

Australian Zone National Titles

OFFICIAL COMPETITION RULES

Canberra 2013

Accessed: Thursday, 2 August 2012
Version: 1.03
Updated: 20 June 2012

Table of contents

1	KNOWLEDGE.....	1			
2	GENERAL RULES.....	2		6.1.4	8
2.1	Game Format	2		6.1.5	8
2.1.1	Scoring and game settings.....	2		6.2	8
2.1.2	Solo Competition.....	3		6.3	8
2.1.3	Pairs Competition.....	3		6.4	8
2.1.4	Triples Competition	3		6.5	8
2.1.5	Teams Competition	3		6.6	8
2.1.6	Masters Competition	3		Error! Bookmark not defined.	
2.1.7	Womens Competition.....	3		7	SAFETY
2.2	Substitute Players	3			9
2.3	Game Start	4		7.1	9
2.4	Player score	4		7.2	9
2.5	Injuries.....	4		7.2.1	9
2.6	Referees Rulings & Appeals.....	4		7.2.2	9
3	COMPETITION SPECIFIC RULES.....	4		7.3	9
3.1	Competition Coordinator.....	4		7.3.1	9
3.2	Setup and roster.....	4		7.3.2	10
3.3	Grand final.....	5		7.3.3	10
4	REFEREES.....	5		7.3.4	10
4.1	Expectations.....	5		8	PLAYER CONDUCT
4.2	Conduct in the arena	5			10
4.3	Terminations.....	6		8.1	10
4.3.1	Level 1 (Yellow) Termination.....	6		8.1.1	10
4.3.2	Level 2 (Red) Termination.....	6		8.1.2	10
4.3.3	Terminations and replays	6		8.1.3	10
5	EQUIPMENT	6		8.1.4	11
5.1	General.....	6		8.2	11
5.2	Equipment	6		8.2.1	11
5.3	Game Unit Malfunction	6		8.2.2	11
5.4	Tampering with Equipment.....	7		9	TEAMS.....
5.5	Electronics.....	7			11
5.6	Proper Attire	7		9.1	11
6	GAME RULES	7		9.1.1	12
6.1	Covering.....	7		9.1.2	12
6.1.1	Blocking the Pack.....	7		9.2	12
6.1.2	Blocking the Laser.....	7		10	SITE-SPECIFIC RULES (2013)
6.1.3	Speakers.....	8			12
				10.1	12
				10.2	12

1 KNOWLEDGE

- a) All players are expected to have read and understood these rules before commencement of the tournament.
- b) Team captains should ensure that their players are aware of the form and intent of these, and any additional site specific rules.
- c) Referees must have a solid and firm grasp of the letter and intent of these rules. They also must be aware and accept the responsibilities of their role.
- d) If a player has any questions or concerns they should contact their captain prior to the beginning of the competition.
- e) If referees or captains have any questions about these rules they should contact the Competition Coordinator.

2 GENERAL RULES

2.1 Game Format

2.1.1 Scoring and game settings

	Teams	Solos	Pairs	Triples
Scoring				
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
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	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	

2.1.2 Solo Competition

- a) The Solos game settings and scoring will be used.
- b) No bases are active, and base areas do not apply.
- c) All other non-Game Format specific rules apply.

2.1.3 Pairs Competition

- a) The Pairs game settings and scoring will be used
- b) All bases, including your own colour base, may be destroyed.
- c) A team will forfeit their game if either of their players is missing.
- d) Substitute players are not permitted.
- e) All other non-Game Format specific rules apply.

2.1.4 Triples Competition

- a) The 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 non-Game Format specific rules apply.

2.1.5 Teams Competition

- a) The Teams game settings and scoring will be used.
- b) Bases, other than your own colour base, may be destroyed.
- c) Substitute players are permitted.
- d) Denial scoring is on.
- e) All other non-Game Format specific rules apply.

2.1.6 Masters Competition

- a) The Solos game settings and scoring will be used.
- b) No bases are active, and base areas do not apply.
- c) All other non-Game Format specific rules apply.

2.1.7 Womens Competition

- a) The Solos game settings and scoring will be used.
- b) No bases are active, and base areas do not apply.
- c) All other non-Game Format specific rules apply.

