

# **Laserzone Brisbane 1st Division League**

Official Competition Rulebook

Released 3rd May 2016



# 1. KNOWLEDGE

## 1.1 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.

## 1.2 Rule Changes

1. *The Committee* is charged with maintaining and developing *The Competition Rulebook*.
2. No rules can be updated without the express authorisation of Laserzone Management.
3. All rules set out in *The Competition Rulebook* are subject to change.
  - a) Rules will only be changed during *The Competition* in extreme circumstances.

# 2. COMPETITION RULES

## 2.1 The Competition

1. *The Competition* is defined as the *Laserzone Brisbane 1st Division League* in its entirety, including all events held.
2. The commencement of *The Competition* is defined as the time of the commencement of the Opening Address at Week 1 of *The Competition* 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.

## 2.2 League Round

1. *League Round* is defined as a single session of *The Competition*.
2. The commencement of a *League Round* is defined as the time of the commencement of the Opening Address or an equivalent gathering.
3. The conclusion of the *League Round* is defined as the time of conclusion of the Closing Address or an equivalent gathering.

## 2.3 Competition Coordinator

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

## 2.4 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:
  2. League Committee Member
  3. Referees
4. *Competition Officials* are granted varying degrees of responsibility for overseeing aspects of *The Competition* by the *Competition Coordinator*.

## 2.5 Set-up and Roster

1. The set-up of *The Competition* will be decided by *Laserzone Brisbane Management*.
2. This includes, but is not limited to: when games will be played, which teams will play, and whether handicapping will be used.
3. Games are decided on the combined score of the Players on a team, including swapped and spare packs and post-game penalties, multiplied by a team's handicap percentage.
4. A team's handicap percentage is calculated using a method decided by *Laserzone Brisbane Management*.

## 2.6 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.
6. A *Team Captain* must be delegated when a Team is registered.

## 3. GAME FORMATS

### 3.1 Teams Event - Standard

#### 3.1.1 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	0	Destroy	3001
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			

GameSettings			
Player Start Location	In Own Base or Designated Area	Arena Music	No
Start Delay	15 Seconds	Duration(inc.delay)	10 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	25 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	Players Per Team	5
Missing/Late Players	Entry Allowed. L1 Penalty per Late Entry. Refer to §5.2.3	Substitutes Allowed	Yes

## 3.2 Teams Event - World Settings

### 3.2.1 Scoring and Game Settings

Scoring					
You Tag Foe		<b>Stun</b>	+50	<b>Deactivation</b>	+150
You Tag Friendly			-50		-150
You Are Tagged by Any			-15		-40
You Tag Base		<b>Hit</b>	0	<b>Destroy</b>	3001
<b>Base Denial Bonus</b>	+250 per base hit; 500 point maximum award				
<b>L1 Warning</b>	-1000 points; 10 second deactivation				
<b>L2 Termination</b>	-2000 points; 15 second deactivation				

GameSettings			
<b>Player Start Location</b>	In Own Base or Designated Area	<b>Arena Music</b>	No
<b>Start Delay</b>	15 Seconds	<b>Duration(inc.delay)</b>	10 Minutes
<b>Base Mode</b>	Team	<b>Tag Own Color Base</b>	No
<b>Base Hits to Destroy</b>	3	<b>Max Base Destroys</b>	1 per Player per Base
<b>Base Reset Time</b>	5 Seconds	<b>Base Recovery Time</b>	25 Seconds
<b>Max Pack Lives</b>	7	<b>Max Pack Ammo</b>	45
<b>Reloads Enabled</b>	Yes	<b>Reload At or Below</b>	3 Lives or 10 Ammo
<b>Out Of Power Pack</b>	Cannot be tagged; Kill lights flash continuously		
<b>Shots per Second</b>	1	<b>Deactivation Time</b>	8 Seconds
<b>Stun Sensors</b>	Enabled	<b>Players Per Team</b>	5
<b>Missing/Late Players</b>	Entry Allowed. L1 Penalty per Late Entry. Refer to §5.2.3	<b>Substitutes Allowed</b>	Yes

### **3.2.2 Format**

1. Base Evacuation rules apply. See Sec 6.5.8 Evacuation Zones.
2. Teams must play with at least 3 players
3. Players must have played at least 3 rounds of League, and 6 games, to qualify to play finals.

