



AUSTRALIAN LASER TAG TITLES 2015

Official Competition Rules



Table of Contents

THINGS TO KNOW!	1
EQUIPMENT & ATTIRE	2
GENERAL	2
EQUIPMENT	2
GAME UNIT MALFUNCTION	2
TAMPERING WITH EQUIPMENT	2
ELECTRONICS	3
PROPER ATTIRE	3
GENERAL GAME RULES	4
COVERING	4
<i>The Battlesuit</i>	4
<i>The Phasor</i>	4
<i>Blocking Shots</i>	4
<i>Exceptions</i>	5
SPEAKERS	5
BASE EVACUATION	5
FREE MOVEMENT	6
DEACTIVATED PLAYERS	6
NO POWER PLAYERS	6
RELOAD/RECHARGE BAYS	6
GAME START	7
SAFETY RULES	8
PHASOR HAND HOLDS	8
ARENA FEATURES AND FIXTURES	8
FIRING OVER LEDGES AND BARRIERS	8
OBJECTS AROUND OBSTACLES	8
BALANCE AND CONTROL	8
<i>Balance</i>	8
<i>Speed</i>	9
<i>Unsafe Movement</i>	9
<i>Physical Contact</i>	9
INJURIES	10
SPORTSMANSHIP RULES & CONDUCT	11
PERSONAL CONDUCT	11
<i>Smack Talking</i>	11
<i>Alliances</i>	11
<i>External Communication</i>	11
<i>Influencing Referees</i>	12
SPORTSMANSHIP	12
<i>Unsporting Behaviour</i>	12
<i>Leaving The Game</i>	12
REFEREES RULINGS AND APPEALS	13
TEAM FORMATION & CONDUCT	14
TEAM RULES	14
<i>Spare Players</i>	14
TEAM CAPTAINS	15
SUBSTITUTE PLAYERS	15

REFEREES	16
EXPECTATIONS	16
CONDUCT IN THE ARENA	16
WARNINGS & TERMINATIONS.....	17
<i>Referee Warnings (Yellow Cards)</i>	17
<i>Automated Warnings</i>	17
<i>Terminations and Replays</i>	17
TOURNAMENT FORMATS & GAME SPECIFIC RULES	19
TEAM TOURNAMENT (FORCE FIELD)	19
<i>GAME SETTINGS</i>	19
<i>Game Start</i>	20
<i>Player Score</i>	20
<i>Tournament Format</i>	20
<i>Semi Finals</i>	21
<i>Grand Final</i>	21
SPACE MARINES 5 (SM5)	23
<i>GAME SETTINGS</i>	23
<i>Game Start</i>	23
<i>Chasing</i>	24
<i>Covering</i>	24
<i>Player Score</i>	24
<i>Tournament Format</i>	24
<i>Semi Finals</i>	25
<i>Grand Final</i>	25
HIGHLANDER (SOLO TOURNAMENT)	27
<i>GAME SETTINGS</i>	27
<i>Game Start</i>	27
<i>Player Score</i>	27
<i>Chasing</i>	27
<i>Tournament Format</i>	28
<i>Grand Final</i>	28
COMPETITION SPECIFIC RULES	29
COMPETITION COORDINATORS	29
SETUP AND ROSTER	29
SITE SPECIFIC RULES.....	30

THINGS TO KNOW!

- a) All Players should ensure they read and understand these rules prior to the tournament and seek advice if they don't understand anything.
- b) Team captains should ensure that their players are aware they need to read this rulebook and understand the rules prior to the tournament.
- c) Referees must have a firm understanding of the intent of these rules. They must also understand everything in the "Referees Section" of this Rule Book.
- d) If a player has any questions or concerns they should contact their captain prior to the beginning of the competition or during the competition.
- e) If referees or captains have any questions about these rules they should contact the Competition Coordinators before or during the competition.

EQUIPMENT & ATTIRE

General

- a) If a player is removed from the game for any reason, that player's Battlesuit will not be used during the remainder of that game.
- b) If equipment is removed from the game for any reason, that equipment will not be used during the remainder of that game.

Equipment

- a) Players with faulty equipment should report this immediately to a designated official.
- b) Replacement equipment will be obtained as quickly as possible.
- c) Points will not be awarded for lost time.
- d) If a player obtains a replacement Battlesuit and destroys the same base target more times than is designated for that game format, that player will receive zero points for that game.
- e) Players who do not swap Battlesuits when they feel it is faulty cannot lodge a complaint or gain any extra points.
- f) If a player's vest is faulty, causing them to gain an advantage (such as it can't be shot) a Referee can action a player to go and have their equipment changed. Failure to do so in a timely manner will result in a -3000 point penalty.
- g) When suiting up for a game, players must choose a Battlesuit that defaults to the colour that their team is assigned for the game.

