**U.S. National Rulebook and Formats**

*U.S. RULES & FORMAT INFORMATION*

*Version 1.0*

**Change Log:**

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| --- | --- | --- | --- |
| **Version** | **Date Released** | **By** | **Comments** |
| .8 | N/A | DVorchheimer | New rule book/format requested by US Zone Council. Some framework and language adopted from original Philadelphia Invitational rule book. Original draft begun. |
| .9 | 4/15/18 | DVorchheimer | Released to US Council for feedback and approval |
| 1.0 | 5/9/18 | DVorchheimer | Multiple changes made to wording of rules.  Released to Zone community |

**Document Information:**

**Document**: U.S. Zone Systems Rules & Format Information

**File Name**:

**Author’s**: DVorchheimer

**Current Version**: 1.0

**V1 Release Date**:

**Current Version Release Date**:

**Pack Version**: Zone Systems/P&C Micros – Helios Pro

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**1.0 TOURNAMENT STRUCTURE**

**1.1 Chain of Command and Responsibilities**

Due to the nature of player run events many responsibilities can be spread across multiple players fulfilling different roles throughout the tournament**.** This section will explain the most common structure used in tournaments along with any necessary terminology.

*Site operator*: This term can apply to multiple employees of the site being used for the duration of the tournament. Typically this is used to refer to the manager or owner of the site. Depending on the level of involvement for the tournament he/she may have influence or decision making powers for the event.

*Tournament Coordinator (TC)*: This person is typically a player (does not have to be) that is also overseeing the tournament as whole. Their responsibilities typically involve securing a site for the tournament, registration, handling of monies (for fee’s, trophies etc) and managing of the schedule and record keeping. Typically this person will be the deciding factor in formats, costs, rule interpretation and enforcing the code of conduct for the duration of the tournament (both in and out of games). Some or most of these responsibilities may be given to other players at the determination of the TC as long as there is no contest from the tournament committee. (Any issue with a player being elected to a role outside of a active player may be contested by someone on the tournament committee prior to the tournament. It may only be addressed during the tournament in cases of neglect of duties.)

*Tournament Committee*: This group of people will typically be comprised of the captains of registered teams for the tournament and any Head Game Masters or Assistant Coordinators.

The committee will address any concerns brought before it regarding any rules or game settings prior to the start of the tournament. Any move by a member of the committee to change a rule or setting will be put to a vote. Captains are the only people allowed to cast a vote on this committee. A successful change requires a majority vote in favor of the change. Additionally, disputes and appeals during the tournament will be subject to review by the committee. At the TC’s discretion a captain may be excluded from the meeting due to any circumstances he/she feels may further cause harm to the integrity of the tournament. The committee will vote on a ruling; majority rules. Decisions of the committee are final in this capacity. There are no appeals in these circumstances. The TC may forward the information surrounding players or events to the USZC to discuss further discipline.

*Head Game Master*: A Head Game Master may be appointed by the TC as their discretion. The Head GM’s responsibility will be the first decision on interpretation of the rule book, ensuring a safe and fair environment for the competition and handling any rule enforcement within games. (extreme cases will automatically default to the TC in cases of blatant disregard or repeated disregard of the rules). Some situations may still rise to the TC’s attention but not until they have first been reviewed by the Head GM. Captains may opt to go above the Head GM if they feel a rule or ruling needs further interpretation however; they must still first address it with the Head GM. Head Game Masters will not have a vote (unless they are also a captain) in any committee deemed vote.

*Assistant Coordinator*: Assistant coordinators may be appointed by a TC to assist with additional tasks outside the norm expected of players. These tasks may consist of: running events, record/stat keeping, ensuring teams are entering/exiting games in a timely manner answering scheduling questions etc. The full scope of their responsibility must be clarified by the TC and have no contention within the committee. Assistant coordinators will not have a vote (unless they are also a captain) in any committee deemed vote.

*Team Captain* : Each team must designate a team captain prior to the beginning of the tournament at the time of their registration. Each team captain will be the sole acting voice of that team, and all issues directed towards the Tournament Coordinator and staff must come directly and individually (unless asked by the TC) from the team captain. Captains are expected to be fluent in the language and application of the rules. They must be able to have a calm and rational discussion even when their team/themselves are at fault. One or more areas will be designated for these discussions at the beginning of the tournament and all such conversations should take place exclusively in these areas. A team may also designate an Alternate captain prior to registration to be available for tournament concerns and issues should their captain be indisposed.

Team Captains/Alternate captains are expected to be fluent with the rules, language, content and intent of this rule book and should have any questions, comments or concerns definitively pointed out prior to the beginning of the tournament.

A final meeting will take place prior to the beginning of any tournament. However, seriously concerned captains should have had all their issues resolved before this time. Team captains will be responsible for passing any and all tournament information on to their teammates. A teammate’s ignorance of a particular rule or setting is strictly the fault of their team captain. Once the tournament has begun any new ideas or alterations to the rules will most likely be declined. This is to preserve the integrity and continuity of the tournament. However, ours is a "living" rulebook, and subject to change at any moment in the best interest of the competitive scene as a whole. This rule book and format descriptions are intended for game play on Zone Systems/P&C Micros Helios Pro equipment.

Team captains should be calm, respectful and constructive when stating their opinions, regardless of circumstances. Individuals incapable of polite, rational behavior and discussion should not be team captains.

*Game Masters*: As we are a player run event there will be multiple players rotating the responsibility of Game Master. A game master is expected to be fluent in the rule book and able to remain unbiased during their terms as GM’s. They will be responsible for rule enforcement during the games they are assigned. Players acting as a GM are required to report directly to the Head GM/TC for the duration of their assignment. Upon registration a captain must submit what players they will be having GM for the tournament. This list is reviewable by the TC and committee and is subject to vote for: not meeting the minimum players per team for GM or inexperience. As always a successful change requires a majority vote in favor (*see Tournament Committee*). It will be up to the committee and TC toure that a proper number of players, with a reasonable amount of experience and knowledge of the rulebook are available for the duration of the tournament.

*Players*: Anyone who is registered to play in this tournament will be considered an active player for the duration of the tournament. Any player who participates waives any right to plead ignorance to the rules, dates, costs and/ord requirements to play. All information regarding the tournament will be made available to both captains and the community prior to the tournament by the TC. Any questions a player may have should be directed to their captain first.

