

# Laserzone

*"Serious fun with a laser gun!"*

## Competition Rules and Code of Conduct



The Inter-Centre Challenge is run professionally, with a standard set of rules, and marshalled by people who know what they're doing.

Here is a brief summary of the major rules. For more detail, you should refer to the detailed descriptions on the following pages, or speak to a member of the Governing Body.

You must:

- À Have two hands on the gun at ALL times.
- ` Give way to other players.
- ´ Do EXACTLY what a marshal tells you.
- ^ Raise your gun above your head when told to do so by a marshal.

You must:

- ° NOT intimidate the opposition in any way.
- , NOT climb on, or use parts of the maze for propulsion.
- ì NOT jump or move, dangerously.
- “ NOT pull the vest sensors forward and/or down.
- ¸ NOT shoot a player who is talking to a marshal.
- ˘ NOT use physical contact against other players.

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## Competition Rules and Code of Conduct

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Last revision: 12th December 1995

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This document formalises the rules of Laserzone competition.

In the past, tournaments have been hounded by violence, provocation and protests regarding other players, equipment and marshals' decisions.

Using the February 1994 Manly Laser League competition rules as a base, this document attempts to address problems which have arisen in competitions held since the original George St. Laserzone store opened on the 30th of October 1992, based upon information received from both staff and regulars who have been involved with Laserzone competitions since that time.

Although this document may seem quite complex to begin with, it should be emphasised that most of the situations covered have either been addressed via a "gentleman's agreement" already, or are simply overstatements of what most players assume are already a part of the rules.

These rules are reviewed by the Governing Body prior to, and after completion of, each Laserzone competition, to address any areas overlooked by the original document.

### NOTES

Text in *italics* indicates specific intentional wordings of rules which may clarify areas seemingly not covered elsewhere in the rules, or to highlight words which have specific meanings as listed in the Definitions section of this document.

### DEFINITIONS

The following definitions will be used throughout this document.

#### Blocking

Placing parts of the body or pack between, but not touching, your sensors and an opponent, while the sensor or sensors are able to be seen or hit from some other angle. This is legal. As opposed to covering.

#### Competition

Encompasses all the games played in a competition on all days on which the competition occurs.

#### Competition points

The number of points scored by a team on the league table.

#### Covering

The placing of something over a pack sensor to conceal it, so it cannot be hit from any angle. As opposed to blocking.

#### Crossover

On some versions of the Laserzone operating software, it is possible to have scores altered by data errors if more than one player downloads in the energiser at the same time. It is therefore important to download one at a time after the game is complete, and in your own colour energiser.

#### Double download

In SU02 (software update #2), and in low battery conditions SU03, each time an energiser download fails during the game, the energiser strobe will flash, but the gun will not re-energise. However, the energiser will keep downloading your lost lives (at least 18 team points) for every flash.

#### Download

Walking through the energiser at the end of the game, or when you run out of lives, or with some versions of the Laserzone operating software, walking through at any time, will download your score into the computer.

#### Fun

Why we are all here.

#### Game marshal

One of the marshals marshalling the current game, and the Sin Bin marshal if one is used. While inside the maze, the game marshals are to be considered as part of the maze.

#### Governing Body

The group of people in charge of the overall running of competitions, modifications to the rule book, scheduling competitions, liaison with store managers, and have overall say in the interpretation of the rules and how a competition is run.

### Gun

The gun section of the pack, not including the gun strap.

### Gun strap

The strap attached to the gun, which is placed over the player's head, or around the wrist.

### Judiciary

The body of players, selected by the Governing Body, designated to mediate game complaints, marshal rulings and rule interpretations.

### Laserzone centre

A store where paying customers may play the game of Laserzone. They may be either company or franchise stores.

### Marshal

An official who watches a game in progress, has the authority to enforce the competition rules and codes of conduct, and is in charge of all aspects of the game, including faulty packs, and downloading at the end of the game.

### Maze

The area in which a game is played, which includes the fixed obstacles, and the game marshals.

### Mercenary

A person who is not part of a team entered into the subject competition, who may play for another team who is temporarily short of five players.

### Next team game

The next game which a team will play in this competition.

### Official draw

The draw of which teams play and when their games are scheduled. All game results (ie. scores, wins, forfeits etc.) and game marshals used are to be logged on the official draw. Optionally, any preliminary game information such as choice of music etc. may also be logged to help the competition run as smoothly as possible.

### Officially arrive

A player has officially arrived at the competition venue when seen at the competition venue by a member of the Governing Body.