Game Unit Malfunction

- a) Players must alert a Referee of any game unit malfunction and play on until told otherwise.
- b) The Competition Coordinator will make the final decision to stop and replay the game or take other appropriate action.

Tampering with Equipment

- a) Players are not permitted to tamper with, modify or alter any Battlesuit, arena element or other property belonging to the Laser Tag site.
- b) Site staff on duty will administer any adjustment to a player's equipment.

Electronics

- a) No electronic devices are allowed in the arena, apart from anything that has been approved by the Competition Coordinators.
- b) This includes but is not limited to walkie-talkies, portable lasers, mobile phones, pagers and smart phone watches.
- c) Stop watches, regular wrist watches and prescription electronics may be used (excluding those that may distract/impair vision/allow communication from outside of the arena... e.g: Google Glass)

Proper Attire

- a) Players must wear appropriate clothing at all times while at the Laser Tag site.
- b) High heels, open toed shoes and singlets are not permitted. Players must wear sleeved shirts while playing. Players must wear enclosed shoes/joggers with sufficient grip while playing.
- c) Headwear including hats, caps, beanies etc are not to be worn while playing.
- d) Teams are encouraged to wear matching shirts (team shirts) while playing. If team shirts are customized with images, logos and slogans we ask that their content be suitable for viewing in a family entertainment centre. Eg. No violent, inappropriate images, language or themes.

GENERAL GAME RULES

COVERING

The Battlesuit

- a) Players are not permitted to use any part of their body, clothing or equipment to intentionally or unintentionally block another player's shot on their Battlesuit (Chest, Back and Shoulder hit zones).
 - i. For example: a player using their head to cover a shoulder hit zone, a player's shirt collar positioned over a shoulder hit zone, a player using their forearms to block the chest hit zone.
 - ii. Players with "tight" postures run the risk of warnings and should consider modifying their play style prior to the Competition.
- b) Players are not permitted to maneuver their Phasor in front of their chest or back sensors for the purpose of intercepting a shot, even if receiving a stun.
- c) Transitional movement is permitted provided the action is not excessively repetitive or could be interpreted as an intentional "shielding" maneuver.
 - i. Transitional movement refers to a player changing their phasor hold position during a standoff with another player. This is usually seen as players changing from a high phasor/low phasor hold, though can also be seen changing from a left/right.

The Phasor

- a) A player must have two hands on their phasor for it to fire, one hand on the grip and trigger and their second hand activating the second hand sensor on the front of the phasor. The hand that activates the second hand sensor can be held in any position a player wishes on the front of the phasor, as long as the second hand sensor activates it is not considered covering.
- b) Players are not permitted to use any part of their body, clothing or equipment to intentionally or unintentionally block another player's shot on their phasor. *(Please consider a))*
- c) Players may not place their phasor behind their head.

Blocking Shots

- a) Players are not permitted to intentionally block shots at other players or arena devices.

Exceptions

- a) Where a player blocks shots on their shoulder sensors with their arms when holding their phasor in a high position.
- b) Players cannot receive a warning for incidental covering.
 - i. Incidental covering occurs due to a player's efforts to follow the covering rules in relation to players/gameplay in their direct vicinity, they may be unaware that they are covering in relation to a player half way across the arena or outside their field of vision that is attempting to tag them.
- c) Players who are 'out of action'/'out of power'.
 - i. Players who are completely depleted of lives/ammo/power and moving towards a reload/exit.
 - ii. This exception only includes players who are 'out of action'/'out of power' and are safely making their way directly to a reload/exit. It does not mean an 'out of action'/'out of power' player can be stationary in front of a player to be used as a shield.

Speakers

- a) Players are not allowed to intentionally silence, or verbally mask, Battlesuit sounds.

Base Evacuation

If base areas are defined in the arena and used in the game type:

- a) Players deactivated within a base area must exit the area immediately.
- b) Deactivated players leaving a base area must give way to active players.
- c) Deactivated players, who as a result of giving way to active players, reactivate before exiting the base area must not fire any shots before exiting the base area.
- d) No part of a player's body or equipment is permitted to enter a base area unless their Battlesuit is active.

Free Movement

- a) Players are not permitted to restrict or block the movement of other players.
 - i. For example: players cannot block a corridor.
 - ii. For example: players crossing paths in narrow corridors are expected to allow other players to pass.
- b) Players do not have to leave a position to allow another player to assume it, even if deactivated.
- c) Deactivated players moving through the arena should make every effort to be unobtrusive.

