

Regionals 2006

UK Game Rules

Modified from the Australian Nationals Rules for 2005

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

Section 1: Standard Tournament Game Format

a. Game Format

Shot Speed: 2 shots per second

Death Time: 6 Seconds

Reloads: On

Power Units: 200

One Life Uses: 10 Units

One Shot Uses: 5 Units

Watermark: 20/10 Units

Stuns: On

b. Player Scoring

You Hit Opponent-

FR: +200

BK: +100

LS: +50

RS: +50

PH: +50

Opponent Hit You-

FR: -50

BK: -25

LS: -12

RS: -12

PH: -12

Should you hit a team mate, you will both loose the values as per Opponent Hit You.

c. Base Scoring

Base Tag: -500

Base Destroy: +3500

Section 2: General Tournament Rules

Late arrivals

Games will start on schedule, with or without players present.

Kit up Room

Players will be given 30 seconds to kit up. Games will start immediately after this time.

Game Start

All teams must start the game from within their own base. Players failing to do so will receive a **Termination**. This includes players who enter the game late.

Referee Rulings

All referees rulings are final! Arguing with a referee is not permitted. **Any violation of any existing arena rules will result in a termination.** Unsporting conduct whether in or out of the arena will not be tolerated!

Players wishing to express their concern over a particular call should do so only through their Team Captain and **only after the game**. Discussions of this nature should take place for the express purpose of preventing any future concerns and should under no circumstances be intended to reverse a referee's decision.

Influencing Referees

Players may not taunt, harass or otherwise attempt to influence a Referee's performance. This includes subtle "hints" announced to other players with the intent of being overheard by the Referees. Referees should not be manipulated, abused or personalized in any way. Referees should be addressed only by the title "Referee" or "Ref". Referees may be asked, politely to move if they are not on a ref'ing circle and they are in the way of a player, the Referee does not have to move, should they not wish to. Refs should however try to be as unobtrusive as they possibly can.

Referee Specific

Referees shall only follow the rules within this booklet, When talking to a player they should move the player to a location where the player may not be hit easily. Terminations should be made with the Red button and as close to the players pack as possible, Should the termination signal spread to another pack then the referee should highlight this at the end of the game or if a player receives a termination and becomes deactivated because of an earlier mis-termination then they shall be allowed to use another pack.

Base Marshall Specific

Base Marshalls shall only follow the rules within this booklet and are in charge of the base areas if defined, they are to insure the rules regarding the base areas are followed. Base Marshalls may not always have a termination device, they will ensure that rules are followed and if an infringement is noted shall call upon a Referee to enforce the rule.

Team Captains

Each Captain is the sole acting voice of that team. All issues directed towards the Competition Coordinator and Referees must come directly and individually from the Team Captain. One or more areas will be designated for these discussions and all such conversations should take place exclusively in these areas.

Team Captains are expected to be fluent with the rules, language, content and intent of all rules and should have any questions, comments or concerns definitively pointed out prior to the beginning of the competition.

Appeals

Appeals against any decision made by a Referee during the game should be directed solely for the purpose of future reference and should be done so only at the completion of that game. An appeal can only be lodged with the Tournament Coordinator by the Team Captain in writing. Players are not permitted to argue with a Referee.

Termination

For any infringements of the general rules:

1. 1,000 points deducted for each and every infringement
2. 20 second deactivation.

Upon the third infringement the player will loose have 1,000 points deducted and shall be removed from the current game. Should the infringements continue through to other games the player may be disqualified from the tournament.

Equipment Replacements

Players who suspect their equipment to be faulty should immediately report this to the event co-ordinator. Replacement equipment will be obtained as quickly as possible. Points *will not* be awarded as compensation for the lost time.

Any player choosing to swap their pack will be capable of scoring no more than two bases during the game (with points being deducted for any base destroyed twice by that player). The decision to switch packs lies solely with the player in question. Any player in this situation who chooses not to switch packs surrenders his/her right to lodge a complaint.

Game Unit malfunction during game

In the event that a Game Unit (*Bases/Recharge Bays*) malfunctions – alert a referee and play on until told otherwise. The Event Co-ordinator will make the final decision on whether any games will be replayed as a result of a base or reload malfunction.

Tampering with Equipment

Players are not allowed to tamper with, modify or alter any pack, arena element or other property belonging to a Zone site. Any adjustments to player's packs will be administered only by Staff on duty at that time. Penalty: possible disqualification.

Electronics

No electronic devices are allowed in the arena. Walkie-talkies, portable lasers, mobile phones and programmable devices are strictly prohibited. Stop watches and regular wrist watches may be used.

