



## The GRAND TOUR European Paintball Championship

### PRO LEAGUE FORMAT

#### COMPETITION SYSTEM

- Teams play two round robins. Each team plays two games against each other.
- All the games are separated to four events.
- Each team plays 5-6 games at each event.
- Teams get one point for a victory, zero for a defeat.
- If at the end of regulation time the result is a draw, sudden death points decide the event (overtime of five minutes).
- No tournament seeding, winners and rankings.

#### OVERALL RANKING

At the end of the season the Teams are ranked by the following criteria:

- Number of games won.
- Difference between rounds won and lost.
- Higher number of rounds won.
- Result of latest direct match-up.

#### GAME

- Sides are determined by tossing a coin.
- One period lasts for 15 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 must be set prior to the first event.
- 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 five 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.

#### FIELD SIZE

The size of the field is to be 45x38 metres (minimum 45x30 metres).