

Zone Laser Tag Australasian Championships

Official Competition Rulebook

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Associated Documents		
Document Title	Revision	Revision Date
Official Competition Format Book	1.1	01/09/2020
Official Competition Regulations	1.1	30/09/2020
Word Blacklist	1.0	19/01/2020

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0. DOCUMENT MANAGEMENT

0.1 Using This Document

1. Terms in this document which have specific meanings within the document are written in title case and italicised, for example *Competition Official*. These terms are also listed in Section 0, 0.2 Terms and Definitions.

0.2 Terms and Definitions

Term	Definition
<i>Player</i>	Any Individual competing in an event at <i>The Competition</i> who does not otherwise hold a different position at the time.
<i>Referee</i>	Any person who is officiating a game. Referees can either be stationary or roaming.
<i>ZLTAC Committee</i>	The committee currently charged with making decisions that related to the running of the competition and the betterment of the sport of laser tag. Officials are elected each year as player representatives and the other members are the site representatives of the upcoming ZLTAC and the one after.
<i>The Competition</i>	The Zone Laser Tag Australasian Championships including all its events. It begins at the commencement of the opening ceremony and is completed at the finish of the closing ceremony
<i>Tournament Coordinator</i>	The individual currently in charge of running the competition at a particular time. While there may be more than one individual with this role there will only be one person acting as the tournament coordinator at any one time. <ol style="list-style-type: none">1. The Tournament Coordinator has the right to delegate any or all of their powers to one or more persons for a designated period of time.<ol style="list-style-type: none">a) The Tournament Coordinator may impose special requirements on persons with delegated powers, such as reporting actions taken.
<i>Competition Official</i>	Competition Officials are persons nominated by The Committee to occupy and execute one or more roles in an official capacity. Roles include: <ol style="list-style-type: none">a) Tournament Coordinator(s)b) Event Coordinator(s)c) Assistant Event Coordinator(s)d) Master Refereese) Technical Manager <p>Competition Officials are granted varying degrees of responsibility for overseeing aspects of The Competition by The Tournament Coordinator.</p>

0.3 Document Purpose

1. This document is an all-inclusive list of rules around what to do, and what not to do to play laser tag games in the competition
2. This document will detail:
 - a. Rules before-and-after games
 - b. Intrinsic or pertinent format details
3. This document should *not* include anything relating to
 - a. Regulations around running or operating the tournament
 - b. Non-pertinent format settings (Format settings not relating directly to rules)

0.4 Amendments

1. *The ZLTAC Committee* is charged with maintaining and developing *The Competition Rulebook*.
2. All rules set out in *The Competition Rulebook* are subject to amendment through one of the following processes:
 - a. *The ZLTAC Committee* may review the rules during the year in the lead up to *Zone Laser Tag Australasian Championships*.
 - b. During *The Competition*, the *Rules* may be amended to address participant safety, equipment safety or arena damage. See *ZLTAC regulations book*.

1. KNOWLEDGE

1.1 Gameplay

1. The sport of Laser Tag involves a group of players, playing either as a team or as individuals, attempting to accumulate more points than their opposition.
2. Points are scored by tagging other players using the provided Laser Tag equipment.
3. Tagging another player involves holding the phasor with two hands, one covering the hand sensor on the front grip and the other on the handle to pull the trigger. Pulling the trigger will project a coloured laser which, when coming into contact with an opposing player's sensors, will deactivate them.
4. Points can also be scored by tagging a base unit. A player can tag a base unit by tagging the base unit a number of times within a set time limit without being tagged themselves. Base unit point rewards and use is defined in the *ZLTAC Official Competition Format Book*.
5. If the format involves players forming teams, the final score of that team will be the combination of each of the team members' scores after any after-game modifications have been made, unless otherwise specified in the game format details.
6. The rules apply equally to all players, regardless of a player's level of skill or experience.

2. THE ARENA

- a. Play must not occur outside the arena, unless in a non-arena play area.
- b. Penalties or disqualification may be issued as a result of engaging in play outside of the arena, or outside of a non-arena play area.

