



Laserzone

Laser League Rules Revision 1.05

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1 PART 1 - League Settings

	Teams
Scoring	
You Hit Foe	+150
You Hit Friendly	-150
Hit You (any)	-40
Base Hit	0
Base Destroy	+3001
Denial	+250
G1 "Green" Warning	0
L1 "Yellow" Warning	-1000
L2 "Red" Warning	-2000
Game Settings	
Player Start Location	In own base
Start Delay	20 seconds
Game Time (inc Start)	10 minutes
Bases Mode	Normal
Shoot own-colour base	No
Base Hits to Destroy	3
Base Reset Time	5 seconds
Base Recovery Time	30 seconds
Reloads Enabled	Yes
Reload Threshold	20%
Out-of-power Pack	
Shots per second	2
Player Deactivate Time	8 seconds
G1 Warning Deac Time	
L1 Warning Deac Time	
L2 Warning Deac Time	
Sentinels/Mines/Aliens	
Role-playing features	
Stuns	
Max Pack Health	10 tags
Maximum Shots	45 shots
Arena Music	No

1.1 Substitute Players & Finals

- a) Teams may fill vacant spaces with a maximum of one substitute player of C grade or lower per game
- b) A player can only substitute a maximum of two games for a single team on a League round. A player may substitute for as many teams as they wish during a League round, as long as their primary team is not playing in any of those games
- c) Teams must play with at least three players
- d) A handicap penalty applies for teams that are missing players. See 3.2.b.c
- e) Players must play at least 3 full weeks of league for a player to qualify to play finals for that team

1.2 Game Start

- a) Games will be announced prior to start of game.
- b) Responsibility lies with the players to know when they are scheduled to play.
- c) Players will have one minute to kit up and enter the arena. Games will start immediately after this time.
- d) All players must start the game inside their own teams' base areas for team competitions. Players must start anywhere BUT inside a base evacuation area for Doubles or Triples competitions. Players can start anywhere in the playing arena for Solo competitions.
- e) Players who enter the game late may receive a level one termination.

1.3 Referees Rulings & Appeals

- a) Trained referees can referee league matches only.
- b) All referee decisions are final.
- c) Referee's are expected to understand the code of conduct for referee's outlined in section 4 of this document.
- d) A trainer may register their concern over a referee's decision, at the conclusion of a game, with the league or other designated officials.
- e) Such registration of concern is only for the prevention of future issues and clarification.

1.4 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 personalised in any way and should be addressed as "referee" or "ref" while acting in such a capacity.
- d) Referees may be asked to move but do not need to do so.
- e) Referees will attempt to be as unobtrusive as possible.

1.5 Terminations

1.5.1 Green Termination

- a) Applied as a warning for minor or unintentional breaches.
- b) Can also be applied to coach a player on dangerous play issues.
- c) 10 second deactivation.
- d) No points are deducted.
- e) Green button on god box.

1.5.2 Level 1 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.

1.5.3 Level 2 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) Eligibility for permanent removal from the game based on the discretion of the referee.
- d) Any player receiving a third level two termination 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.

1.6 Equipment Replacements

- a) Players with faulty equipment should report this immediately to the league coordinator. Replacement equipment will be obtained as quickly as possible. Points will not be awarded for lost time.
- b) A player who obtains a replacement pack and destroys more than two bases per game will receive zero points for any and all packs they use.
- c) Players who do not swap packs surrender their right to lodge a complaint.

1.7 Game Unit Malfunction (Base Stations and Reloads)

- 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.

1.8 Tampering with Equipment

- a) Players are not permitted to tamper with, modify or alter any pack, arena element or other property.
- b) Any adjustments to a player's equipment will be administered by zone staff on duty.

1.9 Electronics

- a) No electronic devices are allowed in the arena. This includes, but is not limited to walkie-talkies, portable lasers, mobile phones and ipods/MP3 Players.
- b) Stopwatches, regular wrist watches and prescription electronics (e.g. hearing aids, pace makers) may be used.

1.10 Proper Attire

- a) Players must wear appropriate clothing at all times during matches.
- b) High heels and open toed shoes are not permitted.
- c) Players are required to wear enclosed shoes during all matches.

2 PART 2 - GAME RULES

All players are expected to thoroughly understand the rules in this booklet and should contact their trainer prior to the beginning of the competition with any questions or concerns.

