

Zone Laser Tag Australasian Championships

OFFICIAL ZLTAC REGULATIONS

Revision: 1.1

Revision Date: 17/02/2020



Associated Documents

Document Title	Revision	Revision Date
ZLTAC Official Competition Rulebook	1.2	13/02/2020
ZLTAC Code of Conduct	1.0	03/09/2019
ZLTAC Official Competition Format Book	1.0	04/11/2019

Revision Table

Revision Date | 17/02/20

Reference | Changes

6.5 | Added section 6.5. "Verbal Warnings"

TABLE OF CONTENTS

1. The ZLTAC Competition	4
1.1 The Competition	4
1.2 Attending the Competition	4
1.3 Competition Fees	4
1.4 Set-Up and Roster	4
1.5 Competition Officials	4
2. Player Eligibility	5
2.1 Player Home Region	5
2.2 Affiliated Players	5
2.3 Unaffiliated Players	5
2.4 Permanent Resident Players	6
2.5 Team Affiliation and Approval	6
2.6 Registered Backup Players	6
2.7 Substitute Registration	6
2.8 Use of Substitute Players	7
3. Arena	8
3.1 Arena Location and Size	8
3.2 Base Rooms	8
3.3 Reload Stations	8
4. The Game	9
4.1 Procedures and Responsibilities	9
4.2 Entry	9
4.3 Forfeit and Late Entry	9
5. Conduct	10
5.1 General Personal Conduct	10
5.2 Sportsmanship	10
6. Referees	11
6.2 Referee Status	11
6.3 Arena Conduct	11
6.3.1 Movement and Position	11
6.3.2 Conversation	11
6.4 Disputes	11
6.5 Verbal Warnings	12
7. Competition Rules	13
7.1 Rule Book	13
7.2 Rule Changes	13
7.3 Rule Clarification	13

1. THE ZLTAC COMPETITION

1.1 The Competition

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

1.2 Attending the Competition

1. In order to qualify for the teams' event of *The Competition*, teams must be selected by their region.
2. Players that do not qualify for the teams' event are still eligible to participate in side events at *The Competition*.

1.3 Competition Fees

1. Any price increases including, but not limited to, events, registration or allocated training, must be approved by the Committee.

1.4 Set-Up and Roster

2. The set-up of *The Competition* will be decided by *The Competition Officials*.
 - a) This includes, but is not limited to:
 - i. when games will be played
 - i. which teams will play, and
 - ii. whether seeding will be used.
3. *The Tournament Coordinator* will create and publish the roster for *The Competition*, including outlining how teams will reach the grand final for each event, before *The Competition* commences.

1.5 Competition Officials

1. The *ZLTAC Committee* elects all competition officials to act in one or more roles. These roles include:
 - Tournament coordinator
 - Event coordinator
 - Assistant event Coordinator
 - Master Referee
 - Master Commentator
 - Lead Commentator
 - Media Production Assistant
 - Media team Director
 - Tech Manager
 - Tech Assistant
2. All officials apply for their role before they are elected. Their responsibilities are made clear during the process and again before the start of *The Competition*.
3. During the competition Master Referees, Assistant Event Coordinators, Event Coordinators and the Tech Team report to the Tournament Coordinator. The Tournament Coordinators report to the ZLTAC Committee. The Lead Commentators, Master Commentators and Media production assistants all report to the Media Team Head.

2. PLAYER ELIGIBILITY

2.1 Player Home Region

1. A Player's Home Region is defined as their region of residence.
 - a) The current list of regions a player can play for is Australian Capital Territory, Queensland, Western Australia, South Australia, Northern Territory, Victoria, New South Wales, New Zealand and Tasmania.
2. A Player whose *Home Region* changes may play for their old location if they:
 - a) Have played in *The Competition* for their old location before, and
 - b) Have not played for their new location in *The Competition*.
3. Players whose *Home Region* changes must inform *The Committee* of region they wish to play for, prior to the registration form submission deadline.

2.2 Affiliated Players

1. *Affiliated Players* are defined as Players who:
 - a) Have registered for the event before the registration period closes
 - b) Have paid their competition fees in full
 - c) Are not barred from participating in *The Competition* by *The Committee*.
 - d) Are Australasian residents
 - e) Meet any additional criteria required by the *Site Operator* for participation in *The Competition* such as age or supervision restrictions
 - f) Meet the minimum age requirements set by the Tournament (13 for In-Arena events, 10 for Out-of Arena events), and
 - g) Are competing for their *Home Region*.
2. In extenuating circumstances, *The Committee* may classify a Player as an *Affiliated Player* even though one or more of these conditions is not met.