2.1 Arena Location and Changes

1. Each event takes place in the arena unless otherwise specified
2. Prior to the commencement of The Competition the arena must undergo a safety inspection by the Tournament Co-ordinator to ensure it is safe and up to the correct standards for play.
3. If during the course of play part of the arena becomes dangerous, (e.g. sweat making the floor slippery) It must be reported to the *The Competition Official* on duty immediately.
4. Should the arena require changes they must be conducted in a manner that is consistent with the Official Competition Regulations.

2.2 Arena Zones

2.2.1 General

1. A *Zone* is a defined area in an arena.
2. All *Zones* must be clearly defined and identified
 - a. The location, type and function of each *Zone* must be clearly specified.
 - b. The game format(s) that the *Zone* relates to must be clearly specified.
3. *Zones* must be clearly identifiable on arena maps.
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.

2.2.2 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.

2.2.3 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*.

2.2.4 Directional Zones

1. Players must travel through a *Directional Zone* in the direction prescribed for that *Zone*.
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.

2.2.5 Lane Zones

1. Players in a *Lane Zone* must travel in a lane prescribed for that zone.
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.

2.2.6 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*.
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.

2.2.7 Referee Zones

1. Referees have the right to permanently occupy a *Referee Zone*.
2. 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.

2.2.8 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. These players must give way to active players.
 - a. This includes Players that are deactivated, are out of power, players with pack faults, or have received a warning or termination.
 - b. If, as a result of giving way to active Players, these players reactivate before exiting the *Evacuation Zone*, they must not fire any shots before exiting the *Evacuation Zone*.
 - c. Players will never receive a penalty for delaying exiting an *Evacuation Zone* if the delay is a direct result of exercising caution in giving way to active Players. This includes:
 - i. Waiting for Players entering a base area
 - ii. Waiting while Players are putting shots into a base unit
 - iii. Waiting in a base area while there is a high level of activity or a large number of Players

2.2.9 Recharge Zones

1. If these zones are shared by any additional zones, players must move through *Recharge Zones* in the fashion prescribed for that zone.
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*.

2.2.10 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*.
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.
4. Players do not need to have their whole bodies within a zone to be said to be occupying it
5. A Player may only occupy one maximum occupancy zone at one time.

2.2.11 Spectator Zones

1. Spectators may view the arena at any time from an area known as the *Spectator Zone*.
2. This area must be marked and approved by the committee prior to *The Competition* start.
3. See Section 7.1.4 regarding player communication with spectators

2.3 Non-Arena Play Area

1. In some circumstances (such as in the *Lord of the Rings* event), areas other than the arena will be used to engage in play.
2. All Non-Arena Play Areas will be visually or electronically marked in some fashion (this may vary).

2.3.1 Rings

1. *Lord of the Rings* uses a collection of rings, consisting of 3.35 - 3.96 metres in diameter, with no obstructions. The size of the circle will be dependent upon available space.
2. A penalty should always be issued if a player exits the ring under any circumstances between the start of the pre-start time, and the end of the game.
 - a. Exiting the ring is defined as any equipment or extremity touching the ground, people or objects outside the ring - hovering is permitted.

3. GENERAL RULES

3.1 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 during that game.
 - 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. A referee may direct a player who has sustained an injury during the game to leave the arena. Players failing to leave the arena when directed to do so will be subject to penalties.
4. An Injured Player who is not able to safely exit the arena and 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.
5. 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 they have not gone further than the kit up room to seek treatment
6. If an Injured Player affects the game, *The Competition Official* on duty will decide if a game will stand or be replayed.

