

## **Tagball Games/Close Quarter Combat Tournament Rules**

### **1.0 FIELD STANDARDS**

- 1.01 All game fields shall be free from anything that would pose an unnecessary risk to players, including cliffs, areas with jagged rock etc.
- 1.02 Both players and judges should be able to move freely on game fields, and game fields should not contain significant wet or swamp areas, dense undergrowth and the like to impeded free movement thereon.
- 1.03 All field borders will be free of debris, and no section of border will be constructed in such a manner that allows players to throw over a boundary and back on the playing field.
- 1.04 Optional rule for five and nine player fields will consist of one center flag station that will be placed at mid field, in such a manner as to assure that players equally fast can reach the center flag station from either team flag station in the same amount of time. Seven man fields will consist of two flag stations one on each end of the playing field. On the front sides of the start station.
- 1.05 Taking into account terrain, cover, ability to move, obstacle lanes and topography, game fields shall be balanced so that the better and more talented of two teams will usually win starting the game from either team flag station. All bunkers shall be adequately secured in a stationary position so as to withstand a reasonable amount of force and remain in place. A bunker shall be arranged on the playing field in such a manner to be played from both the left hand and right hand sides.

### **1.1 FIELD STAFFING**

- 1.1 Each playing field shall be staffed by a minimum of 2 field judges. This includes the head judge for three and five man play, seven man will have a minimum of 5 field judges including the head judge.

### **2.0 OFFICIATING STANDARDS**

- 2.01 All judges shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as judges.
- 2.02 All judges shall perform their obligations and shall make decisions in a totally unbiased manner. If any judge is found to have been bias in judging activities for or

against any team such person shall be dropped from the judging team for the remainder of the tournament.

2.03 Radios may be used by the judging staff for communication with each other.

2.04 Judges will wear shirts and pants of bright colors that will distinguish the judges from other players.

2.05 Clerical or mathematical errors may be corrected at any time prior to the start of the semi-finals.

## **2.1 INFORMATION**

2.6 Flag stations for all rounds will be determined by coin toss prior to the start of the game.

2.7 Judges will not provide information to teams regarding the location of flag stations, terrain, boundaries, game time, or progress of a game during the game except with respect to safety concerns.

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

## **2.2 GAME CONTROLS**

2.9 Players may turn their bodies including their faces in any direction that the player chooses. All forms of starting stations shall be in bounds and in play.

2.10 The ultimate judge on the field will begin a game by giving a ten second warning so that each team may hear clearly such warning. The head field judge will give such warning with a countdown of “Three, two, one – ten seconds.” Thereafter, the game will start by the head field judge shouting so that each team may hear, by radio or otherwise, either, “Game on.” or “Go, go, go”.

2.11 A game will end only by the head judge on the field announcing, “Game over.”

2.12 In the even of an emergency situation, the judge discovering the emergency will request that all judges immediately cause all action to stop. Game time will also be halted for the duration of the emergency.

### **3.0 GAME STRUCTURE – SCORING #####**

3.01 Points are awarded at the conclusion of the game by the head field judge. Pursuant to which the player acknowledges that he has a hit by indicating his elimination, any erroneous elimination by an official. Even though it may later be determined that the call was not valid, for placing any part of his body or anything he is wearing or carrying out of bounds, concealment of an armband or acting in any other manner indicating elimination, abandonment of equipment.

3.02 A first flag pull occurs when a player not eliminated physically grabs the center flag, in a three or five player game, before a player from the other team manages to do the same. Only one team in a game may earn first flag pull points. Seven man flag pull is when one team removes opponent's flag from their flag station and brings back to their own start station and hang the flag.

3.03 Flag hang points are awarded when a player successfully hangs the flag (3 and 5). The flag will be hung on opponents start station. For seven man (7 vs7) it will be awarded when captured opponents flag is hung on your start station. Flag hangs may be awarded to the team that is not in possession of the flag when it is hung, since it is the flag and the station that it is hung in that determines the points awarded and to whom. Flag hangs will not be immediately awarded upon the flag breaking the boundary plane of a flag station, the status of the flag carrying player will first be verified and before a flag hang is considered to be official. The time that the flag carrier breaks the plane of the flag station with the flag will be recorded by the flag field judge, and should that player be determined to be live after being checked by the field flag judge, the hang will be announced and the game will have ended as of the time that such player broke the plane of the flag station.