2.1 Sportsmanship

2.1.1 Covering Sensors

- a) No piece of a player's wardrobe may cover any part of the pack at any time.
- b) Questionable attire is worn at the risk of the player. E.g. jumpers.
- c) Form fitting headwear may be permitted.
- d) A player must not intentionally cover any sensor on their pack with anything but the fixed barriers in the arena
- e) A player's arms or hands are not permitted to touch the clear plastics on the pack or phasor.

2.1.2 Covering Speakers

- a) Players are not allowed to intentionally physically silence or verbally mask their speakers.

2.1.3 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.
- b) Players cannot attempt to block shots at their packs using any part of their body or equipment. Arena fixtures can be used.

2.1.4 Blind Firing

- a) Players must first look around any corner before their phaser travels around the same corner
- b) If the phaser is more than 50cm from the wall, it is considered a safe distance to fire around the corner without first looking

2.1.5 Base Evacuation

- c) A base area is defined by fluorescent lines on the ground of the arena.
- d) Players deactivated within a base area must exit the area immediately.
- e) Deactivated players leaving a base area must give way to active players.
- f) Deactivated players, who as a result of giving way to active players, reactivate before exiting the base area must not fire any shots before exiting the base area.
- g) No part of a player's body or equipment is permitted to enter a base area unless their pack is active.

2.1.6 Deactivated Players

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

2.1.7 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 except in a base area.
- c) Deactivated players moving through the maze should make every effort to be unobtrusive, especially in close proximity to base evacuation areas.

2.1.8 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.

2.1.9 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.
- d) Players may not shoot out of a reload bay.

2.2 Safety

2.2.1 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.

2.2.2 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.

2.2.3 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.

2.2.4 Objects around Obstacles

- a) A player must not cause protrusions into corridors of movement they cannot fully see. Examples may include lasers around corners, legs sticking out, etc.

2.2.5 Running

- a) Players are not permitted to run at high speeds.

2.2.6 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.

2.2.7 Crouching

- a) Kneeling on two knees, sitting and lying down is not permitted.
- b) Kneeling on one knee is permitted.
- c) Crouching is permitted.

2.2.8 Jumping

- a) Jumping is not permitted.

2.2.9 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 to a player / the arena / the equipment.
- c) This includes insufficient clearance distance between players. One metre clearance would be generally regarded as sufficient.

2.2.10 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 or intentional instances by the same player will result in a Level 2 Termination.

2.3 Conduct

2.3.1 Personal Conduct

- a) Any illegal conduct, physical violence, threatened or otherwise will result in the removal of that player from the league.
- b) Conduct that may cause the sport to be brought into ill repute may result in the removal of that player from the league. Offenders may be referred to the appropriate authorities.

2.3.2 Smack Talking

- a) Belligerent, threatening, offensive or overly abusive language will not be tolerated.
- b) Players should refrain from making or suggesting threats and ultimatums.
- c) Players determined to be speaking in an unacceptable manner will be asked to refrain or be terminated.

2.3.3 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 league for the night.

2.3.4 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.

2.3.5 Sportsmanship

- a) Players deliberately violating the letter and spirit of these rules may receive additional sanction, at the discretion of the league co-ordinator.
- b) These sanctions may include, but are not limited to, loss of points, forfeit of games, and elimination from the league.

2.3.6 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 at the discretion of the league coordinator.

Referee Code of Conduct

2.4 Referee Rules

- a) Referees must have a thorough understanding of the League rules. Referees will be expected to pass a proficiency test of their rules knowledge and ref skills.
- b) In the event of a base malfunction, the league coordinator is to be notified.
- c) Referees are selected by the League Coordinator, once they have passed the requisite Referee testing procedures.
- d) Referees should display a high level of professionalism at all times.
- e) 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 League Coordinators, may result in permanent removal of this title for the duration of the League.
- f) Referees should not address players during a game, except to warn of a rule violation. Casual conversation with players is not permitted.
- g) Referees should make all attempts to remain unobtrusive when in the arena, but players may ask them to move. The decision to move lies solely with the Referee.
- h) Referees should not argue with players during a game. All disputes are to be settled after the game, and only through the Trainers in designated areas.
- i) Referees should report incidents of unsporting conduct to the League Coordinator.
- j) Management reserves the right to revoke Referee status. Assessment of referee conduct will be conducted as necessary.