*1.2 Tournament Committee, Voting and Captains Meetings*

Prior to the tournament and for the duration of the event all registered captains will be part of a Tournament Committee as explained above. This committee will act as a balance to any issues that the TC feels needs additional input. As explained before, captains may bring an issue to the committee if they feel the TC has not given a satisfactory response to said issue. Repeated acts of calling for a meeting will be addressed if felt necessary by the TC. The Tournament Coordinator has final decision in most matters but must accept the committee’s decision in voting situations.

*Captains meeting:* Prior to the start of the tournament a captains meeting will be held. This will be an additional opportunity for the Tournament Coordinator to explain formats, time frames, voting for any player awards and answer questions. Captains may use this time to address any minor issues as well (any major issues should have been identified and addressed prior to the start of the tournament). However, if there is a major issue with game formats, behavior etc this can be a subject for a vote. Once games have been played for an event it is unlikely that any rules or ranking system will be altered unless it has been identified as a game changing issue. Every night following will be an opportunity for a captains meeting, if agreed that it is needed. If captains agree it is not needed then it will be suspended till the following night.

All captains will be made aware of meetings prior to their start, if a captain or alternate captain is not present for the meeting that team will forfeit their vote and any right to call for a revote or readdress the subject.

**2.0 Officiating**

As referenced above these tournaments are player run events. Because of that there is a necessity for most players to also Game Master to some extent. Because of this system there is a level of non-bias needed while doing so. This is a structure that has been used for years and been successful in curbing a majority of unsportsmanlike behavior. Players will be nominated by their captains at the time of their registration for GM positions. The TC will dictate how many players each team are required to have. The GM list will be reviewable by both TC and captains. If a captain or the TC feels there is a player who is not an acceptable choice to GM they may ask for a vote to remove them (with a suitable reason) and the captain of that players team must substitute another player in their place.

*2.1 Game Masters and Communication/Appeals*

*Game Master’s have the final say while in the arena*. There will be no arguing with a game master before or after a game. Any arguing, subtle hints about missed calls or retributive play for a believed missed call will result in a Level 1 Termination for unsportsmanlike conduct at the GM’s discretion. If there is believed to be a misinterpretation or missed call, a player must address it with their captain, only after the game and in a non-disruptive manner. It is then up to the captain as to whether he will ask for an explanation. This does not mean or guarantee that a call will be overturned and in most cases it will not. The Head GM or TC will speak with the GM in question and if needed bring them to the conversation with the captain and/or player *only if asked to be present***.** Once again only the captains may lodge complaints with a TC or Head GM not the player involved.

During a game, Game Masters are expected to not talk or respond to players unless making calls or informing them of situations (i.e “watch your lean”, informing the player they’re off if for some reason they cannot hear or see, telling players to slow down etc etc). In the spirit of sportsmanship we ask that all game masters help with this level of communication as much as possible without interfering with the game. Game masters are not permitted to roam the arena unless informed otherwise by the Head GM/TC, they will have a predetermined area and are expected to stay there for the duration of the game. If a game master leaves or is interfering with the game (casual conversation, roaming etc) he and/or his team will be subject to discipline by the Head Gm in accordance with the TC’s tournament rules.

Below we will list and explain both the Code of Conduct and the General Game Rules.

**Everyone is responsible for adhering to the rules and conduct set in the sections below**, **By entering this tournament you agree to follow these rules and waive any right to claim any negligence to them.**

**The TC and Captains are responsible for enforcing the Code of Conduct, while the Game Masters are Responsible for the rules while in the arena.** This cannot be stressed enough. We have a structure in place to make things as fair as possible and everyone is expected to help with this. Again we are a player run community and because of that we are all expected to play in the spirit of good sportsmanship.

**2.2 Termination/Penalty Procedure**

As with any sport we have a system used to identify penalties. Terminations will be handed out only by Game Masters and are not a subject for debate during or after the game by a player. There are two penalties that will be used. *There will be NO WARNINGS*. As stated earlier, all players are expected to have read and/or been informed of the contents in this rule book. At the beginning of the tournament every player will be issued a “Term Card”. It is solely the players responsibility to keep it on their person during the tournament.

A Level 1 Termination is for a minor penalty or the first penalty taken by a player. *At the end of the game* the captain of the penalized team will be informed by the TC/Head GM that their team has incurred a penalty and 2,000 points will be taken off that players score. When a GM calls a termination on a player they must tell them what they’re being penalized for (i.e “you’re being termed for covering” etc) and take their Term/Player card. If a player continues to talk or debate with the GM about the call they may be subject to another term for unsportsmanlike behavior. If the player does not have their term card they will receive a Level 2 Termination which will be explained below.

A Level 2 Termination consists of: the offending player’s score reduced to 0 points for the game, and removal from the remainder of that game. This Termination will only be handed out under two conditions:

1. The player incurs two penalties in the same game. At this time the player no longer has their player/term card and will be informed of what they did and be told to leave the game.

*1.2* Any player refusing to leave the arena after being issued a Level 2 Termination will incur a 0 score for his entire team for the game.

1. Egregious unsportsmanlike behavior I.e. Intimidating language or behavior, physical contact, blatant and intentional disregard for the rules, Taunting or harassing a GM. There are many things that could fall in this category but *only in extreme cases* will this apply.

Any Termination must be told to the Head GM/TC after the game and explained. This rule has been implemented for accountability, to make sure the communication is clear between concerned parties and to ensure there is no consistent bias in any GM’s. All terminations will be recorded and tracked to help ensure a unbiased level of Game Mastering.

**3.0 Code of Conduct**

As we continue to build our sport we also endeavor to clarify our rules, our abilities to enforce them and minimize as much confusion about their interpretation as possible. We will be dividing this into two sections: our Code of Conduct and our General Game Rules seen below. By dividing these we also clarify the severity of these infractions and our ability to apply disciplinary measures to those who break the Code of Conduct. While game play rules apply in the arena the Code of Conduct applies at all times while a player is present at a tournament. Some of the Code will be further explained in the next section as they’re relevant both in and out of the arena.

