

Zone Laser Tag Australasian Championships

Official Competition Rulebook
Brisbane 2016

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1. REPRESENTATIVES

1.1 General

		Name	
Committee	Elected	Joel Derrick	(Falcoss)
		Daniel Kerr	(Vector)
		Rakesh Verma	(BLACKMAGIC)
	2016 Host Representative	Ben Baker	(Bootza)
	2017 Host Representative	Matt Parker	(s3v3n)
Competition Coordinator		Ben Baker	(Bootza)
Head Referees		Ben Baker	(Bootza)
		Andrew Aitken	(Ace)
		Matthew Ginn	(Ginny)
		Ewan MacLeod	(Drayke)
		Tim Ellers	(Azrael)
		David Boxsell	(Ibo)
		Andrew Graham	(Robo)
		Simone Bell	(Simmybear)
		Ben Ferris	(Beefy)
		Peter Maskell	(Guardian)
		Doc Baldwin	(Phoenix)

1.2 Event Coordinators

Event	Head Event Coordinator(s)		Assistant Event Coordinator(s)	
Teams	Doug Burbidge Ben Baker	(Ronin441) (Bootza)	Simone Bell Michael Ling Tim Ellers Lewis Cowie Ewan MacLeod	(Simmybear) (LingLing) (Azrael) (Cowie) (Drayke)
Solos	Simone Bell	(Simmybear)	Michael Ling	(LingLing)
Doubles	Michael Ling	(LingLing)	Tim Ellers	(Azrael)
Triples	Ewan MacLeod	(Drayke)	Lewis Cowie	(Cowie)
Masters / Womens	Ben Baker	(Bootza)	Bek Hendeson Sam Gibbs	(Nyx) (Pain)
Lord of the Rings	Ben Baker	(Bootza)	Bek Henderson Sam Gibbs	(Nyx) (Pain)
Juniors	Ben Baker	(Bootza)	Bek Henderson Sam Gibbs	(Nyx) (Pain)

2. KNOWLEDGE

2.1 Competition Rules

1. All Players and *Competition Officials* must read and agree to abide by the rules set out in *The Competition Rulebook*.
2. Parties that do not agree to abide by these rules will not be permitted to participate in *The Competition*.
3. Players should contact their Team Captains for all rule clarifications.
4. Team Captains, Referees, and *Competition Officials* should contact the *Competition Coordinator* for all rule clarifications.
5. The *Competition Coordinator* has the final decision on the interpretation and application of any and all rules.
6. Referees and Team Captains should raise concerns with rules to a member of *The Committee* or the *Competition Coordinator* at the earliest possible opportunity.

2.2 Rule Changes

1. *The Committee* is charged with maintaining and developing *The Competition Rulebook*.
2. All rules set out in *The Competition Rulebook* are subject to change.
 - a) Rules will only be changed during *The Competition* in extreme circumstances.
3. A *Captains Meeting* can be called by the *Committee* and *Competition Coordinator*.
 - a) *The Committee* and *Competition Coordinator* must together pass a vote of 50% or more to call a *Captains Meeting*.
 - b) A minimum notice period of 45 minutes will apply to allow *Team Captains* or their nominated delegates to attend the *Captain's Meeting*.
 - c) The *Captains Meeting* will be chaired and guided by a member of *The Committee*, or the *Competition Coordinator*, or a representative delegated by *The Committee*.
4. Rules can only be changed by a successful vote at a *Captains Meeting*.
 - a) A successful vote is one that receives 75% or more agreement with at least $\frac{2}{3}$ of all Team Captains (or nominated delegates for the teams) present.
 - b) Only Team Captains of the Team Event may vote at a *Captains Meeting*.
 - i. A Team Captain may delegate their vote to a nominated proxy if they are unable to be present at the *Captains Meeting*.
 - ii. If a Team Captain or nominated delegate is not able to be present, that Team's vote will be abstained.
5. If a rule change results from a *Captains Meeting*, all efforts will be made to inform any missing parties of the change as soon as possible.

3. COMPETITION RULES

3.1 The Competition

1. *The Competition* is defined as the *Zone Laser Tag Australasian Championships* in its entirety, including all events held.
2. The commencement of *The Competition* is defined as the time of the commencement of the Opening Ceremony or an equivalent gathering.
3. The conclusion of *The Competition* is defined as the time of conclusion of the Presentation Ceremony or an equivalent gathering.

3.2 Competition Coordinator

1. The *Competition Coordinator* is the person nominated by the *Host Site* to run *The Competition*.
2. The *Competition Coordinator* has the right to delegate any or all of their powers to a one or more persons for a designated period of time.
 - a) The *Competition Coordinator* may impose special requirements on persons with delegated powers, such as reporting actions taken.

3.3 Competition Officials

1. *Competition Officials* are persons nominated by the *Competition Coordinator* to occupy and execute one or more roles in an official capacity. Roles include:
 - a) Head Event Coordinator(s)
 - b) Assistant Event Coordinator(s)
 - c) Event Marshal(s)
 - d) Referees
2. *Competition Officials* are granted varying degrees of responsibility for overseeing aspects of *The Competition* by the *Competition Coordinator*.

3.4 Competition Fees

1. All competition fees are set by the *Site Operator*.
2. Fees may change annually to account for economic factors.
3. The *Site Operator* must act in good faith when increasing fees, and significant increases to fees must be justified and approved by *The Committee*.

3.5 Set-up and Roster

1. The set-up of *The Competition* will be decided by the *Competition Coordinator*.
 - a) This includes, but is not limited to: when games will be played, which teams will play, and whether seeding will be used.
2. Games are decided on the combined score of the Players on a team, including swapped and spare packs and post-game penalties.
3. The *Competition Coordinator* will create and publish the roster for *The Competition*, including outlining how teams will reach the grand final for each event, before *The Competition* commences.

3.6 Teams

3.6.1 Player Home Location

1. A Player's *Home Location* is defined as their normal state or territory of residence.
2. A Player whose *Home Location* changes may play for their old location if they:
 - a) Have played for their old location before, and
 - b) Have not played for their new location in *The Competition*
3. Players whose *Home Location* changes must inform The Committee of which state or territory they wish to play for, prior to the registration form submission deadline.

