

Genesis Penalties- No Battlepack Series

1. Physical violence of any sort will not be tolerated: - 100 points plus instant DISQUALIFICATION

2. 50 penalty points plus disqualification from the next game/possible ban

- Wiping
- Re-entering the game after elimination
- Use of a ramping or select fire marker (Fully auto is automatic ban)
- Excessive playing on with a obvious hit (advancing up a field)
- Verbal abuse of a player or marshal
- Equipment abuse

3. 25 Penalty points

- Arguing with a marshal
- Discharge of a paintball marker in a safe area
- Attempting to swap players for paint check or chronograph
- Eliminated players passing information/equipment to live players
- Tactical misuse of paint check calls
- Playing on when obviously marked (1hit - more hits will be 50 points)
- Calling paint check on self when obviously marked
- Goggle lifting
- Deliberate failure to surrender armband to nearest marshal
- Being more than 1mt from a piece of playing equipment (except discarded pots)

4. Minor offence (warning first offence/team) 25 points

- Shooting across boundaries
- Crossing or breaking boundary tapes
- Moving during a freeze
- Swearing at opposing player
- Shooting at any player signalling they are out
- Ignoring marshals calls
- Failure to use a barrel bung/sock in safe areas

5. Chrono limits 280 fps Total 840 fps over 3 shots:

If a player is called to the field by the field marshal and their marker is deemed HOT then they will be eliminated from the game. If a player is chronoed on field and one shot is over 280fps they will be eliminated (plus penalties) If a player is chronoed at the end of the game then the penalty sheet applies. A player can surrender a marker in the course of a game if they feel it has gone hot - penalties can still apply depending on the situation

6. ANY COMPLAINT MUST BE MADE FIRSTLY TO THE FIELD ULTIMATE AND THEN THE ULTIMATE JUDGE.