

Australian Zone National Titles

OFFICIAL COMPETITION RULES

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Table of contents

1	Tournament.....2	3.2	Safety 6
1.1	Game Format2	3.2.1	Laser Hand Holds..... 6
1.2	Solo Competition2	3.2.2	Arena Features and Fixtures 6
1.3	Pairs Competition.....2	3.2.3	Firing over Ledges and Barriers..... 6
1.4	Triples Competition3	3.2.4	Blind Firing 6
1.5	Substitute Players3	3.2.5	Running..... 6
1.6	Late arrivals.....3	3.2.6	Balance and Control..... 6
1.7	Kit Up Room.....3	3.2.7	Crouching..... 6
1.8	Game Start.....3	3.2.8	Jumping..... 6
1.9	Referees.....3	3.2.9	Unsafe Movement 6
1.10	Influencing Referees3	3.2.10	Physical Contact..... 7
1.11	Team Captains.....3	3.3	Conduct..... 7
1.12	Appeals4	3.3.1	Personal Conduct..... 7
1.13	Terminations4	3.3.2	Smack Talking..... 7
1.13.1	Level 1 Termination.....4	3.3.3	Alliances 7
1.13.2	Level 2 Termination.....4	3.3.4	Unsporting Behaviour..... 7
2	Equipment.....4	3.3.5	External Communication ... 7
2.1	Equipment Replacements ..4	4	Referee Rules 7
2.2	Game Unit Malfunction.....4	5	Site-Specific Rules..... 8
2.3	Tampering with Equipment.5		
2.4	Electronics.....5		
2.5	Proper Attire5		
3	GAME RULES5		
3.1	Sportsmanship5		
3.1.1	Covering Sensors.....5		
3.1.2	Covering Speakers.....5		
3.1.3	Shot Blocking5		
3.1.4	Base Evacuation5		
3.1.5	Entering a Base.....5		
3.1.6	Deactivated Players5		
3.1.7	Free Movement6		
3.1.8	No-power Players.....6		

1 Tournament

1.1 Game Format

	Teams	Solos	Pairs	Triples
Scoring				
You Hit Foe	+150	+150	+150	+150
You Hit Friendly	-150	-	-150	-150
Hit You (any)	-40	-40	-40	-40
Base Hit	-500	Disabled	-500	-500
Base Destroy	+4501	Disabled	+4501	+4501
Denial	+250/base hit	Disabled	Disabled	+250/base hit
L1 "Yellow" Warning	-1000	-500	-1000	-1000
L2 "Red" Warning	-2000	-2000	-2000	-2000
Game Settings				
Player Start Location	In own base	Anywhere	Out of bases	Out of bases
Start Delay	20 seconds	20 seconds	20 seconds	20 seconds
Game Time (inc Start)	12 minutes	12 minutes	12 minutes	10 minutes
Bases Mode	Normal	Disabled	Normal	Normal
Shoot own-colour base	No	-	Yes	Yes
Base Hits to Destroy	3	-	3	3
Base Reset Time	5 seconds	-	5 seconds	5 seconds
Base Recovery Time	30 seconds	-	30 seconds	30 seconds
Reloads Enabled	Yes	No	Yes	Yes
Reload Threshold	20%	-	20%	20%
Out-of-power Pack	Cannot be shot. Kill lights (orange) flash continuously.			
Shots per second	2	2	2	2
Player Deactivate Time	8 seconds	8 seconds	8 seconds	8 seconds
L1 Warning Deac Time	System Dependent (Infusion=10 seconds, T=20 seconds)			
L2 Warning Deac Time	System Dependent (Infusion=15 seconds, T=30 seconds)			
Sentinels/Mines/Aliens	Disabled			
Role-playing features	Disabled			
Stuns	Disabled			
Max Pack Power	7 tags	-	7 tags	7 tags
Power Loss for tag	1 tag	-	1 tag	1 tag
Power Loss for firing	1/10 th tag	-	1/10 th tag	1/10 th tag
Arena Music	Yes	Yes	Yes	Yes

1.2 Solo Competition

National Titles Solo scoring will be used. No bases, no base-line rules, no reloads, no reload-line rules. All other rules apply.