3.6.2 Eligible Players

1. *Eligible Players* are defined as Players who:
 - a) Have registered for the event before the registration period closes
 - b) Have paid their competition fees in full
 - c) Are not barred from participating in *The Competition* by *The Committee* or their *Host Site*
 - d) Are Australasian residents
 - e) Meet any criteria required by the *Site Operator* for participation in *The Competition* such as age or supervision restrictions
2. In extenuating circumstances, *The Committee* may classify a Player as an *Eligible Player* even though one or more of these conditions is not met.

3.6.3 Unaffiliated Players

1. *Unaffiliated Players* are defined as Players who wish to compete, and either:
 - a) Have exhausted all options for playing on a team within their *Home Location*, or
 - b) Are not residents of Australia or New Zealand

2. *Unaffiliated Players* may play for a team that is not associated with their *Home Location* at the discretion of *The Committee*.
3. *Unaffiliated Players* must make themselves known to *The Committee* and will be given a list of teams that they are eligible to play for.
 - a) The list should be returned to *The Committee* in order of preference in a timely manner in order to allow time for discussions regarding placement.
 - b) *Unaffiliated Players* may not receive their first preference.
4. When assigning *Unaffiliated Players* to a team, *The Committee* will prioritise:
 - a) Improving weak teams over adding strong *Players* to historically strong teams
 - b) Assigning *Unaffiliated Players* to teams debuting from a new site
5. *Unaffiliated Players* allocated to a team in *The Competition* are **not** considered to have changed their *Home Location* for any purpose, including the purpose of playing for that team again at a future competition.

3.6.4 Permanent Resident Players

1. *Unaffiliated Players* who have been assigned to the same team by *The Committee* for at least 3 years in a row may apply to *The Committee* to become a *Permanent Resident* of that team.
2. A *Player* who has *Permanent Resident* status may continue to play for that team without requiring approval by *The Committee*.
3. If a *Player* with *Permanent Resident* status plays for a different team, their *Permanent Resident* status is rescinded.

3.6.5 Team Affiliation and Approval

1. Teams must consist of *Players* who:
 - a) Are *Eligible Players*, and
 - b) Have the same *Home Location*, or are assigned to the team by *The Committee*, or are *Permanent Residents* of the team
 - c) Individual *Players* or *Teams* may be exempt from some or all of these criteria if an exemption is made by *The Committee*.
2. Teams must have the approval of a *Site Operator* from their *Home Location* in order to register.
 - a) *Teams* participating in *The Competition* with the approval of *The Committee*, but without the approval of their *Site Operator* are prohibited from associating themselves with that *Site*, including:
 1. In their team name
 2. On their attire (including the use of site names or logos)
 3. In any form of publication (including online, in the media, and so on)

3. Teams must meet requirements set out in the registration process. Examples include:
 - a) A minimum Player count
 - b) Referee submissions

3.6.6 Team Captains

1. A *Team Captain* is the official representative of their team for *The Competition*.
2. *Team Captains* are expected to understand the wording and intent of the rules, and convey this information to their teams.
3. All communication to a team by *Competition Officials* will be carried out via the *Team Captain*.
4. If a message is communicated to a team via the *Team Captain*, it is assumed that all members of that team have received the message.
5. *Team Captains* may register a delegate to act on their behalf in the event that they are not present. A *Team Captain* must inform the *Competition Coordinator* of any delegates that they wish to register.

3.6.7 Registered Backup Players

1. A *Backup Player* is a Player who is registered for a site that can step in if another Player is unable to continue to compete in the competition due to sickness, injury, or emergency.
2. A site may register any number of *Backup Players*.
3. A *Backup Player* must meet all other regular team registration requirements (including *Home Location*, etc).
4. If a *Backup Player* steps in to replace a Player that cannot continue to compete:
 - a) That *Backup Player* is considered a regular Player of that team for the remainder of *The Competition*, and is ineligible to play for any other team in *The Competition*.
 - b) The Player that the *Backup Player* has replaced is **not** permitted to return to participate in the event.

4. GAME FORMATS

4.1 Teams Event

4.1.1 Scoring and Game Settings

Scoring				
You Tag Foe				+150
You Tag Friendly	Stun	N/A	Deactivation	-150
You Are Tagged by Any				-40
You Tag Base	Hit	-500	Destroy	4001
Base Denial Bonus	+250 per base hit; 500 point maximum award			
L1 Warning	-1000 points; 10 second deactivation			
L2 Termination	-2000 points; 15 second deactivation			

Game Settings			
Player Start Location	In Own Base or Designated Area	Arena Music	No
Start Delay	15 Seconds	Duration (inc. delay)	12 Minutes
Base Mode	Team	Tag Own Color Base	No
Base Hits to Destroy	3	Max Base Destroys	1 per Player per Base
Base Reset Time	5 Seconds	Base Recovery Time	30 Seconds
Max Pack Lives	7	Max Pack Ammo	45
Reloads Enabled	Yes	Reload At or Below	3 Lives or 10 Ammo
Out Of Power Pack	Cannot be tagged; Kill lights flash continuously		
Shots per Second	2	Deactivation Time	8 Seconds
Stun Sensors	Disabled		
Missing/Late Players	Entry Allowed. L1 Penalty per Late Entry. Refer to §5.2.3	Substitutes Allowed	Yes

4.1.2 Format

1. Base Evacuation may be used in the Teams Event where Base Zones are defined. Refer to 10 (Site Specific Items (2016)).

