

# Australian Zone National Titles

## OFFICIAL COMPETITION RULES

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# 1 Tournament

## 1.1 Game Format

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

## 1.2 Solo Competition

- National titles solo score set will be used.
- No bases, base areas, reloading or reload areas.
- All other rules apply.

### **1.3 Pairs Competition**

- a) National team score set will be used
- b) All bases, including your own colour base, may be destroyed.
- c) Players must start the game outside the base areas, if defined.
- d) Denial scoring is off.
- e) Reloads are on.
- f) A team will forfeit their game if either of their players is missing.
- g) Substitute players are not permitted.
- h) All other rules apply.

### **1.4 Triples Competition**

- a) Game format is variable year to year.
- b) A team will forfeit their game if any of their players are missing.
- c) Substitute players are not permitted.
- d) All other rules apply.

### **1.5 Substitute Players**

- a) Registered substitute players may be used within a team.
- b) Players are not permitted to swap teams after the event has started.
- c) Extraordinary circumstances may be allowed at the discretion of the committee.
- d) Players injured during a game may be substituted at the discretion of the committee.

### **1.6 Game Start**

- a) Games will start on schedule, with or without players present.
- b) Responsibility lies with the players to know when they are scheduled to play.
- c) Players will have thirty seconds to kit up; games will start immediately after this time.
- d) All players must start the game inside their own teams' base areas.
- e) Players who enter the game late will be terminated.

### **1.7 Team Captains**

- a) A team captain is the official representative of a team to any competition officials.
- b) All communication to or from a team by competition officials will come via the team captain.
- c) Team captains are expected to be fluent in the wording and intent of the rules.

### **1.8 Referees Rulings & Appeals**

- a) All referees ruling are final.
- b) A team captain may register their concern over a referees decision, at the conclusion of a game, with the competition coordinator or other designated official.
- c) Such registration of concern is only for the prevention of future issues and clarification.

## **1.9 Influencing Referees**

- a) Arguing with or abusing a referee in any way, either in game or out, is not permitted.
- b) Players may not influence in any way the performance of a referee. For example, the announcement of hints to other players with the intent of being overheard by the referee.
- c) Referees should not be personalized in any way and should be addressed as "referee" or "ref".
- d) Referees may be asked to move but do not need to do so.
- e) Referees will attempt to be as unobtrusive as possible.

## **1.10 Terminations**

### **1.10.1 Level 1 Termination**

- a) Will be applied for any infringement of the rules.
- b) 1000 point (500 in Solo's) deduction.
- c) 10 second deactivation. (20 seconds System T)
- d) Yellow button on god box.

### **1.10.2 Level 2 Termination**

- a) Will be applied for; equipment, player or maze abuse, unsporting behaviour and disputing or arguing with a referee.
- b) 2000 point deduction
- c) Eligibility for permanent removal from the game based on the discretion of the referee.
- d) Any player receiving a third level two termination will have the following applied;
  - i. Removal from the game.
  - ii. Zero score. Negative scores will stand.
  - iii. Eligible for permanent removal from the competition, at the discretion of the competition coordinator.
  - iv. 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**

- a) Players with faulty equipment should report this immediately report this to a designated official.
- b) Replacement equipment will be obtained as quickly as possible.
- c) Points will not be awarded for lost time.
- d) A player obtains a replacement pack and destroys more than two bases per game will receive zero points for any and all packs.
- e) Players who do not swap packs surrender their right to lodge a complaint.

## **2.2 Game Unit Malfunction**

- a) Players must alert a referee of a game unit malfunction and play on until told otherwise.
- b) The competition coordinator will make the final decision to replay the game or take other appropriate action.

## **2.3 Tampering with Equipment**

- a) Players are not permitted to tamper with, modify or alter any pack, arena element or other property belonging to a zone site.
- b) Any adjustments to a player's equipment will be administered by zone staff on duty.

## **2.4 Electronics**

- a) No electronic devices are allowed in the arena.
- b) This includes, but is not limited to walkie-talkies, portable lasers, mobile phones and ipods/MP3 Players.
- c) Stopwatches, regular wrist watches and prescription electronics (e.g. hearing aids, pace makers) may be used.

## **2.5 Proper Attire**

- a) Players must wear appropriate clothing at all times on zone premises.
- b) High heels, open toed shoes and singlets are not permitted.

# **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) No piece of a player's wardrobe may cover any part of the pack at any time.
- b) Questionable attire is worn at the risk of the player.
- c) Form fitting headwear may be permitted.
- d) A player's arms, hands, legs, laser or clothing must not physically touch any plastic on the chest, back or shoulders of their pack.
- e) Players cannot attempt to block shots at their packs using their feet or legs.
- f) 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**

- a) 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**

- a) 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;

- a) Players deactivated within a base area must exit the area immediately.
- b) Deactivated players leaving a base area must give way to active players.
- c) Deactivated players, who as a result of giving way to active players, reactive before exiting the base area must not fire any shots before exiting the base area.
- d) No part of a player's body or equipment is permitted to enter a base area unless their pack is active.