1.3 Pairs Competition

National Titles scoring will be used - All bases including your own may be hit. (Normal Nationals base line rules apply for Pairs comp except that players must start the game outside of the base areas.) Denial Scoring bonus is Disabled. Reloads: On. Substitute players: A Pair will forfeit their game if either of their players is not available. Substitute players are not permitted. "Torn" or similar will be used to ensure that negative points are handled for tags on team-mate(s).

1.4 Triples Competition

As above for Pairs. Denial Scoring bonus is Enabled.

1.5 Substitute Players

For teams competition: Registered substitute players may be used within a team. A player cannot be swapped between teams. Extraordinary circumstances may be allowed at the discretion of the Committee. Players injured during a game may be substituted with the approval of a Committee member.

1.6 Late arrivals

Games will start on schedule, with or without players present. It is the responsibility of players/teams to know what time they are drawn to play with reference to the published draw schedule.

1.7 Kit Up Room

Players will be given 30 seconds to kit up. Games will start immediately after this time.

1.8 Game Start

All teams must start the game from within their own base. Players failing to do so will receive a **Level 1 Termination**. This includes players who enter the game late.

1.9 Referees

All referees rulings are final! Arguing with a referee is not permitted. **Any violation of any existing Zone rules will result in a termination.** Unsporting conduct whether in or out of the arena will not be tolerated! Players wishing to express their concern over a particular call should do so only through their Team Captain and **only after the game.** Discussions of this nature should take place for the express purpose of preventing any future concerns and should under no circumstances be intended to reverse a referee's decision.

1.10 Influencing Referees

Players may not taunt, harass or otherwise attempt to influence a Referee's performance. This includes subtle "hints" announced to other players with the intent of being overheard by the Referees. Referees should not be manipulated, abused or personalized in any way. Referees should be addressed only by the title "Referee" or "Ref". Referees may be asked, politely to move if they are not on a ref'ing circle and they are in the way of a player, the Referee does not have to move, should they not wish to. Refs should however try to be as unobtrusive as they possibly can.

1.11 Team Captains

Each Captain is the sole acting voice of that team. All issues directed towards the Competition Coordinator and Referees must come directly and individually from the Team Captain. One or more areas will be designated for these discussions and all such conversations should take place exclusively in these areas. Team Captains are expected to be fluent with the rules, language, content and intent of all rules and should have any questions, comments or concerns definitively pointed out prior to the beginning of the competition.

1.12 Appeals

Appeals against any decision made by a Referee during the game should be directed solely for the purpose of future reference and should be done so only at the completion of that game. An appeal can only be lodged with the Tournament Coordinator by the Team Captain in writing. Players are not permitted to argue with a Referee.

1.13 Terminations

1.13.1 Level 1 Termination

For any infringements of the general rules:

1. 1,000 points (500 in Solo's) deducted for each and every deactivation (Yellow Button)
2. 10 second deactivation. (20 seconds System T)

1.13.2 Level 2 Termination

Equipment, Player or Maze abuse, Unsporting Behaviour and Disputing or arguing with a referee:

1. 2000 points deducted.
2. 15 seconds deactivation. (30 seconds System T)
3. Eligibility for permanent removal from the game based on the discretion of the Referee.

Any player receiving a third Level 2 Termination will experience the following:

1. Complete removal from the game.
2. A zero score for the game. If the player has a negative score, that score will stand.
3. Eligibility for permanent removal from the competition based on the discretion of the Tournament Coordinator.

If a player is removed from the game for any reason, that player's pack will remain dormant until the end of the game.

2 Equipment

2.1 Equipment Replacements

Players who suspect their equipment to be faulty should immediately report this to the event co-ordinator. Replacement equipment will be obtained as quickly as possible. Points *will not* be awarded as compensation for the lost time.