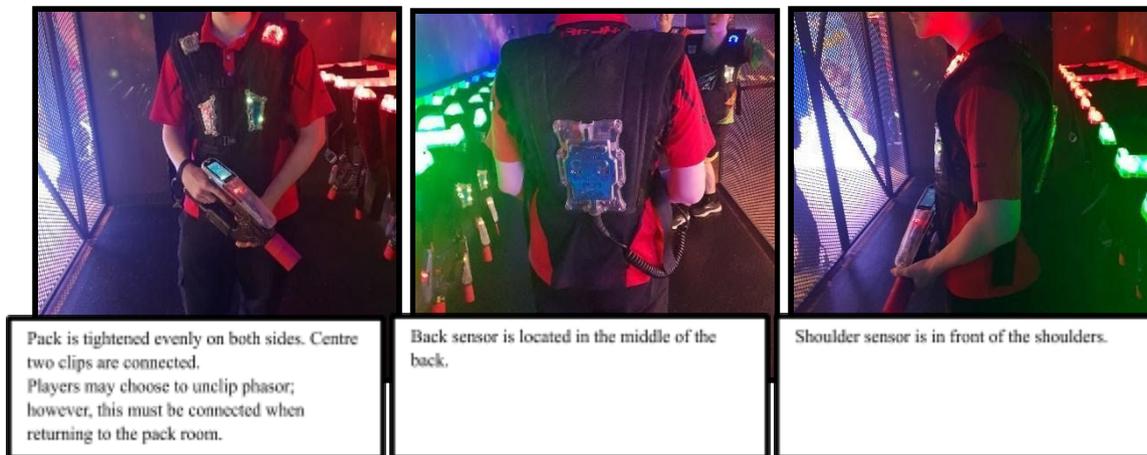
3.2 Referee Rulings and Appeals

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 Official ZLTAC Competition Rulebook* or *The ZLTAC Regulations Book*, *The Tournament Coordinator* has the right and ability to reverse a penalty.
 - b. Penalties will only be reversed at *The Tournament Coordinator's* discretion.
 - c. *The Tournament Coordinator* is not required to address any penalty overturn request.

4. EQUIPMENT

4.1 The Pack

4.1.1 Fitting the Pack



1. Players must wear the pack in the intended method. Packs are to be worn with the fastening clips facing forward and positioned medially in relation to the players sternum. Above images detail the proper method of wearing the pack.
 - a. Packs should be fastened appropriately so they do not move loosely.
 - b. Packs that are not fastened correctly should be identified by a *Competition Official* and rectified as soon as possible.
 - c. Incorrectly fitted packs identified by a referee during an active game must immediately be corrected under the supervision of the referee. Players warned in such a manner may not continue playing until after the referee is satisfied.

4.1.2 Incorrect Colour Pack

1. A Player who commences play and gains a score with a pack that is not their correct team colour will receive a Level 2 Termination at the end of the game.
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 swap to a correct colour pack immediately.
4. If there are no correct colour packs available, a *The Competition Official* on duty is permitted to swap a pack colour for that game.
5. If a Player destroys a base unit while wearing an incorrect colour pack, swaps packs, and subsequently destroys the same base unit 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

4.1.3 Faults

1. Players with faulty equipment should report the fault to a designated *Competition Official* immediately after the game, with a brief description of 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 Official* on duty 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 them to swap the faulty equipment without delay.

4.1.4 Late Start of Player's Pack With Game Start

1. If a player's pack does not start at the beginning of the game either due to not logging in or pack fault the player must
 - a. Resolve the late start of the pack by one of the following methods
 - i. logging in
 - ii. changing packs
2. If a player's pack starts late the player may elect to keep their pack
3. If the pack takes more than 3 seconds at the start of the game to activate, they must either:
 - a. Leave the base area and must immediately proceed to the kit up room and register a fault with the pack.
 - b. Or stand next to the Referee in their designated starting zone with the phasor in the air indicating they have not started. Players may not stand anywhere else in the base area until they have started.

4.1.5 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 Unit 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.

4.2 Base Unit Malfunction

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

4.3 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*.

4.4 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), fitness trackers (e.g. “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 use electronic devices in the kit up room.
3. 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
4. These electronic device rules should be read in conjunction with Electronics Whitelist Document
5. Any player found to have an unauthorised electronic device in their possession will receive a Zero Score and be ejected from the game and may receive further sanctions from the The Competition Official on duty.
6. Any official found to have an unauthorised electronic device will be ejected from the game and may face additional sanctions from The Competition Official on duty.

4.5 Proper Attire

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, will not fall off
 - b. No singlets or similar attire.
 - c. Baseball-style caps are worn with the peak facing backwards
 - d. 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. 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. However, it is always the responsibility of the Player to ensure their clothing is correct.
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 potentially 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.
9. All attire and accessories must not be offensive in nature
 - a. Any offensive imagery, symbolism or text is able to be banned from usage in *The Competition* indefinitely.
 - b. Players are able to seek pre-approval for attire before *The Competition* by contacting *The Committee*.
 - c. If Players refuse to remove attire deemed offensive by centre management or *The Committee*, then Players will be removed from *The Competition*.

