



2009 Zone World Championships Rules & Format

May 30th – June 4th, 2009

This rule book and format descriptions are intended for game play on P&C
Micros Nexus Pro equipment in a three team per game environment.

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1. Tournament

1.1 Game Format

	Teams	Solos	Pairs	Eliminator
Scoring				
You Hit Foe Chest/Back	+150	+150	+150	+150
Hit You Chest/Back	-40	-40	-40	-40
You Hit Foe shoulder/laser	50	50	50	50
Hit You shoulder/laser	-15	-15	-15	-15
You Hit Friendly	-150	-	-150	-150
Base Hit	-500	Disabled	Disabled	Disabled
Base Destroy	+4501	Disabled	Disabled	Disabled
Denial	+250/base hit	Disabled	Disabled	Disabled
L2 "Red" Warning (possible escalating x2)	-1000	-1000	-1000	-1000
Game Settings				
Player Start Location	In own base	Anywhere	Anywhere	Anywhere
Start Delay	20 seconds	20 seconds	20 seconds	20 seconds
Game Time (inc Start)	12 minutes	12 minutes	12 minutes	12 -15 minutes
Bases Mode	Normal	Disabled	Disabled	Disabled
Shoot own-color base	No	-	-	-
Base Hits to Destroy	3	-	-	-
Base Reset Time	5 seconds	-	-	-
Base Recovery Time	30 seconds	-	-	-
Reloads Enabled	Yes	No	Yes	No
Reload Threshold	?	-	?	-
Out-of-power Pack	?			
Shots per second	1	2	1	1
Player Deactivate Time	8 seconds	8 seconds	8 seconds	8 seconds
Termination Deact Time	25 seconds	25 seconds	25 seconds	25 seconds
Sentinels/Mines/Aliens	Disabled	Disabled	Disabled	Disabled
Role-playing features	Disabled			
Stuns	Enabled - 4 Seconds			
Max Pack Power	10			
Power Loss for tag	1 tag			
Max Ammo	45			
Power Loss for firing	1	1	1	1
Arena Music	Yes	Yes	Yes	NO

1.2 Team Captains

Each team must designate a team captain 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 from the team captain. One or more areas will be designated for these discussions and all such conversations should take place exclusively in these areas.

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

A final captains' meeting will take place prior to the beginning of the tournament. However, seriously concerned team captains should have had all major 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.

Team captains need to 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.

Team captains must keep their team focused on the next game, and not the game previous. Complaining about past circumstances will not only undermine a team's ability to focus. It can result in bad attitudes, poor motivation and possible removal from the tournament.

1.3 Tournament Committee

Disputes and appeals during or after the tournament will be subject to review by the committee (though excluding Team Captains of the teams involved in said dispute). The committee will vote on a ruling; majority rules. In the case of ties, the Tournament Coordinator will have the final say. Decisions of the committee are final in this capacity. There are no appeals in these circumstances.

2.0 Officiating

2.1 Terminations/Penalties

There will be NO WARNINGS. Any violations of the rules as outlined in this booklet will result in a Termination.

Any player receiving a Termination will have 2,000 points deducted from their score. In extreme circumstances removal from the game or removal from the tournament can occur. IE: blatant disregard for authority and/or safety.

Disqualification from any tournament may, based on the Tournament Coordinator's discretion, result in disqualification from ALL tournaments. Players asked to leave the

premises may also lose any claim to honors won earlier in the tournament, including (but not limited to) any trophies already awarded.

2.1.1 Accidental Terminations

Should a player receive an accidental termination the referee will take his / her name and advise the tournament coordinator after the game.

That player will receive that point deduction back and an additional 300 points .

2.2 Termination/Penalty Procedure

All decisions and calls of the referees are not to be appealed in any respect during the course of play. If a player is terminated, they are entitled to an explanation and permitted to ask for one, however, the conversation ends there. Note that referees will be instructed to the following procedure when handing out terminations :

Address the player and block their pack from incoming fire immediately, as much as is possible, taking care not to influence the course of the game in the immediate area as well, and then ask the player their alias. Explain to the player in a straightforward manner exactly what they are issuing them a termination for.

