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# I. General Information

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The Millennium Series website [www.millennium-series.com](http://www.millennium-series.com) is the most up-to-date source of information regarding each Millennium Series paintball event. Information about the latest Millennium Series paintball rules, entry fees, prize packages and of course each event can be found on the website.

The Millennium Series will publish the following information about each tournament a minimum of 30 days prior to the start of each tournament:

- The venue used for the tournament, including directions
- A registration form
- A waiver form
- Information about hotels

A ref meeting will be held on the eve of each tournament and the time and location of this meeting will be published on the leagues' website a minimum of one week prior to the start of the tournament. The purpose of this meeting is for the officiating staff to review schedules, rules, and on-field assignments.

A mandatory captains' meeting will be held on the eve of the tournament and the time and location of this meeting will be published on the leagues' website a minimum of one week prior to the start of the tournament. The purpose of this meeting is to provide information to the captains of the teams attending, on organization, general regulations and important rules governing their participation in the tournament.

A complete schedule for the preliminary round of play - consisting of each teams opponents, the fields it will play on, and their scheduled game times - will be published on the leagues' website and distributed to each team upon their registration the day before the tournament. At the latest, and thereafter posted on the scoreboard

All playing fields will be available for review by any team competing in the event at least 24 hours before the start of the first games.

Only approved individuals will be allowed to film, photograph, tape, or record games. Media personnel must apply at the administration table at each event and, if approved, the Millennium Series will assign a press/media pass to individuals.

Photographers and other media personnel are not allowed within the marked boundaries of the playing field during a game, and furthermore, are required to do their work in cooperation with the referees and other league personnel, especially if it regards the possibility of impeding or influencing a game. Photographers and other media personnel may be allowed within the netted area of an arena unless restrictions are imposed by officials of the Millennium Series.

## 1. Field Size and Requirements

- 1.01 A playing-field is defined as being a flat, level area, surfaced to minimize injury and completely surrounded by league approved netting to ensure safety.  
M7: 46x38 meters, at least 35 obstacles  
D7: 55x33 meters, at least 35 obstacles  
M5: 55x20 meters, at least 25 obstacles  
Obstacles will be placed a minimum of 1.5 meters off the boundary. The playing-field boundary shall be marked clearly visible and will be placed a minimum of 1.5 meters off the netting.
- 1.02 A flag station is at least 2 meters wide and placed in the middle of the back boundary of the field.
- 1.03 No team or member thereof shall in any way alter any playing field at any time. Altering the field in-game on purpose will lead to elimination of that player. Any player altering the field at any other time before or during the tournament will be suspended for that ongoing tournament.

## 2. 2006 Entry Fees

- 2.01 Entry fees for each season and division will be announced on the leagues' website.
- 2.02 Entry fees are to be paid in advance to the Millennium Series in accordance with the published deadlines, failure to do so (or failure to complete any required paper work or supply required information) may result in a teams entry being refused or ejected or a fine imposed.

## 3. Player Identification Cards and Classification

- 3.01 Players must have a valid player Identification Card (I.D.) to participate in the event. Players must be able to produce their I.D. card at all times when on the tournament grounds. No player will be allowed to play without showing his I.D. card directly before play.  
Only players with valid I.D. cards and proper credentials will be allowed to enter the "Athlete Restricted Area".
- 3.02 I.D. cards can be applied for online at the leagues' website or onsite at the event. The price of the I.D. card will be announced on the leagues' website.
- 3.03 I.D. cards are valid for one calendar year
- 3.04 I.D. cards must have the same team name on the card as the team name on the roster the player is registered under for that event.
- 3.05 Players cannot switch teams during a season. Once they are registered for a team, they cannot play for a different team in the same calendar year. Exception: Players can switch to a team playing in a higher division, provided all other restrictions (e.g. roster cap) are adhered to and that the agreement of both team captains/owners and the MS commissioner have been granted. In the season **2006 only**, players may apply with the MS rules commissioner for one transfer in the same division or one division down, but only till the third event (Madrid) as the latest.