### **3.2.3 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) Limitation of communication to persons not competing in the Grand Final
  - c) Restriction of movement to certain areas or room

## 4. GENERAL RULES

### 4.1 Substitute Players

1. A *Substitute Player* is any player who plays for a team that is registered on another team in *The Competition*.
2. Teams can only utilise a *Substitute Player* if they have less than the number of players usually allowed to play.
3. *Substitute Players* must be of 'C' grade or less
4. Teams can have a maximum of 1 *Substitute Player* per game, unless they only have 2 registered players available, in which case they may have 2 *Substitute Players*.
5. Players cannot be a *Substitute Player* for the same team more than 2 times in a League round.
6. *Substitute Players* cannot be used in Finals or the Grand Final.
7. Players are not permitted to swap between teams after a League round has started.
  - a) *The Committee* and/or *Competition Coordinator* may provide an exemption to this rule at their discretion under extraordinary circumstances.
8. Players may not be substituted once a game has started.
9. 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.

### 4.2 Fill in Players

1. A *Fill In Player* is any player who plays for a team that is not registered on another team in *The Competition*.
2. Teams may utilise *Fill In Players* to replace absent players for a *League Round*.
3. Players are not permitted to swap between teams after a League Season has started.
  - a) *The Committee* and/or *Competition Coordinator* may provide an exemption to this rule at their discretion under extraordinary circumstance.

### 4.3 Game Start

#### 4.3.1 Procedures and Responsibilities

1. Games will start on the schedule set by *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 1 minute to kit-up before the game starts.

#### **4.3.2 Entry**

1. Players must make their way immediately to the Briefing Room when their game is called. In a game with teams, where a team has more than the allowed number of players:
  - 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.

#### **4.3.3 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. 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*.

#### **4.4 Player Score**

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

## 4.5 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.
7. If an Injured Player affects the game, the *Competition Coordinator* will decide if a game will stand or be replayed.

## 4.6 Tied Games

1. Victory Points will be shared equally between the teams and positions that are tied in Team games.
2. 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.
3. 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.

## 4.7 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.

## 5. EQUIPMENT

### 5.1 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

### 5.2 Player Equipment

#### 5.2.1 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.

### 5.2.2 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*.

## 5.3 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.

## 5.4 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*.

## 5.5 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 pace maker or insulin pump)

- b) A stopwatch or regular wristwatch (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 8.1.4 (External Communication).

## 5.6 Proper Attire

### 5.6.1 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.

## **5.6.2 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

# **6. GAME RULES**

## **6.1 Covering, Blocking, and Masking**

### **6.1.1 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 maneuver
    - 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 maybe interpreted as an intentional maneuver and may result in a penalty.

### **6.1.2 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.

### **6.1.3 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 game play 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.
  - 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.
5. 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.

### **6.1.4 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 *Level1 Warning* penalty.

## **6.2 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.

## 6.3 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.

## 6.4 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.

## 6.5 Zones

### 6.5.1 General

1. A Zone is a defined area in an arena.
2. All Zones must be clearly defined and identified in section 9.1 (Current Arena Layout Items).
  - a) The location, type, and function of each Zone must be clearly specified.
  - b) An area may be classified as multiple Zone types simultaneously.
3. Zones must be clearly identifiable on arena maps.
  - a) Marked Zones on arena maps must have a corresponding definition in section 9.1 (Current Arena Layout Items).
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.

### 6.5.2 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.

### 6.5.3 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.

#### **6.5.4 Directional Zones**

1. Players must travel through a *Directional Zone* in the direction prescribed for that zone as defined in section 9.1 (Current Arena Layout Items).
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.

#### **6.5.5 Lane Zones**

1. Players in a *Lane Zone* must travel in a lane prescribed for that zone as defined in 9.1 (Current Arena Layout Items).
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.

#### **6.5.6 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 9.1 (Current Arena Layout Items).
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.