Any player attempting to argue or sway calls will receive another termination or be removed from the game at the referees' discretion.

If a player feels that they were terminated unjustly or improperly, they must follow the procedure set out in section 2.3

If a player receives Termination while inside the confines of a base, they will be directed to leave the base immediately, if base evacuation rules are in effect. The player must leave the base entirely before re-entering.

2.3 Appeals

Appeals against any decision made by a referee should be done so only after the completion of that game.

As stated elsewhere in this booklet, certain objective rulings, such as shielding, entering a base deactivated, leaning, running, etc. are not reviewable. An appeal can only be lodged with the Tournament Coordinator by the Team Captain! Players are not permitted to argue with a referee, Tournament Coordinator, or any other Tournament Staff, however, players are allowed to calmly and logically present their case via their Team Captain directly to the Tournament Coordinator, who will then bring the issue before the Tournament Committee; excluding of course, the captains involved in the dispute. An appropriate amount of time will be allotted after each game for discussions of this nature.

Appeals should be directed solely for the purpose of future reference. It is highly unlikely that a particular decision in the course of a tournament will be overturned unless there is significant evidence of an incorrect or biased ruling.

By entering this tournament, all players have agreed to abide by the decisions of the referee, Site Staff, the Tournament Committee, and the Tournament Coordinator.

2.4 Referees

Players may not taunt, harass or otherwise attempt to influence a referee's performance in any way. This includes subtle "hints" announced to or about other players with the intent of being overheard by a referee. Referees should be considered necessary components of a competitive game and their performance should not be manipulated, abused or personalized in any way. Referees should be addressed only by the title "Referee" or "Ref".

2.4.1 Calling for a Referee

Players needing the assistance of a referee should move to a low traffic area (when possible), raise their laser high above their head and call out "Referee" in their loudest voice. If possible, a location should be given as well, such as "Yellow Base" or "Blue Reload".

2.4.2 Neutral Players

Any player talking to a referee during game play is considered "neutral" and may not fire or be fired upon. Players with a repeated behavior of tagging neutral players will receive a Termination for unsportsmanlike conduct, at the referee's discretion.

Players talking to a referee must have a valid reason to do so. Whenever possible, referees 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 referee to do so. Players will receive no point adjustments for being tagged while talking to/working with a referee, no matter the circumstances.

2.5 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 needs to proceed to the kit up room for a replacement pack.

The ref / tech in the kit up room will put the vest aside for downloading at the end of the game and swap the players vest over for a new one.

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).

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.

Players who work with a kit up room referee for an extended period of time (over 1 minute 30 seconds) on a particular pack problem will receive a 500 point bonus. Players will receive no compensation for any problems which only take under 1 minute 30 seconds to fix.

The compensation will be standard. Captains can not appeal this decision.

2.5.1 Base Anomalies

- a) Players must alert a referee of a game unit malfunction and play on until told otherwise.
- b) The competition coordinator will make the final decision to replay the game or take other appropriate action.

2.5.2 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 have no bearing on this ruling. This ruling can not be appealed.

The involved pack will be removed from play for the duration of the tournament.

3.0 GAME RULES

All standard rules of conduct and behavior at Megazone Tampere will apply during this tournament. The following are explanations and expansions of only some of these rules. If you have any questions concerning a rule that is not covered here, you must contact the Tournament Coordinator before the beginning of the tournament. Moves to change/add/remove any rule(s) will be put to a vote by the Tournament Committee. Some rules are not subject to change under any circumstances.

3.1 Unsportsmanlike Conduct

ALL REFEREE RULINGS ARE FINAL! This cannot be over emphasized.

Arguing with a referee is not permitted, under any circumstances. Any violation of any existing site/tournament rules, whether listed in this booklet, implied or otherwise, will result in a Termination. By entering this tournament, all players agree that they understand the rules as stated, as well as all general rules of conduct, posted or not. All players waive their right to be considered an "innocent" or "uninformed" participant upon entering the tournament.

3.2 Site Specific Rules

Each site has specific rules and tolerances. They will be strictly enforced during this tournament. Team Captains are expected to thoroughly understand the rules in this booklet and should contact the Tournament Coordinator or site prior to the beginning of the tournament with any questions or concerns. It is the Team Captain's responsibility to bring the attention of their team to any issue which may not be covered in this booklet.