2.3 Unaffiliated Players

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

2.4 Permanent Resident Players

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

2.5 Team Affiliation and Approval

1. Teams must consist of Players who:
 - a) Are *Affiliated Players*, and
 - b) Have the same *Home Region*, or are assigned to the team by *The Committee*, or are *Permanent Residents* of the region
 - c) Individual Players or Teams may be exempt from some or all of these criteria if an exemption is made by *The Committee*.
2. Teams must have the approval the regional committee in order to play in *The Competition*.
 - a) Teams participating in *The Competition* with the approval of *The Committee*, but without the approval of their *Regional Association* are prohibited from associating themselves with that *association*, including:
 - i. In their team name
 - ii. On their attire (including the use of site names or logos)
 - iii. In any form of publication (including online, in the media, and so on)
3. Teams must meet requirements set out in the registration process. Examples include:
 - a) A minimum Player count
 - b) Referee submissions

2.6 Registered Backup Players

1. A *Backup Player* is a Player who is registered for a region that can step in if another Player is unable to continue to compete in *The Competition* due to sickness, injury, or emergency.
2. A region may register any number of *Backup Players*.
3. A *Backup Player* must meet all other regular team registration requirements (including *Home Location*, etc).
4. If a *Backup Player* steps in to replace a *Player*, that *Player* cannot return to the event to compete

2.7 Substitute Registration

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

2.8 Use of Substitute Players

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

3. ARENA

3.1 Arena Location and Size

1. *The Play Arena* for *Laser Tag* can vary and be subject to available facilities. The requirements for an arena to be capable of competitive play are:
 - a) Three defined Base rooms with *Base Unit*.
 - b) At least 1 Reload Station.
 - c) Adequate capacity to hold 30 people (fire codes etc.).
2. A *Play Arena* may have multiple levels.
 - a) Any elevated levels must have ramps and must be coated in non-slip paint or carpet. Any other coating or grade is to be approved by the *Tournament Coordinator* for safety purposes.
 - b) If a multiple level arena includes stairs either:
 - i. Block off stairs for the duration of *The Competition* and use different elevated level access.
 - ii. Restrict *The Play Arena* to a single level.
3. Prior to *The Competition*, the *Tournament Coordinator* must ensure *The Arena* meets safety requirements and is adequate for play.

3.2 Base Rooms

1. A Base Rooms must:
 - a) Have on Base Station.
 - b) A minimum of two entry ways with painted base lines
 - c) Have defined limits
 - d) Be hidden from the rest of the arena by tall walls excluding entry ways
 - e) Be adequately spaced from other Base Areas.

3.3 Reload Stations

1. A reload station is defined as the area where a player can restore power/lives.
2. There must be at least 1 reload station in the arena. There can be more dependant on the layout of the arena and available facilities.
3. Each base room should has a reload station at a similar distance to the other base rooms.

4. THE GAME

4.1 Procedures and Responsibilities

1. Responsibility lies with Players to know when they are scheduled to play.
2. *Competition Officials* will make their best efforts to communicate changes in the schedule to all participants involved.
3. Games may start up to 15 minutes ahead of the scheduled start time, with or without all Players present.
4. If a team involved in a game will have less than the required number of team members, they must make this known to the Event Coordinator as soon as possible. The Event Coordinator will inform opposing teams accordingly.

4.2 Entry

1. Players must make their way immediately to the Briefing Room when their game is called.
2. Only players participating in the upcoming game may enter the kit up room once teams have been allowed through.
3. From the calling of the game into the kit-up room, Players will have thirty seconds to kit-up before the game starts.
4. If a player has not entered the kit up room before the game prestart time has begun, they are not permitted entry to the game. As a result of not being permitted entry, players are given a zero score.
5. In a game with teams, where a team has more than the allowed number of Players for that game format:
 - a) All Players on that Team are permitted to enter the Briefing Room
 - b) Players on that Team that are sitting out for that game must not enter the kit-up room or the arena.

4.3 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
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. Players are not permitted to enter a game late
4. A Player is considered to have entered a game late if:
 - a) They are not in the designated starting location before the game pre-start time has elapsed
5. Any Player that does enter the arena late will receive a *Zero Score* and be asked to leave the arena.

5. CONDUCT

5.1 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.
2. Conduct by a participant of *The Competition* that may cause the sport to be brought into ill repute may result in the removal of that player from *The Competition*. This includes, but is not limited to:
 - a) False, damaging, inflammatory, degrading, or otherwise inappropriate comments made on social media, news, forums, websites, or other publicly available sources concerning Players, officials, rulings, or the operation of *The Competition*.