4.1.3 Grand Final

1. The Grand Final of the Teams Event will be played as a series of three games.
2. The colour assignment for the Teams in the Grand Final is as follows:
 - a) Each Team must play on each colour once over the three game Grand Final series.
 - b) The first Team to enter the Grand Final selects their colour choice for the first two games of the Grand Final series.
 - c) After the first team to enter the Grand Final has chosen their colours, the second team to enter the *Grand Final* selects their colour choice for the first game of the *Grand Final* series.
 - d) All other colour allocations for the Grand Final series can be inferred from the selected colours.
3. The Grand Final is decided by average score for the whole series.
4. Special additional rules and procedures for Players on Grand Final teams may apply leading up to, during, and after the Grand Final games, including:
 - a) Temporary collection and confiscation of devices
 - b) Supervised movement including restroom breaks
 - c) Limitation of communication to persons not competing in the Grand Final
 - d) Restriction of movement to certain areas or rooms

4.2 Solo, Masters, Womens, and Juniors Events

4.2.1 Scoring and Game Settings

Scoring				
You Tag Foe				+150
You Tag Friendly		Stun	N/A	Deactivation
You Are Tagged by Any				N/A
				-40
L1 Warning	-500 points; 10 second deactivation			
L2 Termination	-2000 points; 15 second deactivation			

Game Settings				
Player Start Location	Anywhere	Arena Music	Solos	No
			Masters	Yes
			Womens	Yes
Start Delay	15 Seconds	Duration (inc. delay)	8 Minutes	
Base Mode	Disabled			
Max Pack Lives	7	Max Pack Ammo	45	
Reloads Enabled	Yes	Reload At or Below	3 Lives or 10 Ammo	
Out Of Power Pack	Cannot be tagged; Kill lights flash continuously			
Shots per Second	2	Deactivation Time	8 Seconds	
Stun Sensors	Disabled			
Missing/Late Players	Forfeit Game. Refer to §5.2.3	Substitutes Allowed	No	

4.3 Doubles Event

4.3.1 Scoring and Game Settings

Scoring				
You Tag Foe				+150
You Tag Friendly		Stun	N/A	Deactivation
You Are Tagged by Any				-150
				-40
You Tag Base		Hit	-500	Destroy
				4001
Base Denial Bonus	N/A			
L1 Warning	-1000 points; 10 second deactivation			
L2 Termination	-2000 points; 15 second deactivation			

Game Settings			
Player Start Location	Out of Bases	Arena Music	No
Start Delay	15 Seconds	Duration (inc. delay)	12 Minutes
Base Mode	Free-For-All	Tag Own Color Base	Yes
Base Hits to Destroy	3	Max Base Destroys	1 per Player per Base
Base Reset Time	5 Seconds	Base Recovery Time	30 Seconds
Max Pack Lives	7	Max Pack Ammo	45
Reloads Enabled	Yes	Reload At or Below	3 Lives or 10 Ammo
Out Of Power Pack	Cannot be tagged; Kill lights flash continuously		
Shots per Second	2	Deactivation Time	8 Seconds
Stun Sensors	Disabled		
Missing/Late Players	Forfeit Game. Refer to §5.2.3	Substitutes Allowed	No

4.3.2 Format

1. Base Evacuation may be used in the Teams Event where Base Zones are defined. Refer to 10 (Site Specific Items (2016)).

4.4 Triples Event

4.4.1 Scoring and Game Settings

Scoring	
L1 Warning	-1000 points; 10 second deactivation
L2 Termination	-2000 points; 15 second deactivation

Game Settings			
Player Start Location	TBA	Arena Music	No
Start Delay	15 Seconds	Duration (inc. delay)	TBA
Out Of Power Pack	Cannot be tagged; Kill lights flash continuously		
Missing/Late Players	Forfeit Game. Refer to §5.2.3	Substitutes Allowed	No

4.4.2 Format

1. This Triples Event game format varies from year to year and is announced shortly before the commencement of the Event.

4.5 Lord of the Rings Event

4.5.1 Scoring and Game Settings

Scoring				
You Tag Foe		0		0
You Tag Friendly	Stun	N/A	Deactivation	N/A
You Are Tagged by Any		-1		-100

Game Settings			
Player Start Location	Inside Ring	Arena Music	No
Start Delay	15 Seconds	Duration (inc. delay)	5 Minutes
Base Mode	Disabled		
Max Pack Lives	Unlimited	Max Pack Ammo	Unlimited
Reloads Enabled	No		
Shots per Second	1	Deactivation Time	8 Seconds
Stun Sensors	Shoulders Laser	Stun Time	4 Seconds
Stun Limit	3 rd Hit	Stun Invulnerability	1.2 Seconds
Missing/Late Players	Forfeit Game. Refer to §5.2.3	Substitutes Allowed	No

4.5.2 Format

1. Lord of the Rings is a special solo 1 v 1 v 1 game format played in a marked space without barricades.
2. One game of Lord of the Rings is defined as an individual 1 v 1 v 1 group of Players competing directly with each other.
 - a) Multiple games of Lord of the Rings may be played simultaneously.
3. The Minimum Distance Rule (8.5.4) is relaxed due to the small playing area.
4. A *Zero Score* in Lord of the Rings games is specifically defined as the lowest of:
 - a) 1 point less than the sum of the score of all other Players in the game, or
 - b) -2000 points

5. This game format uses stuns.
 - a) If a Player is tagged on a *Stun Sensor* they are stunned for *Stun Time*.
 - b) A tag on any sensor that is not a *Stun Sensor* will always result in a kill.
 - c) Players' packs that are consecutively tagged on Stun Sensors will be killed when the *Stun Limit* is reached.
 - d) When a Player's pack is stunned, they are unable to be tagged for the first *Stun Invulnerability* seconds of that stun.
 - e) Players are unable to fire their laser for the entire duration of the *Stun Time*.
 - f) Each time a Player is tagged on a *Stun Sensor*, their *Stun Time* restarts.

4.5.3 Referees and Penalties

1. This game format requires 3 referees per game.
2. Referees mark 'ticks' against Players who break a rule.
3. At the end of the game, ticks are summed for each Player and divided by the number of referees for that game. The total number of ticks per Player are rounded up or down to the nearest whole number, which gives the total number of penalties to apply to each Player for that game.
4. All penalties in Lord of the Rings are -300 points per infraction, with no deactivation time.

5. GENERAL RULES

5.1 Substitute Players

5.1.1 Substitute Registration

1. *Substitute Players* may only be registered on a team if the format allows it.
2. Teams are not required to register *Substitute Players*.
3. If a team does not register any *Substitute Players*, and a Player in that team is unable to continue playing due to injury or circumstances beyond their control that team will not be provided with a *Substitute Player*.

