

# Go Scenario™ 2009

## RULES

V 3.1 (Updated 02-02-2009)



The ultimate tournament

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# GoScenario™

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(Updated 02-02-2009)

!!!2009 additions and changes are highlighted!!!

### 1.0) Objective:

Score the most points possible during the course of the game.

### 2.0) Duration of game:

60 minutes.

### 3.0) Squad size:

The Squad may have a maximum of 10 starting players and 5 substitutes in case of injury, gun dysfunction or fatigue. The list of the players that compose the Squad will have to be mail to the organization during the week prior to the event (to edit ID cards).

The Squad's roster (15 players maximum) is definitive.

### 3.1) Substitution:

Any player can be substituted for another at any time during the game; nevertheless, the latter must wait until the next respawn (every 10 minutes) in order to enter the field of play.

### 4.0) Armband Colour:

Each player will be fit out with an armband (the latter's colour is to be the colour of the Squad). Each player must wear the armband on the right arm in a visible way. At the beginning of the game, the 2 respawn zone referees will hand out 11 armbands in order to be sure that only 10 players of each Squad will be simultaneously on the field of play. If a player loses his armband on the field of play, he will be declared « out » (without any penalty) and will have to go to the respawn zone which corresponds to his Squad so as to ask and be given another armband. Each player is recommended to check if his armband is properly fixed (before and during the game).

### 5.0) Field of play:

Regulation playing fields are to measure between 1,5 and 3 hectares. The playing field will be composed of 3 main objectives named « bases » and 3 secondary objectives named « power ». The field of play is to be opened the day before for the players who intend to research locations.

## **6.0) The Bases:**

The latter will be composed of a defensible position; moreover, each base will contain a 3rd generation GoScenario™ electronic buzzer. Those will be made of a double clock (like chess.) and 2 release mechanism buttons (red and blue) and two visible lights (red and blue) as well as a siren.

A Squad is declared owner of the base when the colour of the Squad-coloured light is turned on. The Squads will gain 1 point for every minutes during which the Squad-coloured light is turned on.

## **6.1) The Bases:**

The two Squads will be given, depending on the colour of their armband, a main base and a respawn zone. Each Squad's respawn zone is to be roughly located 45 meters away from their main base. The organization will make sure that the respawn zones are situated at an equal distance away from the main base of each Squad. The respawn zones will be set just behind the delimitation band of the field of play not to let the players use the respawn zones' tents as obstacles.

## **6.2) The Common Base:**

It will be equidistant between the 2 main bases. The locations of the 3 bases are to form an equilateral triangle on a map.

## **6.3) Distance:**

The distance between the 3 bases is to be roughly 100-150 meters.

## **7.0) Power Objectives:**

There are 3 secondary objectives called power that can be found. A power will be contained in a roughly 40 by 10 centimetres cylinder. Each cylinder will be placed on the field, away from ways of obvious traffic. Before each game, the Head referee will place the cylinders in a new position. These objectives will be placed on the ground and will not be obscured by foliage. They are to be visible from a 2 meters distance from at least two directions (North-South, East-West). In other words, a power will not be hidden but will have to be searched for to be found.

When a power is found by a player, it must be returned to the player's Squad Commander. Once returned, the field official accompanying the Squad Commander shall award this Squad 25 points and shall give the latter the possibility to use the bonus contained in the cylinder.

If a player carrying a power is eliminated, they must remain in the place where they were eliminated and hold or brandish the cylinder in a visible way until another player take it from them. The suspended player cannot go to his respawn zone until a player has taken the power. When a power is returned to the Squad Commander, the latter shall be awarded with 10 points and the cylinder shall be removed from the game.