5. GAME RULES

5.1 Covering, Blocking and Masking

5.1.1 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 unit, or other game equipment.
2. Repeated incidental covering or blocking may be interpreted as an intentional manoeuvre and may result in a penalty.

5.1.2 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 phasor in a high posture. (should be read in conjunction with the covering interpretations document)
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. Players may not receive a penalty for occasional incidental covering or blocking, including:
 - a. Blocking incoming fire from an odd angle and being unaware of it
 - b. Unknowingly stepping into the line of fire of another Player
4. These exceptions do not extend to obvious and intentional blocking with the aim of gaining an advantage.
5. Players may use a "Transitional Movement" (high to low, or vice versa) even with the intent to cover or block, provided that:
 - a. the action does not pause, stop, or reverse part-way through
 - b. the action is not slow

5.1.3 The Phasor

1. Players may hold their phasor in any way that they wish unless it contradicts any other rules covering the Phasor.
2. Players are not permitted to make any physical contact with the clear plastics on the phasor 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. When using Helios packs:
 - a. Players must not touch the clear plastic section of the phasor, forward of the screen.
 - b. Players are permitted to operate the touch screen.
5. Players holding a tight posture that makes them appear to be touching their phasor in a way that contradicts these rules place themselves at risk of receiving a penalty.

5.1.4 The Pack

1. Players may not touch any part of the pack (fabric or plastic) with their chin.

5.1.5 Masking

1. Players may not mask the sound of their pack reactivating. The following actions may be interpreted as masking:
 - a. Deliberately or unnecessarily communicating at key moments. (e.g. reactivation, especially during a standoff)
 - b. Making an excessive amount of noise at any time for any reason.
 - c. Making any unnecessary noises during the game. This may include, but is not limited to:
 - i. Rapidly repeated calls. E.g. "A A A A A A A", "Front Front Front Front Front", etc...
 - ii. Making a fake call as you or another player is spawning.
 - iii. Making noises using your body or mouth that aren't words. E.g stomping, hooting, shrieking, whistling etc...

5.1.6 Taking a Stun

1. In events with stuns, players are not permitted to deliberately intercept a shot with their phasor that would have deactivated them, to take a stun instead. An example of "Taking a stun" is deliberately moving your phasor in front of your back to intercept an opponent's shot towards your back, when you would have been otherwise deactivated.
2. "Taking a Stun" does not apply to transitional movement, as that is an expected part of play.

5.2 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.

5.3 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, base units, or game equipment.

5.4 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.

5.5 Penalties

5.5.1 General

1. Each breach of the rules should result in a penalty. Multiple breaches occurring at the same time should each be considered for a penalty.

5.5.2 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.

5.5.3 Level 2 Terminations (Red)

1. *Level 2 Terminations* will be applied for:
 - a. Equipment, Player, or Arena abuse
 - b. Unsporting behaviour
 - c. Arguing with a Referee
 - d. Rule breaking that results in the taking or loss of a base unit based on the rule break. (e.g. Someone breaking a baseline while deactivated to get the denial on a player taking the base unit).
 - e. 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* if they pose an excessive danger to themselves or others.
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 Tournament Coordinator*, who has the right to permanently remove that Player from *The Competition*, at their discretion.

5.5.4 Ticks

1. Ticks are used to penalise in *Lord of the Rings*, instead of a termination.
2. Ticks incur a deduction of points if the penalty is awarded.
3. The penalty will be awarded based upon the median amount of Ticks (For more information, see the Format Book - *Lord of the Rings*: Penalty Section).
4. Ticks should be applied for any infringement of the rules.

5.5.5 Replayed Games

1. *Level 1 Warnings* are not carried over into replayed games.
2. *Awarded Penalties* are not carried over into replayed games in Lord of the Rings.
3. All ticks are reset before replaying a game in Lord of the Rings.
4. *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.
5. 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

6. SAFETY

6.1 Phasor Hand Holds

1. Players must have two hands on the phasor when firing it.
2. Players may hold their phasor with one hand when not firing.
 - a. Players holding their phasor with one hand must hold the phasor close to their body.
3. Players must maintain safe control of their phasor strap where present.
 - a. Players who do not sufficiently control their phasor strap to the satisfaction of a Referee may receive a penalty.
 - b. Players who, as a result of not sufficiently controlling their phasor strap, cause injury or damage, will receive a Level 1 Warning penalty.
 - c. Players must not damage or otherwise modify phasor straps.
4. Players may not place their phasor on or behind their head.