5.1.2 Use of Substitute Players

1. *Substitute Players* may be used if registered on the team, and the format allows it.
2. Players are not permitted to swap between teams after an event has started.
 - a) *The Committee and/or Competition Coordinator* may provide an exemption to this rule at their discretion under extraordinary circumstances.
3. Players may not be substituted once a game has started.
4. If a game is restarted, a team may use a *Substitute Player* in the replayed game unless that Player was removed from the game being replayed due to a penalty.

5.2 Game Start

5.2.1 Procedures and Responsibilities

1. Games will start on the schedule set by the *Competition Coordinator*, with or without Players present.
2. Games are permitted to run early only if all teams for that game are present and are willing to commence prior to the scheduled start time.
3. *Competition Officials* will make their best efforts to communicate changes in the schedule to all participants involved.
4. Responsibility lies with Players to know when they are scheduled to play.
5. From the designated game start time, Players will have thirty seconds to kit-up before the game starts.

5.2.2 Entry

1. Players must make their way immediately to the Briefing Room when their game is called.
2. In a game with teams, where a team has more than the allowed number of Players for that game format:
 - a) All Players on that Team are permitted to enter the Briefing Room
 - b) Players on that Team that are sitting out for that game must not enter the kit-up room or the arena.

5.2.3 Forfeit and Late Entry

1. A Player is considered to have forfeited a game if:
 - a) They have not entered the kit-up area before the game pre-start time has elapsed
 - b) They are not in the arena when the game has started, and the game format does not allow late entry
2. If a Player forfeits a game, that Player:
 - a) will receive a *Zero Score*
 - b) will not be permitted to enter the game
3. A Player is considered to have entered a game late if:

They are not in the designated starting location before the game pre-start time has elapsed
4. Players are only permitted to enter a game late if:
 - a) The game format allows late entry, and
 - b) The Player has not had access to the scoreboard, and
 - c) The Player has not been informed of the scores from other sources

5. If a game format allows late entry, Players who enter the game late will receive a Level 1 Warning penalty from a referee before they are allowed to enter.
6. Any Player that does not report to a *Competition Official* before entering the arena late will receive a *Zero Score*.

5.3 Player Score

1. A Player's *Game Score* will be the combined score of all packs that Player has used, unless otherwise defined.
2. A *Zero Score* is defined as the lowest of 0 points or the Player's *Game Score*, unless otherwise defined for the format in play.

5.4 Injuries

1. In the event that 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.
2. A Player **must not** continue playing if they:
 - a) Have lost consciousness for any period of time
 - b) Are aware that they are bleeding, and that their blood may contact or transfer to other Players, laser tag equipment, or arena surfaces including walls and floors.
3. An Injured Player that is not able to safely exit the arena that requires assistance should call for a referee or ask a nearby Player to get a referee.
 - a) All other Players should continue to play if it is safe to do so, unless told otherwise.
4. If an Injured Player has had treatment applied before the game ends and it is safe for them to continue playing, the Player may re-enter the game as long as normal re-entry conditions including those under 9.2.2 (Leaving and Re-Entering the Game) are satisfied.
5. A *Substitute Player* may not take the place of an *Injured Player* during an active game.
6. A *Substitute Player* may take the place of an *Injured Player* if a game is replayed and substitutes are permitted in that game format.
7. If an Injured Player affects the game, the *Competition Coordinator* will decide if a game will stand or be replayed.

5.5 Tied Games

1. Where a tie affects qualification of Players and/or teams for a later round, all tied Players and/or teams affected by the tie and qualification criterion should progress through.
 - a) The *Competition Coordinator* has the right to cancel or modify the application of this rule in extreme circumstances.
2. Victory Points will be shared equally between the teams and positions that are tied in Team games occurring during the Round Robin or Cascade rounds.
3. Where a tie occurs in a System D game, the teams that are tied should place in the same order that they were in on the ladder before playing that game.
4. Where a tie occurs in a Grand Final, the tie will be resolved in the following order:
 - a) The team that won the most games in the grand final series
 - b) If still equal, the team that finished second in the most games in the grand final series
 - c) If still equal, the team with the highest average score from its 2 highest scoring games in the grand final series.
 - d) If still equal, then the team that entered into the grand final in a higher position.

5.6 Referee Rulings and Appeals

1. All Referee rulings made within the scope of *The Competition Rulebook* are final and will not be overturned.
 - a) Under extraordinary circumstances, if an applied penalty contradicts *The Competition Rulebook*, the *Competition Coordinator* has the right and ability to reverse a penalty.
 - b) Penalties will only be reversed at the *Competition Coordinator's* discretion.
 - c) The *Competition Coordinator* is not required to address any penalty overturn request.
2. Team Captains should register concerns over a ruling with the *Competition Coordinator*. This feedback will be used to resolve any ambiguity over the ruling and prevent future issues from arising.

6. EQUIPMENT

6.1 General

1. A Player who commences play and gains a score with an incorrect colour pack will have a Level 2 Termination applied to their score at the end of play.
2. Players will receive a *Zero Score* for all points that they have accrued and/or lost when playing with an incorrect colour pack.
3. If it becomes known to a Player that they are playing with an incorrect colour pack, they must change to a correct colour pack immediately.
4. If there are no correct colour packs available, the Head Referee is permitted to change a pack colour for that game.
5. If a Player destroys a base while wearing an incorrect colour pack, swaps packs, and subsequently destroys the same base again, that Player will receive a *Zero Score* for all points that they have accrued and/or lost across the entire game.
6. If a Player is removed from the game for any reason, that Player's pack will remain dormant for the remainder of that game.
7. If any equipment is removed from the game for any reason, that equipment will remain dormant for the remainder of that game.
8. If two or more full Teams play with incorrect colour packs, then those Teams will receive:
 - a) A Zero Score for the entire game, and
 - b) A ranking equivalent to last place

6.2 Player Equipment

6.2.1 Faults

1. Players with faulty equipment should report the fault to a designated *Competition Official* immediately after the game, briefly describing the issue.
2. If a Referee suspects that a Player's equipment is faulty resulting in a disadvantage to that Player, the Referee should alert the Player to the possible problem.
3. If a Referee suspects that a Player's equipment is faulty resulting in an advantage to that Player, they should notify the *Competition Coordinator* or *Event Coordinator* immediately.
4. If a Referee sees that a Player's equipment is faulty and that fault may cause damage to the equipment or a person, they must notify the Player and escort that them to exchange the faulty equipment without delay.

