



UNIVERSAL CLASSIFICATION PROGRAM DRAFT



In conjunction with PSP's classification rules and format updates, APPA will be introducing a universal classification program for the 2009 season, including nationwide classification system, season standings, and National Championships. While participation in the program is optional, it is designed to provide additional value to PSP affiliates and APPA customers at minimal investment on the part of the promoter.

This draft includes the program framework, but many details remain open. All tournament event promoters are thus invited to an open meeting hosted by PSP and APPA at the 2009 Paintball Extravaganza starting at 1 PM, Friday, February 6th to discuss the program and provide input on its future direction.

UNIVERSAL CLASSIFICATION GOALS

CONSISTENT CLASSIFICATIONS

Currently, every league in the country has its own set of rules, using various classification titles (Beginner, Rookie, Novice, Advanced, Amateur, etc) that have no consistent meaning. This is confusing to players and makes it difficult to classify players that play in more than one league, and almost impossible for players in different geographies to compare themselves with each other. By participating in the Universal Classification Program, your players will have a much easier time understanding their classification, and be able to compare themselves to other players nationwide.

NATIONWIDE STANDINGS

While many leagues maintain their own season standings, and may continue to do so under the Universal Classification Program, the context of those rankings is limited to the area the league operates. By adopting the Universal Classification Program, your players are rewarded with ranking points that let them see their ranking amongst all teams in the country.

NATIONAL CHAMPIONSHIP

The Universal Classification Program is designed to integrate with PSP Classifications. This allows the PSP World Cup to double as the National Championship.

SEASON CHAMPIONS

Each season will end with the crowning of a Season Champion for each sanctioned division of play, based on the ranking points teams earn in your league plus the National Championship at World Cup. Teams will thus have the opportunity to not only be the best team in your league, but to be the best team in the country. Your teams will attract attention to your league, especially if they place in the top of the standings.

CLASSIFICATION AND RANKING RULES

IMPORTANT: All items in italics are suggestions to be discussed at the Paintball Extravaganza Meeting

Beginner players start at lower-right and advance up and left

League	PSP			Regional		Local	BPS
Old Style	Xball			Xball	5-man	3-man	
New Format	R7	R5	R4	R2	R5/R4	R2	R1
Pro	Pro R7						12
Semi-Pro	Semi-Pro R7						
D1		D1 R5					10
D2		D2 R5			D2 R5		
D3			D3(Intro) R4	D3 R2	D3 R4	D3 R2	
D4				D4 R2	D4 R4	D4 R2	
D5						D5 R2	
Beginner						Beginner	8?
FPS	300			????			

Divisions with dotted lines on top:

----- Most or All players (50-100%) move up after season of 3rd event played at that class

——— Top players (~20%) moved up at end of season

CLASSIFICATION OVERVIEW

The classification system is designed to provide a map for players to advance from newbie all the way up to Pro, at each level giving players both fair competition as well as the opportunity to advance.

CLASSIFICATIONS EXPLAINED – WHO IS A D3 PLAYER?

New players start as Beginners. Beginner is meant for players brand-new to competitive paintball and is designed to provide a low-pressure, fun experience. Prizes for beginner are strongly discouraged.

D5 marks the entry-level for serious tournament competition. All but extremely occasional or unsuccessful players should expect to stay in D5 no more than a season.

D4 is the “collection” division for Regional and Local events. D4 players may be players who primarily play tournaments for fun but are no longer inexperienced enough to be D5, or may be newer, serious competitors on their way to D3. Many local and regional players who do not have ambitions for national competition may stay D4 forever, but players who consistently win D4 at the local and regional level should be moved up to D3.

D4 also marks the entry-level for the extended, clock-based Race2-4 format. Players who continue to compete in D4 Race2-4 should be moved up to D3.

D3 players are competitive regional-level players. While D4 players might not even practice, D3 players will tend to have a practice schedule, and will compete at the upper divisions of their regional league and perhaps even be regular participants at national-level events.

D2 players are the best players in any area of the country. They may be scattered among D3 Race2-2 teams or play a regional Race2-4 league, but also form the backbone of national-level D2 teams.

D1 and up players are serious national-level competitors – the top 300-400 players in North America.

ADVANCEMENT

A player's classification will advance once they play two events at a higher classification. A player's classification will also advance at the end of a season in which they have done well in their current classification. The precise thresholds for end-of-season advancement are yet to be decided and will be discussed at the Paintball Extravaganza meeting.