6.2 Arena Features and Fixtures

1. Players are not allowed to move, break or modify any arena features or fixtures.
2. Players are not permitted to poke their phasors or any part of their body through existing holes or gaps.
3. Players must not raise their phasor above the height of a full height wall, with the intent of shooting over that wall.
 - a. If a normal standing position elevates you above a full height wall (e.g. standing on a ramp), then this does not apply while you remain above that wall
4. Full height walls must be defined - this will typically occur in the published arena map.

6.3 Ledges and Barriers

6.3.1 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.

6.3.2 Use of Ledges and Barriers

1. Players are not allowed to lean over or place their phasor 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.

6.4 Objects and Obstacles

1. A Player must not protrude 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 Official* on duty .

6.5 Balance and Control

6.5.1 Balance

1. Players must always maintain balance and control during game play.
 - a. Some allowance for “no fault” slippage may be made.
2. Players must not use arena elements for support.
 - a. This includes leaning on walls for support
 - b. This includes using arena elements to slow movement or to turn.
 - c. This does not include using fixtures intended to provide support (e.g., handrails)

6.5.2 Unsafe Movement

1. No form of *Unsafe Movement* is permitted in the arena, or other designated playing areas while a game is going.
2. *Unsafe Movement* is defined as (but is not limited to):
 - a. Kneeling on both knees
 - b. Kneeling on one knee, or touching the ground with extremities such as fingers or elbows is not permitted under any circumstances in *Lord of the Rings*
 - c. Sitting or Lying down
 - d. Jumping
 - e. Any movement or play that may, will, or does cause damage or injury
 - f. Moving at dangerous speeds

6.5.3 Physical Contact

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

6.5.4 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. In events played outside of the arena, players may be permitted to play closer together when there is increased visibility.
6. These minimum distance rules should be read in conjunction with *Unsafe Movement* rules.

7. PLAYER CONDUCT

7.1 Personal Conduct

7.1.1 General Personal Conduct

1. Any illegal conduct or physical violence by a participant of *The Competition*, threatened or otherwise, may result in the removal of that player from *The Competition*.
 - a. Offenders may also be referred to appropriate authorities.
 - b. An act of threatened assault will be deemed to have been made if, through any bodily act or gesture, a person attempts or threatens to apply force of any kind to a person without consent.

7.1.2 Smack Talking and Language

1. Players are not permitted to directly or indirectly verbally abuse any official, opponent, spectator, or other person. For the purpose of this rule, verbal abuse is defined as a statement about an official, opponent, spectator or other person that is insulting, belligerent, offensive, threatening, or otherwise abusive.
2. Players are not permitted to use action verbs which suggest threats or ultimatums. In addition to a termination, players who make threats should be referred by the referee to the *The Competition Official* on duty .
3. Players are not permitted to use any slurs relating to race, nationality, gender, gender identity, sexuality, or religion. Use of these words in any context (even if the player is not directing it at any other person) will always result in a termination. In addition to a termination, players that use these slurs should be referred by the referee to the *The Competition Official* on duty.
4. Players are not allowed to use words from the official word blacklist. Use of these words in any context (even if the player is not directing it at any other person) will always result in a termination. The word blacklist may be updated at any time. When this occurs players will be notified.

7.1.3 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*.

7.1.4 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 Official* on duty .
2. Any Player inside the arena who attempts any form of unauthorised communication with any person outside the arena will receive a Zero Score.

