



## Addendum to Rules 03.01.06

The following rules are additional to or amended rules found in the noted sections of the 2006 NPPL Rule Book. These noted rules were amended to better fit The NEPL. Please make sure to read the rule as it is stated in it's original form in the 2006 NPPL rule book – and then read the amendments to the rule for the NEPL.

### Section II

4.01 Protected Colors are orange and pink with an exception being markers. Orange Markers / Pink Markers are exempt from the rule for 2006 but may in the future be included in this rule.

4.03 DYE garments are allowed pursuant to clothing rules with one layer only under.

### 6.01 Bouncing and Ramping:

Any Marker found to have Excessive Bounce (at the judges discretion) may not be allowed onto the field.

Ramping will also be at the judges discretion. Ramping guns are not legal and if you are caught with it going on the field, you will not be allowed to take the gun on - and that gun will not be allowed on any other field. It is suggested that any team feeling that they may have a problem bring a back up gun to the field - you may get another gun, but we do not have to wait for you to get it. If we do not catch it going on, we may look for it during the game. It is at the judges discretion to pull any gun they feel may be ramping during the game.

At the end of the game, the gun will be tested by the Ultimate Judge. If it is found to be ramping, that player will be assessed a 3 game suspension, and the team will play a player down for those three games, whether or not there is an alternate available. If the gun is not found to be ramping, there will be no further penalties assessed. WE WILL NOT JUST BE PULLING GUNS RANDOMLY, but reserve the right to check any gun coming off as well. It will not be like spot checking for ramp, it will be done under extremely suspicious circumstance only.

6.06 Markers allowed 290 going on.

### Section III

10.01 - Number of referees on field may vary due to game format

### Section IV.

11.03 – A player will pass inspection if no one shot is greater than 290 going on

### Section V

12.04 – 7 man games are 7 minutes in length, 5 man games and 3 man games are 5 minutes in length

### Section VI

21.07 – Teams will receive an average score for any game that is forfeited

### 24 NUMBER OF GAMES

24.01 Teams will play six preliminary round games. Said games will be played against teams within the defined division of said team

24.02 Teams will qualify for the semi-final round in the following manner:

- 1) If there are 6 or less teams in the classification (Amateur, Intermediate, Novice, or Rookie), there will be no semi final round and the top 3 teams will qualify and play in the final round. (round robin)
- 2) If there are between 7 – 14 teams in a classification, the top 4 teams will qualify and play in a final round (round robin)
- 3) If there are between 15 and 21 teams in the classification, the top 6 teams therein will qualify and play in the semi final round.
- (4) If there are between 21 and 31 teams in the classification, the top 8 teams will qualify and play in the semi final round. (winners)
- (5) If there are 32+ teams in the classification, the top 16 teams will qualify and play in the semi final round. (winners)

## 26 RANKING AND SEEDING

26.01 Team-ranking points are earned as follows:

- (1) 50 points for first place;
- (2) 46 points for second place;
- (3) 43 points for third place;
- (4) 40 points for fourth place;
- (5) Fixed points will be awarded from the semi final round for all semi finalists not in the final four if there were eight teams taken to the semi final round.
  - (1a) 34 points for fifth place;
  - (2a) 32 points for sixth place;
  - (3a) 30 points for seventh place;
  - (4a) 28 points for eighth place
- (6) 1 point for every 15 game points earned in the rounds preceding the semi finals for all teams not making the semi finals.

### ROSTER LOCK:

Team rosters will be locked after the fourth event. Teams will be allowed to add only players that have not appeared on any other NEPL teams roster during the season to their roster for the last event of the season. Or team may forfeit seed points and play as a “new” team.

### Section VI Scoring

25.01 – 5 man games scoring will be conducted as follows:

- (i) A team will be awarded 5 points for every player on the opposing team eliminated
- (ii) A team will be awarded 2 points for every player on said team not eliminated
- (iii) A team will be awarded 10 points for first flag pull. Only one flag pull will be awarded during any game.
- (iv) A team will be awarded 15 points for possession of the flag at the end of the game.
- (v) A team will be awarded 40 points when the flag is hung in the flag station of the opposing team.

25.01 – 3 man games scoring will be conducted as follows:

- (vi) A team will be awarded 5 points for every player on the opposing team eliminated
- (vii) A team will be awarded 2 points for every player on said team not eliminated
- (viii) A team will be awarded 10 points for first flag pull. Only one flag pull will be awarded during any game.
- (ix) A team will be awarded 15 points for possession of the flag at the end of the game.
- (x) A team will be awarded 54 points when the flag is hung in the flag station of the opposing team.

#### AMMENDED NPPL RULES

##### Rule Changes 3-22-05

The following are additional 2006 rule updates:

1 Rule 3.08 page 9 Under Pro change 2005 to (2006) (Date change)

2 Rule 3.08 page 9 Under Semi Pro change 2005 to (2006) Add 2006 NXL players are recognized as Semi Pro (rule implemented in 2003 never put in rule book)

3 Rule 3.10 change 32 to 36 and change 2005 to 2006 and 2006 to 2007 (Date change)

4 Rule 4.03 Move approved equals section up below first paragraph (format)

5 Rule 10.05 (4) change 19.03 to 17.03 (typo)

6 Rule 19.01 add (3) player leaving the dead box during a game. See rule 21.03 (7) (Discussed with Dan Perez. Players receive three game suspension for leaving dead box after game instead of one for one penalty which is hard to excess after game)

7 Rule 19.02 (6) add “or Uniform” to title and remove “armbands” (Clarification)

8 Rule 19.03 (4) remove rule and add in 21.03 (7) (Format)

9 Rule 25.04 Add “A coin toss will determine sides, Players will alternate sides until a winner is determined” (Clarification)

10 Rule 26.01 Add Pro Ranking section remove old section. (Clarification)

The NEPL reserves the right to address any rule / changes not covered under any section contained in either the NPPL rule book, or in the NEPL amended rules either at event or during the season.