A key aspect of the Universal Classification Program is that any time a player "moves left" formats (going from Race2-1 to Race2-2 or Race2-2 to Race2-4/5), they can start at the bottom classification of that format. For example, a player who has moved up to D4 Race2-1 (3-man) can still play as a D5 Race2-2 (5-man) player. And a D3 Race2-2 player (5-man) can still play as a D4 Race2-4 (XLite) player.

But, the reverse is not true – a player who moves up to D3 Race2-4 automatically becomes a D3 Race2-2 player as well.

Put another way, Race2-2 (5-man) class does not count Race2-1 (3-man) participation, and Race2-4 (XLite) classification does not count Race2-2 participation.

PSP Classification also does not count any participation other than PSP participation.

This allows local and regional players to move up in their current format without worrying about affecting their opportunity to play the introductory division of the next format.

NATIONAL CHAMPIONSHIP FORMATS

The following formats will have a National Championship at World Cup and thus a Season Champion:

D2 Race2-5 (similar to XBall Lite)

D3 Race2-4 (similar to XBall Lite)

D4 Race2-4 (similar to XBall Lite) – Plays D3-Intro at Cup

D3 Race2-2 (similar to 5-man)

D4 Race2-2 (similar to 5-man)

D5 Race2-2 (similar to 5-man) – D5 Race2-2 offered as a separate division at Cup only.

NATIONWIDE RANKING SYSTEM

BASIC FORMULA

Each time a team plays an event, they earn ranking points based on a formula. The 1st place team earns 100 points, while the last place team earns 1 point, and each team in between earns points proportionally, so a team placing in the middle of the pack would earn 50 points, regardless of the number of teams competing.

DOUBLE SCORE FOR LEAGUE CHAMPIONSHIP EVENTS

Each participant league's last event will be a League Championship event and count as a double-score in the national standings. Thus a team that may not have been doing well at the start of the season can still get up to 300 points in the last two regular season events, keeping teams participating that may have felt they are out of the running otherwise, and also providing teams at the bottom of the rankings the opportunity to dramatically improve their spot by finishing out the season.

Regular-season PSP event scores may also be counted as a double-score. A team that attends more than one double-score event may only count one score as a double-score, but may count any others as single-scores.

SEASON CHAMPION STANDINGS

A team's season score will be comprised of:

Best three regular season event scores (up to 300 points)

Best League Championship double-score (up to 200 points)

National Championship double-score (up to 200 points)

REGULAR SEASON STANDINGS

After the end of the season, separate Season Champion and Regular Season standings will be maintained, allowing all teams to compare themselves nationwide even if they are unable to attend the National Championship event.

A team's regular season score will be comprised of:

Best three regular season event scores (up to 300 points)

Best League Championship double-score (up to 200 points)

LEAGUE STANDINGS

Leagues participating in the UCP can also have standings exclusive to their league's events automatically calculated.

NATIONAL CHAMPIONSHIP ELIGIBILITY

Only teams who have accumulated three regular season event scores will be national-championship eligible.

PROGRAM PARTICIPATION REQUIREMENTS

ADOPT PSP GAME RULES

In order to successfully rank teams across the country, teams need to be playing by the same rules. Program participants will thus need to adopt PSP game rules. For 2009, however, promoters of Race2-2 (5-man) and Race2-1 (3-man) events MAY elect to continue with the 100-point scoring system, but are strongly encouraged to use the Race2 format that will be used at the National Championships.

ADOPT UNIVERSAL CLASSIFICATIONS

Participant leagues must use the new Universal Classification Program rules. Because each league's classification rules are currently different, leagues entering the Universal Classification Program will need to work with APPA to classify their current players under the new classification rules. For example, depending on the level of experience of their players, one league's Novice players may all become D3 players, while another leagues Novice players may be split between D3 and D4 players.

USE APPA REGISTRATION SYSTEM

All participant leagues must use the APPA registration system in order to track player participation and classification and team rankings. Additionally, each promoter must input their event results into the system at the conclusion of each event to insure that ranking points are awarded to their teams. Promoters using electronic scoring will have rankings computed automatically.

TRIP TO CHAMPIONSHIP PRIZE ENCOURAGED

Although not required, participant leagues are encouraged to make entry fees and/or travel expenses to the National Championship at World Cup part of their prize package. This changes the focus of teams from playing your event to win money to playing your event to advance to the Championship. It also provides an incentive for your top teams to compete at the Championship and get your league's teams at the top of the season standings.

PROMOTER OPEN MEETING

Promoters interested in the program are encouraged to attend the open meeting at the Paintball Extravaganza on Friday, February 6th at 1 PM. Promoters may also address any questions, comments or other feedback about the program to Chris Raehl at ids@paintball-players.org.