### Officially leave

To officially leave the competition venue, a player must inform a member of the Governing Body.

### Opponent

Any player on the opposing team.

### Pack

The vest, gun and gun strap as a single piece of equipment.

### Plugged

A pack is plugged when either an official Laserzone charge plug or similar connector or implement is inserted into the charge/reset connector on the gun, and then removed, causing the pack to return to its power up state.

### Repechage

A series of games used to give teams which were close to making the semi-finals, one more chance.

### Replacement pack

A pack which may be swapped for a faulty pack during a game. The replacement pack may be any pack of the same team colour, currently in the vesting room.

### Sin Bin

While a game is in progress, the vesting room doubles as a Sin Bin, where players must stay while exercising their penalty time.

### Sin Bin marshal

An additional game marshal who controls the players currently in the Sin Bin, and how long they should stay.

### Sitting

A player is considered to be sitting if their buttocks are physically supporting a part of their body weight above an object in a vertical direction.

### Staff marshal

A person employed by a Laserzone centre for the purpose of marshalling games played by customers.

### Store representative

The official, who is an employee of the host Laserzone centre, who is in charge of any matters relating to the running of the store, and liaison with the competition Governing Body.

### Tactical help

Help in any form whatsoever which affects the result of a game, or the way a player, players or team plays.

### Team

A team of players consisting of five playing members and two reserves.

### Team points

The points scored against another team in a competition game.

### Vest

The part of the pack which attaches to the player's body.

### Vesting hook

The part of the vesting room on which the vest hangs while charging.

### Vesting rack

The part of the vesting room on which the gun rests while charging.

### Vesting room

The room in which the packs are normally charged, and in which customer game briefings occur. The vesting room is outside the maze.

## 1. TEAMS

1.1 Each team will consist of five players and up to two reserves, herein referred to as players.

1.2 Each team must have five of their players enter the maze at the beginning of each game.

1.3 Different combinations of five players may play in successive games, as long as they are a part of the originally registered members, or are mercenaries.

1.4 Other players may not join a game while it is in progress.

1.5 If a team cannot field at least five players, they may either use a mercenary who is not playing for another team during this competition as either a team member or mercenary, or the team may elect to play with four players.

1.6 Once additional members arrive at the venue, any mercenaries must be dropped from the team.

1.7 Once a player has officially arrived at the venue, he must be available for all scheduled team games. Temporary journeys away from the venue (eg. lunch) are not valid reasons for missing a scheduled game.

1.8 If a player officially leaves the venue for prior engagements or due to necessity, mercenaries may once again fill their place in the team.

1.9 If a player is disqualified for the rest of the competition, their team may elect to field five players, less the number of disqualified players on their team, for subsequent games *if they are unable* to field five players. Then any references to five players in this document are temporarily amended to account for the new number of players for that team.

1.10 If a team decides to play with four players, then all references to player numbers in this document are temporarily amended to account for the new number of players per team.

1.11 If a team voluntarily or involuntarily leaves the competition before all of their games are complete, or refuses to play a game where they are physically and as described by these rules, legally able, then the team shall be considered disqualified from the competition.

## 2. MARSHALS

2.1 Each game shall have at least four game marshals, located at strategic positions throughout the maze (eg. energisers).

2.2 Game marshals will be chosen before the competition starts, and entered into the official draw.

2.3 If game marshals are unable to marshal a particular game, the Governing Body shall nominate a replacement.

2.4 During a game, a game marshal's decision is final.

2.5 *rule removed*

2.6 Game marshals should remain near the action, yet against the outside walls of the maze, thus having minimal effect upon the game.

2.7 Game marshals should attend to opposing ends of the maze, or areas as dictated by events in the game. Careful attention should be paid to the energisers, in regard to multiple downloads.

2.8 While the game is in progress, game marshals are considered a part of the maze. Players may ask a marshal to move from their current position, to which the marshal should comply.

2.9 Game marshals shall not intentionally prevent any player or players from abiding by the rules in this document.

2.10 Game marshals shall not intentionally give tactical help to any player or players.

2.11 When giving a verbal warning, the marshal shall use the words "formal warning" and the name of the offence.

2.12 Game marshals shall not leave the maze or Sin Bin while the game is in progress, except as specified in section 4.8.

2.13 Game marshals shall not talk or indicate to players except to fulfil their duties as a game marshal.

2.14 At the end of each game, game marshals shall check each pack as it is brought into the vesting room. If the gun indicates that the pack has been downloaded, it shall be plugged.<sup>1</sup> If the pack has not been downloaded, then a game marshal shall attempt to download it. If the game marshal considers that the pack will not download, then it shall be plugged.