Any player choosing to swap their pack will be capable of destroying each opposing base only once. If the player destroys a base more than once, that player will score zero points for the game.

The decision to switch packs lies solely with the player in question. Any player in this situation who chooses not to switch packs surrenders his/her right to lodge a complaint.

2.2 Game Unit Malfunction

In the event that a Game Unit (*Bases/Recharge Bays*) malfunctions – alert a referee and play on until told otherwise. The Event Co-ordinator will make the final decision on whether any games will be replayed as a result of a base or reload malfunction.

2.3 Tampering with Equipment

Players are not allowed to tamper with, modify or alter any pack, arena element or other property belonging to a Zone site. Any adjustments to player's packs will be administered only by Staff on duty at that time. Penalty: possible disqualification.

2.4 Electronics

No electronic devices are allowed in the arena. Walkie-talkies, portable lasers, mobile phones and programmable devices are strictly prohibited. Stopwatches and regular wrist watches may be used, as may be prescription electronics (e.g. hearing aids, pace makers).

2.5 Proper Attire

Players must wear a shirt, pants and shoes at all times on a zone premises. High heels and open toed shoes are not permitted. No piece of a player's wardrobe may cover any part of the pack at any time. Questionable attire is worn at the risk of the player. Form fitting headwear may be permitted. Penalty: possible termination, at Referee's discretion.

3 GAME RULES

All players are expected to thoroughly understand the rules in this booklet and should contact their Captain prior to the beginning of the competition with any questions or concerns.

3.1 Sportsmanship

3.1.1 Covering Sensors

A player's arms, hands, legs, laser or clothing must not physically touch any plastic on the chest, back or shoulders of their pack. Players cannot attempt to block shots at their packs using their feet or legs. Players holding their arms so close to their pack that they "could" be touching the plastics will receive a termination.

3.1.2 Covering Speakers

Players are not allowed to intentionally physically silence or verbally mask their speakers to gain an advantage over other players.

3.1.3 Shot Blocking

Players are not permitted to intentionally block shots at other players or the base units by way of intercepting laser fire with any part of their pack or body.

3.1.4 Base Evacuation

If base areas are defined in the arena, players deactivated within a base area must exit the base area immediately, giving way to all active players at all times. Should a deactivated player be unable to exit a base area before they reactivate as a result of giving way to active players, they are to completely exit the base area before firing any shots.

3.1.5 Entering a Base

If base areas are defined in the arena, no portion of a player's body or equipment may pass over the perimeter of a base area unless that player's pack is active.

3.1.6 Deactivated Players

Players are not permitted to intentionally use deactivated players for shields or cover.

3.1.7 Free Movement

No players are allowed to intentionally restrict or block the movement of other players during the game. Players cannot be expected to leave a position to allow another player to assume that position. This rule should be considered only in regards to “safe passage” to points beyond. Deactivated players should make every effort to be unobtrusive. In these instances the “active” player is considered to have right of way.

3.1.8 No-power Players

A player may not hold a position if their pack is out of power. A player that is out of power is regarded as deactivated.

3.2 Safety

3.2.1 Laser Hand Holds

Players must use 2 hands when firing lasers. Players may hold their laser with one hand if not firing. Players must hold the laser close to their body when holding with one hand.

3.2.2 Arena Features and Fixtures

Players are not allowed to move or modify any arena features or fixtures. Players are not permitted to poke their lasers or body parts through existing holes or gaps.

3.2.3 Firing over Ledges and Barriers

Players are not allowed to lean over a barrier. Players may lean over a ledge provided only one shoulder passes over the ledge and the movement is considered safe by the referee. A barrier is defined as a partition where both sides of the partition are on the same level. A ledge is defined as a partition where one side of the partition is substantially higher than the other.

3.2.4 Blind Firing

Players must be looking around or over a fixture at the same time they aim their laser around or over it.