### **3.1 TIME AND START**

3.04 Three, five, and seven player games will end at the earliest of (i) a successful flag hang, (ii) the elimination of all players on the game field, or (iii) 5, 6, 9 minutes after the start of the game. Game times are as follows:

Three man---five minute games

Five man—six minute games

Seven man---nine minute games

3.05 Each team is expected to report to the game field at least 10 minutes prior to the scheduled start of the game.

3.06 Players are responsible for removing old hits or bringing the same to the attention of a field judge so that it may be dealt with in a manner that would not result in it resulting in an elimination of a player.

3.07 Players are not allowed to bring tools or other prohibited equipment onto the game field. Presence of such equipment may result in a penalty and disciplinary proceedings against the offending player and/or team.

3.8 Each player will be given an armband in a distinctive team color and will wear the same on his left arm.

### **3.3 ARMBANDS-Optional for numerical ID**

3.9 Armbands shall be worn on the left arm.

### **3.4 FLAGS**

3.10 Flags are to be hung so that the lowest reachable point so that the flag is within the grasp of the smallest players on the field. Minimum reach being around 5 foot from its hanging place.

3.11 Game flags shall be secured in such a manner as to prevent the game flag from being falling down.

### **3.5 NUMBER OF GAMES**

3.12 Three, five and seven player open, novice, rookie, and young taggers, teams will play six preliminary round games. Such games will be played against teams within the defined grouping of such team. Unless there are not enough teams in each division to at least play a round robin this being no less than six teams in each division. In this case all divisions will play each other, then the top scores out of each division will go to the semis or finales as stated below.

3.13 Teams will qualify for the semi finals by finishing the prelims with one of the top eight scores (note their must be a least eight teams in a division for that division to hold a semi round.)

3.14 All divisions will hold round robin finals. Teams will be seeded 1 through 4 on their final totals in the preliminaries or semi final scores, depending on total of team in division. After the seeding of all semi-finalists, game brackets for an 8-team semi shall be set as follows:

Bracket 1: Seeds #1, #8, #4 and #5.

Bracket 2: Seeds #2, #7, #3 and #6.

In an 8-team semi-finals, the top 2 scoring teams in each bracket will advance to the finals.

Cumulative semi-final scores will determine the finishing order for 4 teams not advancing to the finals.

3.15 If there are less than eight teams in a classification there will be no semifinal round and the top four teams will qualify and play in the final round.

3.16 All divisions will hold round robin finals. Cumulative scores will determine the finishing order for finals.

3.17 Team positions at the end of a days play are determined by total points earned by the teams that day.

3.18 In case of a tie score among teams:

1) Such tie will be broken first by head to head competition, winner of such contest advancing.

2) The tie shall be broken by the preliminary round scores, the team with the greatest score in the preliminary round advancing.

3) The tie shall be broken by the eliminations scored for the teams in the preliminaries, the team with the most eliminations against all preliminary opponents advancing.

4) The tie shall be broken by the eliminations scored against the teams in the preliminaries, the team with fewest eliminations against (team that lost the fewest players overall against all preliminary opponents) in such round advancing.

5) The tie shall be broken by a one game playoff. (This to be determined by ultimate judge.)

### **3.6 SEEDING AND SEED POINT DISTRIBUTION**

3.19 Three, five and seven player team seed points are earned as follow:

- 1) 100 points for first place;
- 2) 97 points for second place;
- 3) 94 points for third place;
- 4) 91 points for fourth place;
- 5) 88 points for fifth place;
- 6) 85 points for sixth place; there will be a 3 point decline in points per place of finish as in this example.

Minimum points awarded will be 10. all division will carry their own seed points.

3.20 No team shall drop down in levels at any time.

### **4.0 INFORMATION**

4.01 T B L will supply tournament information, including information concerning entry fee, an itinerary and schedule of events including time and place for the rules meeting and the captains meeting, hotel information, a waiver and roster form and the T B L rules, to any team having entered the competition in need of the same.

4.02 A rules meeting will be held in conjunction with the captains meeting of each competition. The purpose of this meeting is for the judging staff to answer question concerning these rules.

4.03 A captains meeting will be held on the morning of the competition. The purpose of this meeting is to provide information to the captains of the teams attending concerning the organization, administration and non field rules and regulations governing the tournaments.