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<sup>1</sup> Causing a hardware reset to prevent any score residue from affecting the following game.

## 3. SETUP OPTIONS

3.1 Each game shall use the following setup options:

- Custom game
- 6 lives
- 20 shots per life
- Vampire
- SuperCharge
- NO Reflex
- NO Defence trigger
- NO H.Q defence
- NO Bombs

3.2 Each round and finals game shall last for 15 minutes.

3.2 Each repechage game shall last for 10 minutes.

3.3 Team points will be calculated by the computer, based upon the game options selected. Its decision will be final.

## 4. RULES OF PLAY AND CODE OF CONDUCT

4.1 Team pack colours shall be decided once the two teams are assembled in the vesting room. For round, repechage and finals games, the decision shall be by coin toss. For semi-finals, it shall be decided by the highest placed team.

4.2 Once pack colours have been selected, five players from each team must each do the following:

- a. Choose a pack.
- b. Register their gun number on the game sign on sheet.
- c. Wait for permission from a game marshal to enter the maze.
- d. Proceed immediately to their energiser.

4.3 Each team will start the game outside their own energiser.

4.4 Players may only wear one short or long sleeve shirt or t-shirt, the definition of which is set by consensus of the game marshals for that game.

4.5 Each team shall not energise to begin the game until instructed to do so over the PA by either announcement or the start of music, as set by the Governing Body for that competition.

4.6 During the game, each player:

- a. Will keep both hands on the gun at all times.

- b. Will have the gun strap over their head or around their wrist.
  - c. Will have the vest straps done up *tight* at all times, except where the vest does not have buttons/studs to connect the straps.
  - d. Shall not place the majority of the gun behind their head.
  - e. Shall not wilfully cover any player's pack sensors with their body, clothing, the pack, or parts thereof.
  - f. Shall secure any loose clothing (which shall include hair) which may intentionally or unintentionally cover *or block* sensors.
  - g. Shall not interfere with or adjust any pack or any part thereof, except for the adjustment of vest straps in the manner for which they were designed to be adjusted, or as described in section 6.8.
  - h. Shall not interfere with any player or pack while returning to the energiser.
  - i. Will not speak to or at an *opponent* in an offensive, provocative, or demeaning manner.
  - j. Shall not leave the maze at any time unless *instructed* to do so by a marshal, except in the case of injury as discussed in section 4.8.
  - k. Shall not enter the opposition's energiser.
  - l. Shall not enter their own energiser unless energising, after which they will immediately exit.
  - m. Shall not climb over, under or through walls or obstacles.
  - n. Shall not *sit* on the floor or obstacles.
  - o. Shall not use any wall or obstacle for propulsion.
  - p. Shall not run or move in a manner considered by the game marshals to be dangerous to persons in the maze, or likely to cause damage to equipment, or the maze itself.
  - q. Shall not argue with or talk back to a game marshal.
  - r. Shall not receive *tactical* help in any form from any person outside the maze, or from any game marshal(s).
  - s. Shall not use their body, pack, or part(s) thereof to interfere with another player's body, pack, or part(s) thereof.
  - t. Shall not use any form of physical contact against another player.
  - u. Shall not wilfully block the movement of any player, gun or gun strap to another position within the maze.
  - v. Shall not shoot at, speak to or touch any person or object outside the maze.
  - w. When having no lives left, shall immediately return to their energiser without intentionally obscuring any player, player's sensors, or either of the headquarters from any other player's view, and will immediately re-energise.
  - x. Shall not shoot at players who are deemed to be temporarily excluded from the game. (see 5.3, 5.9 and 5.10)
  - y. Shall not partake in any form of game play while temporarily excluded from the game. (see 5.9 and 5.10)
- 4.7 If the marshal considers an injured player to be a risk to their or other players' health (eg. profuse bleeding), then the player must leave the maze, and may not return until they are no longer a risk.
- 4.8 Injured players, and any persons attending to them, may leave the maze together at any time for medical reasons, after *notifying* a game marshal.
- 4.9 An injured player, or a player attending to them, may rejoin the game at any time after *obtaining permission* from a game marshal. They shall return to the game in the manner described in section 4.12.
- 4.10 *rule removed*
- 4.11 In the case of severe injuries, at the discretion of a game marshal, the game may be stopped and rescheduled.
- 4.12 If a player re-enters the maze for any reason, it shall be as follows:
- a. The player shall wait *inside the vesting room* at the door connecting it with the maze.
  - b. A game marshal shall indicate when the player's entry will have a negligible effect upon the game.
  - c. Upon receiving the game marshal's signal, the player will *immediately* step into the maze and shall be moved to the player's energiser.