3.2.5 Running

Players are not permitted to run at high speeds.

3.2.6 Balance and Control

Players must maintain balance and control during all game play. Some allowance for “no fault” slippage may be made.

Players are not to use arena elements (except for hand rails) for support.

3.2.7 Crouching

Kneeling on two knees, sitting and lying down is not permitted. Crouching and kneeling on one knee is permitted.

3.2.8 Jumping

Jumping is not permitted.

3.2.9 Unsafe Movement

No forms of unsafe movement or play are permitted. Unsafe movement is defined as movement that may / will / does cause injury or damage. This will include insufficient

clearance distance between players. One metre clearance would be generally regarded as sufficient.

3.2.10 Physical Contact

Players are not permitted to physically strike or push other players in any way. Unintentional or casual contact (such as occurs in regular game play) is expected, however repeated instances by the same player will result in a **Level 2 Termination**.

3.3 Conduct

3.3.1 Personal Conduct

Any illegal conduct, physical violence, threatened or otherwise will result in the removal of that player from the competition. Conduct that may cause the sport to be brought into ill repute, may result in the removal of that player from the competition. Offenders may be referred to the appropriate authorities.

3.3.2 Smack Talking

Belligerent, threatening, offensive or overly abusive language will not be tolerated. Players should refrain from using action verbs suggesting threats and ultimatums. Players determined to be speaking in an unacceptable manner will be asked to refrain or be terminated.

3.3.3 Alliances

Players are not permitted to form alliances with opposing players. The forming of any alliance will result in the involved teams' disqualification from the competition.

3.3.4 Unsporting Behaviour

In the event of a player leaving a game because they are unhappy with a referee's decision or the actions of another player, that player's score will stand and they may not re-enter the game. This rule will not apply to a player who has a valid reason for leaving a game i.e. feeling ill or injury.

3.3.5 External Communication

Anyone anywhere outside the arena attempting **any form** of unauthorised communication for any reason with players inside the arena will be subject to sanction.

4 Referee Rules

1. Referees must have a thorough understanding of the Competition rules. Referees will be expected to pass a proficiency test of their rules knowledge and ref skills.
2. Referees should display a high level of professionalism at all times.
3. Referees must be unbiased. Any indication of favouritism towards particular players or teams will result in immediate suspension of Referee status, and pending assessment by Competition Coordinators, may result in permanent removal of this title for the duration of the Competition.
4. Referees should not address players during a game, except to warn of a rule violation. Casual conversation with players is not permitted.
5. Referees should make all attempts to remain unobtrusive when in the arena. Referees on Ref Circles can not be ask to move, but players may ask them to move if standing elsewhere - the decision to move lies solely with the Referee.

6. Referees should not argue with players during a game. All disputes are to be settled after the game, and only through the Team Captains in the designated area.
7. Referees should report incidents of unsporting conduct to the Competition Coordinator.
8. Management reserves the right to revoke Referee status. Assessment of referee conduct will be conducted as necessary.

5 Site-Specific Rules

These rules apply specifically to the Campbelltown site, host for the 2006 Nationals:

1. Pack contact with fixtures: hard plastics on the pack are not to come into contact with arena hard fixtures or other players.
2. Arena Stairs: Players must not stop or change direction on the stairs. Players ascending the stairs have right of way. Players must keep left when moving on the stairs.
3. Running: rapid movement in limited visibility areas (particularly ground floor) is regarded as unsafe movement.
4. Bad Language: the Campbelltown arena **by design** allows for staff and customers to hear what is happening in the arena. Players are required to keep their language under control – they are in a public place and they have no idea who can hear them.
5. Base Lines: Base lines and base evac rules are in effect. Base areas extend upwards to the ceiling and incorporate the outside (base-side) surface of ramp handrails bordering on bases. The top surface and ramp-side surfaces of handrails are not in the base area. A deactivated player placing any part of their body, clothing or pack beyond the handrail bordering a base will be regarded as entering the base and will receive a Level 1 termination.