7.1.5 Referees

1. Referees are moving or stationary entities within the play area, charged with observing play and issuing terminations.
2. Referees must remain unobtrusive when moving around the arena. This includes moving out of the way of players dueling, etc.
 - a. If a referee is likely to block a shot, they must manoeuvre out of the way (crouch, sidestep, hug a wall, etc.) when it is safe to do so.
3. Arguing with or abusing a Referee is not permitted at any time, inside or out of a game.
 - a. Players arguing with a referee should first be reminded that they may not dispute a penalty in game. When a player continues to dispute a penalty, they should receive a Level 2 Termination.
 - b. Players abusing a referee should be given a Level 2 Termination, and should be referred by the referee to the *The Competition Official* on duty.
4. 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
5. Players attempting to influence a referee will receive a Level 1 Termination.
6. Referees on duty should always be addressed as “Referee” or “Ref” and should not be addressed by their name or game alias.
7. Players must comply with all reasonable directions given to them by a Referee.
8. Players must not *intentionally* use a Referee as cover, or to block a shot.
 - a. *Unintentionally* using a Referee as cover, or using a referee to block a shot is an uncommon but expected nuance of gameplay, and should not receive a termination. Repeated or frequent instances of unintentionally using a Referee as cover by the same player may result in a termination.
9. Players may ask a Referee to move, but Referees are never required to comply with a player’s request to do so.
10. Players will receive a Level 2 Termination if they interact with a Referee in a way that is:
 - a. Physical
 - b. Antagonistic
 - c. Potentially gaining them an advantage (e.g. shooting a referee in the eyes, getting their attention to distract them from other issues, etc.)

7.2 Sportsmanship

7.2.1 Leaving and Re-Entering the Arena

1. A Player may leave the arena if they have a valid reason, including:
 - a. Feeling ill or suffering an injury
 - b. Acquiring a replacement for faulty equipment
 - c. Notifying *The Competition Official* on duty of a Game Unit malfunction
 - d. When leaving the arena players may only go as far as the kit up room and still be eligible to re-enter the game. Any further and they may not.
2. A Player who exits the game may not re-enter. Exiting the game is defined as leaving the arena and the kitup room. If a player leaves for any other reason than the ones listed above, they may not re-enter the arena and their score will stand.
3. When the start button has been pushed, and a Player is entering or reentering the arena:
 - a. That Player's pack must have become active during the game before they are permitted to enter the arena.
 - b. That Player must not fire their phasor until they have fully entered a play area.
 - c. If a Player must traverse an evacuation / base area to get into a play area, they must fully exit that evacuation / base area before they may fire their phasor.

7.2.2 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.

8. GLOSSARY

Arena Terminology	
Active	Being in an “alive” state. The pack has its lights on and can be tagged.
Arena	The entire play area of a Laser Tag centre.
Arena Features/Fixtures	Any stable and fixed part of the arena.
Base Line	A line marking the edge of a Base Area.
Inactive/Deactivated	Being in a “dead” state. The pack has its lights deactivated and cannot be tagged.
Kit Up Room	The area where packs are charged and stored when not in use.
Position	Any location in the arena which may be tactically advantageous.
Pre-Start Time	The time (as defined in the Format Book) between the game initiating, and play being allowed.
Equipment Terminology	
Base Area	The defined evacuation zone which contains a Base Unit.
Base Unit	Any “Base” device manufactured by Zone, such as Outposts, Video Outposts, or Garrisons.
Game Controller	The handheld device issued to referees which allows terminations.
Helios	A series of Laser Tag equipment, manufactured by Zone.
Pack	The combination of one phasor attached to one vest.
Phasor	The hand-held light and infrared emitting device used to tag players.
Phasor Strap	The safety strap designed to affix the phasor to the vest.
Plastics	Plastic covers fixed to the vest, designed to cover the circuit board component of the pack.
Sensor	The combined plastic and circuit board, which will deactivate the player if tagged.
Sounds	MP3 files emitting from the pack’s speakers, signalling an action or state.
Vest	The wearable component of a Laser Tag pack.
Game Terminology	
Alias	An alternate manner of referring to a player, nominated by that player.
Base Destroy	Tagging a Base Unit the required amount (as defined in the Game Format Book) concurrently, to constitute a successful destruction of the Base Unit.
Corridors of Movement	Expected areas of movement in the arena.
Covering	A Shielding manoeuvre, blocking a shot from reaching a sensor.
Denial	A player failing to complete a base destroy after beginning.
Level 1 (Yellow) Termination	A minor penalty, generally applied for game breaches.
Level 2 (Red) Termination	A major penalty, generally applied for conduct breaches.
Logging In	Applying a Membership Card to a Pack and signing on.
Pack Swap	The act of exchanging one pack for another, usually on the basis of equipment malfunctions.
Protrusion	A partial blockage of a corridor by a player.
Score	The sum of all events for and against a player that have been prescribed a value, such as tags, terminations, and base destroys.
Shot	A pull of the trigger while active.
Tag	A successfully landed shot from a player.
Termination	A score penalty applied during or after the game.