The Code of Conduct shows the cardinal rules of our community. By breaking any of these you may be subject to further discipline by the US Zone Council. In the case of physical altercations you may be subject to legal matters as well. We are a small community and due to that camaraderie we believe no one should be found breaking any of these rules; as such that is why the discipline will be severe.

*Physical Altercations:* Any physical altercations or serious threats of violence will result in ejection from the site and the local authorities being called.

*Collusion:* Any proven collusion between two teams will result in disqualification from the event and/or tournament based on the severity of the infraction. Any suspected collusion should be reported to the Head Gm or TC. It will then be up to them to investigate the situation. Any information or proof will be given to the committee and then voted on. Any team or player that has been proven to collude during the tournament will have their information along with an explanation of the situation and proof forwarded to the USZC for review (*additional explanation will be listed below in section 4.3.1*).

*Game/Stat tampering:* Any attempt to alter stats and/or scores will result in removal from the tournament immediately and a review from the USZC.

*Equipment tampering:* Players attempting to alter or tamper with any sites equipment or packs will result in disqualification from the tournament. It may also result in a ban from the site depending on the severity and Site Operators input.

*Abusive Language:* While trash talk is legal to an extent, any heavily abusive language or threats will result in terminations during games. If this happens outside of the arena it can result in anything from being forced to sit games up to disqualification from the tournament, again at the discretion fo the Head GM/TC.

*Proper attire:* This is the least severe of our rules but will be enforced equally.

Players must wear a shirt & shoes on the premises at all times. No piece of a player's wardrobe may

cover any part of a player's pack at any time. Hoods, loose sleeves, dangling jewelry or other

questionable attire is worn at the risk of the player. Any players with long hair must use a clip or hair tie to secure it in a way that will not risk covering sensors during play. Terminations may be given out at the sole discretion of the Game Master and are not subject to appeal. No form of headgear will be allowed in the arena unless previously authorized by the Tournament Coordinator or this rule book. Baseball hats (turned backwards) and several other "form fitting" pieces of headwear will be permitted.

*Electronics:*No electronic communication devices will be allowed in the arena with the exception of personal pagers and watches. Walkie-talkies, push-to-talk phones, and other electronic communication devices are strictly prohibited. Glowing or flashing items may also be restricted if the need arises.

**4.0 General Game Rules**

This section will cover basic rules to be followed in the arena. They will focus on movement, body positioning, base rules and so forth. Any format specific rules will be indicated under section *5.0 Competition Formats and Format Specific Rules.* Any rule that is broken from this section will incur a Level 1 Termination, explained in section 2.2 (unless otherwise indicated).

**4.1 Arena Movement**

*4.1.1 Running:* While we play a fast paced game in most cases a player is not permitted to run under any circumstances. Running will be defined by the Game Master making the call, and should take into account both leg speed and length of each step. The easiest way to avoid a judgment call on running is to keep your foot movement unquestionably slow. Any contact made at a questionable speed will be far more likely to incur a termination as well.

*4.1.2 Free Movement/Positioning:* No player or group of players is allowed to intentionally restrict or block the movement of another player or team during game play *even while active*. Deactivated players should make every effort to be unobtrusive. In these instances, the "active" player is considered to have the right of way. *Players occupying an area which is not considered a traffic area*, such as a corner of space against a wall, should not be expected to give up their position simply because another player wishes to occupy it. However, deactivated players must relinquish occupation of highly tactical positions if, and only if, an active player *requests* they do so. Deactivated players needing to reload should be considered "active" and allowed to move freely in the most direct route to the nearest reload station.

*4.1.3 Deactivated Players:* Deactivated players are not to be used intentionally as shields or for cover. Deactivated players are not permitted to intentionally maneuver their bodies in a manner which is considered blocking, nor should any active player seek refuge behind a deactivated player. If an active player is already positioned behind another player when that player is deactivated, this positioning may be exploited. However, the deactivated player should immediately attempt to get out of the way and be unobtrusive. Continued maneuvering on the part of either player for the sake of competitive advantage may be considered unsportsmanlike. Active players should steer clear of inactive players whenever possible.

*4.1.4 Corking:* Corking for the purpose of this rule book will be defined as moving slowly and/or moving to a position that restricts other players ability to maneuver. Players should, whenever possible, allow other players to freely move from one part of the arena to another. In addition, players may not “cork” opposing players attempting to evacuate a base so that their pack would re-activate prior to exiting. Players must also exit the base as quickly as possible. Any slow walking in an attempt to reenter the base as soon as you cross the line will be considered unsportsmanlike conduct and will result in a level 1 termination.

*4.1.5 Arena Obstacles/Holes/Gaps:* At no time may a player climb or jump over any walls or railings in the arena. Nor will any player be allowed to move any obstacles or attempt to move any fixtures within the arena at any time. Players may fire through any pre-existing holes or gaps in walls (*unless indicated prior/during the tournament by the TC*). Players may not use any part of their body or laser to make new holes or move obstacles to create new holes to fire through as referenced above. Players will not be allowed to put their laser through a gap or hole to take a shot. If at any point the laser breaks the plane closest to the player it will be considered illegal.

*4.1.6 Physical Contact:* Players are not permitted to physically strike or push any other person in any way, whether with lasers, body parts, arena elements or otherwise. Unintentional and casual contact (such as occurs in regular game play) is expected, however, repeated instances by the same player will be considered ‘out of control’ and may result in a Level 1 Termination. Tournament players are expected to play with "safety first" of the equipment and other players always in mind.

*4.1.7 Violent Movement/Jumping/Control:* Players may dodge or move their bodies in unique ways to avoid incoming shots from players , this will be legal as long is it does not violate any covering or general movement rules. Each move is different and will be judged by any GM viewing it at the time to ensure its in compliance with other sections of this rule book. No form of dangerous movement or play will be permitted either while dodging or playing. Questions concerning certain risky maneuvers should be discussed prior to the beginning of the tournament.

In regards to jumping one foot must be on the ground at all times. Jumping will not be permitted at any time. Players "popping" their leg up before or after firing risk termination, especially if by doing so, they violate another player's personal space. At all times during game play players must maintain balance and control of their body. Players failing to do so will risk termination. GM’s will have leeway in making or not making certain calls regarding contact being made or players falling depending on circumstances.

