as they have reached the highest daily rankings).

If two teams are still equally ranked after that, the overall result of the matches against each other decides (direct comparison). If the result is the same here too, a decision game is played in 1vs1 format.

DPL points to be awarded after each match day:

1st place= 100 points

2nd place= 95 points

3rd place= 90 points

etc.

Criteria for determining the order HTB overall ranking

1. DPL - points
2. Number of highest matchday rankings
3. Direct comparison
4. Deciding match, 1on1

17.3 Overall ranking in Mercy format

In the Mercy format, two teams play several rounds until either the time limit or Mercy score is reached. After each match the winning team receives 3 match points and the losing team 0 match points.

A draw is also possible, in which case both teams receive 1 match point each.

The achieved match points after all match days are added up and result in a ranking of the teams.

In the case of a tie, the better difference between won and lost rounds of all matches will decide.

If the result is also the same, the higher number of won rounds of all games decides.

If two teams are still in the same position after that, the overall result of all matches against each other (direct comparison) decides.

If there is also a tie, the result of the last game against each other (from the second half of the season) decides the ranking.

Criteria for determining the order in Mercy Format

1. Total match points
2. Difference between won and lost rounds
3. Higher number of won rounds
4. Direct comparison
5. Result of last match against each other (from the second half of the season)

17.4 Evaluation of a "No Show"

NoShow during the first half of the season: If a team has a NoShow during the current first half of the season, all previous and subsequent matches will not be counted until the end of all matchdays of the team.

NoShow during the second half of the season: If a team has a NoShow during the current second half of the season, all previous and subsequent matches of the team's second half of the season are not counted. The results of the first round remain unchanged.

NoShow in a single round division: If a team has a No Show during the current season, all previous and following matches will not be counted until the end of all matchdays of the team.

18 Title

18.1 Titles awarded

After the last matchday, the first-placed team in the 1.Bundesliga will be awarded the title of "Deutscher Meister" until this title is awarded again by DPL.

The winner of the Bezirksliga, Landesliga, Verbandsliga and Oberliga cups will receive the title "Pokalsieger Divison" (e.g. Pokalsieger Landesliga).

The winner of the division by region will receive the title "Meister of the division, name of the venue" (e.g. Meister der Bezirksliga Hahn).

The winner of the 1on1 Championship will receive the title "1on1 Champion".

18.2 Marking of titles

Achieving the title "Deutscher Meister", "Meister of division" or "Pokalsieger" entitles the title holder to wear the corresponding badge on the jersey.

The number of badges on the jersey is staggered as follows:

Up to four titles: one badge

From five titles: two badges

From ten titles: three badges

From twenty titles: four badges

The "Meisterstern" and the stars for "Meister of the division" / "Pokalsieger" are to be placed on the left chest.



Badge in print format:

<http://dpl-online.de/images/dpl/download/dateien/DPL-Meisterembleme.zip>

The badge for "Pokalsieger" need to be located on the upper arm.



19 Game logs

All penalties and warnings carried out during the course of the match shall be recorded in the match report by scorekeeper as instructed by the head referee.

The registered coach of a team has the possibility to confirm the entry of the result by signing the match report immediately after the match or to point out an incorrect entry. Coaches who refrain from such an immediate check will automatically accept the result.

The match report is only valid with the signature of the head referee and can be included in the score.

The league coordinator has to send the match reports to the DPL as soon as possible. The original match reports will be kept.

The DPL may make digital copies of the match reports for filing and documentation purposes.

20 Penalties

20.1 General

The overview of penalties listed in this section is not exhaustive. Penalties may also arise and be enforced from other sections of the rules and regulations which are not included in this section.

20.2 Application of penalties

Penalties caused before the player that activated the buzzer is cleared as "clean" and the head referee has confirmed the point will be enforced at the current point of the match.

Penalties caused after the coach has thrown in the towel will be enforced at the next point of the match.

Penalties caused after the head referee has confirmed the point will be enforced at the next point of the match.

If there is no more point to play (Mercy format) or the match consists of only one point (HTB format), the penalty will be applied retroactively to the current point.

20.3 Verbal warnings

- An instruction of a referee is not followed for the first time
- For the first time, the player does not clearly identify himself as eliminated by placing his hand flat on his head after being eliminated from the game.