## **8.0) Bonus:**

Each power shall contain one bonus for the Squad that returns the cylinder to their Squad Commander. Any Decoy or fake cylinder meant to trick the opponent is forbidden on the field. The Squad Commander may use the bonus at any time in during the game (60 minutes). There shall be 3 different types of bonus on the field for every game (as listed below):

## **8.1) Resurrection:**

One of the cylinders shall contain 1 playing card (an ace). When this power is given to the Commander's referee, the Commander will be able to let up to 5 dead players enter the game. Resurrection can be used only once (the Commander can't let 3 players enter the game at an x moment and then 2 others at a y moment). The total number of players on the field of play cannot exceed the number of 10.

### **8.2) Time reversal:**

When this power is given to the Commander's referee, the Squad will be able to invert or start at distance one of the 3 Electronic buzzer.

### **8.3) Chemical bomb:**

A power shall be marked with a chemical logo. When this Power is given to the Commander's referee, the Commander will be able to use the chemical bomb as soon as he wants to simply by dropping it (himself or another player).

To activate the bomb, the player simply has to put it on the ground and tell a referee. He has 5 seconds to leave before the bomb is activated.

This bomb takes EVERY player that enters the 5 meters radius. A bomb is on for 10 minutes or until the next respawn.

### **9.0) Eliminations:**

Elimination is declared when a player is marked by a paintball (or anything else) splatter as big as or bigger than a 1 euro coin.

If a Power is hit while being carried, the player is eliminated and will not go back to his tent until someone picks the Power up.

Any paint splatter from a paint grenade or mine - regardless of size - causes the player's elimination. If a player is eliminated by a chemical bomb, he must tell the respawn zone referee in order to make sure the elimination is properly recorded. Each time a player is eliminated, they must return directly to their Squad's designated respawn zone without deliberate delay.

The Respawn Zone referee is there to check for paintball splatters and eventually make sure players enter the field of play without having any splatter (otherwise, the Squad may have from 15 to 40 points penalty). When a player enters respawn zone, the referee will check all hits on the player and record the player's elimination. A wet sponge will be present in the respawn zone for players to cleanly wipe of their own hits before entering back on the field of play.

When a player is hit, he must immediately call himself «OUT» or «TOUCHÉ».

In order not to be hit again by the opponents, the player will have to raise his hands and/or marker over his head and may call himself out again if he is being shot at.

The player will have to leave the area as quick as possible (running).

A player who was behind an obstacle, gets up and gets hit again and again cannot call for an overshooting.

An overshooting is only applied when a player shoots at a dead player who his going back to his respawn zone (with hands and/or marker over his head).

**IMPORTANT:** Players MUST be mindful of hits they receive. It is the player's responsibility to make sure all hits are recorded and properly « sponged » off. If you do get assessed a playing on penalty for a previous hit that was not sponged off in the Respawn Zone, you have no one to blame but yourself.

### **9.1) Respawn:**

At every 10-minute mark of the hour after the start of the game, (T+10 minutes, T+20 minutes, T+30 minutes, T+40 minutes, T+50), both respawn zones shall release all the eliminated players who are ready to go. Players must be ready at least 10 seconds prior to the respawn moment; otherwise, they will have to wait until the next respawn.

### **9.2) Exceptions:**

Given a respawn is every 10 minutes, to avoid being stuck in a respawn zone, the Commander will be able to ask for a restart. The two Squads will have to run back to their respawn zone. A 10 points penalty will be given to the Squad that asks for the restart.

Players will have to hurry. A player carrying a power when the restart occurs will have to leave it on the ground before going to his respawn zone. Any players who does not hurry will be receive a warning from referees («hurry up»), if a player does not take in account the warning, the Squad will received a 5 penalty point.

When the last player of the Squad that asked for the restart has arrived in his respawn zone, the opponent Squad has 1 minute to be in respawn zone. Any player who arrives after the minute will have to stay until the next respawn.

Throughout this period, the buzzers will remain in their respective positions; this new rule offers a Squad in trouble the possibility to restart with the whole team.