*4.1.8 Blind Firing/Railings and Walls* Players may fire over walls as long as they are able to see their laser at all times while doing so. Players must always be able to see their laser while firing. If going to fire around a wall or corner a players laser may not extend past the obstruction if they cannot see the front of the clear plastics.

*4.1.9 Crouching/Leaning and Posture:* Crouching and/or squatting will be permitted. However, sitting, lying down and/or kneeling will NOT be permitted. Crouching and squatting (in certain postures) may be considered "covering" by Game Masters. In the event that a player crouching or squatting places their hand on the ground for support, that player will receive a termination. Players losing balance while leaning or bending will receive a Level 1 Termination.

Leaning or bending at an angle of 90 degrees or more (from vertical) will not be permitted in most circumstances; namely, where it gives the player unfair tactical advantage over their opponent. Game Masters will make their calls based on a simple equation: bending 90 degrees is considered illegal, and coming close to 90 degrees is coming close to being illegal, and will be called at the Game Master’s discretion. When leaning a player must ensure his arms stay tight to his sides or close enough to minimize any risk of covering a pack due to the positioning of their arms. Any player caught moving their arm over or closer to the pack in a way to cover more of an angle will receive a level 1 termination. This is solely up to the GM’s discretion.

**4.2 Covering and Blocking**

*4.2.1 General Covering:* Players are not permitted to use any part of their body, or clothing to intentionally block another player’s shot, whether that shot be aimed at them, another player, a base, or a sentinel.

While players may not intentionally cover; certain postures and ways of holding their laser may increase the likelihood of them blocking a sensor. This will still be considered covering due to that players arms/wrists still blocking sensors. If a player leans or turns their body and their arms are at or close (by GM’s determination) to their sides this will also not be considered covering. This is an example of a player using angles to avoid being hit. Players dodging like this while extending their elbows back or throwing their arms excessively will risk termination. Players uncertain of the exact dividing line should veer as far to the “fair” as possible.

*4.2.2 Covering Sensors or Shielding:*Players may not cover their sensors or speakers during game play. Covering will be judged by the individual Game Master viewing the situation and will not be an issue of discussion during or after a game. Covering could include any obvious and intentional shielding maneuvers and/or physical contact between a player's arms or clothing and their pack. Players with "tight" postures run the risk of termination and should seriously consider modifying their play style prior to the tournament. Please keep in mind that covering only applies in situations where two players are aware of each other and one player intentionally uses any part of their body to shield sensors from fire (*except while taking a base, see section 4.2.2.1*), Intent will also play a factor in the game masters decision. Players can not be terminated, for example, because of incidental covering resulting from the attacking player firing at them from an odd angle and/or the player not even being aware of the incoming fire. Players should also be well aware that a player you are facing off with can not be terminated for covering if you never get a shot off, regardless your opponent’s stance, arm position, or posture.

*4.2.3 Incidental Covering, Reaching Shot and Transitional Movements*

INCIDENTAL COVERING: Players should not receive a penalty for occasional incidental covering such as blocking an incoming shot from an odd angle or unknowingly stepping into the fire of another player. We draw particular attention to:

Reaching Shot: A player will not be penalised for reaching to tag a target, AS LONG AS, once the shot is fired, the leading elbow returns to the side of the body immediately and at reasonable speed, OR the player changes legally between high and low postures. Players will not be penalised if they temporarily hold a reaching shot to tag multiple targets or to re-fire after a missed shot.

• TRANSITIONAL MOVEMENT: Players should not receive a penalty for transitional movement. Transitional movement rules specifically applies to stand off situations where players change from a low to a high phasor position to gain a better angle on there opponent. A stand-off situation is defined as when players are duelling directly against each other in close proximity. We draw particular attention to:

Part transition: When a player stops, pauses or reverses the transition half way through. This is an illegal transition

Slow Transition: The transition is slow enough that it is reasonably expected to catch a shot. This is *an illegal transition*

*4.2.4 High/Low and Cross Arm Posture*

LOW POSTURE: Requires the upper arms to be in-line with the side of the body, and all parts of the forearms to be lower than the lowest part of the chest sensor. If any part of the forearms rises above the bottom of the chest sensor OR any part of the upper arm moves to cover the chest sensors from a front or side perspective without completing a legal transition, then there is an increased chance of a L1 penalty being applied. We draw particular attention to

Dodging: Players may legally twist/dodge their body out of the way of incoming fire, as long as they keep their upper arms in line with their side body OR complete a legal transition.

Forearm across front: When the forearm is in a horizontal or angled manner across any part of either of the chest sensors. Players are at high risk of penalty for holding this posture.

Locked Elbows:Elbows are locked and arms in a downward facing position. Players may hold this stance ONLY if their arms are not hovering over any part of the chest sensors from a front or side on perspective.

Reaching Shot: A player will not be penalised for legally reaching to tag a target under Incidental Covering rules (see details below).

HIGH POSTURE: Requires the leading elbow must be above the top of the highest chest sensor. For safety reasons the trigger elbow does not have the same requirement. The trigger elbow may hover over the chest sensors from a side perspective but not a front perspective. We draw particular attention to:

Dropping Leading Elbow: When the Leading elbow drops and begins to cover any part of the chest sensor from a front or side perspective, a Level 1 Penalty would apply o

Creeping Trigger Arm: When the trigger arm covers any part of the chest sensor from a front perspective

Cocked Elbows: When the leading elbow is bent at 75% or more and leading forearm covers either of the chest sensors from a front or side perspective, players are at high risk of penalty for holding this posture. The notable exception to this is o In a high posture the trailing arm may cover the chest sensor from a side perspective only.

SHOULDERS. Having your head and/or arms in front of the shoulder is always allowed EXCEPT when a players chin/head rests on their shoulder or arm in front of the sensor.

CROSS ARM: To correctly execute a cross-arm posture, the same high and low posture rules apply, the only difference being, that the leading and trailing arms switch during the cross arm manoeuvre. ie The leading elbow must not hover over any part of the chest sensor closest to it and the trailing elbow may hover over the chest sensors from a side perspective but not a front perspective.