- 4.04 A complete schedule for preliminary round play, consisting of each teams opponents, the fields it will play on, and its scheduled game times will be distributed during each team's check-in prior to the competition and thereafter, posted on the scoreboard.
- 4.05 All playing fields will be available for review by any team competing in the event for a least four daylight hour prior to the first day of play thereon.
- 4.06 Teams may examine the fields and or conduct any activity to prepare for tournament play. No team or member thereof shall in any way alter any playing field.
- 4.07 Registration for all T B L series events will be cut-off at 6:00 p.m. on the Thursday preceding the event. There will be no late fees charged only teams registered by the above stated time will be playing ball on Saturday/Sunday morning.

Registration for all teams will include team name, playing status, and full payment. Waivers may be turned in at the event check –in prior to the start of the event.

## **5.0 EQUIPMENT – CLOTHING**

- 5.01 Players may wear any suitable apparel. Short sleeves and shorts are acceptable.
- 5.02 Players may not wear excessive amounts of clothing.
- 5.03 Players must wear pants or shirts or jackets that fit well. Players may not wear oversized clothing.
- 5.04 Players may not wear jackets and or pants,over any parts of Tagball vest which is made of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber. If a player is found to be wearing such material then he will be required to obtain and wear suitable replacement clothing.
- 5.05 Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.
- 5.06 Players may wear rubber head neck protection of a single layer.

5.07 Any decisions regarding clothing issues not covered in this section are left to the discretion of the Ultimate Referee.

## **5.1 TEAM ROSTER**

YOUNGTAGGERS AGES 10 thru 14

ROOKIE – NOTE A ROOKIE PLAYER IS SOMEONE WHO HAS TWO YEARS OF TOURNAMENT EXPERIENCE OR LESS

OPEN MAY ROSTER any number of young taggers, rookie, or Novice but can only roster ONE AM no pros allowed.

## **6.0 FEES PRICES-PAY OUTS**

6.1 YOUNG TAGGERS DIVISION- PRIZE PACKAGE

ROOKIE DIVISION-CASH PAYOUT

NOVICE DIVISION-CAH PAYOUT

PAYOUT IS AS FOLLOWS:

HALF OF ALL ENTRIES FOR THAT DIVISION GOES TOWARDS CASH PAYOUT.

1<sup>ST</sup>. GETS 30% OF THE POOL

2<sup>ND</sup> GETS 10% OF THE POOL

3rd GETS 5 % OF THE POOL

## **ENTRY FEES**

YOUNG TAGGERS \$45.00 (with their own equipment - \$25)

ROOKIES \$80.00 (with their own equipment - \$50)

OPEN \$105.00 (with their own equipment - \$70)

## **TEAMS**

\$300 (with their own equipment\$200)

\$700 (with their own equipment \$ 500)

\$850 (with their own equipment \$700)

THERE MUST BE A MINIMUM OF 5 TEAMS IN EACH INDIVIDUAL DIVISION TO WIN PRIZES.

## **7.0 GAME TIMES & COMPLETION**

7.01 When the game time has expired or a flag judge declares a flag hanger clean and the hang completed, the ultimate judge will communicate to all judges the “Game over” call.

7.02 Official game time will be kept by the ultimate judge or a field judge appointed thereby. In the event that a game is to be, interrupted, because of a medical emergency, or otherwise, he will mark the time or cause the field judge appointed thereby to keep the official game time to mark the time. The ultimate judge will restart the game and the time will begin by a ten second warning followed by the game on signal. Time will begin to run upon such restart.

## **8.0 CHECKOUT PROCEDURES**

8.01 Players that are eliminated, immediately upon elimination, must exit the field By the most direct route or as directed by a field judge.

8.0 2All live players at the ends of a game must present themselves to a field judge at the exit point for inspection. At this time a field judge will inspect the player for hits and if any are found, the ultimate judge will be notified and proper penalties will be assessed.

8.03 Players may not re-enter the playing field without the, permission of a field judge.

## **9.0 GAME ENDING PROCEDURES**

9.01 Games will end upon a successful flag pull, the elimination of all players on the field or the elapse of time.

9.02 At least one field judge will be assigned to inspect live players exiting the field at the assigned exit point at game’s end.