If these verbal warnings do not lead to any change in behavior of the player or if caused by already eliminated player an active player of the team can be eliminated.

20.4 Cautions with entry in the match report

- Violation of the safety rules on the field
 - o Entering secured areas without a protective mask
 - o Using markers without barrel socks in non-secured areas
- Violation of the regulation for fire mode with 10.6 - 10.9 BPS in the current game (section 4)
- Warning for unsportsmanlike or aggressive behaviour towards other persons

If a player is cautioned for an infringement for the second time within a matchday with an entry in the match report, he shall be deemed "disqualified from the matchday" from that moment on in accordance with the provisions of point 20.12.

20.5 Elimination

The player is eliminated in the following cases:

- Player marked with a valid hit
- Abusive requesting of paintchecks
- Requirements of referees repeatedly not followed
- Leaving the field or moving the field boundary
- "Touchback" at game start not performed after the muzzle of the barrel (hand if starting without marking) has not touched the start zone at start
- Marker applied / fired in the direction of the opponent after the muzzle has not touched the start zone at the start, regardless of whether a "touchback" was performed
- Protective mask lost or damaged / modified in such a way that the protective effect is no longer given
- Communication with persons outside the field during the match
- Deliberate postponement of cover
- Start with more paintballs / pods than the format allows
- Securing the marker with a barrel sock without instruction from a referee

20.6 One-for-One (141)

The player who caused the penalty and **one of his** team-mates are eliminated in the following cases:

- Active participation in the game after the player has been validly marked
- Marker was tested in play with a shooting speed of 301 - 310 FPS
- Active participation in the match after the player has been declared eliminated by the referee
- Player wears unauthorised clothing on the field of play
- Intentional firing at clearly eliminated players
- Player carries unauthorised equipment on the field of play
- Picking up paintballs from the floor to shoot them
- Placement of Pods with paintballs on the playing field by an eliminated player
- Unsportsmanlike behaviour on other people (for example "taunting")

20.7 Two-for-One (241)

The player who caused the penalty and **two** other players are eliminated in the following cases:

- Active participation in the game after the player has been validly marked to give the team a decisive advantage in the course of the game
- Marker was tested in the game with a fire rate of more than 10.5 BPS
- Marker was tested in play with a firing speed of 311-330 FPS

20.8 Three-for-One (341)

The player who caused the penalty and **three** other players are eliminated in the following cases:

- Remove a valid hit to prevent elimination
- Hiding a hit to prevent the referee from checking it
- Drop equipment after it has been validly marked as an active player

20.9 No remaining players

If no players remain on the field after penalties have been enforced, but there are no outstanding penalties, the game will be stopped and no points (Mercy) will be awarded.

In HTB format the game is considered a draw.

20.10 Insufficient number of players

If the number of active players one point (Mercy) / game (HTB) is not enough to enforce a penalty:

- The point (Mercy) / game (HTB) is automatically stopped and is automatically considered won by the opposing team.
- Mercy format: the team must start in the next point reduced by the number of players that would have been necessary to enforce the penalty
- HTB format: The number of players still needed to enforce the penalty is added to the elimination difference (ED) of the opposing team at the end of the game.
The maximum possible ED according to play format cannot be exceeded (e.g. 3 men HTB max. ED +3 --- 5 men HTB max. ED +5 --- ...)

20.11 Temporary exclusion on the day of the match

The player who caused the penalty will be eliminated. In addition, the player who caused the penalty will be excluded from the current game and the following game.

- Shooting at players outside the boundaries of the field by a player who has already been eliminated
- Aggressive or unsportsmanlike behaviour towards other people

For the duration of the penalty, the player's player pass will be confiscated. The duration of the penalty begins at the earliest when the player's pass is handed in.

If the player's pass is not handed in, the team automatically loses all matches until the head referee receives the player's pass.

The excluded player shall spend the time of the exclusion in a place designated by the head referee and shall not support his team.

If the player does not appear for the start of the penalty at the designated place, the penalty is considered not to have started and is carried over to the next game.

20.12 Exclusion from the match day - players

If a player is excluded from the match day, he is considered to be excluded from the match for the number of matches scheduled for the team on that match day according to the match schedule, starting with the match in which the penalty was imposed.