- 3.06 Farm teams, sister teams: The Millennium Series encourages teams to enter more than one squad into the competition. These squads must have the same team name plus distinctive extension and they must announce their common team structure to the Millennium Series before they enter their first tournament.
- 3.07 In locked divisions (like Champions League in 2006), only 1 squad per team can play. A second squad of the same team will not be promoted to a locked division, even if they would qualify. This regulation cannot be circumvented by renaming such a team at any time.
- 3.08 Players of another squad of the same team registered in a lower division can play in a squad of the same team in a higher division once, using up one of the slots on their roster for this season. If such a player plays for the second time in the higher division, he becomes a regular member of this team and cannot play in the lower squad again in this season. Important: Such a player can start to play with his team in a higher division, even after the rosters are locked!
- 3.09 After a team's 3<sup>rd</sup> Millennium Series event the roster of Champions League, Div1 and Div2 teams are locked. If such a team wants to register a player for their roster, who is not present at one of the first three events, they need to provide his full name and birthday before the rosters are locked. Such a player can pick up an ID card later, provided he has been rostered by his team in time.
- 3.10 Players who start or register under false name will be banned for at least 5 Millennium Series tournaments.

## **4. Rosters**

- 4.01 Teams may have up to 15 players on their roster during a season. Teams in Div1-3 field 7 players in any one game, teams in M5 field 5 players in any one game. Teams in M7 Champions League may have up to 15 players on their seasonal roster, up to 9 players on their tournament roster, up to 7 players on their game roster and field 5 players per match.
- 4.02 No player may appear on more than one team roster.
- 4.03 All players must be legally allowed to play in the country where the ongoing tournament takes place.
- 4.04 Team rosters will be accepted only after all fees have been paid in full.
- 4.05 All teams must submit complete rosters at the registration. A team's rosters cannot be changed after the start of the tournament.

- 4.06 A player prohibited from playing on a team, because his name appears on another team's roster, his suspension from the tournament, or due to forbidden division transfer, or otherwise will cause the forfeiture of all the games of such team.

## 5. Ranking and Seeding

- 5.01 Ranking points for teams in Div1-3 and M5 are earned as follows:

$R = (\text{position of the team} : \text{number of teams})$

$[(1-R) \times 200] + 5 = \text{points}$

Teams shall receive ranking points in the current season equal to the aggregate of the points earned at those tournaments in which such teams participated.

Ranking points for teams in locked divisions (like M7 Champions League) are earned according to this table: (see MS homepage)

- 5.02 Teams will be seeded from 1<sup>st</sup> to last according to their category (Champions league, Division I, II & III) and place therein. For the first tournament of the season, teams will be seeded in accordance with ranking points earned during the previous season in their major league. In the case of teams that have no ranking points during the previous season, they will be seeded in alphabetical order, not taking into account city, state, country or other jurisdiction forming a part of the name and/or the words "the" and "team".

- 5.03 Referee teams will receive up to 200 points. These points will be issued, provided such teams fulfill their obligations and requirements before, during and after their deployment as a ref team. They will be evaluated by the Millennium Series Ref Manager.

## 6. Games

- 6.01 M7: Teams in the Champions League will play 3 preliminary games. For further information on M7 format see [www.millennium-series.com](http://www.millennium-series.com).

Div1-3: Teams in Div1-3 will play 8 preliminary games.

M5: Teams in M5 will play 12 preliminary games. For further information on M5 format see [www.millennium-series.com](http://www.millennium-series.com).

- 6.02 Game time is 7 minutes in Div1-3 and 5 minutes in M5.

- 6.03 Divisional Play:

Champions League teams will play only other Champions League teams.

Div1 teams will play Div1 and Div2 teams.

Div2 teams will play Div1, Div2 and Div3 teams.

Div3 teams will play Div2 and Div3 teams.

M5 teams will play only other M5 teams.

- 6.04 Teams will qualify for the quarter final round in the following manner:

For qualification mode of M7 and M5 format see [www.millennium-series.com](http://www.millennium-series.com). In Div1-3 teams will qualify for the quarterfinals in the following manner:

- If there are less than 8 teams in the classification there will be no quarter final round and the top four teams will qualify directly for the semi final round.

- If there are 8 to 20 teams in the classification, the top 8 teams therein will qualify and play in the quarter final round.
- If there are 21 to 30 teams in the classification, the top 12 teams therein will qualify and play in the quarter final round.
- If there are over 30 teams in the classification, the top 16 teams therein will qualify and play in the quarter final round.
- The top two teams in each division of a two division quarter final round will qualify and play in the semi final round.
- The top one team in each division of a three division's quarter final round and the highest scoring team of the teams who took second place in their division will qualify and play in the semi final round.
- The top one team in each division of a four division quarter final round will qualify and play in the semi final round.
- Team positions at the end of a round of play are determined by total points earned by the teams in such round

6.05 After the quarterfinals the 1<sup>st</sup> place team plays 4<sup>th</sup> place in a semifinal whilst 2<sup>nd</sup> plays 3<sup>rd</sup> in a semifinal, both in best of three games. Then in the finals the winner of 1v4 plays the winner of 2v3 for 1<sup>st</sup> & 2<sup>nd</sup> place, whilst the losing teams compete for 3<sup>rd</sup> & 4<sup>th</sup> place in a best of three.