### **9.3) Allotted time:**

Players leaving the Respawn Zone get a safe period of 5 seconds, during which time the players cannot be eliminated. During the Respawn, the Respawn Zone referee will count down this way: « No shootings in this area for five seconds, five, four, three... Players are not allowed to shoot into or out of a 25 meters perimeter during this safe period. Any hits received during this safe period are void and sponged off by the referee. If a player is shot during the 5-second period, they will not be declared as « out » and the player who fired will be eliminated and sent back to his/her Squad's Respawn Zone.

When a whole team is in respawn zone, and 30 seconds before respawn time, referees will have the opponents pushed back 25 meters away from the tent, leaving a defensible position. Prior to each respawn, players should walk at least 25 meters away from their opponent's respawn tent.

### **9.4) Important:**

Players who are not ready to Respawn will have to wait until the next Respawn to enter the game.

### **9.5) Maintenance:**

If a player is to repair their paintball gun in the Respawn Zone, they must first air-down their paintball gun. The player must keep their barrel-blocking device in place. A player who has made any repairs to their paintball marker must re-chronograph the marker before re-inserting onto the field. Chronographs will be in the hands of the Respawn Zone referees.

### **9.6) Important:**

When a player calls «out» or «touché» » the player is eliminated, regardless of an actual paintball break.

When a player puts their barrel-blocking device onto their barrel or raises his paintball gun over his head for more than 3 seconds, that player is eliminated regardless of an actual paintball break.

### **9.7) Armbands:**

They must be worn on the right arm, between the shoulder and the elbow. When a player's armband is taken off or is missing, the player is considered as eliminated.

### **9.8) Exception:**

When the sole paintball gun is hit (loader, barrel, body, etc), the player may stay on the field of play providing he plays with another paintball gun that he was carrying (Tippmann TPX, Tiberius T8 with holster, Back up guns, etc.).

Either the player leaves his main paintball gun on the ground or the player carries it without using his hands (strap).

### **10.0) Surrender:**

If a Squad chooses to surrender to another Squad then the team being offered the surrender has the option of accepting or declining. If a Squad accepts another Squad's surrender then all remaining powers are considered « out ». All bases will be considered as to the Squad accepting the surrender from the opposing Squad for the time left in the one hour game. The surrender of a Squad can only be offered to the other Squad by a Commander via any referee.

### **11.0) Team Commandeer:**

Each Squad shall designate one Squad member as « Squad Commandeer» prior to the beginning of the game. The Team Commandeer, and the Team Commandeer alone, is able to relay the Squad's wishes to the field officials. When a Squad Commandeer is eliminated, his elimination shall result in a 5-point penalty against his Squad. Squad Commandeers cannot be changed during a game, therefore, they will not be able to communicate with their Squads nor with the field officials. Consequently, powers cannot be utilized as long as the Squad Commander is out. A referee will always accompany each Commander. A Squad Commander will wear one armband on each arm.

### **12.0) Re-supplying:**

Eliminated players may restock and reload while in the Respawn Zone. Players may take as much paint, extra Co2/HPA tanks, and water onto the field as they choose however, players may not take refill stations, such as scuba tanks or bulk Co2 tanks, onto the field.

### **13.0) Attire:**

Players may wear a variety of clothes unless the field official determines it is overly padded for the purpose of causing a paintball to bounce. Field «armoury» will be forbidden when worn over a jersey. Any protective gear is allowed when worn under the attire.

Loose fitting clothing shall be allowed within reason at the sole discretion of the field official. Standard burlap or radar-dispersing net «ghillie» suits shall be allowed. However, a player wearing a full or partial ghillie suit shall be held to the ghillie suit elimination rules as stated in Section.

### **14.0) Ghillie Suits:**

Goggleflauge-type headgear shall not be considered a ghillie suit. Squads are encouraged, to wear matching camouflage.

