



M7 Champions League format

This format comes from the Xball lite format. It has been developed to reduce the amount of paint for teams and increase the number of teams that can play per day per field. Scoring and times can be adjusted to each level of play or budget. This format can be played with stop-watches (1 for main time, 1 for time out) and does not require expensive scoreboard.

- . Coin toss to determine sides
- . One period
 - .15 minutes
 - .Stop time
 - . 3 minutes of time break between points for 2006 (2 minutes for 2007)
- . Race for Points
 - .First team to score 5 points wins
 - .Change sides after every 3 points
 - .If tied at the end of regulation time, sudden death point. (overtime of 5 minutes).
- (If still tied cf rules)
 - .teams will receive 1 point for the following reasons:
 - .A valid buzzer ring
 - .The coach throws in the towel
 - .The opposing team is assessed a penalty in the final 90 seconds of the game.
- . One time out per team per game
 - .One minute
 - .Must be called with 10 seconds or more on time out clock
- . Maximum 7 players per game.
- . Maximum 9 players on the roster.
- . 1 Coach allowed in the player area.
- . Maximum 10 people on the player area.
- . Season Roster to be set later during the year.
- . No armbands
- . No flag (Buzzer instead)
- . Penalties: Millennium paintball penalties are used. (one-for-ones, two-for-ones-three-for-ones). If there are not enough players on the field, team plays short for next points.
- . Coach: Coaching (communicating to the players on the field during game play) is allowed from the pit crew area. Furthermore coaching from the spectators side line is also

allowed as long as coaches are not using any megaphone, sound speaker, or any device that can generate sound (including but not limited to whistles and amplifying megaphones). Non-amplified megaphones must be used in the assigned seating area (eg. Bleachers) A 5 meters distance will separate netting from the spectators side line.

. All other rules of Millennium apply

M7 timing

. Maximum game time : 15 minutes + (3 minutes X 9 points) + (2 x 1 minute time-outs) = **44 minutes**

. Schedule games every 45 minutes

. Play games in sequence as time permits

. Can finish early, cannot finish late

.estimated average score: 6 points.

.Estimated average time: 15 minutes + (3 minutes x 6 points) + (2 x 1 minute time-outs) = **35 minutes**

Attendance: Teams agree to attend all 5 CPL events in the 2006 calendar. In the case a team is not coming to an event (with the exception of special circumstances), the team will lose their spot.

Registration: Teams need to be registered under a company name or association. Dead line 1st July

Votes: Decisions are made by votes. Majority by 2/3. Default board decision

Spot Selling: No spot can be sold to another team based on 2005 qualification. If a team does not want to take up its qualification option, it will be offered to the next qualified team at no charge by The Millennium. At the end of the 2006 season the Millennium will allow teams to “sell” their spot if they desire. However in order to protect the quality and integrity of the league, the Millennium will charge a flat fee. The amount will be decided next meeting.

. **Team Names:** Teams must add a city name to their name. (country name are not allowed)

However they may not change their name from the 2005 qualification except in special circumstances like adding a sponsor . In any case this must be approved by The Millennium Board

. **Relegation:** At the end of the 2006 season the bottom two teams will be relegated to Division 1. The two top placed Division 1 teams will then be promoted to the CPL.

. **Field size:** 46m x 38m (same as an Xball field)

. **Field design committee:** 5 persons

.Sam from Shockwave

.Christian from Menace

.Steeve from JT All stars

.Laurent From Millennium.

.Simon from Millennium

Field design committee must design and submit layout 1 month before each event.

It has been agreed that after the first event, the CPL's teams will meet the committee to discuss the future designs in order to improve it.

. Intercontinental Cup

The best 4 ranked teams at the end of the season will be qualified to play the Intercontinental Cup in Orlando, USA, against the best 4 NXL teams.

The event will take place before the NXL play-off during 2 days.

Then, the CPL Teams will be able to play either on D1, D2 or D3 at their convenience.

Entree fee will be covered.

However we need a confirmation from the PSP regarding several details before making any official announcement.