Deactivated Players

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

No Power Players

- a) No power players are players that have exhausted their lives/ammo/power or have been eliminated from the game and depending on game format, either be moving towards a reload (Force Field) or the exit (Space Marines).
- b) A player that is out of power should make every effort to be unobtrusive.
- c) An eliminated player must not delay in exiting the arena; in a team game you may inform your teammates, that you are eliminated, as you pass them on your way out. No detours may be made to find your teammates to inform them.
- d) A player that is out of power may not hold a position, and must not delay in vacating the position.
- e) A player that is out of power (needs to reload) can be identified by the Battlesuit lights being dull and steady (not flashing).
- f) A player that has been eliminated can be identified by the lack of lights on the pack for a period longer than the deactivation time. If you were near the player when they were last deactivated you would have heard, "Game over man! Game over!"

Reload/Recharge Bays

If reload areas are defined in the arena:

- a) Players must move through recharge bays in the designated fashion. The designated fashion will be outlined in the arena map, explained in the tournament briefing and/or marked in the reload.
- b) While standing in a recharge bay waiting to reload, players must keep to the left to allow other players to move through.
- c) Players may not shoot out of a recharge bay while standing inside.
- d) Players outside of a recharge bay may shoot into and through a recharge bay provided they are not currently inside the bay.

Game Start

- a) Games will start on the schedule set by the Competition Coordinator, with or without players present.
- b) Competition Officials will make their best efforts to communicate changes in the schedule to all competition participants.
- c) Responsibility lies with the players to know when they are scheduled to play.
- d) From the designated game start time, players will have thirty seconds to suit up and begin to log on.
- e) Players who enter the game late will receive a Referee Warning. Players may only enter the game if they have not seen a scoreboard or been informed of the game progress.

SAFETY RULES

Phasor Hand Holds

- a) A player must use two hands when firing their phasor. (*As outlined in Covering – The Phasor section a))*)
- b) Players may hold their phasor with one hand if not firing. Players holding the phasor with one hand must hold it close to their body.
- c) A player may not use any other Phasor other than their own.

Arena Features and Fixtures

- a) Players are not allowed to move or modify any arena features or fixtures.
- b) Players are not permitted to poke their phasors or body parts through existing holes or gaps.

Firing Over Ledges and Barriers

- a) Players are not allowed to lean over or place their phasor over a barrier.
 - i. Note: A barrier is defined as a partition where both sides of the partition are on the same level or within a metre of each other.
- b) Players may lean over a ledge provided only one shoulder passes over the ledge and the movement is considered safe by the referee.
 - i. Note: A ledge is defined as a partition where one side of the partition is over a metre higher than the other.

Objects Around Obstacles

- a) A player must not cause any part of their body or phasor to protrude around corners or into corridors of movement they cannot fully see.
 - i. For example: A player placing their phasor such that it protrudes around a corner or by having their legs sticking out into a corridor.

Balance and Control

Balance

- a) Players must maintain balance and control during all gameplay.
- b) Players are not to use arena elements (except for hand rails) for support.
- c) Note: Some allowances for “no fault” slippage may be made.

Speed

- a) Players are not permitted to move at dangerous speeds.
 - i. A player must be able to stop quickly
 - ii. Speed must be kept to a minimum in overly mazy parts of the arena and where there are lots of doorways joining other corridors.
 - iii. Speed must also be kept to a minimum in areas that are crowded with players.

Unsafe Movement

No forms of unsafe movement or play are permitted. Unsafe movement includes:

- a) Kneeling on two knees. (Kneeling on one knee is permitted providing no other rules are being broken)
- b) Sitting.
- c) Laying down.
- d) Jumping.
- e) Leaving insufficient clearance distance between themselves, and other players/arena fixture/wall. Where space is available, approx one metre is desirable; where narrow sections of the arena prevent this you may occupy 50% of the available width of the corridor.
- f) Climbing.
- g) Any movement that may, will or does cause injury or damage.
- h) Stepping or Walking backwards. A player must be able to see that the area they are intending to move into is clear.

Physical Contact

- a) Players are not permitted to physically strike or push other players in anyway.

- b) Unintentional or casual contact is anticipated.
- c) Repeated instances of this casual/unintentional contact by the same player will result in a Referee Warning.

Injuries

- a) In the event 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.
- b) A player who is bleeding must exit the arena for treatment immediately if able and safe to do so. They must not continue playing.
- c) An injured player needing assistance should yell for a Ref or ask a nearby player to get a Ref.
- d) If they exit safely and treatment is applied and completed before the game ends, the player may re-enter the game as per normal re-entry rules as long as they have not seen the scoreboard or been told the scores.
- e) A substitute player must not enter the arena.
- f) Other players should continue play, if it is safe to do so, unless instructed otherwise.
- g) The Competition Coordinator shall decide if a game is to be stopped, replayed or restarted.