6.2.2 Replacements

1. Where replacement equipment is available, it will be provided to Players as quickly as

possible.

2. Points will not be awarded to a Player for time lost while obtaining replacements.
3. If a Player destroys a Base in a game more than the maximum number of times allowed as stated in the game format, that Player will be awarded a *Zero Score*.

6.3 Game Unit Malfunction

1. Players must alert a Referee of a Game Unit malfunction and play on until otherwise directed.
2. A Referee alerted to a Game Unit malfunction should immediately alert the *Competition Coordinator* of the malfunction.
3. The *Competition Coordinator* will decide whether to continue or replay the game, or take any other appropriate action. Unless otherwise specified, the final score will stand.

6.4 Equipment Tampering

1. Players are not permitted to tamper with, modify, or alter any pack, game equipment, arena equipment, or any other property relating to *The Competition*.
2. Any adjustments to a Player's equipment will be administered by staff on duty or designated *Competition Officials*.

6.5 Electronics

1. An *Electronic Device* is defined as a device that is or has transmission, reception, or communication abilities in any manner, including, but not limited to:
 - a) Light emitting or receiving devices including portable lasers and infra-red devices
 - b) Walkie-Talkies, mobile phones, "smart" devices (phones, watches, tablets), "FitBits"
 - c) Image and audio capture or playback devices including Cameras and Recorders
 - d) Wi-Fi, Bluetooth, GSM, GPS, or other networking-enabled devices
2. Players and Officials are not permitted to bring *Electronic Devices* into the arena, unless that device is a permitted device, which includes:
 - a) A prescription electronic device (such as a pacemaker or insulin pump)
 - b) A stopwatch or regular wrist watch (analogue or electronic)
 - c) A Game Controller for normal use by Referees and *Competition Officials* only
 - d) Equipment that the *Competition Coordinator* permits (such as referee cameras)
3. Any Player inside the arena who attempts any form of unauthorised communication with any person outside the arena will receive a *Zero Score*.
4. These *Electronic Devices* rules should be read in conjunction with 9.1.4 (External Communication).

6.6 Proper Attire

6.6.1 Items of Clothing

1. Players must adhere to venue guidelines on appropriate dress at all times, including dress requirements both in and out of game play.
 - a) Players not meeting venue guidelines for dress may be unable to play and may be required to leave the venue until the requirements are met.
2. Players may wear hats, jewellery, or other *Items of Clothing* in a game, as long as:
 - a) The *Items of Clothing* fit appropriately, are securely fitted, and will not fall off
 - b) Baseball-style caps are worn with the peak facing backwards
 - c) The *Items of Clothing* do not pose any threat to the safety of any Player or referee, including but not limited to a collision, slipping, tangling, or tripping hazard.
3. *Items of Clothing* that do not meet these requirements must not be worn in game.
4. *Items of Clothing* worn which have the potential to block shots on a Player's sensor or otherwise interfere and cause a penalty but are not a safety hazard may be worn, but are worn at that Player's own risk with the acknowledgement that they are at a heightened chance of receiving a penalty. Examples include large hats, and shirts with collars.
5. Referees should endeavour to notify a Player of any *Items of Clothing* that may cause them to receive a termination at the earliest possible time, including prior to entry to the arena, where possible.
6. Players wearing *Items of Clothing* that caused a sensor to be blocked should be:
 - a) Notified by a Referee in the instance that the covered sensor did not affect game play
 - b) Issued a penalty by a Referee in the instance that the covered sensor prevented that Player from being tagged
7. Players wearing *Items of Clothing* that cause interference to the game other than blocking their own sensor must receive a penalty and be removed from the game until that Player's *Items of Clothing* are corrected.
8. *Items of Clothing* that block a Player's own sensor must be immediately corrected.

6.6.2 Equipment

1. Players must wear equipment in the intended manner. This includes:
 - a) Appropriately centring vests on the body
 - b) Buckling all appropriate clips in the intended manner
 - c) Appropriately tightening all straps so that the vest does not move

7. GAME RULES

7.1 Covering, Blocking, and Masking

7.1.1 Blocking Shots

1. Players are not permitted to use any part of their body, clothing, or equipment to intentionally or carelessly block another Player's shot. This includes:
 - a) Shielding themselves from an incoming shot
 - b) Intercepting a shot intended for another Player, base, or other game equipment
2. Players should not receive a penalty for occasional incidental covering or blocking, including:
 - a) Transitional movement, provided that:
 - i. the action is not a shielding manoeuvre
 - ii. the action does not pause, stop, or reverse part-way through
 - iii. the action is not slow
 - b) Blocking incoming fire from an odd angle and being unaware of it
 - c) Unknowingly stepping into the line of fire of another Player
3. Repeated incidental covering or blocking may be interpreted as an intentional manoeuvre and may result in a penalty.

7.1.2 Exceptions to Blocking Shots

1. Players are allowed to incidentally block shots on their own shoulder sensors with their arms when their arms are extended and holding their laser in a high position.
2. Players are allowed to incidentally block shots on their own sensors if they are "out of action" and are otherwise unable to participate in the game at that moment, including:
 - a) Operating a status button or a touch screen on their pack
 - b) Operating interactive game equipment such as game stations
 - c) Tying up a shoelace or adjusting clothing
3. These exceptions do not extend to obvious and intentional blocking with the aim of gaining an advantage.

7.1.3 Blocking the Laser

1. Players may hold their laser in any way that they wish unless it contradicts any other rules covering the laser hold.
2. Players are not permitted to make any physical contact with the clear plastics on the laser with any part of their body including their clothing, head, or hair.
 - a) Casual incidental or light touching is expected as part of general gameplay and should not be penalised.
3. Players are permitted to grip areas of the phasor which are intended to be held.
4. Players may not place their laser on or behind their head.
5. When using Infusion packs:
 - a) Players must not touch the clear plastic sections of the laser.
6. When using Nexus packs:
 - a) No special additional handhold rules apply.
7. When using Helios packs:
 - a) Players must not touch the clear plastic section of the laser, forward of the screen.
 - b) Players are permitted to operate the touch screen.
8. Players holding a tight posture that may make them appear as if they are touching their laser in a way that contradicts these rules place themselves at risk of receiving a penalty.

