



Addendum to Rules 03.14.08

(Anything not covered in the NPPL rulebook or ever changed in the NEPL rule book will be referred back to the previous NEPL rule book)

Section I

4.60 NUMBER OF GAMES

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

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

- 1) If there are 15 or less teams in the classification (Amateur, Intermediate or Novice), there will be no semi final round and the top 4 teams will qualify and play in the final round. (round robin)
- 2) If there 16 + teams the top 8 will move on to a first round (semi finals) elimination and the remaining four will play a round robin match for placement

5.00 RANKING AND SEEDING

5.01 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 eight 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 to their roster for the last event of the season.

Section II

11.02 Bouncing and Ramping:

We will be checking all guns going on. We are looking for two things. Bouncing and ramping. Most guns have the ability to bounce, this means that when pulling the trigger, an occasional shot(s) may be added due to a mechanical factor. This will be at the judges discretion if they feel it is too much, they may not allow the gun. Ramping means that the board in your gun is not a stock board and may be programmed to add a set amount of shots to an original amount of shots: ie - for every 5 shots, three will be added ELECTRONICALLY. 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 and if it is an illegal gun, the offending players id card will be pulled, and said player will be assessed a 3 game suspension with the team playing down a player for one game. The team with the illegal gun will be awarded 0 points for that game and the other team will be awarded a 95. (before any pending penalties on that team)

10.08 DYE garments are allowed

.

Section III

18.02 - 7 man games are 7 minutes in length, 5 man games and 3 man games are 3 minutes in length

19.06 - A player will pass inspection if no one shot is greater than 290 going on

Section IV Scoring

30.03 – 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.

30.04 – 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.

Game Starts

All games will start with barrels touching, one foot in starting station on a 3,2,1 go,go,go.

Player Classifications:

Amateur:

Any player that played on an Amateur team during the 2007 NEPL season. Any Intermediate team that finished in the top 4 Intermediate teams for the 2007 season (to further define: any player that appears on a top 4 Intermediate teams roster 3 or more times will be classified an Amateur player) Any player that played on an Intermediate team that placed first in an event or finished top 4 twice or more during the 2007 season. Any player that was rostered on 2 or more NPPL or PSP events in the 2007/2008 season. Any player that played on an INT in 2008 and won (first place) 3 events. Players may be

relegated to Amateur status during the season. Amateur Teams cannot roster any D1, Semi Pro or Pro players. Players will be ranked D1, Semi Pro or Pro once they appear on a D1, Semi Pro or Pro Roster in 2008.

Intermediate: Any player that played on an Intermediate team during the 2007 NEPL season. Any Novice / Rookie team that finished in the top 4 Novice / Rookie teams for the 2007 season (to further define: any player that appears on a top 4 Novice / Rookie teams roster 3 or more times will be classified an Intermediate player) Any player that played on a Novice / Rookie team that placed first in an event or finished top 4 twice or more during the 2007 season. Any player that only appears on a roster in D3 NPPL for no more than 1 NPPL or 2 PSP D4 Rosters (and do not make playoffs) during the 2008 season. Players may be relegated to Amateur status during the season. Intermediate may roster 2 Amateur players.

Novice: Any player that played on an NEPL Rookie or Novice team during the 2007 NEPL season that did NOT otherwise qualify to be ranked as an Intermediate player (please see Intermediate 2008 qualifications). Novice teams may only have the following in NEPL experience: A team / player will be classified as Novice if they played in either the Novice or Rookie division in 2007 and did not win an event, place top 4 twice or more or finish in the top four in either division for the season. Novice teams may roster one Intermediate player. Novice teams may play 1 PSP D4 Event and not make playoffs to still qualify as a Novice Player.