



M7 format in the Millennium Series 2008

The M7 format has been played in Europe since 2006 and attracts more teams each season, both in national and international competitions. It has been developed by the MS in cooperation with EPBF in order to reduce paint consumption per team, while still having as much games as possible in one event. Points and game time can be easily adapted to different environments, the logistical needs are manageable and the format can be played with just two stop watches. Penalty boxes and expensive scoreboards are not ultimately needed.

In 2008, the M7 format will be played in MS divisions CPL, SPL, Div1, Div2. While the general structure is the same for all, minor alterations for CPL are stated.

Choosing sides per coin toss: Winner chooses pit area and starts for the first rounds from the same base as his pit area. Looser takes other pit area

Game time: 1 period of 10 minutes (CPL: 1 period of 15 minutes)

Rounds: Race to 4 points (CPL: Race to 5 points)

Breaktime: Next round is to be started 2 minutes after finishing the round before, breaktime between two games (two new teams take the pit areas) is 5 minutes

Switch ends: After each 2 points awarded, the starting bases will be switched, the pit areas stay the same (CPL: Switch after each 3 points awarded)

Overtime: If at the end of the regular time both teams have the same number of points, there will be an overtime of 5 minutes. In this overtime the first point given decides the game (Golden Goal). If no point is scored during overtime, the tournament seeding for this event decides the winner

Points are awarded for:

- a) Pressing buzzer of opposing base as live player
- b) "Throwing the towel" by opposing coach
- c) a penalty in the last 60 seconds of regular time or in last 60 seconds of overtime

Last-60sec-rule exception: If in the last 60 seconds of regular time a penalty is given, while the game has been stopped, a point will not be awarded due to this penalty, but other effects will apply. Example from SPL: Team A hits the buzzer, new score is 3-2. A player from team B causes a 1-4-1 penalty after buzzer signal. There will be no second point for team A, even if it is in the last 60 seconds, but team B starts only with four players in the next round in this game



Timeout: Each team is entitled to ask for one timeout of 1 minute, but not in the last 10 seconds before start of a round

Number of players: Out from the tournament roster of up to 9 players, a team must roster five to seven players for a single game. The excess players may be rostered as pit crew (without playing jerseys) for this game. Out of the 7 rostered players for this game, 5 players start each round on field

Number of persons in pit: maximum 10 rostered people (7 player/3 pit crew) per team may be in the pit. The next team staging in pit is not allowed to take part in the ongoing game in any way

Coach: Each team must have a designated coach. The designated coach must stay in the pit area all the time. If the designated coach is a player, he can function as coach only from the pit area. Only the designated coach may throw the towel, ask for a timeout or may ask for an explanation of a call (only to the headref, only if headref is off the field and only during breaks. After the game the coach has to sign the scoresheet

Spotter: each team is allowed to have one rostered pit crew member in the fenced safety zone outside the netting on spectator side. Spotters must switch sides when the teams switch sides. Spotters are restricted to their designated areas. The allowance for a spotter to stay in the fenced safety zone near to the netting can be retracted by the organisation at any time for safety reasons, differentiated by time and/or field and/or division, if needed.

All own team members (player & pit crew) may communicate with own players (not with opponent players, not with refs). Radios, cell phones plus devices to amplify sound are not allowed in the pit

ATTENTION: For safety reasons, the netting may not be touched at all. No pushing the net inside, no having head directly at net, no stomping on net on the ground!