4.13 If an injury rescheduled game is unable to be played again, due to organisational commitments (eg. not enough time), the game shall be deemed to have been played, and the score at the time the game was stopped shall be considered the final score.

4.14 If a gun flashes the energiser without being downloaded, a player may have the gun plugged if a game marshal saw the flash.

4.15 Once the game is over, or has been stopped for any reason, each player will download their gun or guns by walking through their own energiser *one at a time*.

4.16 Crossovers during download are at your own risk.

4.17 If a marshal considers that a gun is unable to be downloaded, as indicated by the computer, it shall be plugged and considered as downloaded.

4.18 The final game score is the score registered on the computer once all the guns which were used in the game have been either downloaded or plugged by a game marshal, and a one minute grace period has expired once the last player has left the maze.<sup>2</sup>

4.19 Once the score is logged on the official draw, and the scores printed, all working packs will be returned to the vesting hooks, and plugged if necessary.

4.20 In the case of equipment failure which causes a game to be stopped, the game shall recommence after the fault has been fixed, from the last known time and score as determined by the computer, or if not available, the Governing Body.

## 5. PENALTIES

5.1 While a game is in progress, the vesting room shall double as a “Sin Bin”, and will be used to exercise penalty times accrued by players who break the rules listed in this document.

5.2 The time spent in the Sin Bin shall be decided by the game marshal attending to the incident, based upon, but not necessarily following, the hierarchy listed below. The game marshal shall decide upon which penalty is implemented, based on the seriousness of the offence. If a verbal warning is given, it shall be given only once per player per offence per game, before penalty time is implemented. The two games of the finals are to be considered as one game, and in this case, verbal warnings shall carry over.

- a. Verbal warning. Depending on the severity of the offence, a time penalty may be more appropriate, even if it is the first offence.

- b. 1 through 10 minute penalty.
- c. Disqualification from the game.
- d. Suspension for one or more games. This is a Judiciary decision, and requires the Governing Body’s agreement.
- e. Disqualification from the competition. This is a Judiciary decision, and requires the Governing Body’s agreement.

5.3 While in the Sin Bin, all game rules, except those in section 4.6 which relate specifically to “game play” within the maze, still apply, and the player may accrue additional penalty time whilst Sin Binned if any additional rules are broken. *Players in the Sin Bin shall be deemed to be temporarily excluded from the game.*

5.4 Additionally, while Sin Binned, each player:

- a. Shall not leave the Sin Bin until instructed to do so by a game marshal
- b. Shall not change packs.
- c. Shall not talk to or indicate to any other person not currently in the vesting room.
- d. Shall not argue with or talk back to a game marshal.
- e. Shall not fire their gun, or partake in any form of “game play”.
- f. Shall not interfere with the physical construction of any pack or any part thereof, except for the adjustment of vest straps in the manner for which they were designed to be adjusted, or as described in section 6.8.
- g. Shall not receive *tactical* help in any form from any person.
- h. Will have their penalty time “carried over” into the next team game, if the game ends while in the Sin Bin. The player must be one of the players in the team’s next game.

5.5 Players with “carried over” penalty time will start the next team game in the Sin Bin.

5.6 If a “carried over” player is unable to start a game due to injury or officially leaving the venue, a substitute player may be used from the remaining players in the team, to act as the “carried over” player. This may include any player as defined in section 1.

5.7 When a marshal informs the player that their penalty time has elapsed, they shall re-enter the maze in the manner described in section 4.12.

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<sup>2</sup> To clear the energiser serial port bottleneck.

5.8 If a player accrues four verbal warnings during either the rounds, a repechage, or combined semi-finals and finals, then the following shall occur:

- a. The offending player shall spend penalty time in the Sin Bin, as if the player had been given a second offence in the same game.
- b. After the penalty time has been served, the player's accrual count shall be reset to zero.

5.9 When a game marshal is giving an official verbal warning, or is removing or returning a player to the game, the player is considered to be temporarily excluded from the game, and shall not be shot by other players, else they may incur penalties.

5.10 When a game marshal decides to move a player, for whatever reason, the player shall hold their gun above their head, and walk with the marshal until the marshal indicates that the gun may be lowered. When in this state, the penalised player shall not be shot by other players, else they may incur penalties.

## 6. PLAYER EQUIPMENT

6.1 If a pack or part thereof develops a fault during the game, the player may exchange it for another, if available, after informing a game marshal.