## **9.1 FORFEITS**

9.01 A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game choreographing, or for any game in which a team refuses to take the field, as long as its opponent is willing to and /or does take the field. In the event that both teams fail to show for a game or both teams are unwilling to take the field, both teams will have forfeited that game.

9.02 Any team which is scheduled to oppose a team that has forfeited a game will receive 76 points or the average of all their games in that round which ever is higher and the forfeited team will receive zero points for that game, unless the opposing team also forfeited that game, in which case both teams will receive zero points for that game.

9.03 Once a forfeit has been declare, the forfeited game will not be rescheduled and the score will stand.

## **10.0 GAME STOPPAGES**

10.01 Game stoppages will only occur in case of an emergency, dangerous weather conditions, other “act of God” or a physical altercation on the game field.

10.02 Only the ultimate judge may declare the game stopped.

10.03 All field judges will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the field judges will insure that players remain in those locations Judges will check all players and will remove any players who are eliminated prior to the game being stopped. Judges will confer to review the sequence of events prior to the game stoppage. If penalties need be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the field judges determine, in their discretion that a player was eliminated as a direct result of illegal actions which led directly to the game stoppage. Once the condition causing the game stoppage has abated or been resolved all the live players and flags are placed in proper positions by the field judges, the ultimate judge will restart the game.

10.04 In the event of an emergency, dangerous weather conditions, other “acts of God” that would cause a T B L Tournament to be stopped before the completion of the event, the final results for each division will be taken from last completed round...i.e. event stops in the middle of the 3<sup>rd</sup> round of the semi-finals, final scores would be taken from the last completed round (2<sup>nd</sup> round or the Semis). Should an event end during, but without completing the semi-finals, when the last completed round is determined, the top 2 scores from each bracket will be advanced as if going to the final. From this point, final standings will be determined.

## **11.0 BALL CHECKS WHEN PERFORMED**

11.01 Ball checks are performed by judges for the purpose of determining if a tag ball has placed and marked a player.

11.02 Ball checks are performed by a judge when the judge has observed a player taking a hit, when thrown into an area occupied by a player that the judge cannot directly observe, when the physical location that the tag ball may have placed on is not visible to the judge, or when the judge is directed to do so by another judge.

11.03 Judges may, but are under no obligation to, make a ball check after a player has requested one.

## **12.0 NEUTRALITY**

12.01 Judges will make every effort to perform a ball check without calling a player neutral. However, a judge, at his discretion, may declare a player neutral.

12.02 No ball carrier will ever be stopped and declared neutral for the purpose of performing a ball check.

12.03 A judge calling a player neutral will indicate the same to all players on the field by standing over the player, shouting, "Neutral"; and holding his arms above his head or waiving them.

12.04 A player declared neutral cannot be eliminated from the game or moved on, either by opposing team members or his own teammates, while in the state of neutrality.

12.05 A judge may remove a neutral player's equipment and or request that such player expose additional areas for examination.

12.06 Players not declared neutral may be eliminated while being checked.

## **13.0 FLAG CARRIERS**

13.1 When a player carrying a flag breaks the plane of the flag station boundary, the flag judge will signal "time" and the player carrying the flag is immediately declared neutral.

13.2 The flag carrier will be subjected to a ball check immediately upon being declared neutral.

13.3 Players carrying flags must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.

13.04 Flags may be passed from live players to live players.

13.05 A player eliminated while in possession of the flag will stand in the area in which he was eliminated and hold the flag until the flag is taken from his possession or until the game ends. The player may move to stay out of lanes of fire.

## **14.0 FLAG HANGS**

14.01 When a player breaks the plane of a team's flag station with the flag in a five-player game, the flag judge immediately call time and the time of the call is recorded. The flag judge then paint checks the flag carrier.

14.02 If the flag carrier breaking the plane of a flag station as specified in Section hereof is found to have a hit on him, the flag judge will radio his counterpart at the opposition flag station to re-hang pr [;ace the flag. The replacement flag will be immediately hung or placed in the center flag station and the game will be restarted.

14.03 If the flag carrier breaking the plane of his opponent's flag station with the flag is found not to have a hit on him, then the hang will be successful and the game will be declared over as the time the flag carrier broke the plane.

14.04 If the flag carrier makes the mistake of hanging the game flag at his own starting station, flag hang points will be awarded to the opposing team.