### **3.1.5 Deactivated Players**

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

### **3.1.6 Free Movement**

- a) Players are not permitted to restrict or block the movement of other players. For example, player(s) can not block a corridor.
- b) Players do not have to leave a position to allow another player to assume it, even if deactivated.
- c) Deactivated players moving through the maze should make every effort to be unobtrusive, especially in close proximity to base evacuation areas.

### **3.1.7 No-power Players**

- a) A player that is out of power may not hold a position, and must not delay in vacating the position.
- b) A player that is out of power moving through the maze should make every effort to be unobtrusive, especially in close proximity to base evacuation areas.

### **3.1.8 Entering a Recharge Bay**

If reload areas are defined in the area;

- a) Players must move through recharge bays in the designated fashion.
- b) While standing in a recharge bay waiting to reload, players must keep to the left to allow other players to move through.
- c) Players may not shoot out of a reload bay.

## **3.2 Safety**

### **3.2.1 Laser Hand Holds**

- a) Players must use two hands when firing their laser.
- b) Players may hold their laser with one hand if not firing.
- c) Players must hold the laser close to their body when holding with one hand.

### **3.2.2 Arena Features and Fixtures**

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

### **3.2.3 Firing over Ledges and Barriers**

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

### **3.2.4 Objects Around Obstacles**

- a) A player must not cause protrusions into corridors of movement they cannot fully see.
- b) Examples may include lasers around corners, legs sticking out, etc.

### **3.2.5 Running**

- a) Players are not permitted to run at high speeds.

### **3.2.6 Balance and Control**

- a) Players must maintain balance and control during all game play. Some allowance for "no fault" slippage may be made.
- b) Players are not to use arena elements (except for hand rails) for support.

### **3.2.7 Crouching**

- a) Kneeling on two knees, sitting and lying down is not permitted.
- b) Kneeling on one knee is permitted.
- c) Crouching is permitted.

### **3.2.8 Jumping**

- a) Jumping is not permitted.

### **3.2.9 Unsafe Movement**

- a) No forms of unsafe movement or play are permitted.
- b) Unsafe movement is defined as movement that may / will / does cause injury or damage.
- c) This includes insufficient clearance distance between players. One metre clearance would be generally regarded as sufficient.

### **3.2.10 Physical Contact**

- a) Players are not permitted to physically strike or push other players in any way.
- b) 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**

- a) Any illegal conduct, physical violence, threatened or otherwise will result in the removal of that player from the competition.
- b) 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**

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

#### **3.3.3 Alliances**

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

#### **3.3.4 Unsporting Behaviour**

- a) 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.
- b) 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 Sportsmanship**

- a) Players deliberately violating the letter and spirit of these rules may receive additional sanction, at the discretion of the tournament co-ordinator.
- b) These sanctions may include, but are not limited to, loss of points, forfeit of games, and elimination from the tournament.

#### **3.3.6 External Communication**

- a) 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

- a) 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.
- b) Referees should display a high level of professionalism at all times.
- c) 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.
- d) Referees should not address players during a game, except to warn of a rule violation. Casual conversation with players is not permitted.
- e) 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.
- f) 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.
- g) Referees should report incidents of unsporting conduct to the Competition Coordinator.
- h) Management reserves the right to revoke Referee status. Assessment of referee conduct will be conducted as necessary.

## 5 Site-Specific Rules

- 5.1 Terminated Players
  - a) Players Terminated within a base area must exit the area immediately.
  - b) Terminated players leaving a base area must give way to active players.
  - c) Terminated players, who as a result of giving way to active players, reactive before exiting the base area must not fire any shots before exiting the base area.
  - d) No part of a player's body or equipment is permitted to enter a base area unless their pack has reactivated from their termination.
  
- 5.2
  - a) When using a Recharge Bay at Willetton, players can enter through either entrance.
  - b) Players must keep left.
  - c) A player can not exit a Recharge Bay through the entrance they entered.
  - d) All parts of a Players body and equipment must fully pass over the outer edge of the Recharge Bay Line.
  
- 5.3 Players who remain stationary in the "Keep Clear" area in Red Base will be considered to be breaking rule **3.1.6 Free Movement** because they block the thoroughfare behind the "shooter box".
  
- 5.4 Note that during Doubles and Triples all rules will be enforced once players enter the arena.
  
- 5.5 When leaving the Tech Room players must go through the Yellow Recharge Bay towards Blue Base before firing their Phasor.