5.2 Sportsmanship

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

6. REFEREES

6.1 Expectations

1. *Referees* must have a thorough understanding of the *The Competition Rulebook*.
2. *Referees* should display a high level of professionalism at all times and must be unbiased in their actions and behaviour.
3. *Referees* are expected to be proficient with the use of Game Controller devices.
4. *Referees* may be expected to pass a proficiency test of their knowledge and ability.
5. *Referees* may not bring any non-issued equipment into the *Arena*.

6.2 Referee Status

1. *The Tournament Coordinator* has the right to grant and revoke *Referee* status at their discretion.
2. *The Tournament Coordinator* has the right to refuse the service of specific *Referees* in specific games.
3. *The Tournament 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 Tournament Coordinator*.

6.3 Arena Conduct

6.3.1 Movement and Position

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

6.3.2 Conversation

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

6.4 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
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.

6.5 Verbal Warnings

1. In some situations, it may be appropriate to give a player a *Verbal Warning*. A *Verbal Warning* is where a *Referee* warns a player about the potential to break the rules. It must not be used where an actual breach of the rules has occurred, and the *Referee* is sure that it has occurred. In that case, the appropriate penalty as describe by the rulebook should be applied. Situations where a *Verbal Warning* is appropriate include:
 - a) Before giving a Level 2 termination to a player for arguing with a *Referee* as outlined in section 6.4.3
 - b) Where a player is close to breaching the rules but has not yet breached them
 - c) Where the *Referee* believes they have likely seen rule breaking behaviour but did not see it completely enough to be sure it occurred.
 - d) In *Lord of the Rings* after giving a player at least two *Ticks* for the same broken rule.
2. Before giving a *Verbal Warning*, *Referees* should consider how it might impact play. *Referees* should keep the following points in mind when judging whether a *Verbal Warning* is appropriate:
 - a) Will the player be distracted during an important moment of gameplay? If so, wait to give the warning or do not give it.
 - b) Is the player likely already aware that they are close to breaching the rule? (E.g. high skill players who play with tight postures for advantage without actually covering are likely to be aware that they are close to breaking covering rules). In cases where the *Referee* believes a player is aware of the potential to breach a rule a *Verbal Warning* should not be given.
 - c) Is the player likely to shortly receive a termination if the *Verbal Warning* is not given? (E.g. a shirt collar has come loose and is likely to cover a sensor). Keep in mind 6.5.2.a and judge whether a *Verbal Warning* should be given to prevent a termination even if it may impact that player.

7. COMPETITION RULES

7.1 Rule Book

1. The rules of *The Competition* are set out in the *ZLTAC Official Competition Rulebook*.

7.2 Rule Changes

1. All rules set out in *The Competition Rulebook* are subject to amendment through one of the following processes:
 - a) *The Committee* may review the rules during the year in the lead up to ZLTAC.
 - b) During *The Competition*, the *Rules* may be amended to address participant safety, equipment safety or maze damage by:
 - i. Calling a *Captains' Meeting* with a majority vote of *The Committee* and *Tournament Coordinator*.
 - ii. Should an instance occur where a rule needs to be changed during the competition a minimum notice period of 45 minutes will apply to allow *Team Captains* or their nominated delegates to attend the *Captain's Meeting*.
 - iii. The *Captains Meeting* will be chaired and guided by a member of *The Committee*, or *The Competition Coordinator*, or a representative appointed by *The Committee*.
 - iv. A rule can be changed by a successful vote at a *Captains Meeting*.
 - v. A successful vote is one that receives 75% or more people voting in favour with at least $\frac{2}{3}$ of all *Team Captains* (or appointed representative for the teams) present.
 - vi. Only *Team Captains* of the Team Event may vote at a *Captains Meeting*.
 - A *Team Captain* may delegate their vote to a nominated proxy if they are unable to be present at the *Captains Meeting*.
 - If a *Team Captain* or nominated delegate is not able to be present, that Team's vote will be abstained.
 - vii. If a rule change results from a *Captains Meeting*, all efforts will be made to inform any missing parties, (*Committee Members*, *Captains* or *The Tournament Coordinator*) of the change as soon as possible.

7.3 Rule Clarification

1. Players should contact their *Team Captains* for all rule clarifications.
2. *Team Captains*, *Referees*, and *Competition Officials* should contact *A Master referee* for all rule clarifications.
3. *The Tournament Coordinator* has the final decision on the interpretation and application of any and all rules.
4. Referees and *Team Captains* should raise concerns with rules to a *Competition Official* or *The Tournament Coordinator* at the earliest possible opportunity.