## **15.0 PENALTIES**

15.01 Games points: teams according to their performance earn game points. Accumulated points will be used to rank contestants throughout the event for seeding positions and to determine which teams advance to the next round.

15.02 Standard Game Points System:

<u>Event</u>	<u>Live Player</u>	<u>Elimination</u>	<u>First flag grab</u>	<u>1 Base Break</u>
3 player	2	1	20	50
5 player	2	1	20	50
7 player	1	3	22	50

## 16.0 PENALTIES

16.01 This Tournament Rules Book is not an exhaustive reference regarding rules, infractions and penalties. Penalties may be increased, decreased, or declined by the director of judging or an ultimate judge, at this discretion, in particular circumstances.

16.02 It is each player's responsibility to consult with the tournament ultimate judge prior to the event regarding definitions and limitations of the rules.

16.03 A violation of these specific rules, as well as a violation of the spirit and intent of these rules, is an infraction.

16.04 Each player must immediately submit his equipment, his vest and himself for an inspection whenever requested by a judge. **(Referee action: 5 points).**

16.05 Players must follow all of the directions of the judges. Since the instruction of the judges supercede these rules, a player shall not be penalized for following the directions of a judge.

16.06 Appeals: All decisions by the judges are final. The team captain(s) to the head judge of the field may address questions or appeals immediately after the players have choreographed off after the game.

16.07 Arguments with a judge during a game may result in a +1 that signifies the judge will eliminate one active teammate of the offending player. A +2 signifies that the judge will eliminate two active teammates of the offending player. If a player argues with a judge after the game is over, the judge will continue to assess +1, +1 etc. against that player's team, with the award of eliminations to the opposing team.

16.08 Successive or continuing infractions are grounds for successive penalties. Example: the offending player is an active player and commits the infraction of arguing with a judge; the judge eliminates him from the game. He continues to argue with the judge; the judge eliminates an active player from his team. If he continues to argue, the judge eliminates another active player from his team. If the player continues to argue with the judge after the game, the judge will assess +1, +1, etc. **(Referee action: ELIM +1 for each successive offense).**

16.9 Certain infractions result in Penalty Points. Successive or continuing infraction are grounds for successive penalties.

16.10 When a +1 or +2 penalty eliminates the last player from a team, the other team will be awarded the flag pull automatically. First pull also will be awarded if one has not occurred earlier in the game.

## **17.0 SUSPENSIONS & EXPULSIONS**

17.01 The ultimate judge is the only person authorized to penalize with probation, suspension, and/or expelling a person from a tournament.

TBL: Amendment: Anyone who litters, vandalizes, or behaves in an unsafe manner will be expelled from the tournament. Anyone who engages in belligerent behavior and /or threatens physically assaults another person will be expelled from the tournament and suspended for one year. While on probation, another incident or bad sportsmanship will result in a one year suspension. After returning from suspension, any further incidents of bad sportsmanship behavior will result in a lifetime ban.

17.02 A person expelled or suspended from a tournament must leave the premises and not return.

18.0

TBL Amendment: Refs must attend a rules class before the event. Refs must be at the captains meeting, and they must be on their field ready to start games on time. Refs must maintain the same level of sportsmanship behavior as required for players and spectators.

### **PENALTY POINTS SUMMARY**

Rule	Penalty	Remarks
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ELIM		Player is eliminated after ref tells him or he signifies he is out (marker or not ).
ELIM		Out of bounds player is eliminated.

ELIM	Deliberate hitting of player from out bounds (hitter elim, hit player = live.)
ELIM	Player who climbs bunker, structure, prop tree elim.
ELIM	Player who deliberately alters bunker etc. elim.
ELIM	Player who uses non-participant or moveable object as a shield elim.
ELIM	Player not in start area at game start or who leaves start block before game-on.
-10 pts.	Player leaves or loses possession of equipment (more than 3ft.or 5 seconds).
ELIM	Player eliminated when receiving DIRECT HIT, when hit is witnessed by referee.
1 for 1	Two or more players marked <u>simultaneously</u> ...the last hit shall be elim.
1+1	Players does not notify ref when he is marked other than by a hit on the vest
1+1	Player is responsible for checking himself & calling himself out when marked by an obvious hit.