This is carried over to the next matchday and the next season. The exclusion is bound to the player and continues even if the team is changed.

This penalty can only be imposed by the head referee of the field of play.

The player is not allowed to enter the premises of the venue for the duration of the penalty.

If this penalty is imposed on the same player for the second time in a season, the number of matches for which the player is excluded from the game is doubled.

If this penalty is imposed for the third time within a season, the number of match days for which the player is excluded from the game is doubled if it extends into the next season. Otherwise the player is excluded from the game until the end of the season.

Reasons for exclusion from the match day (not exhaustive):

- Intentional physical contact with other players, referees or other persons
- Shooting at players inside the field boundary by an already eliminated player from outside the field boundary
- Shooting at players who are visibly eliminated in order to intimidate or injure them
- Making changes to the marker while the game is running to change the firing speed or rate of fire of the marker. Exceptions to this are the switching on / off of the marker, the interruption of the compressed air supply and the switching off of the ball detection system of the marker
- The marker is not handed over for testing after a referee's request or changes are made to the marker after the request
- Breaches of the rules on firing mode and firing speed
- Unsportsmanlike / inappropriate behaviour or insults against players, referees or spectators
- Intentional shooting at referees
- re-entering the field of play at the current point (Mercy) / match (HTB) after the player has been eliminated / declared eliminated and has not been put back into play by the express order of a referee
- Throwing the compressed air system
- Intentional shooting at persons not wearing a protective mask
- Second warning with entry in the match log

An exclusion from match day will automatically lead to the point (mercy format) / game (HBT format) being declared as lost for the team of the penalized player.

For the duration of the penalty, the player's player pass will be confiscated. The duration of the penalty begins at the earliest when the player's pass is handed in.

If the player's pass is not handed in, the team automatically loses all matches until the head referee receives the player's identification card.

20.13 Exclusion of teams

If a team is not willing to support the smooth running and operation of the match, the head referee can, in consultation with the management of the DPL, exclude the team from playing in the current season.

If a team with a non-permitted line-up or not sufficient number of players is registered, the DPL reserves the right not to allow them to play.

21 Conflicts in the rulebook

If situations are not covered / clearly regulated in the rules or if there are contradictory regulations between different sections, these will be decided by the head referee to the best of his knowledge and belief.

Decisions taken with reference to this section cannot be changed subsequently.

Should decisions based on this section be necessary, the head referee and league coordinator must report these directly to the DPL rule commission at regeln@dpl-online.de in order to make future arrangements.

22 Participation on the rulebook

The DPL is willing to permanently optimize the rulebooks for everybody involved.

Everybody should feel invited to participate in that development of the rulebook to improve the german tournament sport.

Any suggestions should be sent to regeln@dpl-online.de

Together with players, referees, coordinators and field-owners the rulebook shall continuously be adapted to spread the paintballsport further.

23 Photographers and videographers

On a league match day, only licensed photographers or videographers may enter the field of play, with the presentation of their ID card.

On league match days, only photographers or videographers are allowed to take equipment for image and video recording on the field.

The installation of actioncams on the field (including on players, with their permission) is only permitted by the above mentioned persons after approvement of the head referee.

INFO: The actioncam is considered an extended hit zone and can lead to a hit and a loss of the game!

24 Spectators

Spectators are prohibited from influencing the ongoing game by any form of communication.

Spectators who violate this rule can be expelled from the facility, even directly for the rest of the season and also for all venues of the DPL.

League coordinator and field operators, as well as persons employed by them for this purpose, are the sole contacts for suspected cases and enforcement of domestic law.

The referees are not contact persons for such situations.

Field operators are encouraged to take appropriate structural measures to facilitate enforcement of the communication ban.

Note: Here all teams are required to encourage "their" spectators to behave fairly at all times.

25 Severability clause

Should any section of this contract be invalid or contradictory, the validity of the remaining provisions shall not be affected. In this case, instead of the ineffective or contradictory provision, an effective provision that comes as close as possible to the ineffective or contradictory provision shall be adopted.

Situations not covered by the rules should be dealt with in a way that is neutral and fair to all participating teams.

Decisions which have to be made in application of this section must be reported immediately to regeln@dpl-online.de in order to be taken into account in the rules and regulations in the future.