#### **6.5.7 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.

#### **6.5.8 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 in to a base
  3. Waiting in a base while there is a high level of activity or a large number of Players

### **6.5.9 Recharge Zones**

1. Players must move through *Recharge Zones* in the fashion prescribed for that zone as defined in 9.1 (Current Arena Layout Items).
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*.

### **6.5.10 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 9.1 (Current Arena Layout Items).
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.

## 6.6 Penalties

### 6.6.1 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 Section 3 of this Rule Book - Game Formats & Settings.

### 6.6.2 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 Section 3 of this Rule Book - Game Formats & Settings.
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.

### 6.6.3 Replayed Games

1. *Level 1 Warnings* are not carried over in to replayed games.
2. *Level 2 Terminations* are carried over in to 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

## 7. SAFETY

### 7.1 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) Players must not tie any knots in to or otherwise modify gun straps. Players are permitted to tie a loose knot over the phasor clip buckle.

### 7.2 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 laser or any part of their body through existing holes or gaps.

### 7.3 Ledges and Barriers

#### 7.3.1 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.

#### 7.3.2 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.

## 7.4 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.
3. Objects that may pose a hazard to Players should be brought to the attention of the *Competition Coordinator*.

## 7.5 Balance and Control

### 7.5.1 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., handrails)

### 7.5.2 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.

### 7.5.3 Physical Contact

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

#### **7.5.4 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 6.1 (Covering, Blocking, and Masking) and 7.5.2(Unsafe Movement).

## **8. PLAYER CONDUCT**

### **8.1 Personal Conduct**

#### **8.1.1 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 in to 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 in appropriate comments made on social media, news, forums, websites, or other publicly available sources concerning Players, officials, rulings, or the operation of *The Competition*.

#### **8.1.2 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.

#### **8.1.3 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*.

#### **8.1.4 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*.

#### **8.1.5 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.

## **8.2 Sportsmanship**

### **8.2.1 General**

1. Players deliberately violating the letter or spirit of the rules set out in this rule book 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 of~~ *The Competition*

### **8.2.2 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 4.5 (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.

### **8.2.3 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.

## **9. CURRENT ARENA LAYOUT ITEMS**

### **9.1 Zones**

1. This arena makes use of *Evacuation Zones*.
  - a) These *Evacuation Zones* are the Red Base, Blue Base, and Green Base areas.
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.
4. All areas marked *RECHARGE ZONE* on the arena map are *Recharge Zones*.
  - a) The Recharge Zone on the bottom floor, is also a *Directional Zone*



# 10. REFEREES

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

## 10.1 Expectations

1. Referees must have a thorough understanding of the *Competition Rulebook*.
2. Referees should display a high level of professionalism at all times and must be unbiased in their actions and behaviour, with the exception that some leniency may be allowed on Level 1 Warning violations for new players that have not played competitive Laser Tag at other locations, and playing in their first 8 weeks of *The Competition*.
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.

## 10.2 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*.

## 10.3 Referee Qualification

1. The *Competition Coordinator* is responsible for the Referee qualification process and can revoke any Referee status at any time.
2. There are 3 levels of Referee status:
  - a) Trainee Referee - can shadow a *Senior Referee* or *Head Referee* only.
  - b) Senior Referee - can Referee without supervision.
  - c) Head Referee - can conduct Referee Inductions and oversee a Trainee Referee's final assessment.
3. A *Trainee Referee* can apply penalties on behalf of the *Senior Referee* or *Head Referee* where they have received the Referee Induction.
4. To become a *Trainee Referee*, a player must:
  - a) Be at least 16 years of age.

- b) Qualify for Finals in at least 2 seasons of 1st Division League at Laserzone Brisbane.
  - c) Pass the Referee test with at least 80% of answers correct.
  - d) Be approved by the *Competition Coordinator*.
5. To become a *Senior Referee*, a player must:
- a) Have qualified first as a *Trainee Referee*
  - b) Have shadowed at least 5 games with a *Senior Referee* or *Head Referee*.
  - c) Pass a final assessment. The final assessment involves being shadowed by a Head Referee for a minimum of 3 games.
  - d) Be approved by the *Competition Coordinator*.
6. To become a *Head Referee*, a player must:
- a) Have been a Senior Referee for at least 4 seasons of 1st Division League, and Referee at least 10 games in each of those seasons.
  - b) Have received training on conducting Referee Inductions and *Trainee Referee Assessments*.
  - c) Be approved by the *Competition Coordinator*.

