

IMS 2010

Format and Rules

The Format:

Group:

A 'group' consists of four teams from the same skill level.

Game:

A 'game' is considered one team against another until either all players are eliminated, time runs out, or one team capture and subsequently hangs the flag.

Matchup:

A 'Matchup' consists of two teams in the same group that will play each other twice during a 'set'.

Set:

A 'set' will consist of one 'group' on the field. Each team will play two 'games' per 'set' - playing the same team from each end of the field. Teams will play either the 1st and 3rd game, or will play the 2nd and 4th game of the set. Once the set is complete, all four teams will leave the field and prepare for their next 'set.'

Example set:

4 teams walk onto the field. While the first game plays out (team A vs. team B) the other two teams (team C & team D) that will participate in game two of the set will wait, in opposite dead-boxes. At the immediate conclusion of game 1, game 2 teams (team C & team D) step out of the Boxes, arms banded and game plan complete - ready to play. Teams from game 1 (team A & team B) switch ends and prepare themselves for game 3, cleaning all old hits and preparing a new game plan if necessary. When game 2 finishes, teams A and team B take the field while team C and team D switch ends and prepare for their second game with each other. When the third game finishes, team A and team B stay in their respective dead-boxes while team C and team D play their last game of the set. At the conclusion of this 4th game, all teams leave the field and prepare themselves for their next set.

Match:

Each team is guaranteed one 'match'. A 'match' consists of three 'sets' with each team playing 2 'games' per set. This guarantees that each team will get to play 6 games during the preliminary round.

Finals:

Once finals teams are decided and seeded (based on the number of groups in prelims) each team will play a 'best of 3' format where the top seed will play the bottom seed and so on. This will continue all through finals until our Rookie & Open class Champs are crowned.

The Rules:

Rookie Classification:

- Zero top 4 finishes in any IMS or GLS event.
- Less than 3 years together as a team
- Less than 1 complete season of national level experience
- Zero Podium finishes at any national or regional event

Rosters: teams may roster up to 8 players, and 1 coach. 6 total players per team are allowed on the field during a teams' set.

Coaches: The coach may be in the dead box area, but no 'coaching' is allowed during any games. No sideline coaching is allowed either.

Game Time: each game in a set will be 5 minutes in length.

Starting a game: Games will begin w/ an announcement from the Ultimate Judge after a 5 second warning. Players must have their barrel tips touching the deadbox/breakout board when the game begins. Any players not touching the box/board/net w/ their barrels will have an opportunity to 'tag up' by touching the area w/ their barrel BEFORE they enter the game. If no 'tag up' takes place, the player is eliminated.

Dropped Equipment: anything except pods, squeegees, and barrel socks are considered part of your 'gear' when on the field during game play. If any piece of your personal 'gear' is dropped, a 'concerted effort' must take place to pick-up/grab/re-posses said gear before the player continues to make his way up field. If no effort is displayed, player will be eliminated.

Out calls: eliminated players are allowed to declare themselves eliminated one time only. Any other communication from a dead player will be considered 'playing on' and incur a penalty for such action.

Flag in transport: once a flag is 'pulled' it must be carried and displayed. A player may 'hand off' the flag as long as the player handing the flag, as well as the player receiving the flag are both 'live' players. Once a flag is pulled & possessed, it is considered part of that player's equipment/gear just as his marker, pack, etc. As Flag Carriers are eliminated, the flag will be returned to the 50 yd line by a ref.

Point System:

Bodies:	1 pt each
Flag-pull:	2pts
Flag-hang:	5 pts

Flag Pull: a Flag Pull is acknowledged by a player running past the flag, grabbing on the way by and touch the ground w/ 2 feet, or standing flat footed w/ the flag in possession for one second. Being eliminated while grabbing the flag will not result in any flag pull points.

Flag Hang: the game is ultimately won when a team captures the flag from the middle of the field and carries it to the opposing team's dead/start box and touches it w/ the flag. If a flag is hung, and the Flag Carrier is determined to have been previously eliminated, the Hang will be considered 'dead' and no points will be awarded to the hanging team. Once more, said team will incur a '1 for 1' penalty AS LONG AS THERE ARE MORE PLAYERS TO PULL.

Eliminations: a player is considered to be eliminated at any time during game play if he is found to have a 'mark' on them the size of a quarter or larger, or whenever a ref deems him eliminated.

Penalties: Penalties will include consequence for cheating, swearing, failing to leave the field in a timely manner, etc. a penalty will be indicated by a ref throwing a 'penalty flag'. Penalties will be assessed as '1for1' (pulling guilty player + 1 closest player), '2for1' (pulling guilty player + 2 closest players), or point deductions if there is not enough players remaining to satisfy the penalty.

Obvious Hits: a hit is considered obvious if it is anywhere on a player's person including gun, hopper, tank, mask, & any "body" hit. An 'un-obvious' hit will be considered to be on a player's pack. Any amount of obvious 'flinching' when a pack is marked will trump the 'un-obvious' designation and will now become an 'obvious hit'.

Layers: players must wear only 1 pair of pants, w/ or w/o built in padding. Players may wear up to 3 layers on their upper torso. Any layer w/ built in TORSO padding counts as 2 separate layers (built in elbow/forearm pads do not count). Any player who's clothing is deemed to be 'excessive' will first be asked to remove excessive layering, then be disqualified after the 2nd offense per event.

MOF/ROF: Max Rate of Fire for all events, and divisions is 12.5 BPS. Legal modes of fire include Semi-auto w/ limited trigger bounce, and PSP Ramping.