SPORTSMANSHIP RULES & CONDUCT

Personal Conduct

Players are expected to attend this Competition with a friendly and good sportsmanship like attitude.

- a) Any illegal conduct or physical violence, threatened or otherwise will result in the removal of that player from the Competition.
- b) Conduct that may cause Laser Tag to be brought into disrepute may result in the removal of that player from the Competition.
- c) Offenders may also be referred to the appropriate authorities.
- d) Everyone in attendance on the premises is expected to conform and abide by the host sites' Conditions of Entry.

Smack Talking

- a) Players are not permitted to use belligerent, threatening, offensive or abusive language within the arena, facility or social venue being attended as part of this Competition.
- b) Players are not permitted to use action verbs, which suggest threats or ultimatums.

Alliances

- a) Players are not permitted to form, or attempt to form, alliances with opposing players or teams.
- b) This will result in the involved players, or teams, disqualification from the competition.

External Communication

- a) Anyone outside the arena who attempts any form of unauthorized communication, for any reason, with players inside the arena will be subject to penalties.
- b) When an injured player is being treated please refrain from informing them of any scoring information or the rank of the teams playing or they will not be allowed to regain entry.

Influencing Referees

- a) Arguing with or abusing a referee in game will result with a Referee Warning.
- b) Arguing with or abusing a referee outside the game will result in an after game Referee Warning being applied and may result in a zero score for your previous or future game/s.
- c) Players may not influence in any way the performance of a referee.
 - i. For Example: The announcement of hints to other players with the intent of being overheard by a referee.
- d) Referees should not be personalized in any way and should be addressed as “referee” or “ref”.

Sportsmanship

- a) Players deliberately violating the letter and spirit of these rules may receive additional sanctions, at the discretion of the Competition Coordinator.
- b) These may include:
 - i. Loss of points
 - ii. Forfeiting future games or events.
 - iii. Elimination from the whole competition.

Unsporting Behaviour

- a) If a player leaves 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.
- b) This rule will not apply to a player who has a valid reason for leaving a game.
 - i. For example: The player feels ill or suffers an injury.

Leaving The Game

- a) A player may leave the game if they have a valid reason.
 - i. For example: The player feels ill or suffers an injury.
- b) A player who leaves a game with a valid reason may re-enter the game providing:

- i. They have not had access to the scoreboard or have been informed of the score or team rankings from other sources.
- ii. Has the permission of the Competition Coordinator.

Referees Rulings and Appeals

- a) All referees rulings are final and will not be overturned.
- b) At the conclusion of a game a team captain may register any concerns with a referee's decision with the Competition Coordinator or other Competition Official. This feedback will be used to resolve any ambiguity and for the prevention of future issues.

TEAM FORMATION & CONDUCT

Team Rules

- a) This is an Australian Laser Tag event, which welcomes Guest Teams from anywhere in the world, places permitting. Players from any Laser Tag background are welcome and do not have to be affiliated with a Laserforce Site to participate.
- b) Teams must consist of at least six players. Six players are needed for both the Space Marines and Force Field events.
- c) Teams are permitted to register more than six players, these extra players will act as substitutes that can be utilized to rest players for certain games or used only in the event one of your main players is injured. (This is up to the discretion of the team)
- d) Teams must consist of players who share the same State affiliation. Teams who cannot find enough players within their State to form a team of six may register with the Coordinators requesting to be assigned the extra player/s.
- e) Teams must enter with the “Approval” of a Laser Tag Site Operator. If they are unable to gain permission from a Site Operator in their State they may request an approval from the Competition Coordinators to enter and permission to enter will be granted at discretion of the Competition Coordinators after speaking with Site Operators in that State.
- f) We encourage affiliation of Teams with a Home Site and encourage you to form a positive relationship with your Site Operator so that you can enter as representative of that Site rather than just your State.

Spare Players

- a) Spare players are players who wish to compete but have exhausted all options for forming a complete team of their own.
- b) Spare players need to make themselves known to the organizers upon registration. They will then be assigned to a team that is in need of a spare player.
- c) When assigning spare players, organizers will prioritize:
 - a. Improving weak/inexperienced teams over adding strong players to traditionally strong teams.
 - b. New/inexperienced teams.

- d) Should there be almost enough Spare Players to create a team, the Competition Coordinator may approach a team with more than six players to request a player to help form a new team. The final decision rests with the team/player requested.

Team Captains

- a) A team captain is the official representative of their team for the competition.
- b) All communication to a team by competition officials will come via the team captain.
- c) All communication from a team to competition officials will come via the team captain.
- d) Team captains are expected to understand the wording and intent of the rules.