Any player wearing a full or partial ghillie suit (including ghillie that is attached to load bearing equipment) made of burlap or radar-dispersing vinyl mesh is required to call any direct hit as an elimination regardless of whether the paintball broke or not. Field referees shall be particularly thorough with ghillie-suited players and will typically perform a detailed paint check any time a ghillie-suited player is in a fire fight.

### **15.0) Illegal Practices:**

The following are considered illegal practices:

#### **15.1) Playing On:**

Playing On shall be defined as a player moving more than 1 meter, shooting, or remaining in the game more than 3 seconds after the player has been hit in an obvious and sensitive location (at the sole discretion of the referee), with a splatter bigger than a 10 cents. A referee will not declare a player « out » until 3 seconds after the player has been hit (unless the player calls him « out » or asks for a « Check Me »). If a referee must declare a player « out », that player's Squad will receive a Playing On penalty. Playing On or Wiping penalties are severe penalties and will be strictly enforced. There will be no warnings issued, and the referee's initial determination is conclusive and thereby not open to discussion.

### **15.2) Wiping:**

Wiping shall be defined as Playing On after making an effort to obscure or otherwise remove the paint splatter. A player who attempts to get rid of their gear marked by a paintball hit or anything that looks like a paintball splatter, not to be declared out, will receive a Wiping penalty.

Any player caught wiping or getting rid of marked gear (except the marker, see 9.9) will receive a 40 points penalty and will automatically eject from the current game. Moreover, his Squad shall play the 2 next games with a maximum of 9 players on the field of play.

The sentence can be postponed to the next event if the offending Squad has less than 2 games left. Therefore, this Squad shall play their next event's first game with only 9 players on the field of play (the offending player shall not play the first game).

### **15.3) Out of game:**

Out of game shall be defined as any time a player sets foot or a part of his body or gear across the boundaries of the field.

### **15.4) Field Adjustment of Marker Velocity:**

Field Adjustment of Marker Velocity shall be defined as any time a player takes a mechanical action, the result of which is to raise the velocity of his or another player's paintball gun (or other paintball « weapon »).

### **15.5) Hot Gun:**

Hot Gun shall be defined as any paintball gun or «exotic marking device» fires consistently over the stated field limit. Referees may check marker velocity any time during a game at their sole discretion.

If a marker velocity is found between 286 fps and 309 fps, the Squad shall receive a 10 points penalty; the offending player shall be eliminated and will have to run back to his respawn tent in order to properly adjust his marker.

Any player shooting with a very high velocity (309 fps or more) shall be ejected from the current game; his Squad shall receive a 20 points penalty (hot gun) and shall play the remainder of the game with a maximum of 9 players on the field of play.

### **15.6) Illegal Talking:**

Illegal Talking shall be defined as any time a player speaks, motions, radios or otherwise communicates with his Squad members after that player is eliminated.

When a player is hit, no further communication is allowed. Any attempt to do so will be considered as illegal talking and shall be penalized 20 points per offense.

Moreover, when a player speaks motions or radios with his Squad members after that player is eliminated, the nearest referee will eject the two nearest players of the offending team.

To avoid any problem with referees, owning-radio players should go back to their respawn zone raising their marker up using both hands.

### **15.7) Dishonour of Referee:**

Dishonours of Referee shall be defined as any time a referee or other field official maintains that a player has disregarded instructions or has otherwise behaved aggressively toward a referee or other field official.

If a player swears or makes obscene gestures at a referee, he shall be ejected from the current event; his Squad shall receive a 40 points penalty and shall have to play the remainder of the event with a maximum of 9 players on the field of play.

### **15.8) Unsportsmanlike Conduct:**

«Unsportsmanlike Conduct» shall be defined as any time a player swears at another player or otherwise behaves in an overtly aggressive way toward another player or field official.

### **15.9) Illegal Device:**

Illegal Device shall be defined as the possession or use of any device that has been deemed «illegal» by these rules or the field. At a minimum, Illegal Devices shall include shields, air horns, knives, firearms, whistles, pyrotechnics, crossbows, sling shots, blow guns, soft air, or tools outside of the respawn zone that would permit the user to adjust the velocity of the marker on the field of play.