2.2 Substitute Players

- a) Substitute players may be included in a team.
- b) Players are not permitted to swap teams after the event has started, apart from at the discretion of the committee in extraordinary circumstances.
- c) Players may not be substituted once a game has started.

- d) If a game is restarted, teams are allowed to use a substitute player in the replayed game unless the player has been removed from the game, and at the discretion of the tournament coordinator.

2.3 Game Start

- a) Games will start on the schedule set by the Competition Coordinator, with or without players present.
- b) Competition Officials will make their best efforts to communicate changes in the schedule to all competition participants.
- c) Responsibility lies with the players to know when they are scheduled to play.
- d) From the designated game start time, players will have thirty seconds to kit up before games start.
- e) Players who enter the game late will receive a level 1 termination.

2.4 Player score

- a) A player's score will be the combined score of all packs that player has used, unless otherwise stated in the rules.

2.5 Injuries

- a) In the event a player suffers an injury requiring immediate treatment, they should exit the arena if they are able and it is safe for them to do so.
- b) If they exit safely and treatment is applied and completed before the game ends, the player may re-enter the game as per normal re-entry rules.
- c) Players should continue play unless instructed otherwise.
- d) The Competition Coordinator shall decide if a game is to be stopped, replayed or restarted.

2.6 Referees Rulings & Appeals

- a) All referees ruling are final and will not be overturned.
- b) At the conclusion of a game a team captain may register any concerns with a referee's decision with the Competition Coordinator or other Competition Official. This feedback will be used to resolve any ambiguity and for the prevention of future issues.

3 COMPETITION SPECIFIC RULES

3.1 Competition Coordinator

- a) The Competition Coordinator is the person nominated by the host site to run the Competition.
- b) The Competition Coordinator has the discretion to delegate any of their powers to a Competition Official.

3.2 Setup and roster

- a) The setup of the Competition will be decided by Competition Coordinator.

Note: This includes when games will be rostered, which teams will play, if seeding will be used etc.

- b) Games are decided on the combined score of the players on a team, including spare packs and post game penalties.
- c) The Competition Coordinator will create the roster for the Competition, including outlining how teams will reach the grand final.

3.3 Grand final

- a) The grand final of the Competition will be played as a series of games.
- b) The length of the series will be set by the Competition Coordinator.
- c) The grand final is decided by average score for the whole series.
- d) 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 its 2 highest scoring games in the grand final series.

4 REFEREES

4.1 Expectations

- a) Referees must have a thorough understanding of these and all site rules.
- b) Referees may be expected to pass a proficiency test of their rules knowledge.
- c) Referees should display a high level of professionalism at all times and must be unbiased.
- d) Assessment of referee conduct will be conducted as necessary.
- e) The Competition Coordinator may revoke Referee status.
- f) Any indication of favouritism towards particular players or teams will result in immediate suspension of Referee status, and pending assessment by the Competition Coordinator, may result in permanent removal of this title for the duration of the Competition.

4.2 Conduct in the arena

- a) Referees will attempt to be as unobtrusive as possible.
- b) Referees may be asked to move, but do not need to do so.
- c) Referees in defined referee areas should not be asked to move.
- d) Referees should not address players during a game, except to warn of a rule violation.
- e) Casual conversation with players is not permitted.
- f) Referees should make all attempts to remain unobtrusive when in the arena.
- g) Referees should not argue with players during a game.
- h) All disputes are to be settled after the game, and only through Team Captains.
- i) Referees should report incidents of unsporting conduct to the Competition Coordinator.

4.3 Terminations

4.3.1 Level 1 (Yellow) Termination

- a) Can be applied for any infringement of the rules.
- b) Yellow button on god box.

4.3.2 Level 2 (Red) Termination

- a) Will be applied for; equipment, player or arena abuse, unsporting behaviour and disputing or arguing with a referee.
- b) Receiving a Level 2 termination may lead to permanent removal from the game, at the discretion of the referee.
- c) Any player receiving a third level two termination during one game will;
 - i. Be removed from the game.
 - ii. Receive a zero score, or if they have a negative score that will stand.
 - iii. Become eligible for removal from part or all of the competition, at the discretion of the Competition Coordinator.