## **10.4 Arena Conduct**

### **10.4.1 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.

### 10.4.2 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 forgiving a warning or termination, citing the rule breached.
3. Referees should report all incidents of unsporting conduct to the *Competition Coordinator*.

## 10.5 Penalties

### 10.5.1 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*.

### 10.5.2 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 1.1 (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.

## 11. HANDICAPPING

*This chapter outlines how Team Handicapping and Player Gradings are calculated*

### 11.1 Grading Players

- a) At the beginning of the season, players are allocated the same grading that they finished the previous season with.
- b) If a player has not played for more than 12 months, the *League Coordinator* will allocate a grading based upon their best judgement taking in to account the elapsed time since their most recent Laser Tag competition, and the skill level of the player
- c) Players are re-graded every 2 weeks based upon all the games played in the season to that point. Re-gradings are conducted in week 2, 4, 6 & 8 of the League season.

- d) All new players start at the lowest grading in their first week.
- e) A player must play a minimum of 6 games in *The Competition* to be re-graded
- f) 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.

### **11.2 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 team's 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 team's final handicap points ends in a half point, then it is always rounded up for the purpose of calculating handicaps

**FIGURE A- HANDICAP POINTS & PERCENTAGES**

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%	72%	
44	80%	73%	
43	81%	75%	
42	83%	77%	
41	85%	79%	
40	88%	81%	
39	90%	84%	
38	92%	86%	
37	95%	89%	
36	97%	92%	
35	100%	95%	
34	103%	98%	85%
33	106%	101%	88%
32	109%	104%	91%
31	112%	107%	94%

Points	5 Players	4 Players	3 Players
30	115%	110%	97%
29	118%	113%	100%
28	121%	116%	103%
27	125%	120%	107%
26	129%	124%	111%
25	133%	128%	115%
24	137%	132%	119%
23	141%	136%	123%
22	145%	140%	127%
21	149%	144%	131%
20	153%	148%	135%
19	158%	153%	140%
18	163%	158%	145%
17	168%	163%	150%
16	173%	168%	155%
15	178%	173%	160%
14	183%	178%	165%
13	189%	184%	171%
12	195%	190%	177%
11	201%	196%	183%
10	207%	202%	189%
9	213%	208%	195%
8	220%	215%	202%
7	227%	222%	209%
6	234%	229%	216%
5	242%	237%	224%
4		245%	232%
3			240%

Ranking	Min GRC	Max GRC	Points	Bonus
AAAA	2.1	infinity	10	2
AAA	1.9	2.09	9	2
AA	1.7	1.89	9	1
A	1.5	1.69	8	1
BB	1.3	1.49	8	0.5
B	1.1	1.29	7	0.5
C	0.9	1.09	7	
D	0.7	0.89	6	
DD	0.5	0.69	5	
E	0.3	0.49	4	
EE	0.1	0.29	3	
EEE	0.0	0.09	1	

A players grade is determined by their average GRC from their games

$$\text{GRC} = \text{TR} * \text{SR}$$

(TR) Tag ratio = tags for / tags against

(SR) Score Ratio = Player Score/Ave Game Score

(Ignore highest ranked players bonus point, and round up half points)

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- 1.2 Rule Changes

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- 2.1 The Competition
- 2.2 League Round
- 2.3 Competition Coordinator
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- 2.5 Set-up and Roster
- 2.6 Team Captains

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  - 3.1.1 Scoring and Game Settings
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  - 3.2.1 Scoring and Game Settings
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  - 4.3.2 Entry
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- 4.4 Player Score
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- 6.6 Penalties
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  - 6.6.3 Replayed Games

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- 9.1 Zones

**10. REFEREES**

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**FIGURE A - HANDICAP POINTS & PERCENTAGES**