1 + 1	Player receives obvious hit & continues aggressive play.
1 + 1	Ref determines player became aware of a questionable hit then continued play.

+1	A player who is eliminated or signals his elimination who then hits any player from on or off the field = +1.
1 + 1	Player deliberately attempts to hide, remove, conceal, a hit.
-10 pts	Player may signify elimination ONLY ONCE.
-10 pts	Elim. Player MUST EXIT FIELD AS SOON AS HE ELIMINATED.
-10 pts	Elim. Player must proceed DIRECTLY to dead box, plug marker out of bounds.
+1	Eliminated player communicates verbally/visually = +1.
+1	Eliminated player discards/passes off equipment = +1.
1 + 1	Player fails to signify elim until after game over or has a hit but reports as "live".
+1	Eliminated players must sit center of dead box wall, if eliminated player looks toward playing field... +1 assessed.
ELIM	Player advances on a neutral player. Advancing player eliminated.

-10 pts	Spectators may not point at or communicate w/players or interfere w/game.
-10 pts	Spectators must follow directions of ref & show ID if requested.
EJECTION	Spectator will be ejected if found to interfere with the progress of

	the event, or cause a disruption on the field, or act in an unsportsmanlike manner. If necessary, a points penalty shall be assessed against a team if it is determined that there was intent by the spectator to cause any problem to benefit a team.
PULL POINTS	A player has to have control of the flag for 5 seconds before he is awarded the flag pull.
1 + 1	Eliminated flag carrier must drop flag & let ref know where it is. Attempting to hamper a flag pull by opponent is an infraction.
ELIM	Player signals end of game.
ELIM	Arguing with referee-SECOND OFFENSE (player was warned before) = elimination.
+1	Arguing with a referee- Third, fourth, fifth, sixth offense = +1 each time.
1+1	Player engages in loud arguing, cursing, and insulting/abusive name-calling regardless or where or to whom it is directed ( ref, judge, team mate, opponent, spectator). Judge has discretion to eject player from event.
ELIM	LIVE Player engages in confrontational arguing, abusive name-calling, threats of physical harm-SECOND OFFENSE (player was warned before) = elimination.
+1	Confrontational arguing, abusive name-calling threats of physical harm-third, fourth, fifth, sixth offense = +1 each time.

FORFEIT & 50 pts	Making belligerent physical contact with another person-by bumping, pushing, shoving, and using an object. Team shall forfeit that game & an additional -50 points penalty shall be assessed. If both teams commit the infraction, both teams forfeit the game & are assessed the penalty.
-10 pts	Player must immediately submit equipment/gear/himself for inspection.

ELIM	Successive or continuing infractions are grounds for successive penalties such as +1, +1, +1, +1, and +1.
1 YEAR PROBATION	First offense.
1 YEAR SUSPENSION	Second offense.
LIFETIME BAN	Third offense.
FULL FORFEITURE	Full forfeiture of points, prizes, placement, and trophies.

### Explanation of Terms

ELIM - Elimination of offending player

NA - Not applicable

-XX pts- Subtract defined points from offending players team score

ELIM +1- Elimination of offending player **AND (1)** team mate AKA: 1 and 1

Elim + XX pts - Elimination AND subtract defined points from offending players team score.

1 for 1 – Simultaneous elimination of two opposing players

Forfeit - No points awarded; points may be subtracted

### **19.0 MISCELLANEOUS DECORUM**

19.01 Teams and players thereon attending a tournament shall refrain from wearing or otherwise display offensive pictures, word, or logos at the site where the tournament is taking place.

19.02 teams and players thereon attending the TBL sanctioned event shall refrain from engaging in any conduct that would bring the tournament, the promoter or any sponsor into disrepute, including, but not limited to, the trashing of hotel room, the willful destruction of private property, engaging in physical altercations, except in defense of one's person against an unprovoked aggressor, or the commission of a criminal act.

19.03 All teams shall adhere to the administrative rules and regulations promulgated by the promoter or the tournament with respect there to.

19.04 All team shall police and dispose of all trash generated thereby within the parking area, the staging area, and/or the compound.

19.05 Any person or team that fails to adhere to the rules and regulations specified in this Section. Any person or team that does not abide by the above rules will be ejected from that day of play with no refund, and will not be allowed to play in any tournament in the series for one year.