7.1.4 Speakers

1. Players are not permitted to silence or otherwise mask pack sounds.
 - a) This includes both their own pack sounds and the sounds of other Players' packs.
2. The following actions may be interpreted as masking:
 - a) Stomping or making other sounds at key moments (for example, during reactivation)
 - b) Deliberately and unnecessarily communicating at key moments
3. Players who perform actions which may be perceived as masking put themselves at a heightened risk of receiving a *Level 1 Warning* penalty.

7.2 Free Movement

1. Players are not permitted to restrict or block the movement of other Players.
2. Players are not required to leave a position to allow another Player to assume it, even if they are deactivated.
3. Deactivated Players moving through the arena should make every effort to be unobtrusive.

7.3 Deactivated Players

1. Players are not permitted to intentionally use deactivated Players for shields or cover.
2. Deactivated Players are not permitted to intentionally shield or cover other Players, bases, or game equipment.

7.4 Out Of Power Players

1. A Player that is out of power may not hold a position and must not delay in vacating that position.
2. A Player that is out of power should make every effort to be unobtrusive.

7.5 Zones

7.5.1 General

1. A Zone is a defined area in an arena.
2. All Zones must be clearly defined and identified in section 10.2 (Zones).
 - a) The location, type, and function of each Zone must be clearly specified.
 - b) The game format(s) that the Zone is to be used in must be clearly specified.
3. Zones must be clearly identifiable on arena maps.
 - a) Marked Zones on arena maps must have a corresponding definition in section 10.2 (Zones).
4. Zones must be clearly identifiable in the arena and boundaries should be highly visible.
 - a) Zones boundary markings are considered part of the area they define.

7.5.2 No Stopping Zones

1. Players must not pause or stop in a *No Stopping Zone* at any time, except to avoid a collision.
2. A Player that pauses or stops in a *No Stopping Zone*, however briefly and regardless of whether or not there was game flow interruption, will always receive a penalty.

7.5.3 Clearway Zones

1. Players must not restrict the movement of other Players by pausing or stopping in a *Clearway Zone*.
2. A Player that pauses or stops in a *Clearway Zone* will never receive a penalty if they did not impede another Player or act in such a way that they have the potential to impede another Player attempting to pass through that zone.

3. A Player that pauses or stops in a *Clearway Zone* will always receive a penalty if they impeded the movement of another Player attempting to pass through that zone.

7.5.4 Directional Zones

1. Players must travel through a *Directional Zone* in the direction prescribed for that zone as defined in section 10.2 (Zones).
2. A Player that does not travel in the prescribed direction of travel for that *Directional Zone* will always receive a penalty.
3. A Player should not receive a penalty for pausing or stopping in a *Directional Zone*, unless it is also defined as another type of zone where these actions are not permitted.

7.5.5 Lane Zones

1. Players in a *Lane Zone* must travel in a lane prescribed for that zone as defined in section 10.2 (Zones).
2. A Player travelling incorrectly through a *Lane Zone* will always receive a penalty if they impeded the movement of another Player travelling in any of the lanes in that zone.
3. The definition for the *Lane Zone* must specify whether travelling incorrectly through a *Lane Zone* results in a penalty if the movement of another Player in any of the lanes in that zone is not impeded.

7.5.6 Give Way Zones

1. Players entering, exiting, or travelling through a *Give Way Zone* must give way to other Players in the manner prescribed for that zone as defined in section 10.2 (Zones).
2. A Player that does not abide by the conditions of right of way to other Players for a *Give Way Zone* will always receive a penalty.

7.5.7 Referee Zones

1. Referees have the right to permanently occupy a *Referee Zone*.
2. Players should not ask Referees to vacate a *Referee Zone*.
3. Players must make every effort to allow a Referee to occupy a *Referee Zone*.
 - a) Players preventing Referees from occupying a *Referee Zone* may receive a penalty.

7.5.8 Evacuation Zones

1. No part of a Player's body or equipment is permitted to enter an *Evacuation Zone* unless that Player's pack is active.
2. Players that are not active must exit an *Evacuation Zone* immediately.
 - a) This includes Players that are deactivated, are out of power, or have received a warning or termination.
 - b) These Players must give way to active Players.
 - c) These Players, who, as a result of giving way to active Players, reactivate before

exiting the *Evacuation Zone*, must not fire any shots before exiting the *Evacuation Zone*.

d) Players will never receive a penalty for delaying to exit an *Evacuation Zone* if the delay is a direct result of exercising caution in giving way to active Players. This includes:

1. Waiting for Players entering a base
2. Waiting while Players are putting shots into a base
3. Waiting in a base while there is a high level of activity or a large number of Players

7.5.9 Recharge Zones

1. Players must move through *Recharge Zones* in the fashion prescribed for that zone as defined in section 10.2 (Zones).
2. While standing in a *Recharge Zone* waiting to reload, Players must keep to the left to allow other Players to move through.
3. Players may not fire shots from within a *Recharge Zone*.

7.5.10 Maximum Occupancy Zones

1. *Maximum Occupancy Zones* are areas which have a limit on the maximum number of Players which may occupy a position in that zone at any given time.
 - a) This includes Players that are active and inactive.
 - b) The maximum number of Players must be specified for each *Maximum Occupancy Zone* in section 10.2 (Zones).
2. The definition for the *Maximum Occupancy Zone* must specify whether or not other Players are permitted to transition through a *Maximum Occupancy Zone* if it is at its occupancy capacity.
3. Players will always receive a penalty for attempting to occupy a position in a *Maximum Occupancy Zone* where that zone is already at capacity.

7.6 Site Specific Rules

1. Site Specific Rules must be approved by *The Committee* in order to be included in *The Competition Rulebook*.
2. Site Specific Rules cannot compromise or override safety rules.