3.3 Smack Talking

"Smack 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. 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 referees 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.

3.4 Proper Attire

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. Terminations may be given out at the sole discretion of the referee and are not subject to appeal. No form of head gear 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. All loose fitting sleeves must be rolled up before games and remain so during each game.

3.4.1 Electronics

No electronic communication devices will be allowed in the arena.

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.

3.5 Proper Language

No form of obscene, abusive or offensive language will be tolerated during this tournament. All rules of proper conduct enforced during regular business hours will be in effect during the tournament. Players needing a more concrete list of what words are considered obscene or offensive should contact the Tournament Coordinator prior to the start of the tournament. All offensive language (as judged by the referee hearing such language) will receive a Termination or more.

3.6 Physical Violence

ANY physical violence threatened or otherwise, will result in the removal of that player from the tournament. Any act of actual physical violence will result in police action. There are zero exceptions to this rule.

3.7 Tampering with Equipment

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 administrated by a Certified Tournament Referee on duty at that time only! Players determined to be tampering with equipment in any way may be disqualified from the tournament, this includes blocking the guide laser beam from your own laser.

3.7.1 Improper Pack Use

Players are expected to wear their equipment in the proper manner at all times. Side straps must be clipped and tightened against the body. Both front clips **MUST** be fastened at all times during play. The front and back centered on the body. If a player cannot find a pack with two front clips and functional side straps after entering the vesting room, they must notify a referee immediately. 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. 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 Termination.

3.8 Alliances/Collusion

Players are not permitted to form alliances with an opposing team or players for any reason whatsoever, in any capacity, either spoken or unspoken. The forming of any alliance or collusion may result in the involved teams/player's complete disqualification from the tournament. This rule could apply to many circumstances and is not limited to bases.

3.9 Stalking

Rules concerning "stalking" shall be disregarded for the duration of the tournament. "Stalking", as a rule, is intended to protect the innocent new player from overly aggressive opponents. Any player registering in this tournament shall immediately lose their claim to be an "innocent new player".

4.0 General Arena Movements

4.1.1 Running

Players are not permitted to run under any circumstances. Running will be defined by the referee 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.

4.1.2 Free Movement/Positioning/'Pass' Rule

No player or group of players is allowed to intentionally restrict or block the movement of another player or team during game play. IE: Players will not be permitted to "cork" opponents within the striking range of opponent's fire by walking too slowly and/or hemming in opposing players. Players may not "cork" opposing players attempting to evacuate a base. 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. Players requesting a position should use the phrase "Pass, Please." at all times. 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. The active player always has the right of way, if a deactivated player occupies a position the active player would like to be located in; the deactivated player must move only if requested.

4.1.4 Arena Obstacles

Players may not climb or jump over any railings or fixtures that may exist in the playing area or move any features in the playing area.

Players are allowed to fire through existing holes or gaps in walls and partitions. Players are not permitted to poke their lasers through existing holes or gaps. Players are not permitted use their bodies to create new holes or gaps.

4.2 Balance, Posture, Control, and Contact

Players must maintain balance and control during all game play. Players failing to maintain control may be terminated. Some allowance for "no fault" slippage may be made at the referee's discretion.

4.2.1 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 Termination. Tournament players are expected to play with "safety first" of the equipment and other players always in mind.

4.2.2 Violent Movement

Players may move their bodies in various forms of defensive maneuvers, provided this movement is controlled. Leaning or bending more than 90 degrees (from vertical) may result in a Termination. No form of dangerous movement or play will be permitted. Questions concerning certain risky maneuvers should be discussed prior to the beginning of the tournament.

4.2.3 Jumping and the “1 Foot Rule”

One foot should be on the ground at all times. Jumping will not be permitted. Players "popping" their leg up before or after firing risk termination, especially if by doing so, they violate another player's personal space.