6.2 If a replacement pack is used, the original faulty pack should be placed on the vesting racks, but not on the hooks, to indicate that it is a replaced pack.

6.3 All replacement and replaced packs, except multiple download packs, must be downloaded at the end of the game by a game marshal. They must not be plugged unless a game marshal deems them unable to be downloaded.

6.4 If a game marshal considers that the pack has a multiple download, the pack may, with the marshal's agreement, be replaced, if a replacement is available, *and plugged at the end of the game*.

6.5 If no replacement packs are available for a faulty pack, the player may either stay in the vesting room until the game is over, or continue playing with the faulty pack.

6.6 To prevent confusion, faulty equipment should be either stowed below the vesting racks, connected to the chargers at one end of the room, or completely removed from the vesting room.

6.7 Unused packs should be hanging on the vesting hooks.

6.8 Vests with faulty vest straps or without connecting buttons, may be taped up or connected in any manner so long as the modification does not

affect the performance of the pack, the player, or other players in the game.

6.9 If a pack is unable to be downloaded at the end of a game, it shall be plugged by a game marshal.

## 7. MUSIC

7.1 If both teams cannot agree upon the music to be used for their game, the Laserzone soundtrack will be used. If no Laserzone soundtrack is available, the store default, as set by the store representative, shall be used.

7.2 The music does not necessarily indicate that the game has started or finished (see 4.5). It should however coincide with these two events.

## 8. SCORING

8.1 The competition draw shall be set by the Governing Body, based upon team rankings from previous competitions.

8.2 The draw will be finalised twenty minutes before the first game of the competition is to be played, and will consist of only those teams who have paid the appropriate registration fees, subject to exceptions at the store representative's discretion.

8.3 The game winner is the team with the highest number of team points at the end of the game.

8.4 Competition points will be awarded as follows:

- Three points for a win.
- One point for a draw.
- One extra point for every two hundred team points scored *ahead* of the opposition.

8.5 If a team is unable to play a scheduled game for a reason considered by the Governing Body to be beyond their control, the game may, at the Governing Body's discretion, either be forfeited to the opposing team as a 1-nil victory, or the game rescheduled for later in the competition.

8.6 Teams shall have a 5 minute grace period extending from the time their game is scheduled to start, before rule 8.5 applies.

8.7 *rule removed*

8.8 In rounds which require a count back, the number of wins shall be used, followed by the difference between game points for and against.

8.9 A repechage series shall be decided by number of wins, with a count back on difference between for and against.



8.10 Semi-finals and finals shall be decided by the cumulative game scores from two games, one on each colour.

8.11 If the scores are tied at the end of the semi-finals or finals, then a coin will be tossed for team colour, and one additional game will be played as a decider.

## 9. MISCELLANEOUS

9.1 Only the players and the game marshals for that game, and members of the Governing Body, shall be allowed into the maze during a game.

9.2 If for any reason the competition is unable to be completed (eg. faulty headquarters, running out of time), the Governing Body shall announce a winner, based upon the average number of competition points scored so far.

9.3 A team captain may make a formal protest to the Judiciary *after* the game in question has been played. The Judiciary may then impose penalties based upon the rules. Any rule or game score changes however, must be cleared through the Governing Body. Judiciary and Governing Body decisions are final.

9.4 If a member of the Judiciary or Governing Body is involved in a dispute, that person is excluded from any Judiciary or Governing Body decisions respectively, relating to the dispute.

9.5 If for any reason a situation arises which is not covered by this document, or where the description thereof is so vague as to cause dispute, the Judiciary (after being cleared by the Governing Body), or Governing Body's decision will be final, and shall be carried until the completion of the competition.

9.6 Any and all of the rules in this document may be over ruled by the Governing Body, at any time, in the spirit of the rules.

END OF RULES

## CREDITS AND CORRESPONDENCE

Thank you to the following people for their input:

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The following World Wide Web site may be used for up to date information regarding competitions and Laserzone in general.

[http://www.ozemail.com.au/~ka  
shum/lzone.html](http://www.ozemail.com.au/~ka<br/>shum/lzone.html)

The following Internet email addresses may be used for any additional information, queries or feedback, which is not supported by the Web site.

RICHARD.B@genie.com

AUST0391@applelink.apple.com

Finally, the following fax number may be used for competition registration, or requests for information. (02) 638 4512

Please note that the Web site, email addresses and fax number are personal accounts, and are not associated with Laserzone management.

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LASERZONE  
inter-centre challenge