4.3.3 Terminations and replays

- 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.

5 EQUIPMENT

5.1 General

- a) A player who commences play and gains a score, with an incorrect colour pack, will receive a 0 score at the end of play.
- a) If a player is removed from the game for any reason, that player's pack will remain dormant.
- b) If equipment is removed from the game for any reason, that equipment will remain dormant.

5.2 Equipment

- 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) If a player obtains a replacement pack and destroys the same base twice, that player will receive zero points for the game.
- e) Players who do not swap packs surrender their right to lodge a complaint.

5.3 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 stop and replay the game, or take other appropriate action.

5.4 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.

5.5 Electronics

- a) No electronic devices are allowed in the arena, apart from at the discretion of the Competition Coordinator. This includes, but is not limited to walkie-talkies, portable lasers and mobile phones. Stopwatches, regular wrist watches and prescription electronics may be used.

5.6 Proper Attire

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

6 GAME RULES

6.1 Covering

6.1.1 Blocking the Pack

- 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.

For example: Any obvious or intentional shielding manoeuvres and/or physical contact between a player's arms or clothing and their pack.

Note: Players with "tight" postures run the risk of termination and should seriously consider modifying their play style prior to the Competition.

- b) Players can not be terminated because of incidental covering.

For example: Covering that result from the attacking player firing at the player from an odd angle and the player being unaware of the incoming fire.

- c) Transitional movement is permitted provided the action is not an intentional or obvious shielding manoeuvre.

For example: A player changing the position of the laser from their waist to above their head.

- d) Players are not permitted to block shots by way of intentionally or obviously intercepting laser fire with their face or head.

- e) 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 if receiving a stun, is not permitted.

6.1.2 Blocking the Laser

- a) Depending on site specific rules and other rules that cover holding the laser, players may hold their laser in any way they wish.

- b) 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.
- c) When using infusion:
 - i. Players may not touch or hover over the clear plastic sections of the laser with their hand or arms.
 - ii. Players are not permitted to make any physical contact with the clear plastics on the laser, including with their clothing, head or hair.
- d) Players may not place their laser behind their head.

6.1.3 Speakers

- a) Players are not allowed to intentionally silence, or verbally mask, pack sounds.

6.1.4 Blocking shots

- a) Players are not permitted to intentionally block shots at other players or base units.

6.1.5 Exceptions to covering

- a) Where a player blocks shots on their shoulder sensors with their arms when holding their laser in a high position.
- b) Players who are "out of the action".

For example: pressing the button on the front of their pack, tying up a shoelace.

6.2 Base Evacuation

If base areas are defined in the arena and used in the game type:

- 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.

6.3 Free Movement

- a) Players are not permitted to restrict or block the movement of other players.

For example: players 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 arena should make every effort to be unobtrusive.

6.4 Deactivated Players

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

6.5 No-power Players

- a) A player that is out of power should make every effort to be unobtrusive

- b) A player that is out of power may not hold a position, and must not delay in vacating the position.

6.6 Reload Areas

If reload areas are defined in the arena;

- a) Players must move through reload areas in the designated fashion.
- b) While standing in a reload area 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 area.

7 SAFETY

7.1 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. Players holding the laser with one hand must hold the laser close to their body.

7.2 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.

7.2.1 Firing over Ledges and Barriers

- a) Players are not allowed to lean over or place their laser over a barrier.

Note: A barrier is defined as a partition where both sides of the partition are on the same level.

- b) Players may lean over a ledge provided only one shoulder passes over the ledge and the movement is considered safe by the referee.

Note: A ledge is defined as a partition where one side of the partition is substantially higher than the other.

7.2.2 Objects around Obstacles

- a) A player must not cause protrusions into corridors of movement they cannot fully see.

For example: A player placing their laser such that it protrudes around a corner, or by having their legs sticking out.

7.3 Balance and Control

7.3.1 Balance

- a) Players must maintain balance and control during all game play.
- b) Players are not to use arena elements (except for hand rails) for support.