4.2.4 Blind Firing

For safety reasons, players should look around any corner before firing. Players should not jab their lasers around corners or through existing holes, gaps or railings. Circumstances do allow for players to fire around corners where a known target, previously identified may exist, but "fishing" or blind firing at random will not be permitted. As a guideline, players must maintain control of their equipment at all times, which includes the ability to see your equipment. A laser swung around a corner, out of that player's sight (including even a small portion of the laser vanishing from sight) will be considered "out of control" and will result in a termination. An active player may fire inside the boundaries of a base while outside as long as they can see the entirety of their own equipment and they are active, but they run the risk of being terminated if their pack is deactivated and they are breaking the plane of the door with their arms and laser (assuming base evacuation rules are in effect).

In the event that a player is exceptionally tall, that player may exploit their advantage by firing over a low wall. However, under no circumstances will a player be allowed to jump or blind fire to take the shot.

4.2.5 Firing Over Ledges and Railings

Players are permitted to fire over ledges . Players will be allowed to reach over railings, however, as a rule of thumb; no more than one shoulder blade should be extended over the edge.

4.2.6 Stand-Offs

Stand-offs between active and deactivated players are considered normal parts of the game. However, a safe distance must exist between the two players. This distance should include - but not be limited to - the distance from a player's laser to an opposing player's pack. Laser jabbing directly at an opponent's body is only one example of a safe distance violation. As a general rule, a minimum distance of one foot between player's bodies should exist in all but a few heavy traffic situations.

4.2.7 Crouching / Kneeling

Crouching and squatting will be permitted. Sitting, lying down and/or kneeling will NOT be permitted. Certain postures may be considered "covering" by referees. In the event that a player crouching or squatting places their hand on the ground for support to prevent themselves from falling, that player will receive a termination.

4.2.8 Leaning/90 Degree Rule

Leaning or bending at an angle of 90 degrees or more from vertical, with respect to the surface of the Earth, will not be permitted in most circumstances. This will be at the referees discretion and players are advised to stay above 45 degrees or risk termination.

4.3 Covering and Blocking

4.3.1 General

Players are not permitted to use any part of their body, clothing or equipment to intentionally block another player's shot.

4.3.2 Covering Sensors/Shielding

Covering could include any obvious and intentional shielding maneuvers and/or physical contact between a player's arms or clothing and their pack. Covering will be judged by the individual referee viewing the situation and will not be an issue of discussion during or after a game. 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 generally only applies in situations where two players are aware of each other and one player intentionally uses any part of their body or clothing to shield sensors from fire. Players can not be terminated, for example, because of incidental covering resulting from the attacking player firing at them from an odd angle and 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.

4.3.3 Face, Hand, and Laser Blocking

Players will not be permitted to "face block" shots by way of intentionally and obviously intercepting laser fire with their face, nor will blocking shots with a players hands be permitted. Furthermore, any obvious and intentional maneuvering of a player's laser in front of chest or back sensors with the sole purpose of intercepting a shot, even for the purposes of a stun will not be permitted.

4.3.4 Laser Hand Holds

Players must use two hands when firing their lasers. No "one-handed laser firing techniques" will be permitted. No intention covering of the laser sensors.

4.4 In The Vesting Room

Once players enter the vesting room area, they should log onto their packs first, put the pack on, and proceed directly to their team's assigned base for that game and wait there for the game to begin. Any player who notices an issue with their pack (missing clips, straps, cannot button in, etc) should immediately notify a referee in the vesting room of their problem. Once all teams are within their bases, a referee will call out to each team asking if they are ready and the game will be started with a 10 second time start.

4.5 Game Start/Base Start

Games will start on schedule, with or without players present. Responsibility lies with the players to know when they are scheduled to play.

In the case where a team is forced to play a game a person down for whatever reason, once a game starts no new players may enter the arena; except in the case of an injury that forces a player to be removed from the game. In such an instance both packs will be counted however only 2 bases between the two packs will be counted and they must not be the same base.

All teams must start the game from within their own base; Players failing to do so will receive a Termination. A signal will sound and all packs will become active at approximately the same time. Only after their pack has been fully activated (i.e. – able to fire) may players leave the confines of their base (i.e. Cross the plane of the door). Teams will be assigned bases prior to the start of the tournament, and may not trade with another team.