Substitute Players

- a) Substitute Players may be included in a team.
- b) Players may not be substituted during a game.
- c) Players are not permitted to swap teams after the Tournament has started, apart from at the discretion of the Competition Coordinator in extraordinary circumstances.
- d) If a game is restarted, teams are allowed to use a substitute player in the replayed game unless the player has been removed due to a termination.

REFEREES

Expectations

- a) Referees must have a thorough understanding of these and all site rules.
- b) Referees must attend Referee Meetings as scheduled at the event.
- c) Referees may be expected to pass a proficiency test of their rules knowledge.
- d) Referees should display a high level of professionalism at all times and must be unbiased.
- e) Assessment of Referee conduct will be conducted as necessary.
- f) The Competition Coordinator may revoke referee status.
- g) Any indication of favoritism towards particular players or teams will result in immediate suspension of Referee status, and pending assessment by the Competition Coordinator, may result in permanent removal of Referee status for the duration of the Competition.

Conduct In The Arena

- a) Referees will attempt to be as unobtrusive as possible.
- b) Referees may be politely asked to move by a player, but are not required to do so. *(Please consider point a)*
- c) Referees standing on marked Referee Spots should not be asked to move.
- d) Referees should not address players during a game, except for verbal warnings or when applying a Ref Warning.
- e) Casual conversation with the players is not permitted once the game begins.
- f) Referees should not argue with players during the game and should give a Referee Warning to a player who argues with them during the game.
- g) All disputes are to be left until after the game to be settled, and only through Team Captains.
- h) Referees should report incidents of unsporting conduct to a Competition Coordinator or the Head Referee.
- i) Referees should not give away a player's location or any other game information to players.

Warnings & Terminations

Referee Warnings (Yellow Cards)

- a) Referee Warning takes 1000 points off a player's score and shuts down their Battlesuit for the deactivation time set in that game format.
- b) Verbal Warnings can be given where an "almost" breach or a breach not effecting game play occurs, but in most circumstances a Referee Warning should be applied.
- c) Referee Warnings should be applied for any infringement of the rules.
- d) Referee Warnings can be applied manually after the completion of a game, please report these to the Head Ref or the Competition Coordinators immediately after the game. These will be applied to the team score, not the player's score in the Team Events.

Automated Warnings

- a) Are applied automatically by the Laser Tag computer for breaches in player and equipment safety that registers an impact within the diagnostic system. Is in effect once players begin suiting up.
- b) A Player will only receive two verbal warnings from the Battlesuit and on the third breach will have their Battlesuit shutdown and be eliminated from the Game.
- c) Players Eliminated by the automated system may be re-instated by a Competition Coordinator or the Head Ref at their discretion. As long as re-entry rules are adhered to.

Terminations and Replays

- a) Players who continually break the same rule/s putting other players' safety at risk can be Terminated from the game.
- b) Players who continue to argue or abuse a Referee during a game after receiving at least 2 Referee Warnings for an offence must then be verbally warned that they will be Eliminated from the Game if they persist, and if they persist, should be Terminated from the game.
- c) Players who are Terminated from a game must leave the arena immediately.
- d) Players who are Terminated from a game will receive a zero score, or if they have a negative score that will stand.

- e) Players who are Terminated from a game become eligible for permanent removal from the Competition, at the discretion of the Competition Coordinator.
- f) If a player has been Terminated from a game that is to be replayed, the termination will carry over to the replayed game.
- g) If a player has been Terminated from a game that is to be replayed, the player may not re-enter the replayed game and may not be replaced with a substitute player.
- h) If a Space Marines game is to be replayed, players may choose to change their character class.
- i) If a player has been Terminated from a Space Marines game that is to be replayed, the player may not be replaced with a substitute player. The team will play with all critical positions, minus one Scout.

TOURNAMENT FORMATS & GAME SPECIFIC RULES

TEAM TOURNAMENT (Force Field)

