

Australian National Zone Titles

OFFICIAL COMPETITION RULES

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Game Format

Scoring:

- +100 points per sensor you hit
- 100 points per sensor you hit friendly
- 25 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 6 units of power for every hit on every area and minus 6 units for every pull of the trigger - then you have 255 divided by 6 = 42.5 This gives you a combination of 42.5 times you can be hit or pull the trigger before you need to "reload" your power.

Shots per sec: 2

Deac time: 8 seconds

Stun effect: Deactivate

Reload mode: Disabled – Enabled for 2002 – reload at any reload.

Roleplaying features: Disabled

Sentinels, mines: Disabled

Bases: Will have a 10 second recovery time. ** Explanation follows.

** (Explanation – after the first shot a player has up to 10 seconds in which to shoot the base again – then up to 10 seconds to get the next shot in.)

Solo / Pairs Competition

Solo players may take packs of their choice.

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

Solo Competition – National Titles Solo scoring will be used.

Pairs Competition – National Titles Solo scoring will be used.

Substitute Players for Pairs Competition

A Pair will forfeit their game if both players are 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 rule 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"

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. The total score – if positive will manually be removed from the teams total.
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

Laser Replacements

Players who suspect their laser to be less accurate than any other laser should immediately report this to the event co-ordinator. A replacement laser will be obtained as quickly as possible. Points *will not* be awarded as compensation for the lost time.

Pack Switching

Players believing their packs to be operating at less than optimal performance may choose to have their pack removed from play and obtain a new pack. Any player choosing this option 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). No compensatory points will be awarded. 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 bases malfunction during a Competition game, that game will be restarted.

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 the Competition Coordinator 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. At no time should a players' hands, clothing, body or pack contact the clear windows of the laser.

Covering Sensors

A player's arms, laser or clothing must not physically touch any pack sensors. Players are permitted to shield pack, laser or shoulder sensors behind walls, partitions or any other permanent feature or fixture within the playing arena.

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 may not climb on or through, or jump over any barriers that may exist in the playing arena; climb on or over any fixtures that may exist in the playing arena; fire their laser over the top of any wall, partition or fixture that is not designed to be fired over, or move any features in the playing arena.

Gaps in Walls or Partitions

Players are permitted to fire through existing holes or gaps in walls and partitions. However, players are not permitted to poke their lasers through existing holes or gaps, or to create new holes or gaps.

Firing over Ledges and Barriers

Players are permitted to fire over ledges but are not permitted to lean over a barrier or ledge. Players are allowed to reach over ledges; however, as a rule of thumb, no more than one shoulder blade should ever be extended past the edge.

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. Referees should use discretion where high speed running is concerned taking into account the safety of all players.

Balance and Control

Players must maintain balance and control during all game play. Some allowance for “no fault” slippage may be made at the Referee’s discretion.

Crouching

Crouching, squatting or kneeling within the playing arena is permitted but players should be made aware they do so at their own risk. Kneeling on two knees, sitting, or lying down is not permitted.

Jumping

Jumping is not permitted.

Base Areas

Base areas are defined by a perimeter line. Players or teams can remain within their own or opposition’s base area indefinitely **while active** whether defending or attacking and are not considered to be holding up an area.

Base Evacuation

Players deactivated within a base must leave the base area immediately. Players will be given 5 seconds to get their entire body outside the white perimeter line. Inside a base, the deactivated player has right of way.

Entering a Base

Players may not enter a base area while deactivated, or while shields from reloads are active. 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.

The only exception to this rule is base start at the beginning of the game, where all players must activate within the base area.

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. However continued maneuvering on the part of either player may be considered unsporting. Active players should steer clear of inactive players whenever possible.

Stand Offs

A “stand off” occurs when an inactive player stands next to an opponent, hoping to deactivate them. In a “stand off”, player's lasers must be a minimum of 1 metre from each other.

Minimum Distance

A minimum distance of 1 metre should exist between players in all but a few heavy traffic situations.

Free Movement

No player or group of players are allowed to intentionally restrict or block the movement of another player or team during the game. However, players cannot be expected to leave a given 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

Players may move their bodies in various forms of defensive maneuvers, provided this movement is controlled. No forms of dangerous movement or play are permitted.

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**.

Physical Violence

ANY PHYSICAL VIOLENCE, threatened or otherwise will result in the removal of that player from the Competition.

Smack Talking

“Smack Talking” is considered part of the regular game play, but should be done with a smile whenever possible. Belligerent, threatening, offensive or overly abusive verbiage will not be tolerated. Players should attempt to refrain from using action verbs suggesting threats and ultimatums.

“Friendly intimidation” for the sake of style and comedy may be permitted, however the Referee will have the final word. Players determined to be speaking in an unacceptable manner will be asked to refrain or be terminated depending on the circumstances.

Alliances

Players are not permitted to form alliances with opposing players. The forming of any alliance may 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 referees 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.