7.7 Penalties

7.7.1 Level 1 Warnings (Yellow)

1. *Level 1 Warnings* can be applied for any infringement of the rules.
2. *Level 1 Warnings* incur a deduction of points and a timed deactivation.
 - a) The number of points and length of the deactivation are defined in each game format.

7.7.2 Level 2 Terminations (Red)

1. *Level 2 Terminations* will be applied for:
 - a) Equipment, Player, or Arena abuse
 - b) Unsporting behaviour
 - c) Disputing or arguing with a Referee
 - d) Other cases of extreme behaviour or rule breaches at the discretion of the Referee
2. *Level 2 Terminations* incur a deduction of points and a timed deactivation.
 - a) The number of points and length of the deactivation are defined in each game format.
3. In extreme circumstances, a Referee has the right to permanently remove a Player from the game when applying a *Level 2 Termination* at their discretion.
4. Any Player receiving a third *Level 2 Termination* during a single game will:
 - a) Be removed from that game immediately
 - b) Receive a *Zero Score*
 - c) Be referred to the *Competition Coordinator*, who has the right to permanently remove that Player from *The Competition*, at their discretion.

7.7.3 Replayed Games

1. *Level 1 Warnings* are not carried over into replayed games.
2. *Level 2 Terminations* are carried over into replayed games.
 - a) A carried over *Level 2 Termination* means the points lost and the number of *Level 2 Terminations* recorded against the Player for that game are retained in the new game.
3. If a Player is removed from a game due to receiving one or more *Level 2 Terminations*:
 - a) That Player may not re-enter the replayed game
 - b) Another Player may not be substituted in for that Player in the replayed game

8. SAFETY

8.1 Laser Hand Holds

1. Players must use two hands when firing their laser.
2. Players may hold their laser with one hand when not firing.
 - a) Players holding their laser with one hand must hold the laser close to their body.
3. Players must maintain safe control of their gun strap where present.
 - a) Players who do not sufficiently control their gun strap to the satisfaction of a Referee may receive a penalty.
 - b) Players who, as a result of not sufficiently controlling their gun strap, cause injury or damage, will receive a Level 1 Warning penalty.
 - c) Unless directed otherwise in section 10 (Site Specific Items (2016)), Players must not tie any knots into or otherwise modify gun straps.

8.2 Arena Features and Fixtures

1. Players are not allowed to move or modify any arena features or fixtures.
2. Players are not permitted to poke their lasers or any part of their body through existing holes or gaps.

8.3 Ledges and Barriers

8.3.1 Definitions

1. A *Barrier* is defined as a partition where the floor on both sides of that partition are at the same elevation.
 - a) The height of a partition is not relevant to the classification of a *Barrier*.
2. A *Ledge* is defined as a partition where there is a substantial difference in the elevation of the floor on either side of the partition.

8.3.2 Use of Ledges and Barriers

1. Players are not allowed to lean over or place their laser over a *Barrier*.
2. Players may lean over a *Ledge*, provided only one shoulder passes over the *Ledge*, and the movement is considered safe by the Referee.

8.4 Objects and Obstacles

1. A Player must not cause protrusions into corridors of movement that they cannot fully see.
2. A Player will be permitted to shoot at a target that they cannot see, provided that it is safe for them to do so.
 - a) The Site Specific Rules may provide special exemptions to this rule for certain shots.
3. Objects that may pose a hazard to Players should be brought to the attention of the *Competition Coordinator*.

8.5 Balance and Control

8.5.1 Balance

1. Players must maintain balance and control at all times during game play.
 - a) Some allowance for “no fault” slippage may be made.
 - b) Areas that have become slippery (sweat, surface wear, etc) should be reported to the nearest Referee, who should notify the Competition Coordinator as soon as possible.
2. Players must not use arena elements for support.
 - a) This includes leaning on walls for support
 - b) This does not include using fixtures intended to provide support (e.g., hand rails)

8.5.2 Unsafe Movement

1. *Unsafe Movement* is defined as (but is not limited to):
 - a) Kneeling on both knees
 - b) Sitting or Laying down
 - c) Jumping
 - d) Any movement or play that may, will, or does cause damage or injury
 - e) Moving at dangerous speeds
2. No form of *Unsafe Movement* is permitted in the arena.

8.5.3 Physical Contact

1. Players are not permitted to physically strike or push other Players in any way.
2. Unintentional and casual contact is expected.
 - a) Repeated instances of contact by the same Player will result in a *Level 2 Termination*.

8.5.4 Minimum Distance

1. Playing in close quarters is defined as playing less than one metre away from another Player.
2. Players must maintain sufficient clearance between themselves and their equipment, and all other Players and their equipment.
3. Players may perform safe movements within close quarters as long as the actions of either Player could not cause injury. Examples include:
 - a) Whispering to a team-mate
 - b) Moving past another Player where there is no possibility of leaving sufficient clearance
4. Players who play in close quarters are at an increased risk of receiving a penalty for dangerous play, at the discretion of a Referee.
5. These minimum distance rules should be read in conjunction with 7.1 (Covering, Blocking, and Masking) and 8.5.2 (Unsafe Movement).

9. PLAYER CONDUCT

9.1 Personal Conduct

9.1.1 General Personal Conduct

1. Any illegal conduct or physical violence by a participant of *The Competition*, threatened or otherwise, will result in the removal of that Player from *The Competition*.
 - a) Offenders may also be referred to appropriate authorities.
2. Conduct by a participant of *The Competition* that may cause the sport to be brought into ill repute may result in the removal of that Player from *The Competition*. This includes, but is not limited to:
 - a) False, damaging, inflammatory, degrading, or otherwise inappropriate comments made on social media, news, forums, websites, or other publicly available sources concerning Players, officials, rulings, or the operation of *The Competition*.

9.1.2 Smack Talking and Language

1. Players are not permitted to use belligerent, threatening, offensive, or abusive language.
2. Players are not permitted to use action verbs which suggest threats or ultimatums.
3. Players are discouraged from using 'high risk' words, such as swear words.
 - a) Players using high risk words place themselves at risk of receiving a penalty.