2.5 Administering Terminations

- a) Referee's are expected to issue terminations in the following way:
 - i. Stop the player from firing. If a player is shooting a base unit, then you are permitted to put your hand in front of the phaser to stop the player from shooting.
 - ii. Tell the player that you are issuing them with <level> termination for <infringement>. (ie: I am issuing you with a level 1 termination for entering the base while you are deactivated.)
 - iii. Cover the end of the god box with one hand, push the god box to the plastic of the player you are terminating, then press the button to issue the termination.

- iv. Referee's are to attempt to issue terminations away from other players to stop any accidental terminations to other players.
- v. Take note of players that you have accidentally deactivated, so that their scores can be adjusted at the end of the game.

3 Part 3 – Grading & Handicapping System

3.1 Grading Players

- a) Players are re-graded every 9 games based upon the most recent 9 games history
- b) At the beginning of a season, a player will adopt their grading from the previous season, and the 9 game count will begin from zero again
- c) All new players start at the lowest grading in their first week, and are re-graded after 9 games
- d) In a single re-grading, players can go up a maximum of 3 grades or down a maximum of 1. The only exception is on the first re-grading of the season. Players may go down a maximum of 2 grades during this re-grading only.
- e) Players that are returning after a break of one full season from League, and have played Zone National Titles or at least 2 full seasons of Zone Laser League at the local or another site start at "B" grade or "C" grade based upon League Directors discretion

3.2 How the Handicapping System Works

- a) For each graded player, a points allocation is made ranging from 1 to 10 based upon the table in FIGURE A
- b) A teams total points allocation is calculated and includes:
 - a. the sum of the points allocation for each individual team member including substitute players
 - b. any bonus point for having multiple ranked players of "B" grade or higher
- c) A handicap percentage is applied to each teams final game score, based upon the grid at FIGURE A
- d) The bonus point is only applied where there are 2 or more players of "B" grade or higher. The highest ranked player is ignored. Then every other player gets awarded the bonus points appropriate to their grade. eg, 2 x AA and 1 X B. Ignore 1 AA. Then add 1 point for the other AA, and 0.5 for the B.
- e) If a teams final handicap points ends in a half point, then it is always rounded up for the purpose of calculating handicaps

FIGURE A

Points	5 Players	4 Players	3 Players
58	60%		
57	61%		
56	63%		
55	64%		
54	65%		
53	66%		
52	67%		
51	69%		
50	70%		
49	71%		
48	73%		
47	74%		
46	76%	70%	
45	78%	71%	
44	80%	73%	
43	81%	74%	
42	83%	76%	
41	85%	78%	
40	88%	80%	
39	90%	82%	
38	92%	84%	
37	95%	86%	
36	97%	89%	
35	100%	91%	
34	103%	94%	85%
33	106%	97%	88%
32	109%	100%	91%
31	113%	103%	94%

Points	5 Players	4 Players	3 Players
30	117%	107%	97%
29	121%	110%	100%
28	125%	114%	104%
27	130%	119%	107%
26	135%	123%	112%
25	140%	128%	116%
24	146%	133%	121%
23	152%	139%	126%
22	159%	145%	132%
21	167%	152%	138%
20	175%	160%	145%
19	184%	168%	153%
18	194%	178%	161%
17	206%	188%	171%
16	219%	200%	181%
15	233%	213%	193%
14	250%	229%	207%
13	269%	246%	223%
12	292%	267%	242%
11	318%	291%	264%
10	350%	320%	290%
9	389%	356%	322%
8	438%	400%	363%
7	500%	457%	414%
6	583%	533%	483%
5	700%	640%	580%
4		800%	725%
3			967%

Ranking	Min	Max	Points	Bonus
AAAA	2.1	2.3	10	2
AAA	1.9	2.1	9	2
AA	1.7	1.9	9	1
A	1.5	1.7	8	1
BB	1.3	1.5	8	0.5
B	1.1	1.3	7	0.5
C	0.9	1.1	7	
D	0.7	0.9	6	
DD	0.5	0.7	5	
E	0.3	0.5	4	
EE	0.1	0.3	3	
EEE	0.0	0.1	1	

(ignore highest ranked player, and