GAME SETTINGS

COMMON				
Team Config		Three Team		No Neutral Targets
Arena Music		Yes <i>(Not as loud as public games)</i>		No Warbot
Battlesuit Music		No		No Serpent
GENERAL				
Playing Time		12 minutes		
Team Protect		No		
Lock-on Delay		0.01 seconds		
Lock-on Duration		0.01 seconds		
Shots/Second		3.5		
Shot Active Time		0.20		
Stun Limit		3		
DEAC / WAKE-UP				
Down time Deac		6.2 seconds		
Stun		2.8 seconds		
Stun Safe		0.5 seconds		
Wake Up Delay – Sound		0.0 seconds		
Lights		-0.05 seconds		
Able to be hit		0.0 seconds		
Able to shoot		0.0 seconds		
Anti-spam		0.0 seconds		
BASES				
Min Time between Hits		1.2 seconds		
Base Recovery Time		5.0 seconds		
Base Shutdown Time		0:30.0		
Hits to Destroy Base		3		
Times Each Base Can Be Shot		1		
Score for Each Base Hit		-500		
Score for Each Base Destroy		4501		
Deny Score For Each Hit		250		
ZONES				
Hit Zone	Type of Hit	Hit Enemy	Hit Own	Get Hit
Chest	DEAC	150	-150	-40
Phasor	DEAC	150	-150	-40
Left Shoulder	STUN	50	-50	-10
Right Shoulder	STUN	50	-50	-10
Back	DEAC	150	-150	-40
RELOADS				
Limited Shots				

Initial Shots	70 shots		
Allow Reload at	20 shots		
When Exhausted	Enter Limbo		
Limited Lives			
Initial Lives	7 lives		
Allow Reload at	2 lives		
When Exhausted	Enter Limbo		
Non-Qualifying Reload	Stun Player		
Upon Success, Reload	All Resources		
Auto Reload	*Blank*		

Game Start

- a) Players must start within their own base area/defined start area as designated by the Host Site.

Player Score

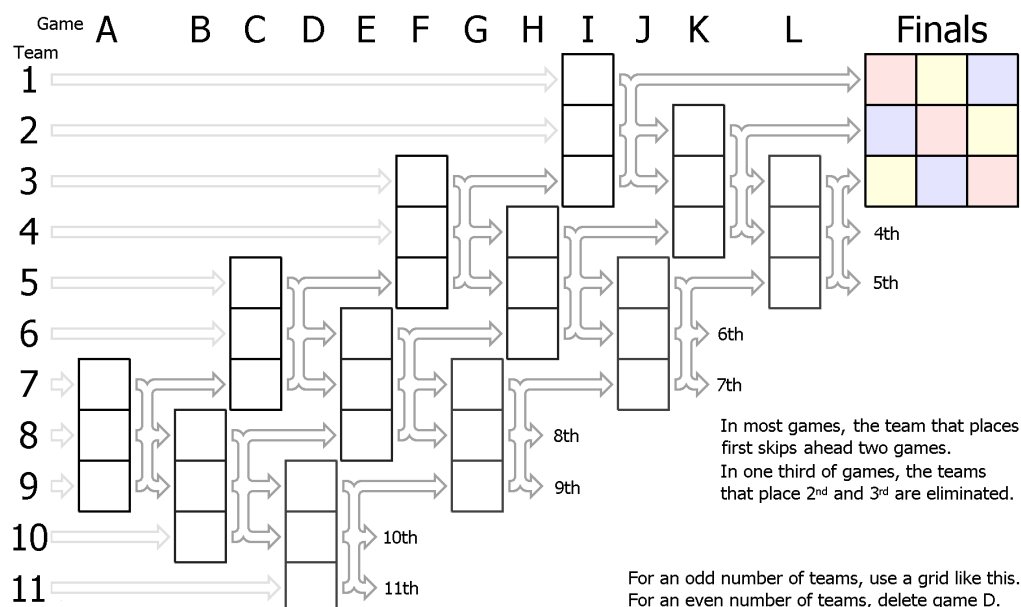
- b) A player's score will be the combined score of all Battlesuits that the player has used, unless otherwise stated in the rules.
- c) A player will receive Zero Score if they destroy a base target more than once when using multiple Battlesuits.

Tournament Format

- a) A Teams' Score is the total of the Players Scores.
- b) This tournament will be played as a round robin format for the event.
- c) The Team ranking First in a game receives 6 Competition Points.
- d) The Team ranking Second in a game receives 4 Competition Points.
- e) The Team ranking Third in a game receives 2 Competition Points.
- f) Teams drawing in 1st & 2nd Place would receive 5 Competition Points each.
- g) Teams drawing in 2nd & 3rd Place would receive 3 Competition Points each.
- h) Final Ladder of the Round Robin is ordered by Competition Points.
 - i. Should there be a tie in Competition Points the ranking is decided by average points for those teams tied.

Semi Finals

- The Semi-Finals is played using the 3-Track System.
- If there is a 2 or 3 way tie in a Semi Final's Game, the teams that are tied should be placed in the same order they were on the ladder at the completion of the Round Robin.



- The top ranked team going in to each game has first choice of colour, the second team has second choice, and the third team gets the last colour.