Note: Some allowance for "no fault" slippage may be made.

7.3.2 Speed

- a) Players are not permitted to move at dangerous speeds.

7.3.3 Unsafe movement

- a) No forms of unsafe movement or play are permitted.
- b) Unsafe movement includes:
 - I. Kneeling on two knees.
 - II. Sitting.
 - III. Laying down.
 - IV. Jumping.
 - V. Leaving insufficient clearance distance between players.

Note: Kneeling on one knee is permitted.

- VI. Leaving insufficient clearance distance between players.

Note: One metre clearance would be generally regarded as sufficient.
 - VI. Any movement that may, will or does cause injury or damage.

7.3.4 Physical contact

- a) Players are not permitted to physically strike or push other players in any way.
- b) Unintentional or casual contact is an exception to this section.

Note: Repeated instances of this contact by the same player may result in a Level 2 Termination.

8 PLAYER CONDUCT

8.1 Personal Conduct

- a) Any illegal conduct or 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.
- c) Offenders may also be referred to the appropriate authorities.

8.1.1 Smack Talking

- a) Players are not permitted to use belligerent, threatening, offensive or overly abusive language.
- b) Players not permitted to use action verbs which suggest threats or ultimatums.

8.1.2 Alliances

- a) Players are not permitted to form, or attempt to form, alliances with opposing players or teams. This action will result in the involved players, or teams, disqualification from the competition.

8.1.3 External Communication

- a) Anyone outside the arena who attempts any form of unauthorised communication, for any reason, with players inside the arena will be subject to sanction.

8.1.4 Influencing Referees

- a) Arguing with or abusing a referee, 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".

8.2 Sportsmanship

- a) Players deliberately violating the letter or spirit of these rules may receive additional sanction, at the discretion of the Competition Co-ordinator.
- b) These sanctions may include:
 - I. A loss of points.
 - II. Forfeiting future games or events.
 - III. Elimination from the Competition.

8.2.1 Unsporting Behaviour

- a) If a player leaves 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.
For example: The player feels ill or suffers an injury.

8.2.2 Leaving the game

- a) A player may leave the game if they have a valid reason.
For example: The player feels ill or suffers an injury.
- b) A player who leaves the game may re-enter the game.
- c) A player will only allowed to re-enter if this player:
 - I. has not had access to the scoreboard or has been informed of the score from other sources;
 - II. has the permission of the Competition Coordinator; and
 - III. had a valid reason for leaving the game

9 TEAMS

9.1 Team rules

- a) Teams must consist of players who share the same state affiliation.
- b) Teams must have the approval of a site operator in order to register.

9.1.1 Player home-location

- a) A player's home-location is their normal state or territory of residence.
- b) A player who's home-location changes may play for their old location if they:
 - I. have played for their old location before; and
 - II. have not played for their new location at nationals.
- c) These players must inform the committee of which location they wish to play for.

9.1.2 Spare players

- a) Players are players who wish to compete by have exhausted all options for playing on a team within their home-location. These players may play for a different location.
- b) Spare players need to make themselves known to the committee and will be given a list of teams they are eligible to play for.
- c) Spare players may not receive their first preference.
- d) When assigning spare players the committee will prioritize:
 - i. improving weak teams over adding strong players to traditionally strong teams.
 - ii. new sites when assigning spare players.

Note: Strong team: includes a team where a majority of players have placed in any finals event at nationals.

Note: Strong player: includes a player who has placed in any finals event at nationals.

- e) A spare player allocated is not considered to have changed his state of residence for any purpose.

For example: Playing as a spare does not automatically allow you to play for that team again at a future national event.
- f) Spare players may only play for a team at the discretion of the committee.

9.2 Team Captains

- a) A team captain is the official representative of their team for the competition.
- b) All communication to a team by competition officials will come via the team captain.
- c) All communication from competition officials to a team will come via the team captain.
- d) Team captains are expected to understand the wording and intent of the rules.

10 SITE-SPECIFIC RULES (2013)

10.1 Kneeling

- a) Players are not allowed to kneel on one or two knees in the arena.

10.2 Others

- a) TBA.