

# 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	+4001	Disabled	+4001		
Denial	+250/base hit	Disabled	Disabled		
L1 "Yellow" Warning	10 seconds	10 seconds	10 seconds		10 seconds
L1 "Yellow" Warning	-1000	-500	-1000	-1000	
L2 "Red" Warning	15 seconds	15 seconds	15 seconds	15 seconds	
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	8 minutes	12 minutes	TBA	
Bases Mode	Normal	Disabled	Normal		
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	Yes	Yes		
Reload Threshold	20%	20%	20%		-
Out-of-power Pack	Cannot be shot. Kill lights flash continuously.				
Shots per second	2	2	2		
Player Deactivate Time	8 seconds	8 seconds	8 seconds		
Sentinels/Mines/Aliens	Disabled				
Role-playing features	Disabled				
Stuns	Disabled				
Max Pack Lives	7 lives	7 lives	7 lives	TBA	
Max Pack Ammo	45 shots	45 shots	45 shots		
Arena Music	Yes	Yes	Yes		

## **1.2 Solo Competition**

- a) National titles solo score set will be used.
- b) No bases or base areas.
- c) 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) If a game is restarted, players are allowed to use a substitute player in the replayed game.
- e) Players may not be substituted once a game has started.

## **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 with a level 1 termination.

## **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 (Yellow) Termination**

- a) Can be applied for any infringement of the rules.
- b) 1000 point (500 in Solo's) deduction.
- c) 10 second deactivation.
- d) Yellow button on god box.

### **1.10.2 Level 2 (Red) 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) **15 second deactivation.**
- d) Eligibility for permanent removal from the game based on the discretion of the referee.
- e) Any player receiving a third level two termination **during one game** 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.

### **1.10.3 Terminations in Replayed Games**

- a) Any Level 2 Termination given in a game that is replayed will carry over to the replayed game.
- b) If a player is removed from a game due to terminations, the player may not re-enter the replayed game, or be substituted for another player.

## **2 Equipment**

### **2.1 Equipment Replacements**

- a) Players with faulty equipment should report this immediately 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 the same base twice 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 and mobile phones.
- 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 and Blocking the Pack**

General:

- a) Players are not permitted to use any part of their body, clothing or equipment to intentionally or obviously block another player's shot on their pack.

Covering Sensors/Shielding:

- a) Covering includes, but is not limited to, any obvious or intentional shielding manoeuvres and/or physical contact between a player's arms or clothing and their pack.
- b) Players with "tight" postures run the risk of termination and should seriously consider modifying their play style prior to the tournament.
- c) Players can not be terminated, for example, because of incidental covering resulting from the attacking player firing at them from an odd angle and the player not even being aware of the incoming fire.
- d) Transitional movement (e.g.: from the waist to above the head) is permitted provided the action is not an intentional or obvious shielding manoeuvre.

Face, Hand, and Laser Blocking:

- a) Players will not be permitted to block shots by way of intentionally or obviously intercepting laser fire with their face or head,
- b) Any obvious or intentional manoeuvring of a player's laser in front of chest or back sensors with the sole purpose of intercepting a shot, even for the purposes of a stun will not be permitted.

Exceptions:

Commonsense exceptions include;

- a) Blocking shots on shoulder sensors with arms high in the air.
- b) Players who are "out of the action". E.g.: pressing the button on the front of their pack, tying up a shoelace.

##### **3.1.2 Covering and Blocking the Laser**

General:

- a) Players are not permitted to use any part of their body, clothing or equipment to intentionally or obviously block another player's shot on their laser.

### Covering Sensors/Shielding:

- a) For the purposes of the covering rule, players may hold their laser in any way they wish.
- b) Infusion - Players may not touch or hover over the clear plastic sections of the laser with their hand or arms.  
Nexus - Players may not touch or hover over the clear plastic sections of the laser with their arms.
- c) No physical contact between the clear plastics on the laser and a player's body (including the head or hair), clothing or pack is permitted.
- d) Players may not place their laser behind their head in an intentional or obvious shielding manoeuvre. To the side of the head is fine.

### 3.1.3 Covering Speakers

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

### 3.1.4 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.

### 3.1.5 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.

### 3.1.6 Deactivated Players

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

### 3.1.7 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.

### **3.1.8 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.

### **3.1.9 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.

### **3.3.7 Ties**

In the event of a 2 way tie between teams in a round robin or cascade game, each team will be awarded 5 points if they tie for first and 3 points if they tie for second. In the event of a 3 way tie in a round robin or cascade game, each team will be awarded 4 points.

In the event of a tie (either 2 or 3 way) in any finals game (with the exception of the grand final), the team that finished highest on the ladder prior to finals will win the tiebreaker.

If there is a 2 or 3 way tie in the grand final, the tie will be decided in the following order:

- i. The team that won the most games in the grand final series.
- ii. If still equal, the team that finished second in the most games in the grand final series.
- iii. If still equal, the team with the highest average score from it's 2 highest scoring games in the grand final series

## **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**

None at this time. TBA.