Grand Final

- The Grand Final of this Competition will be played as a series of three games.
- For the first game, the top ranked team going in to the game has first choice of colour, the second team has second choice, and the third team gets the last colour. The next two games, teams rotate into the other colours as the diagram above shows. E.g If you started in blue, your next two games will be played in red then yellow.
- The average scores of the three teams decide places in the Grand Final.
- If there is a 2 or 3 way tie in the Grand Final, the tie will be decided in the following order.
 - The team that won the most games in the Grand Final series.
 - If still equal, the team that finished second in the most games in the Grand Final series.

- iii. If still equal, the team with the highest average score from its 2 highest scoring games in the Grand Final series.

SPACE MARINES 5 (SM5)

GAME SETTINGS

COMMON		
Team Config	Two Teams	Neutral Targets Active
Arena Music	Yes <i>(Not as loud as public games)</i>	No Warbot
Battlesuit Music	No	No Serpent
GENERAL		
Playing Time	15 minutes	
Down Time Safe	4.0 seconds	
Down Time Reset	4.0 seconds	
Warbot Lives	Warbot Off	
SCORING		
Zap Opponent	100	
Zap Own Team	-100	
Get Zapped	-20	
Missile Opponent	500	
Missile Own team	-500	
Get Missiled	-100	
Detonate Nuke	500	
Destroy Target	1001	
Eliminate other Team	10000	Awarded after the Game Manually

Game Start

- a) Players must start within their own base area/defined start area as designated by the Host Site.
- b) Each team should consist of a Commander, Heavy Gunner, Medic, Ammo and two Scouts.
 - i. A team with only 5 players would only have one scout.
 - ii. A team with only 4 players would forfeit their game.
- c) Should the game start and teams have an ineligible team configuration the game will be restarted with that team receiving a -3000 point penalty. (For example: Anything of than 1 Commander, 1 Heavy Gunner, 1 Ammo, 1 Medic and 2 (or 1) Scout)
- d) Should the game start a second time with the same team having an ineligible configuration they will forfeit the game.

- e) The Coordinator (or the substitute Game Starter) should try to make sure teams' characters are assigned correctly before starting the game.

Chasing

- a) A Player may not move more than a total of three metres along the same path as a deactivated opponent with the result of tagging/missiling them while they are deactivated. If a player has followed a deactivated opponent for a total of more than three metres without tagging/missiling, that player must wait for a period of two seconds after his opponent's Battlesuit has reactivated before he may tag/missile that opponent.
 - i. A path is defined as beginning from the point where a player has been deactivated, following the player's direction of movement and ends when the Battlesuit reactivates. The width of a player's path extends to a one-metre radius from the centre point of their body or to the nearest permanent arena walls whichever is closer.

Covering

- a) The covering rules outlined in the general rules will be used for this game format.
 - i. For players who are more experienced in playing the original Space Marines rules, you do not have to 'show a shoulder'

Player Score

- a) A player's score will be the combined score of all Battlesuits that the player has used, unless otherwise stated in the rules.
- b) A player will receive Zero Score if they tag a base target more than once when using multiple Battlesuits.

Tournament Format

- a) A Team's score is a total of all their Player's scores.
- b) One match = Two games (one game on one colour, then next game, teams swap colours.)
 - i. These two 'halves' of the match will be separated by a 20-minute break while two other teams complete a 'half' of a match. This allows teams to have a short time to recover and

discuss strategy with each other before their next half.

- c) This tournament will be played as a Swiss Tournament for 5 Rounds.
 - i. No team plays another team twice in the Swiss Rounds.
- d) Should there be an odd number of teams the bye of each round goes to a Highest Ranked Team and is counted as a win.
 - i. No team can have a bye twice and therefore it would get assigned to the next highest ranked team.
- e) A win is worth 2 Competition Points
- f) A loss is worth 0 Competition Points.
- g) A draw is worth 1 Competition Point for each team.
- h) The Final Swiss Ladder would be listed by Competition Points
 - i. If teams are tied they would be ordered by their average score

Semi Finals

- a) Semi-Finals in Limited to the top 16 Teams.
- b) Team 1 plays Team 16, Team2 plays Team 15, Team3 plays Team14, Team 4 plays Team13, Team 5 plays Team 12, Team 6 plays team 11, Team 7 play Team 10 and Team 8 plays Team 9 in a 2 game series for each match. Based on their average scores, the losing teams in matches are eliminated. This continues until there are only 2 teams left standing and they play the Grand Final.
- c) If there are an odd number of teams in any of the rounds of Semi-Final Series the Top Team gets the bye.
 - i. A team cannot have more than one bye in the Semi-Finals so it would then go to the next top team that hasn't had a bye yet.
- d) If a draw occurs in a Semi-Final Match the lower ranked team going into the match is eliminated.

