QUEENSLAND RUMBLE 2021

Official Format Book

Revision B

6/03/2021

1. Teams Competition

1.1 Scoring and Game Settings

Scoring					
You Tag Foe	**Stun**	N/A	**Deactivation**	+150	
You Tag Friendly				-150	
You are Tagged by Any				-40	
You Tag Base	**Hit**	-500	**Destroy**	+4001	
Base Denial Bonus	+250 per base hit (to a maximum of +500)				
L1 Warning	-1000 points; 10 second Deactivation				
L2 Termination	-2000 points; 15 second Deactivation				

Game Settings			
Player Start Location	In own Base or Designated Area		
Start Delay	15 Seconds	**Duration (inc. Delay)**	12 Minutes
Players Per Team	5	**Arena Music**	No
Base Mode	Team	**Tag Own Colour Base**	No
Base Hits to Destroy	3	**Max Base Destroys**	1 per Player per Base
Base Reset Time	5 Seconds	**Base Recovery Time**	30 Seconds
Shots per Second	2	**Deactivation Time**	8 Seconds
Max Pack Lives	7	**Max Pack Ammo**	45
Reloads Enabled	Yes	**Reload At or Below**	3 Lives or 10 Ammo
Reload Immunity Time	3 Seconds		
Out of Power Pack	Cannot be Tagged; Kill lights flash continuously		
Missing/Late Players	No Late Entry Permitted; Zero Score		

1.2 Format

1. The *Teams* event consists of three teams (red, blue, and green) in each game.
2. Teams consist of at most 5 players each, inside the arena at any one time.
3. Players must start inside their team's designated base area, as indicated by the Official Maze Map.
4. Players accrue points by tagging opponents and enabled arena devices such as Base Units.
5. Players are issued a set amount of health & power at the start of a game. If the player runs out of these resources, they must recharge them at a reload to continue operating their play equipment.
6. If teams have less than 5 players they must inform the TC and other teams in the game.

1.3 Teams Competition Details

1. The team competition will be broken down into five parts. Seeding, Round 1, Round 2, Round 3 and the Finals System.
2. The order in which teams play each other in all 5 parts is dictated by the published fixture.
3. In the first four sections of the competition, teams will play six games. In the Finals System, the number of games will be determined by where the team enters and exits the Finals System.
4. In the Seeding round, teams will be seeded prior to the draw being created. Seeding will be done by the Tournament Coordinators and be released prior to the start of the Competition.
5. In the Seeding round, teams will play 12 of the 20 teams in the competition. Based on these 6 games, the top 10 teams on the leader board will be placed in Pool A, and the remaining teams will be placed in pool B for Round 1.
6. After the games from Round 1 are played, the bottom 3 teams in Pool A will drop to Pool B and the top 3 teams in Pool B will move up to Pool A for Round 2.
7. The teams will then play Round 2. After Round 2, the bottom 2 teams from Pool A will drop to Pool B, and the top 2 teams from Pool B will move up to Pool A for Round 3.
8. The teams will then play Round 3. After Round 3 is played, the top team from Pool A will progress directly into the Grand Final. The bottom team from Pool A will drop to Pool B for the Finals System, and the top team from Pool B will move up to Pool A for the Finals System.
9. Placings will be determined based on competition points for that round of competition only.
10. Any tiebreakers will be settled by the results of previous rounds in the following way

a. Which team has the most Pool A appearances. If a tie still exists then,
b. Add up the ranks of the previous rounds results, with the lowest total being the winner. If a tie still exists then,
c. Use the average Score of all Rounds that have been played.

11. The Finals for pool B will be a single track double knockout ascension series with the team that wins the final game moving up to the Pool A ascension series. For each game in the Pool B Finals Series, the team that enters the Final System in the higher position can either make the first colour selection, or defer their choice for after the next ranked team chooses.

12. The Pool A ascension series will be a two track knock out competition with teams playing a three-game series to decide each knock out position. Teams in pool A are playing for one of two remaining positions to join the winner of Pool A Round 3 in the Grand Final. The team that enters the Pool A Finals System in a higher position can either choose the order of colours that they play in the 3 game series, or defer their choice until after the next ranked team has chosen. If the higher position team chooses to select the order of colours that they play first, then the team in the next highest position selects the order in which they play their colours next, based upon the options available.

1.4 Grand Final

1. The Grand Final will be played between 3 teams
2. The teams will compete in a 6-game series where the team with the highest total points over the six games is declared the winner.
3. Teams will play each colour twice during the series and games will be played in a way that no sequence of teams on particular colours is repeated.
4. The team that enters the Grand Final first can either choose the order of colours that they play, or defer their choice until after the team that enters the Grand Final second has chosen. In either case, all 3 colours must be played at least once, before any colour is played a second time. If the team that entered the Grand Final first chooses to select the order of colours that they play first, then the team that entered the Grand Final series second selects the order in which they play their colours next, based upon the options available.