Proper Attire

Players must not wear any long sleeved clothing while in the game arena. High heels and open toed shoes are not permitted. No piece of a player's wardrobe may cover any part of the pack at any time. Questionable attire is worn at the risk of the player. Form fitting headwear may be permitted. Penalty: possible termination, at Referee's discretion.

Base Areas

Where it is appropriate Base areas will be defined, Using clearly visible marking on the arena floor, If the arenas base has a particularly small access area an inner base area may be defined where more specific rules may apply, This will also be marked out with a second marking.

Section 3: In Game Rules - Sportsmanship

Covering Sensors

A player's arms, hands, legs, laser or clothing must not physically touch any plastic on the chest, back or shoulders of their pack. Players cannot attempt to block shots at their packs using their feet or legs. Players holding their arms so close to their pack that they "could" be touching the plastics will receive a termination.

Covering Speakers

Players are not allowed to intentionally physically silence or verbally mask their speakers to gain an advantage over other players.

Dead Spamming

Players are not allowed to intentionally fire upon a deactivated player, more than two clear and consecutive shots upon a deactivated player is deemed as dead spamming.

Shot Blocking

Players are not permitted to intentionally block shots at other players or the base units by way of intercepting laser fire with any part of their pack or body.

Base Evacuation

If base areas are defined in the arena, players deactivated (Stuns do not count as a deactivation) within a base area must exit the base area immediately, giving way to all active players at all times. Should a deactivated player be unable to exit a base area before they reactivate as a result of giving way to active players, they are to completely exit the base area before firing any shots.

Entering a Base

If base areas are defined in the arena, no portion of a player's body or equipment may pass over the perimeter of a base area unless that player's pack is active.

Base Attacking

All attacks on the base will only be from within the base areas if defined.

Base Areas

If an inner base area is defined only one player from each team shall be allowed within the inner base area those players are also considered within the base area.

A maximum of two players per team are allowed within the base area if defined.

Deactivated Players

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

Free Movement

No players are allowed to intentionally restrict or block the movement of other players during the game. Players cannot be expected to leave a position to allow another player to assume that position. This rule should be considered only in

regards to “safe passage” to points beyond. Deactivated players should make every effort to be unobtrusive. In these instances the “active” player is considered to have right of way.

No-power Players

A player may not hold a position if their pack is out of power and must immediately proceed to the recharge area.

Recharge Area

A player shall not hold a position within the recharge area or shall hold a position against the recharge area.

Section 4: In Game Rules – Safety

Phaser Hand Holds

Players must use 2 hands when firing phasers. Players are allowed to hold their phaser with one hand if not firing. Players must hold the phaser close to their body when holding with one hand.

Any hold that includes the above is allowed providing that the phaser is not held upside down except momentarily and that no part of a players hand or arm touches the clear plastic on the phaser.

Arena Features and Fixtures

Players are not allowed to move or modify any arena features or fixtures. Players are not permitted to poke their lasers or body parts through existing holes or gaps.

Firing over Ledges and Barriers

Players are not allowed to lean over a barrier. Players may lean over a ledge provided only one shoulder passes over the ledge and the movement is considered safe by the referee. A barrier is defined as a partition where both sides of the partition are on the same level. A ledge is defined as a partition where one side of the partition is substantially higher than the other.

Blind Firing

Players must be looking around or over a fixture at the same time they aim their laser around or over it.

Running

Players are not permitted to run at high speeds.

Balance and Control

Players must maintain balance and control during all game play. Some allowance for “no fault” slippage may be made.

Crouching

Kneeling, sitting and lying down are not permitted.

Jumping

Jumping is not permitted.

Unsafe Movement

No forms of unsafe movement or play are permitted. Unsafe movement is defined as movement that may / will / does cause injury or damage. This will include insufficient clearance distance between players.

Physical Contact

Players are not permitted to physically strike or push other players in any way. Unintentional or casual contact (such as occurs in regular game play) is

expected, however repeated instances by the same player will result in a **Termination**.

Section 5: In Game Rules – Conduct

Personal Conduct

Any illegal conduct, physical violence, threatened or otherwise will result in the removal of that player from the competition. Conduct that causes ill repute to the sport may result in the removal of that player from the competition. Offenders may be referred to the appropriate authorities.

Smack Talking

Belligerent, threatening, offensive or overly abusive language will not be tolerated. Players should refrain from using action verbs suggesting threats and ultimatums. Players determined to be speaking in an unacceptable manner will be asked to refrain or be terminated.

Alliances

Players are not permitted to form alliances with opposing players. The forming of any alliance will result in the involved teams' disqualification from the competition.

Unsporting Behaviour

In the event of a player leaving a game because they are unhappy with a referee's decision or the actions of another player, that player's score will stand and they may not re-enter the game. This rule will not apply to a player who has a valid reason for leaving a game i.e. feeling ill or injury.