List of forbidden markers by GoScenario™:

- Any marker that is not allowed by the host.
- Any grenade or rocket launcher that shoots multiple projectiles.
- Any paintball marker that shoots paintballs bigger than calibre 68.
- Any paintball marker that is equipped with more than 2 barrels.
- Any paintball marker that is adjusted to shoot more than 12 bps.
- Any paintball marker that GoScenario considers as dangerous or that violates any conditions above.

### **15.10) Use of non-allowed paintballs:**

Any player who shoots non-allowed paintballs will receive a 30 points penalty.

### **16.0) Penalties:**

The following Illegal Practice penalties shall be levied against the Squads:

- Dishonours of Referee - 40 points and ejection from the current game.
- Playing on with a visible / sensible hit - 40 points and a possible ejection from the current event.
- Playing on with a non-visible / non-sensible hit - 15 points.
- Wiping – 40 points and the next 2 games with a maximum of 9 players.
- Leaving the Field of Play – 10 points per offense.
- Field Adjustment of Marker Velocity – 40 points.
- Hot Gun: 286 fps to 309 fps – 10 points.
- Hot Gun: 310 fps and more - 20 points and ejection from the current game.
- Illegal Talking – 20 points and 1 for 2.
- High rate of fire - 20 points.
- Dishonours of Referee – 40 points.
- Unsportsmanlike Conduct – 20 points.
- Illegal Device – 20 points.
- Use of non-allowed paintballs - 30 points.

### **17.0) Special Weapons:**

A variety of Special Weapons shall be allowed in the game. The following is a list of allowable Special Weapons and the rules related to those Weapons. If the host field prohibits any one or more of these Special Weapons, then that or those Special Weapons shall be an Illegal Device for the game. It is the sole responsibility of the Squad to determine which Special Weapons will be allowable for the game.

### **17.1) Grenades:**

(Unlimited quantity is allowed on the field.) Any non-pyrotechnic, hand-thrown grenade shall be allowed. A player is considered eliminated if at least one paint stain from a grenade or more is found on his person or equipment.

### 17.2) Grenade Launchers:

(Unlimited quantity allowed on field.) If allowed by the host field. Each Grenade Launcher is to be checked and approved by the Organization before the game.

A player is considered eliminated if one paint mark from a grenade or more is found on his person or equipment. Grenade Launchers must only be used at an angle of 45 degrees or more. If a Grenade Launcher is employed at an angle of less than 45 degrees, then it shall be considered an Illegal Device. All Grenade Launchers must have a device for plugging the barrel.

### 17.3) Rocket Launchers:

(Limit: 1 launching device per team and 10 rockets projectiles used per 1 hour game.) All rockets must chronograph under the speed of 250 feet per second. Every rocket must be approved by the Organization prior the game. All rockets must have a device for plugging the barrel, moreover, only NERF POCKET VORTEX rockets may be used.

Rocket Launchers must have a manual release and must be used as «cover» by the Squads. The point at which the rocket first impacts is the centre of the elimination area.

ALL players within a 5-meters radius of the impact point will be eliminated. The point of impact of a rocket is where the rocket first struck an object or the ground, not where the rocket came to lie or rebound. A rocket that is thrown by hand will have no effect. Once a rocket is shot it is no longer in play and will be considered «Spent».

A rocket is will be efficient and will eliminate a player situated:

- Behind a fence, wall or door.
- Behind a tree or a bunch of straw.
- Inside or behind a vehicle (a car).
- Inside but not behind a bus.

It is prohibited to fire a rocket directly at an opponent. If a rocket is shot directly at a player who has no cover, the Squad shooting the rocket will assessed an «Illegal Device »penalty, and the player who shot the rocket will be eliminated until next Respawn.