2. Triples Base Play Event

2.1   Scoring and Game Settings

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

Game Settings			
Player Start Location	Anywhere within Arena excluding Base Zones		
Start Delay	15 Seconds	Duration (inc. Delay)	10 Minutes
Players Per Team	3	Arena Music	No
Base Mode	Free-For-All	Tag Own Colour Base	Yes
Base Hits to Destroy	3	Max Base Destroys	1 per Player per Base
Base Reset Time	5 Seconds	Base Recovery Time	30 Seconds
Shots per Second	2	Deactivation Time	8 Seconds
Max Pack Lives	7	Max Pack Ammo	45
Reloads Enabled	Yes	Reload At or Below	3 Lives or 10 Ammo
Reload Immunity Time	3 Seconds		
Out of Power Pack	Cannot be Tagged; Kill lights flash continuously		
Missing/Late Players	No Late Entry Permitted; Zero Score		

2.2 Format

1. The *Triples Base Play* event consists of up to seven teams (red, blue, green, yellow, pink. Purple. cyan) in each game.
2. Teams consist of 3 players each, inside the arena at any one time.
3. Players can start anywhere inside the arena excluding inside a designated base zone.
4. Players accrue points by tagging opponents and enabled arena devices such as Base Units.
5. Players are issued a set amount of health & power at the start of a game. If the player runs out of these resources, they must recharge them at a reload to continue operating their play equipment.
6. If teams have less than 3 players they are not allowed to play in the event.
1. 7.Teams will be randomly allocated their pack colour.

2.3 Grand Final

1. The seven teams that make it through to the grand finals will participate in a four-game series.
2. Of these four games teams will "drop" the game with their lowest combined score and keep the three other games.
3. The team with the highest total score of their 3 'kept' games will be deemed the winner.
    1. Teams will be randomly allocated their pack colour and no team will be given the same colour twice in the series.
4. Access to the score between games is prohibited.

3.1   Scoring and Game Settings

Scoring				
You Tag Foe				+150
	Stun	50	**Deactivation**	
You are Tagged by Foe		-20		-40
Base Denial Bonus	N/A			
L1 Warning	-500 points, lose 1 life and 10 seconds deactivation			
L2 Termination	-1000 points, lose 2 lives and 15 seconds deactivation			

Game Settings			
Player Start Location	Anywhere within Arena		
Start Delay	60 Seconds	**Duration (inc. Delay)**	8 Minutes
Players Per Team	3	**Arena Music**	No
Stun Locations	Shoulders and phasor	**Stun duration**	3 seconds
Stuns to Deactivate	3	**Stun invulnerability**	1.3 seconds
Zero scored for elim	yes	**Base Recovery Time**	
Shots per Second	0.5	**Deactivation Time**	8 Seconds
Max Pack Lives	10	**Max Pack Ammo**	unlimited
Reloads Enabled	No	**Reload At or Below**	
Out of Power Pack	Players must leave the arena. Players must keep silent once they are eliminated		
Missing/Late Players	No Late Entry Permitted; Zero Score		

3.2 Format
1. The *Triples Elimination* event consists of up to seven teams (red, blue, green, yellow, pink. Purple. cyan) in each game.
2. Teams consist of 3 players each, inside the arena at any one time.
3. Players can start anywhere inside the arena.
4. Players accrue points by tagging opponents.
5. Players are issued a set amount of health at the start of a game. If the player runs out they are eliminated from the game and must leave the arena.
6. If a player is eliminated their score is set to 0 unless they had a negative score in which case it stands.
7. If teams have less than 3 players they are not allowed to play in the event
8. Teams will be randomly allocated their pack colour
9. Teams will be ranked based upon victory points. In the case of a tie breaker, total score in the relevant round or repechage will be used to determine team rankings. Victory points will be allocated as follows;
    1. 1st: 12 VP
    2. 2nd: 10 VP
    3. 3rd: 8 VP
    4. 4th: 6 BP
    5. 5th: 4 VP
    6. 6th: 2 VP
    7. "Swept": 0 VP
10. If a team has all its players eliminated it is said to be 'swept'

3.3 Grand Final
1. The seven teams that make it through to the grand finals will participate in a four-game series.
2. Of these four games teams will "drop" the game with their lowest Victory point (VP) score and keep the three other results.
3. During the series VP will be awarded based on a teams' position when the game ends.
4. VP Allocations
    1. 1st: 12 VP
    2. 2nd: 10 VP
    3. 3rd: 8 VP

4. 4th: 6 BP
5. 5th: 4 VP
6. 6th: 2 VP
7. "Swept": 0 VP
5. If there are any ties the following tiebreakers will be used in this order:
   1. Most "Sweeps" in final series.
   2. "Swept" the least in final series. (Where being Swept is whole team eliminated in one game)
   3. Highest number of firsts in final series.
   4. Highest number of seconds in final series.
   5. Rank going into final series
   6. Access to score between games is prohibited.

3.4 Triples Victor

1. The *Triples* victor will be decided based on performance across the two *Triples* events. In order to decide the final standings, competition points will be allocated to each team based on where they finished in each event.
2. Points will be added together for a total score.
3. The team with the highest total score is the winning team
4. Any tiebreaks will be decided by whichever team performed better in the *Triples Base Play* event.
5. Points are allocated based on which Round a team exits the competition. If a team reaches repechage in one of the earlier rounds, and then exits, then this is the round they go out in.
6. E.g. if a team is eliminated in repechage 3 then they are awarded points based upon a Round 3 exit.
7. Competition Point allocations
   - Rep 1 – 10 points
   - Rep 2 – 20 points
   - Rep 3 – 30 points
   - Finals 5th-7th - 45 points
   - 4th – 50 points
   - 3rd – 60 points
   - 2nd – 70 points
   - 1st – 85 points