6.06 Team positions at the end of a round of play are determined by total points earned by the teams in such round, subject to the tie breaking provisions contained in here.

## **7. Referee**

7.01 Each field will be staffed with a minimum of eight Field Referees plus one Head Referee. All Field Referees and Head Referees are under direct control of the Referee Manager.

7.02 Referees will wear black and white vertical striped shirts that will distinguish the referees from the players.

7.03 Only referees authorized by the Head Referee of each field will be allowed to make calls on that field.

7.04 All referees shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as referees. All referees shall perform their duties and shall make decisions in an unbiased manner. If any referee is found to have been bias in his refereeing activities, for or against any team, such person shall be dropped from the referee staff for the remainder of the tournament. Any incident in question will also be presented to the Millennium Series Ref Manager

7.05 Referees will not provide information to teams during the game, except with respect to safety concerns, warnings, neutrality, and eliminations.

7.06 Referees will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Referees will not impede the progress of the game.

7.07 Any team that fails or refuses to discharge its referee duties as specified in this section shall be penalized. The Millennium Series Ref Manager will impose these sanctions. He has the power to reduce the referee series points down to zero.

7.08 All calls and judgments on a field are subject to the review of the Head Referee for that field. All calls and judgments made or approved by the Head Referee are final, and are not subject to further review and may not be changed except by him.

**There is no tournament ultimate ref in the Millennium Series.**

## **8. Referees hand signals**

8.01 Eliminated – Referee will signal when a player is eliminated by putting one hand on his head and pointing at the eliminated player. The referee will then pull the players armband (if being used). The referee cannot put a player back in after calling player eliminated with a hand signal.

8.02 Safe/Clean – A referee will signal that a player is clean of any valid hits and has not been eliminated, by lifting a hand or a towel in the air and moving it in a circular motion

8.03 Neutral – Referee will signal a player neutral by touching such player, shouting “neutral” and holding the other arm above his head showing his hand to the opponents’ team in a “Stop!” gesture. The referee will then check player and make a safe or eliminated call. Neutral calls are at the discretion of the referees, and will only be made in extreme cases where it is difficult to check the player for hits.

8.04 One-for-one, two-for-one or three-for-one penalty signal – A referee will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by a double fist up and down movement with both arms in front of body of the additional player(s), repeating the penalty signal for every additional player counted as eliminated due to the infraction. The referee will also verbally call the penalty.

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## II. Equipment

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### 9. Clothing

- 9.01 Each player may only wear two layers of clothing<sup>1</sup> unless the temperature has been officially announced to be below 10°C in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s).  
Players must wear full pants, not shorts and long sleeve jerseys as outer layer.
- 9.02 Player uniforms may not contain orange color. Player uniforms containing white must be reasonable clean, if there is too much staining, a ref can demand to change this part of the uniform.
- 9.03 Players clothing including pants and jersey must be free from tears and rips, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber.
- 9.04 Quilting is two layers of clothing stitched over each other. Quilting counts as two layers of clothing in the area that is quilted.
- 9.05 Players may not wear shoes with metal cleats or spikes.
- 9.06 Jerseys or tops must be fully tucked into the player's pants or harness.
- 9.07 Players may wear a single pair of padded gloves.
- 9.08 Players may wear headgear that does not extend beyond 2cm below the shoulders.
- 9.09 Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness.
- 9.10 If a player is found to be wearing illegal clothing during the game he will be eliminated.
- 9.11 Stickers are not allowed on clothing.

### 10. Protective Gear

- 10.01 The goggle systems used by players and all others in a goggle-on zone must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed ASTM Standards. Goggle manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament. Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:

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<sup>1</sup> Each layer consists of a standard cotton T-Shirt garment with approximately 150g/squaremeter.

- Playing fields
- Chronograph stations
- Shooting ranges

Violation of the rules in this section will result in an official warning given to the captain of the players team for the first offense. For the second offense, the offending team member will be excluded from playing the tournament.

