



The GRAND TOUR European Paintball Championship

MASTERS DIVISION FORMAT

GAME

- Sides are determined by tossing a coin.
- One period lasts for 10 minutes.
- There is a two-minute break between points.
- One time out per team per game:
 1. One minute.
 2. Must be called with minimum ten seconds on time out clock.
- Five players per team are allowed to be on field.
- Maximum seven players per game are allowed.
- Maximum nine players are allowed to be on the roster.
- One coach is allowed to be in the player area.
- Maximum ten people are allowed to be in the player area (9 + 1). Players who are not included in a roster will not be allowed into the pit-area during the game.
- Season rosters may include 12 players. Not locked.
- No armbands are allowed during the game.
- No flags are allowed during the game, buzzers are to be used instead.
- Coaching (communicating with the players on the field during game play) is allowed from the pit crew area of the team.
- Coaching from the opposite side of the field is allowed for one person only.
- Furthermore, coaching from the spectators side line is also allowed as long as coaches are not using any megaphones, loudspeakers, or any device that can generate sound (including but not limited to whistles and amplifying megaphones).

POINTS

- The first team to score four points wins.
- After every two points the teams change sides.
- If at the end of regulation time the result is a draw, sudden death points decide the event (Overtime of 5 minutes or as long as one of the teams receive one point).
- Teams will receive one point for the following reasons:
 1. A valid buzzer ring.
 2. The coach throws in the towel.
 3. The opposing team is assessed a penalty in the final 60 seconds of the game.

PENALTIES

The Grand Tour paintball penalties are used (One-for-ones, two-for-ones). If there are not enough players on the field, the team plays in short for next points.
All other rules of The Grand Tour apply.

TIMING

Maximum game time: 10 minutes + (2 minutes x 6 points) + (2x1 minute time outs) = **24 minutes**
Schedule games every 25 minutes.

Play games in sequence as time permits.

Can finish early, cannot finish late:

- estimated average score: 5 points;
- estimated average time: 10 minutes + (2 minutes x 4 points) + (2x1 minute time outs) = **20 minutes.**

FIELD SIZE

45*38 metres (minimum 45*30 m).