**NOTE:** Players using rocket launchers must inform a referee prior to the shot. A referee MUST witness the shot. A designated rocket launcher player may request a referee to follow him for a short time prior to engaging a target. Each rocket must have the Squad's name written on it. Properly identified rockets are the only rockets the Squad is authorized to fire. Carrying rockets without a Squad marking or a different Squad's marking will result in an «Illegal Device» penalty. (Proper identification assists the referees in properly tracking who shot the rocket and ensures that the «Spent» rockets are given back to the appropriate Squad after the game.).

**NOTE:** Rockets without any identification are considered void and therefore «invalid» during the course of a game. If an unidentified (unmarked) rocket is used, the impact will not result in any elimination.

### 17.4) Paintball Mines:

Any type of paintball mine may be used, providing:

- It does not utilize a pyrotechnic charge
- The trip wire is breakable by a pedestrian.

When a paintball mine is triggered, if a player receives one mark of paint or more on his person or equipment, that player is eliminated. It is recommended that any time a paintball mine is triggered, the player calls a paint check on himself or on a Squad mate. There will be no penalty for a paint check that results in no eliminations when a Paintball Mine is involved.

### 17.5) Talkie-Willkie:

Any Radio or communication mechanism may be used, providing:

- It must in keeping with the telecommunication legislation of the country.

### 17.6) Perimeter Warning Devices (PWD):

Any PWD may be used, providing:

- It does not utilize a pyrotechnic charge
- The tripwire is breakable by a pedestrian

### 17.7) Smokes:

May be used, providing:

- The host field allows smokes.

### 18.0) Paint check:

There are three types of paint check. Any time any one of these paint checks is called, all play must stop within a 20-meters radius of the person who is being checked. No player may fire or move during the course of a paint check. Players may clean guns, replace paint, communicate or do any activity that does not require that they discharge their paintball gun or change position. Any person hit by a paintball during a paint check must call a paint check on himself (check me) and have the referee verify that the «hit» is invalid.

#### 18.1) Referee check:

A referee may call a paint check at his/her discretion. In order to make a player neutral, a referee will be required to put his hand on the player while shouting «neutral». If the player is hit prior to being called neutral, he is eliminated.

#### 18.2) Check me:

A person may call a paint check on himself (check me) at any time, without penalty. If a player calls a check me, the referee will be able, to his sole discretion, to call him neutral or not. A check while non-neutral is possible. The player will have to find a cover.

If a referee wants to make a player neutral, he will have to put his hand on the player and call him neutral. If a player is hit while being non-neutral checked, he is eliminated.

If a player is not sure he is out because of a non-visible but sensible hit and that he doesn't call for a check within the 3 seconds after the hit (to the sole discretion of the referee), the player will receive a playing on with a sensible hit.

A player is not to ask for a check on a visible hit otherwise he will receive a playing on with sensible hit penalty.

#### 18.3) Opponent paint check:

Players may call for an opponent paint check. A referee must be present in order to check the opponent. To request an opponent paint check, a player should call, «paint check over there! This location! ». If the opponent has received a valid hit, the referee will declare him «eliminated » and may assess other penalties like playing on or wiping.

However, if the opponent is clean the referee will levy a 5 point penalty against the Squad of the player who called the Paint check. The penalty will be radioed to the proper Respawn Zone referee.

### 19.0) Safety:

All safety rules of the host field shall be respected. Host field rules shall be made available to the Squads at least one week in advance of game via forums, the [www.goscenario.com](http://www.goscenario.com) website, or by phoning to the host field. The Organization will brief the players on the field safety rules prior to the

start of the event. Host field maximum paintball marker velocity shall be respected. The maximum velocity for GoScenario™ is 285 fps.

All players must be ready at game time with their paintball guns chronographed, and properly inspected by GoScenario™ staff if necessary. Referees will regularly check velocity during the game and systematically after each game.