- 10.02 Players, officials and all on field must wear full-face protection as it comes from the manufacturer in its original form. The face or ear protection of goggle systems will not be allowed to be turned or twisted upward or in anyway modified from their original form at any time or place where goggles are required.
- 10.03 Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturers' original form. Such protection may be worn over or under clothing.
- 10.04 Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturers' original form. Such protection may be worn over or under clothing.
- 10.05 Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.
- 10.06 Male players may wear groin protection, and female players may wear chest protection manufactured for use in paintball, provided that paintballs do break on impact on such protection.
- 10.07 Players are encouraged to wear neck protection consisting of close fitting neoprene around the whole neck, with a total layers thickness not exceeding 2cm. Scarves and similar clothing are forbidden.
- 10.08 Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.
- 10.09 Stickers on Goggle systems are not allowed

## **11. Markers**

- 11.01 Players may use a single .68 caliber paintball marker, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited. Markers will be limited to 15 balls per second, defined as no two consecutive shot maybe timed shorter than 65ms apart. Trigger activation may be stored for up to 100ms after trigger pull but must be cancelled on the next trigger activation (this is to allow guns to shoot at 15bps in semi-automatic mode). Ramping of shots will be allowed only once 7.5bps has been achieved and then the marker may ramp to 15bps only if the 7.5bps is continually maintained. Once the trigger is released only a single additional shot may be discharged thereafter.
- 11.02 The definition of a trigger is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.



- 11.03 Markers with electronic firing systems must be locked in a tournament mode (see rule 11.01). The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.
- 11.04 All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. All regulators require tournament caps such that they cannot be adjusted without a tool.
- 11.05 Marker barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or integral to the construction of the barrel. Only one barrel per player will be allowed on the field.
- 11.06 Players may not use cloth, neoprene, or other material to cover the paint loaders or markers. For safety reasons neoprene high pressure bottle-only covers will be allowed.
- 11.07 Barrel socks must be properly attached at all times to all markers with an air system attached at the tournament site, anywhere in the vicinity of the tournament site including, but not limited to, parking lots/car parks and at hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fore fill the requirements of this rule. The only exceptions to this requirement are:
- During chronographing at chronograph stations
  - During test shooting in locations set up for such purposes
  - After a referee has directed players to remove their barrel socks prior to the start of a game
  - While cleaning markers

Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member being excluded from playing the tournament. During a game barrel socks must be carried by the players and be able to be used at any time required.

- 11.08 Any person carrying a gun/marker visibly (without being in a gun bag or other means) in the trade area or anywhere in the public stands will be expelled from the tournament grounds for the whole event. If the person is rostered for a team, the person will be suspended for the event and the team will be fined. Each tournament official, security staff, refs, and other staff authorized by the Millennium Series is able and responsible to enforce this rule.
- 11.09 Any player who got caught during the game whose marker violates section 11 will be excluded from the remainder of the tournament and the player's team will forfeit the game during which this illegal marker was used, unless the player as such is without ill intent. The only way to prove no ill intention is to surrender immediately after the error occurred, but before a referee detected it.

If the error is being detected before the start of the game but after the pre-game chrono-graphing procedure, the game will be forfeited but the player won't be suspended.<sup>2</sup>

- 11.10 Stickers on markers are limited to one 5 x 10 cm sticker on each side of marker. Colors of stickers may not contain the color orange.

## **12. Other Equipment**

- 12.01 Loaders (hoppers) cannot be clear and must be made of a single color. Smoked colored hoppers are allowed. Stickers on loaders or other feed devices will not be allowed except for one 5 x 10 cm sticker on each side of the loader or other feeding devices. Colors of stickers may not contain the color orange. Transparent lids on loaders are permitted.
- 12.02 Players may carry any number of pouches, pods, or tubes, but no additional propellant tanks or hoppers.
- 12.03 Two live players may exchange equipment.
- 12.04 Vests and pouches may not be constructed in such a fashion that they constitute padding.

## **13. Prohibited Equipment**

- 13.01 Prohibited equipment includes orange(or near to) coloured equipment (clothing, hopper, marker etc) also listening devices, communication devices or any form of electronic surveillance device, incendiary devices, smoke-producing devices, paintballs with red or pink fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in any way. Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will have to pay a fine of €500 to the Millennium Series. The team will also be ejected from the tournament and all points taken away from that round of play. Paintballs will be tested in accordance to the testing criteria located on the Millennium Series website.
- 13.02 Anything not specified in Sections 9 through 14, inclusive, as permitted will be prohibited.

## **14. Paintballs**

- 14.01 Paintballs must be purchased on-site from the Millennium Series registered paintball sponsors. All paintballs used at the event must have a Material Safety Data Sheet on file with the league. Paintballs used at the leagues' events must comply with ASTM standards and meet the leagues' non-staining criteria.
- 14.02 Paintballs with red and / or pink fillings are prohibited.

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<sup>2</sup> Because the player had no chance to detect the error and surrender. Game is still lost because it's a safety issue.