

## **“CLASSIC division informations”**

4 man.

Double Central Buzzer

Roster size: 7 players

Participants born in 1977 and older

Game time: 10 minutes (non Stop)

Rules: Millennium

### **General idea of the Game concept:**

Based on the Formula 5 format, the Objective is to score a maximum of points by activating the central Buzzer and eliminating opponent players.

Eliminated players will reinsert the game from their start base located at the back of the field.

### **Game Start**

Players start the games inside the playing field boundaries, behind the window wall with the muzzle (tip) of their barrels touching the netting.

### **Game End**

When the 10 minutes of game time have elapsed

### **Points**

Scoring for games will be conducted as follows:

- A team will be awarded 1 point for each player eliminated.
- A team will be awarded 1 point for every 10seconds the teams central Buzzer have been activated (limited to maximum 2mn consecutive. After 2mn, the buzzer will be deactivated)

### **Field Size and Requirements**

- Fields shall be between a maximum of 36 m wide and 45m long.
- All game fields shall be free from anything that would pose an unnecessary risk to players, including cliffs, areas with jagged rock. Etc.
- Staging Areas will be located at each end of the field near the team base. The staging Area is the area that teams will keep extra gear and alternates during the course of the game. It will be netted so players can take off their goggles.
- Start Line will be located near the Staging area and the team, home base.
- 10m Neutral Zone will be marked in front of each home base. Opponent players will not be allowed to cross this line.
- Bases will be at each end of the field located near the start line and staging area

### **Re-Insertion**

- Re-insertion will be possible as soon as the eliminated players reaches his home pit area and get his velcro armbands (4 armbands per team). Players will be allowed to reenter or substitute into the game to bring the team back up to 4 players. All roster restrictions will still apply.

## **Rosters**

- Teams may have up to 7 players on their roster.
- Any player can be substituted at the re-insertion time.
- A maximum of 2-pit crew are allowed in the team staging area. The pit crew is there to assist the team getting players ready for re-insertions. Pit crew cannot wear playing gear or substitute in the game
- All teams must submit complete rosters at the registration. A team roster cannot be changed after the start of the tournament.

## **Games**

- Teams will play 3 preliminary round games against teams from their division. (group of 4 teams)
- Best 2 Teams from each group will qualify for the quarter final.

## **ID Cards**

- No player will be allowed to play without a valid ID card.

## **Entry Fees**

- Senior/Masters- €1000 without VAT.
- For the Paris Disney exhibition event, the Millennium will take in charge 50% of the entry fee. Special Disney Price: €500 without VAT.