Above all rules is the German law and especially the German weapons law. If regulations are contradictory or not clearly the law always goes first. Neither DPL nor their functionaries, accomplices or licensees have the right, the option or the duty to check the participants' equipment about its accordance to the legal status.

26 Health protection

The DPL is carefully about the health of everybody involved.

If it should be necessary to make different arrangements for the health protection of everybody, the DPL will publish them timely.

27 Annex

27.1 Key

Squad (e.g.. Braindead Emsdetten 2) => all players of a squad

Team (e.g. Braindead Emsdetten) => all squads of a team

Division (e.g.. BzL Solms 1) => all squads of a division

Venue (z. B. Solms) => all divisions of a venue

Leagues (BzL, LL, VBL, OL, RL, 3. BL, 2. BL, 1. BL) => all Divisions of a league.

Liga (Deutsche Paintball Liga) => all leagues of Deutschen Paintball Liga

FPS => feet per second => Velocity of the paintball exiting the markers barrel

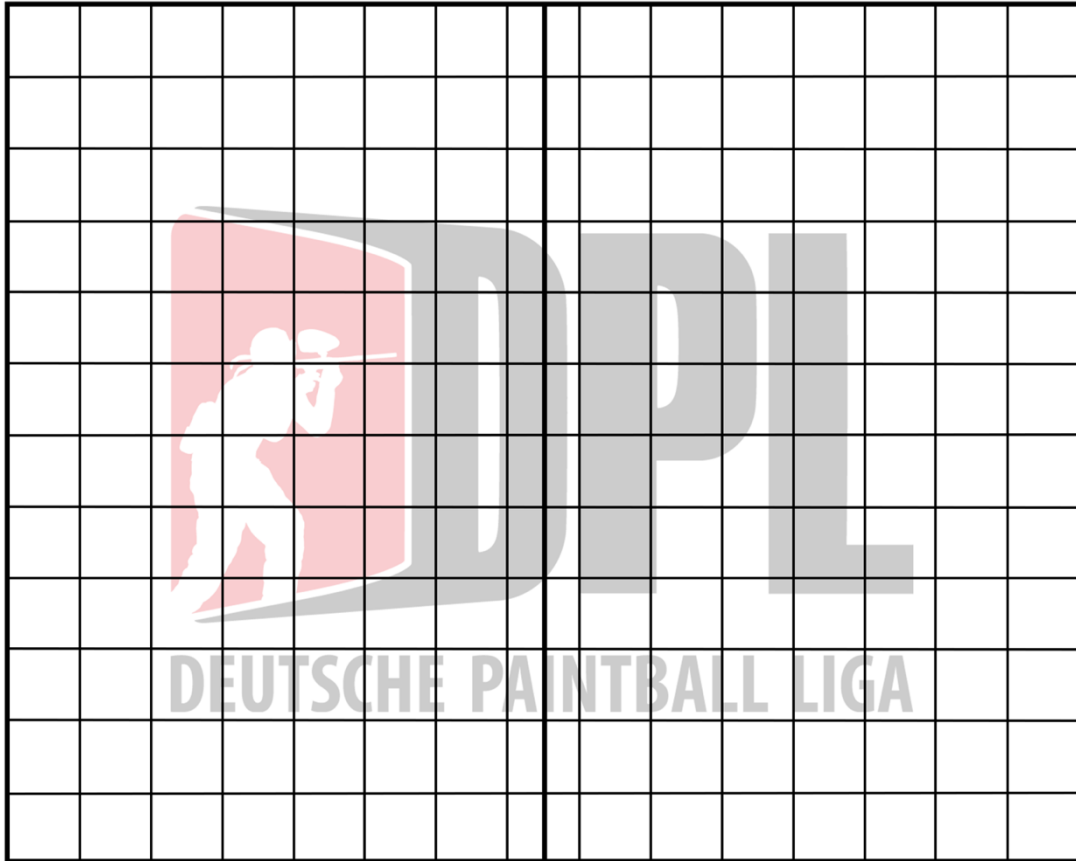
BPS => balls per seconds=> number of paintballs fired per second

Gamepoints => points achieved within the single points of a mercy encounter

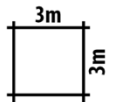
Matchpoints => points awarded for the games in HTB-Format on the daily ranking