#### **19.1) Masks and others:**

Facial protections (masks, goggles) used by players or anyone who is allowed to enter the field of play must be made for paintball practise. These protections must be in good condition and the lenses are to be intact. They are to be in keeping with manufacturing standards CE.

Latest protection gears shall be accepted only if the manufacturer presents at least 10 days before the contest a certificate given by an independent laboratory. This certificate must confirm that the new protection gear is in keeping with CE standards.

Masks must not be taken off on the field of play where paintball guns are utilized, as well as the following locations:

- On the fields of play.
- On the Chronograph zones.
- On shooting zones.

If any rules contained in this section are not respected, the Squad Commander who leads the player at fault shall receive a caution for a first offence. In case of another offence, the player at fault shall be disqualified of the contest.

#### **19.2) Other:**

Masks must be worn in order to remain in keeping with their original purpose (protect the player's face). The different parts that constitute it (lateral protections, bottom of the mask) are not to be twisted or turned inside out.

#### **20.0) Decoy:**

During the game, players are allowed to act as if they were in their opponent's team, providing they keep armbands on. Taking one's armband off or changing the colour of their armband will be penalized as unsportsmanship conduct. If a player loses his armband can be consider or not, to the sole discretion of the referee, and penalized as unsportsmanship conduct.

#### **20.1) Equipment Trading:**

Once a player is eliminated, they may not leave or trade equipment with other players (paintballs, gears, or other). Any equipment that is left or traded by an eliminated player will be considered an « illegal device ». If a player leaves some gear prior to be eliminated, this gear will not be considered as illegal.

#### **21.0) Allowed paintball guns and hoppers:**

Paintball Markers will be capped at 12 bps, except for Tippmanns 98 / A5 and MM1000-X7 (15 bps).

Any type of marker and loader is allowed unless they are considered forbidden by GoScenario™.

#### **21.1) Fire modes:**

Markers are allowed to shoot:

- **Semi-auto.**
- **Auto response / reactive trigger.**
- **Ramping 12 bps.**

**Full auto is forbidden.**

## **22.0) Inspection of Paintball Markers:**

All markers, equipment, and launching devices must be made available for a general inspection by the GoScenario™ staff prior to game play. A safety control will be made; the paintball gun will be chronographed in order to calculate the velocity as well as the rate of fire. Upon request of any GoScenario™ referee, a player must immediately make available his/her marker for inspection at any time during an event. The player must not alter fire, pull the trigger, adjust, turn on or off, or operate any switch or button until the marker is inspected by the GoScenario™ staff. **A marker that is in play and found to violate any rule of the GoScenario™ shall receive an Illegal Device penalty, and will have to be properly adjusted.**

## **23.0) Roaster:**

A Squad may consist of 15 qualified players. The composition of a Squad may change freely between matches during any GoScenario™ event. The following is a list of unauthorized players:

- Any player who is under the age limit set by the host field
- Any player who has been disqualified from play by GoScenario™ for reasons of extreme poor sportsmanship.
- Any player who was not recorded in the Squad composition.

## **24.0) Bounces and Fairplay:**

Players are encouraged to shout « rebound » any time a hit does not break. Since many bounces look like eliminating hits, shouting « bounce » may avert unsportsmanlike conduct and assure other participants that the player is not playing on or wiping while acknowledging the opposing players good shot.

## **25.0) Prize Packages:**

Prizes will be awarded to the 3 best Squads of each event.  
An additional prize will be awarded to the best sportsmanship Squad throughout the entire season. This Squad shall be voted by the whole team of referees.

## **26.0) Events:**

Squads will carry a cumulative point total (for the round's classification and the general classification). Squads are advised to play a few rounds if they want to get the best score on the general classification.

### **26.1) Qualifier Points:**

- **1<sup>st</sup> place = 100 points**
- **2<sup>nd</sup> place = 80 points**
- **3<sup>rd</sup> place = 60 points**
- **4<sup>th</sup> place = 40 points**
- **5<sup>th</sup> place = 20 points**