The notable exception is a Reaching Shot: A player will not be penalised for legally reaching to tag a target under Incidental Covering rules (see details below).

*4.2.5 Laser Hand Holds:* Players must always have two hands on the laser while firing. While playing Helios no player may adopt a hand hold that touches/covers the top or sides of the clear plastics, or hold the laser upside down in a manner to hide sensors. Players may touch the screen on the laser.

**4.3 Unsportsmanlike Conduct**

Unsportsmanlike conduct can be many things but in most cases it will only be applied in egregious circumstances that are not outlined in other sections of this rule book.

*4.3.1 Collusion:* At no time may two players from different teams, or two opposing teams make any form of agreement that will influence a game in a negative manner either in out outside of the arena. This includes but is not limited to; not shooting the other teams player in the agreement, agreeing to leaving bases open for their team etc.

Examples of collusion:

1. Red player is walking in sentinel and passes by active blue player, both see each other but neither shoot the other.
2. Yellow team dumps their base and attacks red teams base while red dumped their base and attacked yellow

*While it’s important to note that there is no verbal agreement, these type of behaviors will more often than not be watched closely by any GM present to witness it. Repeated instances of this by the same team/s may result in penalties.*

Examples that are not collusion:

1. Yellow is cycling blue base, blue and red player are standing off at door. Red player activates right before blue and enters base to attack yellow team. Blue player activates shortly after and follows them in but does not shoot red player immediately.

*This is legal because it is essentially a decoy strategy*

Again intent will play a huge factor here. If there is suspicion of collusion the player or GM witnessing it should bring it to the attention of their Captain/Head GM respectively to be investigated. If any proof of collusion is found by players or teams it could result in 0 score for said player or team, barring of the rest of the event or tournament and possible additional punishment levied by the US Council. Punishment of this infraction will rest on the TC’s to decide.

*4.3.2 Trash Talk:*"Trash Talking" is considered part of regular Zone game play, but should be done with a smile whenever possible. Belligerent, threatening, and/or overly abusive verbiage will not be tolerated and may result in a termination for unsportsmanlike conduct. Players should attempt to refrain from using action verbs suggesting threats and ultimatums. "Friendly intimidation" for the sake of style, comedy, and psychological edge will be permitted and is typically quite common and a part of the game; however, the Game Masters will have the final word on what is appropriate. Players determined to be speaking in an unacceptable and inappropriate manner will be asked to refrain or be terminated, depending on the circumstances and GM discretion.

*4.3.3 Taunting GM’s:* Players may not taunt, harass or otherwise attempt to influence a Game Master's performance in any way. This includes subtle "hints" announced to or about other players with the intent of being overheard by a Game Master. Players making comments about other players are allowed, however making/directing a statement purposely for a GM’s attention will count as unsportsmanlike. Game Masters should be considered necessary components of a competitive game and their performance should not be manipulated, abused or personalized in any way. Game Masters should be addressed only by the title "Game Master". This somewhat militant procedure is the result of frequent player attempts to undermine the Game Masters' abilities.

If a Game Master believes there is a blatant attempt to subvert their calls or they are being harassed they will be allowed to issue a Level 1 termination; in more egregious scenarios they will have the authority to remove a player from the game. In either instance of this happening a Game master is required to inform the head Gm (or TC if not applicable) at the end of game. They will then be responsible for explaining their decision to the *TC ONLY if the player is removed from the game***.** The TC will then make sure the call was justified and communicate such information and reasoning to the captain of the offending player and player themselves (preferably at the same time so there is no miscommunication). If a player is removed from the game more than once due to abusing the game masters or attempting to subvert their judgements the committee may hold a vote to remove the player from future games/events or

the remainder of the tournament.

*4.3.4 Improper pack usage/Tampering with Equipment:* Players are expected to wear their equipment in the proper manner at all times. Side straps must be clipped and tightened against the body. No “loose” equipment that moves a great deal when a player maneuvers will be tolerated. Packs must be worn snugly around the body.

This is for the safety of the equipment, as well as other players. Additionally, players must wear their packs in the manner intended: That is, with the front and back centered on the body. Any player found tightening one side of the pack so that chest and back sensors favor one particular side of the body in order to avoid enemy fire in face-off situations or even generally, runs the risk of receiving a Level 1 Termination.

Players will not be allowed to tamper, modify, attempt to fix, or alter any pack, arena element or other piece of property belonging to the site in question in any way. Any adjustments to a player's pack will be administered by a Certified Tournament Game Master on duty at that time only and not Player/Game Masters! Exceptions to who is allowed to adjust or reset equipment *may be made by the Site Manager only. Any players or rules pertaining to others being allowed to adjust or reset packs will be announced in captains meetings only.* Players determined to be tampering with equipment in any way may be disqualified from the tournament.

**4.4 Game Start/End**

All teams must start the game from within their own base (with exception to any rules or problems agreed upon by captains or the TC); Players failing to do so will receive a Level 1 Termination. A signal will sound and all packs will become active at approximately the same time. Players may only leave their base (i.e. Cross the plane of the door) after their pack is active (pack lights on and able to fire. The only exception are in cases of late/non-starting packs). Teams will be assigned bases prior to the start of the tournament, and may not trade with another team.

**4.5 Calling for a GM/Neutral Players**

Players needing the assistance of a Game Master should move to a low traffic area (when possible), raise their laser high above their head and call out "Game Master" in their loudest voice. If possible, a location should be given as well, such as "Yellow Base" or "Blue Reload". As a general rule of thumb, player/game masters will be located in or around bases, and site staff Game Masters (if applicable) will be stationed in a location to be determined in the first captain’s meeting.