9.1.3 Alliances

1. Players are not permitted to form, or attempt to form, alliances with opposing Players or teams.
2. The formation of an alliance will result in the immediate disqualification and ejection of all involved Players and/or teams from *The Competition*.

9.1.4 External Communication

1. Anyone outside the arena who attempts any form of unauthorised communication, for any reason, with Players inside the arena will be subject to sanction as deemed appropriate by the *Competition Coordinator*.

9.1.5 Referees

1. Arguing with or abusing a Referee is not permitted at any time, inside or out of a game.
2. Players may not influence in any way the performance of a Referee, including:
 - a) Bribes
 - b) Announcing rule breakages of other Players with the intent of being overheard
3. Players arguing with, abusing, or attempting to influence a referee will receive a *Level 2 Termination* penalty.

4. Referees on duty should always be addressed as “Referee” or “Ref” and should not be addressed by their name or game alias.
5. Players must comply with all reasonable directions given to them by a Referee.
6. Players may ask a Referee to move, but Referees are never required to do so.

9.2 Sportsmanship

9.2.1 General

1. Players deliberately violating the letter or spirit of the rules set out in this rulebook may receive sanctions additional to those normally prescribed, at the discretion of the *Competition Coordinator*, including but not limited to:
 - a) A loss of points
 - b) Forfeiting future games or events
 - c) Removal from an event or *The Competition*

9.2.2 Leaving and Re-Entering the Game

1. A Player may leave the game if they have a valid reason, including:
 - a) Feeling ill or suffering an injury (refer to section 5.4 (Injuries))
 - b) Acquiring a replacement for faulty equipment
 - c) Notifying a *Competition Official* of a Game Unit malfunction
2. A Player who exits the game may re-enter the game provided that they:
 - a) Have not had access to the scoreboard, and
 - b) Have not been informed of the score from other sources, and
 - c) Have the permission of the *Competition Coordinator* or *Competition Official*, and
 - d) Had a valid reason for leaving the game
3. Where a game is in progress and a Player is entering or re-entering the arena:
 - a) That Player's pack must be started before they are permitted to enter the arena
 - b) That Player must not fire their laser until they have fully entered the arena
4. If a Player leaves a game because they are unhappy with a Referee's ruling or the actions of another Player, that Player's score will stand and they may not re-enter the game.

9.2.3 Injuries

1. Players are expected to take all reasonable measures to ensure the safety of an injured Player. Examples include seeking or calling for a referee to assist, and warning other Players of the injured Player's location.

10. SITE SPECIFIC ITEMS (2016)

10.1 Rules

1. No singlets may be worn without an undershirt whilst wearing a pack.
2. Breaking a phasor clip ring will result in a *Level 2 Termination* penalty.

10.2 Zones

1. This arena makes use of *Evacuation Zones*.
 - a) These *Evacuation Zones* are the Red Base, Blue Base, and Green Base areas.
 - b) These *Evacuation Zones* apply in the Teams, Doubles, and Triples game formats.
2. All areas marked *CLEARWAY ZONE* on the arena map are *Clearway Zones*.
 - a) A Competition Official will announce which *Clearway Zones* apply to each game format before *The Competition* begins. This information will also be published at the site for reference before *The Competition* begins.
3. All areas marked *MAXIMUM OCCUPANCY ZONE* on the arena map are *Maximum Occupancy Zones*.
 - a) These *Maximum Occupancy Zones* apply in all game formats played in the arena.
 - b) These *Maximum Occupancy Zones* are painted purple.
 - c) These *Maximum Occupancy Zones* all have a maximum occupancy of one (1) person.
 - d) Players are always permitted to transit through these zones without penalty, even if they are occupied.

11. REFEREES

This chapter is for Referees and outlines their expected behaviour and conduct.

11.1 Expectations

1. Referees must have a thorough understanding of the *The Competition Rulebook*.
2. Referees should display a high level of professionalism at all times and must be unbiased in their actions and behaviour.
3. Referees are expected to be proficient with the use of Game Controller devices.
4. Referees may be expected to pass a proficiency test of their knowledge and ability.

11.2 Referee Status

1. The *Competition Coordinator* has the right to grant and revoke Referee status at their discretion.
2. The *Competition Coordinator* has the right to refuse the service of specific Referees in specific games.
3. The *Competition Coordinator* will assess Referee ability and conduct as necessary.
4. Any indication of favouritism or bias by a Referee will result in immediate suspension of Referee status by the *Competition Coordinator*.
 - a) Pending assessment by the *Competition Coordinator*, this may result in the permanent removal of Referee status for that Referee for the remainder of *The Competition*.

11.3 Arena Conduct

11.3.1 Movement and Position

1. Referees should make all reasonable attempts to remain unobtrusive when in the arena.
 - a) Referees should use *Referee Zones* where available and practical to use.
 - b) Referees should choose the best position to Referee each circumstance.
2. Referees may be asked by Players to move, but Referees are never required to do so.

11.3.2 Conversation

1. Casual conversation with Players is not permitted.
2. Referees should only address Players during a game to warn of a rule violation.
 - a) Referees should quickly and accurately describe the circumstances for giving a warning or termination, citing the rule breached.
3. Referees should report all incidents of unsporting conduct to the *Competition Coordinator*.

11.4 Penalties

11.4.1 Application of Penalties

1. Referees should endeavour to be quick, efficient, and concise when applying penalties.
2. Referees must apply all penalties as soon as possible after a rule violation by approaching the Player and using the Game Controller device appropriately.
 - a) Referees must make every effort to avoid accidentally penalising surrounding Players.
 - b) If the Referee is not able to immediately approach a Player to apply a penalty, the Referee should award the penalty post-game by informing the appropriate *Competition Official*.

11.4.2 Disputes

1. Referees must not argue with Players.
2. All disputes over the application of penalties must be settled according to the procedures specified in section 2.1 (Competition Rules).
3. Where a Player disputes a penalty, that Player should be reminded of dispute rules.
4. Where a Player continues to dispute a penalty, a *Level 2 Termination* should be applied.
 - a) Where disputes are repeated or continued, Referees have the right to disable a Player's pack and remove that Player from the game at their discretion.

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