4.6 Game End

Players must exit the arena immediately in an orderly fashion when their pack has signaled that the game has ended. No players will be permitted to remain in the arena for any extended period of time after a game has ended.

5.0 2009 Zone World Championships

5-Man Team Competition Event Format & Rules

DESCRIPTION: Team Competition format is the World Competition format. It is a 3 team game won by the team that scores the most points overall within the given time limit.

Players MUST start within their own base and remain inside until their pack is fully active at the start of the game.

NUMBER OF PLAYERS: 5

All teams must have a minimum of 5 players to participate in any given game. If a player is removed from the game for any reason, that player's pack will remain dormant in the vesting room until the end of the game. In emergency circumstances, teams may be permitted to play with less than 5

players, the opposing teams have the option, if they so choose, to play with an equal number of players instead of the required 5.

ALTERNATES: 1

Each team will be allowed up to 1 alternate. 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 registered player in reserve during any given game.

Bases:

Opponent's bases are worth 4501 points. However, every shot that a player fires, which successfully registers on the base (signaled by a specific loud sound from the base), will remove -500 points from the player's score. Thus, if a player successfully deactivates a base in 3 shots, that player's total score for that particular base is +3001 points.

For example:

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

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 saying 'ha ha ha Denied' indicating it has reset.)

Red 03 successfully takes control of the yellow base again.

Red 03 fires three shots into the target card of yellow base (losing -1500 points) and successfully deactivates the base (gaining +4501 points).

Overall, the base was then worth a net total of +2001 to Red 03's score. The +4501 points for destroying the base minus 5 shots total to destroy (or -2500) = +2001 points. Additionally, in the above scenario, Yellow 10 also gained +500 denial points (See "Denials" section below) and the usual point trade off for deactivating a player/being tagged occurred.

DENIALS: ENABLED, +250 POINTS PER SHOT THAT OPPONENT FIRED

Denial points are awarded to a player when they deactivate an opposing player who is attempting to destroy a team's base (and successfully prevent them from destroying the base). The player will be rewarded +250 points for every shot their opponent fired into the target card and an audio announcement will play over the speakers indicating which team was denied.

For example:

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

Yellow 02 deactivates Blue 01 with a chest tag and receives the normal points for deactivating them (+150). Blue 01 loses the normal amount of points for being tagged on the chest (-50).

Yellow 02 receives +500 Denial points (+250 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 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 and enter any base unless their packs are active in some way, meaning, they are not completely deactivated. Stunned players may still enter a base. Players who are stunned while already within a base may remain within until their stun effect elapses or they are deactivated. A player's pack must be active before attempting to enter a base and no "mid-leap activation entry" maneuvers will be permitted. 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 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 from outside the base will be considered 'unsportsmanlike' and will receive a Termination.

RELOADS:

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 (meaning, crossing the plane of the reload entrance while actively engaged with another player) or block the path of either the entrance or the exit. Any players breaking these rules will be issued a 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: 10 DEACTIVATIONS

AMMUNITION: 45 SHOTS

WATERMARK: AT 3 DEACTIVATIONS (30%), 5 SHOTS (11%)

When a player reaches 3 deactivations remaining or less, or 5 shots remaining 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'.

6.0 Referee Rules

In certain instances Referee's will be on other teams as well, these are the rules that apply to the referee.

Referees must have a thorough understanding of the Competition rules. Referees will be expected to pass a proficiency test of their rules knowledge and ref skills.

Referees should display a high level of professionalism at all times.

Referees must be unbiased. Any indication of favoritism towards particular players or teams will result in immediate suspension of Referee status, and pending assessment by Competition Coordinators, may result in permanent removal of this title for the duration of the Competition and removal from the Competition.

Referees should not address players during a game, except to warn of a rule violation. Casual conversation with players is not permitted.

Referees should make all attempts to remain unobtrusive when in the arena. Players may ask Referees to move - the decision to move lies solely with the Referee.

Referees should not argue with players during a game. All disputes are to be settled after the game, and only through the Team Captains in the designated area.

Referees should report incidents of unsporting conduct to the Competition Coordinator.

Management reserves the right to revoke Referee status and remove Referees from the Competition. Assessment of referee conduct will be conducted as necessary.