*4.5.1 Neutral Players:* Any player talking to a Game Master during game play is considered "neutral" and may not fire or be fired upon. Players with a repeated behavior of tagging neutral players risks receiving a Level 1 Termination for unsportsmanlike conduct, at the Game Master’s discretion. Players talking to a Game Master must have a valid reason to do so. Whenever possible, Game Masters will attempt to "shield" a neutral player either with a terminator (if available) or with their body as best as possible, and will generally announce their intention to do so. It is the responsibility of each player to specifically request such shielding, and to allow such time as is necessary for the Game Master to do so. Although it is an unfortunate situation, *players will receive no point adjustments for being tagged while talking to/working with a Game Master, no matter the circumstances.*

**4.6 Vesting Room and Late Start/End Packs**

All games will begin approximately 30-45 seconds after the last player enters the vesting room. A final 5 second count will take place just prior to game start. Players requiring additional time must announce their need to the Game Master immediately. Game Masters are instructed to begin the games as quickly as possible, and some delays may be deemed unnecessary. In order to avoid delays and problems, please button in to your selected pack *first* and then put the pack on and then proceed immediately towards your team’s assigned base. Any team repeatedly coming late to the vesting room, taking a unnecessary amount of time getting packs on/entering arena will be penalized at (only) the TC’s discretion.

Players with a pack starting late may exit the base as long as the game has started (other players pack lights on, and ability to fire). A player may wait for the pack to start or change if they believe there is a problem (*see section 4.7.? Base and Pack Anomalies).* If packs stay "active" a few seconds after the siren sounds to end the game, players should exploit this opportunity to its fullest potential. Generally speaking, no more than one or two shots can be fired during this time, and the challenge becomes finding another target to hit. This situation should be considered "bonus time" since any player being hit during this time must also be capable of firing back.

**4.7 Base and Pack Anomalies**

*4.7.1 Player Score Anomalies:*In the unlikely event that a game ends and a pack fails to show up on the scoreboard or print out a scorecard for any reason at all, after quick troubleshooting by site staff, the player will be awarded the average of their team’s score for that particular game. The abilities of the player, whether good or bad, have *no* bearing on this ruling. This ruling can not be appealed, since there is no viable alternative to this method in regard to overall fairness and the efficiency of the tournament as a whole. The involved pack will be removed from play for the duration of the tournament.

*4.7.2 Pack Problems/Switching and Point Adjustments:*Players believing their packs to be operating at less than optimal performance may choose to have their pack removed from play and obtain a new pack (as may be available) immediately at their request. Any player choosing this option will be capable of scoring no more than 2 bases during the game (with points being deducted for any base destroyed twice by that player, determined via scorecards at the end of the game).

A +500 point "compensatory" gift will be awarded for that player's down time and problems, but 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 or her right to lodge a complaint subsequent to the game*. Regardless of the situation or the circumstances, *no points* will be awarded for "suspected" performance problems. Players who repeatedly ask to switch packs to potentially ‘rack up’ the 500 point compensatory gift continually will be closely monitored by Game Masters and reviewed by the Tournament Committee.

Players will receive *no compensation* for any problems which only take under 60 seconds to fix, unless they, as previously mentioned, switch packs. Players also will receive *no compensation* for time spent locating a Game Master, as their locations will be generally predetermined and should be common knowledge to all players. Keep in mind that the abilities of this particular player, whether good, bad or indifferent *will not* be considered when providing point adjustments. The compensation will be standard. Captains *can not* appeal this decision.

*4.7.3 Base Anomalies:*In the unlikely event that a player is unable to score a base due to a suspected pack performance issue, that player should immediately attract the attention of a Game Master and notify them of the problem. The Game Master will bring the player into the base (if one is not already present), taking care not to disrupt the normal flow of the game, and have the player demonstrate the issue. Please note that a player demonstrating a base anomaly will be allowed to fire *ONE SHOT* into the target card to show their problem to the Game Master. A player will not be allowed to walk into an opponent’s base under Game Master protection and destroy the base.

In the event that this phenomena can be verified, the pack will be removed from play immediately, a new pack will be given to the player, and the player will receive the normal +500 point compensatory gift for switching, and will be sent back into play as normal; outside the base. Players will receive no refund of the 500 point loss for firing a shot into the target orb because naturally, since there was a verified problem, the shot never registered to begin with.

In the event that a player attracts a Game Master’s attention and no performance issues are apparent, that player will sent outside of the base and no point adjustments will be made, save for the refund of the 500 point loss for the ‘test shot’ fired at the base target. Players will not receive compensation for points lost on shots fired prior to a Game Master viewing the anomaly.

Any player expected to receive a point adjustment for a base anomaly will have their scorecard(s) checked for destroyed bases after the game ends and prior to requesting the Game Master's presence for point adjustment tallies. If the player had, indeed, already destroyed the base in question, no point adjustments of any kind will be awarded to that player.

*4.7.4 Scoring Anomalies:* All scoring issues, pack swaps etc will subject to tracking by the TC and/or Head GM. Any attempt of “cheating” the system will be addressed by the TC, Head GM and Tournament Committee.

**5. Competition Formats and Format Specific Rules**

*5.1 Team Competition Format*

**DESCRIPTION:** Team Competition format is the traditional U.S. Competition format. It is a 3 team game won by the team that scores the most points overall within the given time limit. Teams will be given rank points by way of placement through preliminary games. 1 rank point for first, 2 for second and 3 for third. In the event of a tie head to head (win vs loss against eachother) will be the first determining factor between the teams followed by total score (calculated by adding the total score from games played by each team against the tying team).

**GAME TIME:** Varies by tournament. Typical: 8-13 minutes

**TIME/BASE START:** 20 SECONDS

Players MUST start within their own base and remain inside until their pack is fully active at the start of the game. (*See ‘Game Start’ in section 4.6 above*)

**ARENA:** Varies by tournament. Typical:90-100% useable

**NUMBER OF PLAYERS**: Varies by tournament. Typical:5-7 player teams

**SYSTEM:** Helios

All teams must have the tournament minimum of players to participate in any given competition game. Players may not be rotated or replaced once teams have entered the vesting room. If a player is removed from the game for any reason, that player's pack will remain dormant until the end of the game. In special circumstances, teams may be permitted to play with less than the predetermined amount of players, but this must be approved by the Tournament Coordinator and the opposing teams in the given game. In an instance where this is approved, the opposing teams have the option, if they so choose, to play with an equal number of players instead of the required 6.

**ALTERNATES**: Varies by tournament. Typical: 1-2 additional players

Each team will be allowed a predetermined amount of alternates as previously approved by the TC and Tournament Committee. Alternates must be designated prior to the beginning of the tournament and may not be substituted for a different alternate at any time during the tournament. The administration of alternate playing order and frequency of play is under the sole discretion of the team captain, and should in no way concern any member of the tournament staff. The label of "alternate" simply represents a team's ability to hold one or two registered players in reserve during any given game.