Grand Final

- a) The Grand Final and Third Place Final of the Competition will each be played as a Match.

- b) The total scores of the teams decide places in the Grand Final and Third Place Final.
- c) If there is a tie then another match should be played with both matches' scores being part of the total score of both teams.
 - i. If a tie still exists including all four games scores then places are awarded based on the average of the teams' two highest scores.
 - ii. If a tie still exists places are awarded base on the team rankings from the Swiss section of the tournament.

HIGHLANDER (Solo Tournament)

GAME SETTINGS

COMMON									
Team Config				Individual				All Targets Active	
Arena Music				Yes				No Warbot	
Battlesuit Music				No				No Serpent	
GENERAL									
Playing Time				10:00					
SCORING									
Zap Opponent				100					
Missile (Eliminate Opponent)				500					
Destroy Base Target				801					
PROGRESSION PHASES									
Duration	Down Time Safe	Down Time Reset	Down Time Unsafe	Lock-on Delay	Lock-on Duration	Shot Speed	Missile Type	Shield Cost	Reset Cost
1	5.5	1.1	0.0	0.01	0.30	2/sec	MED 3/2	5	10
1	5.0	1.8	0.0	0.01	0.30	2/sec	MED 2/2	5	10
1	4.5	2.5	0.0	0.01	0.30	3/sec	FAST 2/2	10	10
1	4.0	3.2	0.0	0.01	0.40	3/sec	MED 1/2	10	10
1	3.5	3.9	0.0	0.01	0.40	4/sec	FAST 1/2	15	10
1	3.0	4.6	0.0	0.01	0.50	4/sec	FAST 1/2	15	5
1	2.5	3.3	2.0	0.25	0.50	5/sec	FAST 0/2	20	5
1	2.0	1.0	5.0	0.20	0.60	5/sec	FAST 0/2	20	5
3	1.5	0.0	6.5	0.10	0.60	5/sec	FAST 0/2	30	5

Game Start

- Players must start outside any marked base areas.

Player Score

- A player's score will be the combined score of all Battlesuits that the player has used, unless otherwise stated in the rules.
- A player will receive Zero Score if they tag a base target more than once when using multiple Battlesuits.

Chasing

- A Player may not move more than a total of three metres along the same path as a deactivated opponent with the result of tagging/missiling them while they are deactivated. If a player has followed a deactivated opponent

for a total of more than three metres without tagging/missiling, that player must wait for a period of two seconds after his opponent's Battlesuit has reactivated before he may tag/missile that opponent.

A path is defined as beginning from the point where a player has been deactivated, following the player's direction of movement and ends when the Battlesuit reactivates. The width of a player's path extends to a one-metre radius from the centre point of their body or to the nearest permanent arena walls whichever is closer.

Tournament Format

- a) **ROUND 1**
Everybody plays 3 games with approximately 18 people in each game. Everybody gets to drop their worst score and is ranked by their average. A percentage goes through to ROUND 2. The rest to ROUND 1 REPECHAGE
- b) **ROUND 1 REPECHAGE**
Everybody plays just one game and a certain percentage go through to ROUND 2, the rest are out.
- c) **ROUND 2**
Everybody plays one game and a certain percentage go through to ROUND 3, the rest into ROUND 2 REPECHAGE
- d) **ROUND 2 REPECHAGE**
Everybody plays one game and a certain percentage go through to ROUND 3, the rest are out.
- e) **ROUND 3 (Down to 36 players)**
Everybody plays one game with 18 people in each game.
14 People go through to the Grand Final
22 People go through to ROUND 3 REPECHAGE
- f) **ROUND 3 REPECHAGE**
All 22 people in one game.
Top 4 players go through to the Grand Final

Grand Final

- a) The Grand Final is a series of 3 games with all 18 people in them and is decided by a ladder based on average score dropping your worst score.

COMPETITION SPECIFIC RULES

Competition Coordinators

- a) The Competition Coordinators are currently Maree “Mars” Harris and Michael “Wombat” Thomas.
- b) The Competition Coordinators have the discretion to delegate any of their powers to a Competition Official.

Setup and Roster

- a) The Competition Coordinators will decide the setup of the Competition. (This includes when games will be rostered, which teams will play, if seeding will be used etc)
- b) Games are decided on the combined score of the players on a team including spare Battlesuits and post game penalties.
- c) The Competition Coordinators will create the roster for the Competition, including outlining how teams will reach the grand final.

SITE SPECIFIC RULES

Base Evacuation is currently being trialed and will be decided upon its use for the tournament once the final base layouts have been tested with Base Evacuation.

Potentially more rules to be finalized by July 2015.