

## Game Format

**Scoring:**

- +100 points per sensor you hit
- 100 points per sensor you hit friendly
- 30 points per sensor hit you (friend or foe)
- +4501 points for destroying a base
- 500 points per hit on a base
- (i.e. 3001 points if a base is deactivated in 3 shots)

**Start Mode:** Start in base; 20 sec delay

**Time:** 12 minutes

**Ammo:** Based on Power setting – \* Explanation follows.

**Repairs:** Based on Power setting – \* Explanation follows.

\* Explanation - Power starts at 255 and is times 1. (So  $1 \times 255 = 255$  units of power.)

If we minus 9 units of power for every hit on every area and minus 3 units for every pull of the trigger - then you have 255 divided by 9 = 28.333 times you can be hit or 85 times you can fire your laser before you need to "reload" your power.

**Shots per sec:** 2

**Deac time:** 8 seconds

**Stun effect:** Deactivate

**Reload mode:** Enabled

**Roleplaying features:** Disabled

**Sentinels, mines:** Disabled

**Bases:** Normal - Will have a 5 second recovery time. \*\* Explanation follows.

\*\* (Explanation – after the first shot a player has up to 5 seconds in which to shoot the base again – then up to 5 seconds to get the next shot in.)

**Music** On.

## Solo / Pairs Competition

Pair's players must take a pack of a different colour than their partner.

Solo Competition – National Titles Solo scoring will be used - no bases - no base line rules.

All other rules apply.

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.)

## Substitute Players for Pairs Competition.

A Pair will forfeit their game if either of their players is not available. Substitute players are not permitted.

## Substitute Players for Team Competition

Registered substitute players may be used within a team. A player cannot be swapped between teams.

## Late arrivals

Games will start on schedule, with or without players present.

## Kit Up Room

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

## 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.

## 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.

## 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 in the way of a player.

## Team Captains

Each Captain is the sole acting voice of that team and 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.

## 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 League Coordinator by the Team Captain. Players are not permitted to argue with a Referee, however, players are allowed to calmly and logically present their case via the Team Captain directly to the League Coordinator.

## Terminations

### Level 1 Termination

For any infringements of the general rules.

1. 1,000 points deducted for each and every deactivation (Yellow Button)
2. 20 second deactivation.

### Level 2 Termination

Equipment, Player or Maze abuse  
Disputing or arguing with a referee

1. 2000 points deducted – for each deactivation – 3 deactivations and out of game (Red Button)
2. 30 seconds deactivation.
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 "0" 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 League 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.

## **Equipment**

### **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 scoring no more than two bases during the game (with points being deducted for any base destroyed twice by that player). 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.

### **Base malfunction during game**

In the event that a game unit malfunctions – alert a referee and play on until told otherwise.

### **Tampering with Equipment**

Players are not allowed to tamper with, modify or alter any pack, arena element or other piece of property belonging to a Zone site. Any adjustments to player's packs will be administered only by a Referee on duty at that time. Players tampering with equipment or property may be disqualified.

### **Electronics**

No electronic devices are allowed in the arena. Walkie-talkies, portable lasers, mobile phones and programmable devices are strictly prohibited. Stop watches and regular wrist watches may be used.

### **Proper Attire**

Players must wear a shirt 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. Terminations may be given out at the sole discretion of the Referee. Form fitting headwear may be permitted.

### **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.

### **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.

### **Covering Sensors**

A player's arms, laser or clothing must not physically touch any pack sensors.

**Covering Speakers**

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

**Face and Hand Blocking**

Players are not permitted to “block shots” by way of intercepting laser fire with their heads or hands.

**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.

**Firing over Ledges and Barriers**

Players are not permitted to lean over a barrier or ledge.

**Blind Firing**

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

**Running**

Players are not permitted to run at high speeds.

**Balance and Control**

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

**Crouching**

Kneeling on two knees, sitting, or lying down is not permitted.

**Jumping**

Jumping is not permitted.

**Base Evacuation**

Players deactivated within a base must exit the base immediately.

**Entering a Base**

No portion of any player’s body or equipment may pass over the perimeter line of any base unless that player’s pack is active.

**Deactivated Players**

Deactivated players are not to be used as shields or for cover. Deactivated players are not permitted to intentionally maneuver their bodies in a manner which is considered blocking, nor should any active player seek refuge behind a deactivated player

**Minimum Distance**

A minimum distance of 1 metre should exist between players and between player’s lasers, in all but a few heavy traffic situations.

**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.

### **Violent Movement**

No forms of dangerous movement or play are permitted. Dangerous movement is defined as movement that may / will / does cause injury or damage.

### **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**.

### **Personal Conduct**

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

### **Smack Talking**

Belligerent, threatening, offensive or overly abusive verbiage 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.

### **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.

### **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 be set to zero for that game. If the player who left the game has a negative score that score will stand.

This rule will not apply to a player who has a valid reason for leaving a game i.e. feeling ill or injury.

### **Referee Rules**

1. Referees must have a thorough understanding of the Competition rules.
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. If asked to move by a player, referees should do so as quickly as possible.

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.