**RATE OF FIRE:** 1 SHOT PER SECOND

**STUNS:** ENABLED

**DEACTIVATION/STUN TIMES:** 8 SECONDS/4 SECONDS

**SCORING MODE:** TEAM, COMPETITION

Point values in ‘Competition’ scoring are as follows:

*Hitting opposing player*:

CHEST +150

BACK +150

SHOULDER +50

LASER +50

*You Tag Teammate*:

CHEST -150

BACK -150

SHOULDER -50

LASER -50

*ANY player tags you*:

CHEST -40

BACK -40

SHOULDER -15

LASER -15

**FRIENDLY FIRE:** Enabled

Keep in mind, if a player fires upon and hits their own teammate, that player will lose the FULL point value of that particular sensor, while their teammate loses the normal 25% (team loses a net of 125%)

**BASES:** ENABLED, 3 ACTIVE, COLOR SPECIFIC

**BASE RETALIATION:** DISABLED

**SHOTS TO DESTROY BASE:** 3

**PLAYERS CAN DESTROY ENEMY BASES**: ONCE EACH

**BASE RESET TIME:** 5 SECONDS WITHOUT BEING TAGGED

**BASE RECOVERY TIME:** 20 SECONDS AFTER DESTRUCTION

**DESTROY OPPONENTS BASE:** +4501 POINTS

**FIRE SHOT INTO BASE TARGET:** -500 POINTS

Opponent’s bases are worth 4500 points. However, every shot that a player fires, which successfully registers on the target card/orb (signaled by a specific loud sound from the base), will remove -500 points from the players score. Thus, if a player successfully deactivates a base in 3 shots, that player’s total score for that particular base is +3000 points.

For example:

1) Red 03 fires two shots into the target orb of yellow base. They lose -1000 points (-500 for each shot).

2) Yellow 10 enters the base and deactivates Red 03. Red 03 evacuates the base (*per Base Evacuation Rules*). The Base resets due to not being tagged again. (Base plays an audio clip indicating it has reset.)

3) Red 03 successfully takes control of the yellow base again.

4) Red 03 fires three shots into the target orb of yellow base (losing -1500 points) and successfully deactivates the base (gaining +4500 points).

Overall, the base was then worth a net total of +2000 to Red 03’s score. +4500 points for destroying the base minus 5 shots total to destroy (or -2500) = +2000 points. Additionally, in the above scenario, Yellow 10 also gained +400 denial points (See “*Denials*” section below) and the usual point trade off for deactivating a player/being tagged occurred.

**DENIALS:** ENABLED, +200 POINTS PER SHOT THAT OPPONENT FIRED

Denial points are awarded to a player when they tag an opposing player who is attempting to deactivate their team’s base (and successfully prevent them from destroying the base). The player will be rewarded +200 points for every shot their opponent fired into the target card/orb and an audio announcement will play over the speakers indicating which team was denied.

For example:

1) Blue 01 fires two shots into Yellow Base, losing 1000 points (-500 per shot fired into the card).

2) Yellow 02 deactivates Blue 01 with a chest tag and receives the normal points for deactivating them (+200). Blue 01 loses the normal amount of points for being tagged on the chest (-50).

3) Yellow 02 receives +400 Denial points (+200 for each shot that Blue 02 fired).

**BASE EVACUATION RULES**

Players deactivated within a base must leave that base immediately. As a general rule of thumb, players will be given less than 5 seconds to get their entire body out of and clear of the base station interior. Boundary lines at base doors will be clearly marked on the floor.

Players are not permitted cross the plane of the door or enter any base unless their packs are active, meaning, their pack lights are on and they are able to fire, or are stunned. Stunned players may enter a base. Players who are stunned while already within a base however, may remain within until their stun effect elapses or they are deactivated. A player's pack must be active before entering a base and Once again, **no portion of any player's body or equipment may cross the plane of the doorway** to any base unless that player's pack is active. Failing to follow any of these rules to the letter will result in a Level 1 Termination.

Please also note that players **MUST** be inside the confines of a given base when they attempt to destroy it. Any players taking advantage of a base flaw which allows them to tag the target card/orb from outside the base will be considered ‘unsportsmanlike’ and will receive a Level 1 Termination.

**RELOADS:** ENABLED, 3 ACTIVE, NORMAL MODE

When a player is out of energy, their pack will indicate this to them by stating ‘*Energy Depleted*’. Their pack will no longer reactivate, the player will not be able to fire or be tagged, and they must reload using one of the 3 reload stations in the arena (marked clearly on the maps provided to team captains with their registration packet). A player may use any reload whenever they are out of, or low on energy. After walking through the reload, the player will hear the pack indicate that ‘*Energy Transfer Is Complete*’ and given shields which will last for a period of roughly 5 seconds. At that point their pack will reactivate.

Note that players may **NOT** play from within reloads or block the path of either the entrance or the exit. Any players breaking these rules will be issued a Level 1 Termination. Active players however, who are below their “Watermark” level (*see below*) may enter the reload and fill up their energy as normal.

**ENERGY LEVEL**: 15 HEALTH/ 50 AMMO

**WATERMARK:** AT 3 HEALTH (20%)

When a player reaches 3 health or less, their pack will warn them that they are low by stating verbally, ‘*Energy Low*’. Any time after this point, the player may walk through a reload and refill their energy back to xxx units. If a player attempts to walk through a reload before they have reached the watermark level, their pack will give a verbal warning of ‘*Reload Offline*’.

**ENERGY USED PER SHOT FIRED:** -1 AMMO

**ENERGY USED PER DEACTIVATION/STUN TAKEN:** -1 HEALTH

**SITE SPECIFIC RULES:** Philadelphia (Invites 11): Non-Playable areas of the arena outlined by TC prior to start of tournament

Standard prelim/ascensions format. Rank points until finals, then total score for finals. Ties decided on Head to head then total score.