Rankingpoints => points awarded for the season overall ranking

27.2 Field Grid Graphics



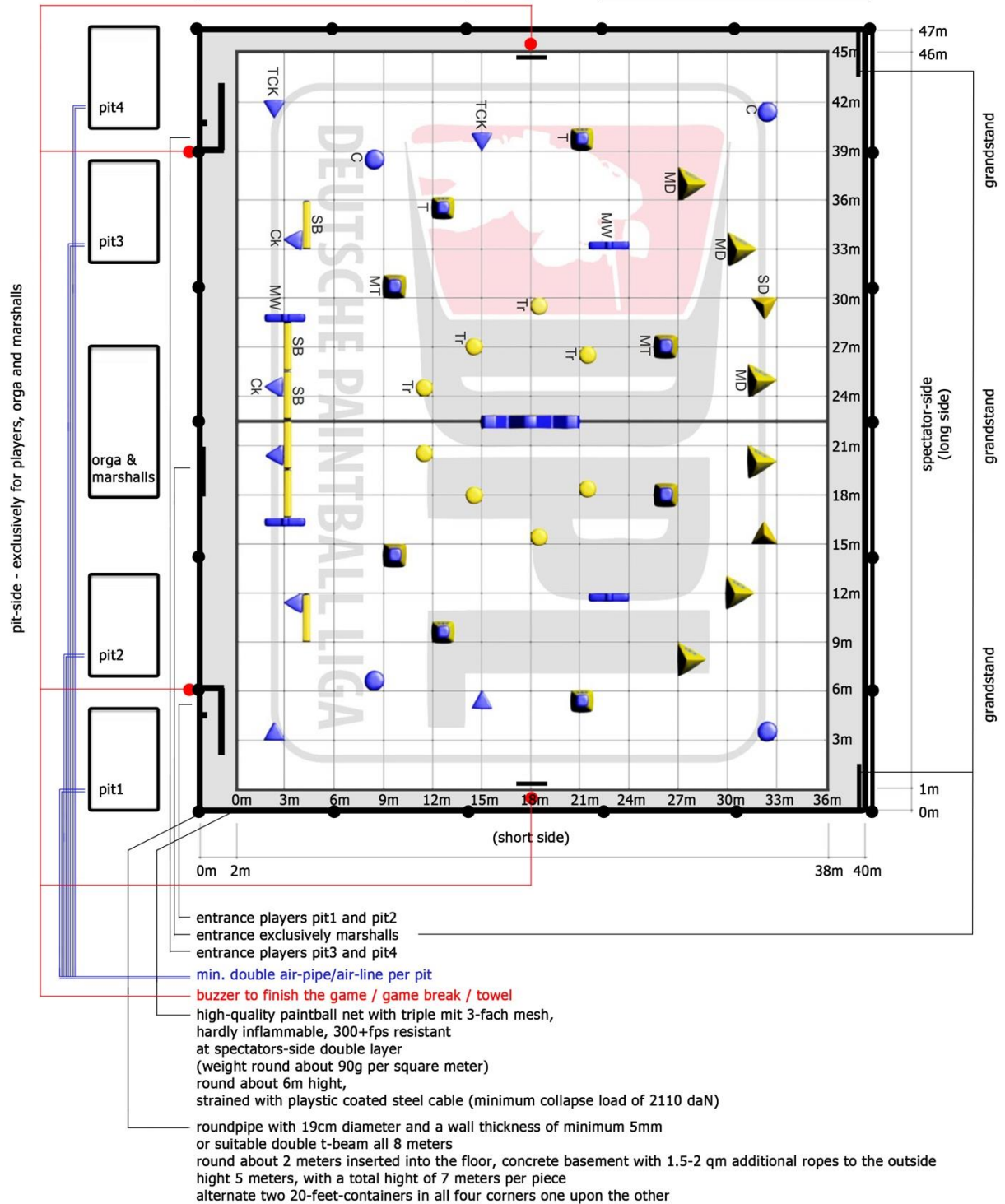
Size of the field: 5m x 36m
Size of the grid: 1m x 3m



27.3 Liability agreement DPL adults

<https://dpl-online.de/teilnahmebedingungen>

27.4 Example for field setup (recommendation)



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Errors and changes excluded.

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