**5.2 TEAM ELIMINATION GAME SETTINGS & RULES**

**DESCRIPTION:**

Team Elimination is a game where players aim to have the most points with ACTIVE players within the allotted time limit. Teams can either win by points, or by completely eliminating all other teams. Eliminated teams will be ranked on total points. Teams will be given rank points by way of placement through preliminary games. 1 rank point for first, 2 for second and 3 for third and 4 for fourth. Additionally any team that completely eliminates all other teams during a game will be given 0 rank points instead as a bonus. If multiple teams are eliminated in the same game the first team eliminated will take fourth place, next third etc (eliminated first will be determined by an assistant coordinator or site operator outside of the arena during the game).

**GAME SCRIPT:** Team Eliminator

**GAME DURATION:** Varies by tournament. Typical: 8-10 minutes

**GAME START:** 20 SECONDS

**RATE OF FIRE:** 1 SHOT PER SECOND

**STUNS:** ENABLED

**DEACTIVATION/STUN TIMES:** 8 SECONDS/4 SECONDS

**SCORING MODE:** TEAM, COMPETITION

Point values in ‘Competition’ scoring are as follows:

*Hitting opposing player*:

CHEST +150

BACK +150

SHOULDER +50

LASER +50

*You Tag Teammate*:

CHEST -150

BACK -150

SHOULDER -50

LASER -50

*ANY player tags you*:

CHEST -40

BACK -40

SHOULDER -15

LASER -15

**FRIENDLY FIRE:** Tournament Specific

Keep in mind, if a player fires upon and hits their own teammate, that player will lose the FULL point value of that particular sensor, while their teammate loses the normal 25% (team loses a net of 125%)

**ENERGY LEVEL**: N/A

**SPECIAL FORMAT RULES:** “Dead man talking”:Once a player is eliminated (reduced to zero lives) that player must evacuate the arena immediately. **NO PLAYER MAY COMMUNICATE IN ANY WAY TO HIS OWN TEAM ONCE THEY ARE ELIMINATED.** A player is defined as eliminated when the elimination sound clip emits from the pack.If a player is caught communicating after eliminated they will be assessed a level 1 termination, if this behavior is repeated by a player/team they chance being removed from the event (at the TC’s discretion).

**SITE SPECIFIC RULES:**

Philadelphia (Invites 11):Neutral start zone for beginning of game. Non-Playable Areas outlined by TC prior to start of tournament. No ramps or bases are allowed. No upstairs play is permitted.

Friendly fire is on

Rank points for entire event including finals (Invites 11)

**5.3 LORD OF THE RINGS GAME SETTINGS & RULES**

**DESCRIPTION**: Lord of the Rings (LOR) is a single man “ring” event played in a room outside of the arena on Helios packs. 3 players compete in a 5 minute match; least number of total deactivations taken is the winner. Ties are resolved by lowest total stuns taken, then shots to front, then back if needed.

**GAME TIME:** 5 MINUTES

**TIME/BASE START:** 20 SECONDS

**ARENA:** N/A, RING EVENT, 11’ DIAMETER FOR RING

Players must remain within the designated “ring” area. Any player stepping outside the “ring” will receive a ‘tick’.

**NUMBER OF PLAYERS**: 3/1 Per team

**ALTERNATES**: N/A

**GAME SCRIPT:** SOLO

**RATE OF FIRE:** 1 SHOT PER SECOND

**STUNS:** ENABLED, 3 STUNS TO DEACTIVATE

**DEACTIVATION/STUN TIMES:** 8 SECONDS/4 SECONDS

**SCORING MODE:** N/A

**FRIENDLY FIRE:** ON (You can hit your own teammate)

**ENERGY LEVEL**: UNLIMITED

**AMMO**: UNLIMITED

**TICKS/PENALTIES:** +3 DEACTIVATIONS PER TICK

Game Masters watching LOR matches will assign “ticks”, or penalties for rule infractions. At the very least, there will be 2 officials watching each match, keeping track of violations including, but not limited to, loss of control, covering, excessive leaning, etc. At the end of the match, the officials will compare tallies for each of the 3 players participating in the match. If any two officials have a matching tick for a player (not necessarily for the same violation), that player receives an additional 3 deactivations to their overall total for the match.

For example:

1) After the match ends, the Game Masters compare violations.

2) Referee #1 indicates that Player 1 had 3 ticks, Player 2 had 1 tick, and Player 3 had none.

3) Referee #2 indicates that Player 1 had 1 tick, Player 2 had 1 tick, and Player 3 had 1 tick.

Player 1 receives a +3 deactivation penalty, Player 2 receives a +3 deactivation penalty, and Player 3 receives no penalty

**5.4 BASE GAME SETTINGS & RULES**

**DESCRIPTION**: Modified version of Swede Format. Teams will play at a predetermined base for the duration of the game. Objective is to obtain the highest team score by attacking the base/shooting other players.

**GAME TIME:** 6 Minutes

**TIME/BASE START:** 20 SECONDS

**ARENA:** One Base and Surrounding area marked with lines for non-playable areas

Players must remain within the designated area. Any player stepping outside the predetermined “arena” will receive a ‘tick’.

**NUMBER OF PLAYERS**: 9/3 Per team

**GAME SCRIPT:** “Swede”

**RATE OF FIRE:** 1 SHOT PER SECOND

**STUNS:** ENABLED, 3 STUNS TO DEACTIVATE

**DEACTIVATION/STUN TIMES:** 8 SECONDS/4 SECONDS

**SCORING MODE:** N/A

**FRIENDLY FIRE:** ON (You can hit your own teammate)

**BASES:** Unlimited

**RETALIATION:** N/A

**SHOTS TO DESTROY BASE:** 3

**BASE RESET TIME:** 15 seconds

**BASE RECOVERY TIME:** 5 seconds

**DENIALS:** 500 for each shot taken into base up to 1,000 (2 shots)

**BASE EVACUATION:** Full Evac. Players may not enter while base is not active

**RELOADS:** Yes

**ENERGY LEVEL**: 10 lives

**AMMO**: 40 shots

**TICKS/PENALTIES:** Standard 2,000 points

**Special Rules:** Non-playable areas predetermined by TC

**Site Specific Rules:** Philadelphia (Invites 11): Standard prelim/ascensions format. Rank points until finals, then total score for finals. Ties decided on Head to head then total score.