Laserzone Official Rule Book Changes

"I abstain!"
26 October 1995 (Rev. 14)

- Changed competition points from "1 extra point for every one hundred above" to "1 extra point for every two hundred above".
- Added "at the competition venue" to the definition for Officially arrive.
- Changed "store" to "centre" in definition for Store representative.
- Added ",herein referred to as players." to 1.1.
  - Removed "except in the case of injury replacements..." ready for removal of injury replacements.
- Added "the team may" to the end of 1.5.
  - Removed "if they have not been replaced by another player" from 4.9.
  - Removed rule 4.10. Injury replacement rule.
- Changed "selected from one of the draws supplied" to "set" in 8.1.
- Added "based upon team rankings from previous competitions" to 8.1.
- Changed "one half hour" to "twenty minutes" in 8.2. This is a more realistic figure.

"Stop French Testing!"
21 September 1995 (Rev. 13)

- Added definition of "Repechage".
- Deleted definition of "Registered team".
- Added "up to" to 1.1.
- Added "originally registered" to 1.3.
- Changed "Reserves" to "Other players" in 1.4, and added "Except in the case of..."
- More detail in 1.11.
- 2.1 now specifies mandatory at least four marshals, and more detail.
- 2.3 changed from Governing Body marshaling to Governing Body nominating.
- 2.5 removed. It was a recommendation, not a rule.
- 2.11 changed from "first warning" to "formal warning".
- 4.1 now mentions "repechage" as well.
- 4.2 expanded to detail complete pre-game situation.
- Added "or block" to 4.6f.
- Added "or the headquarters" to 4.6w.
- 4.6 now refers to player's own health as well as others.
- 4.8 and 4.9 modified ready for insertion of replacement rule.
- A new 4.10 inserted to cover the replacement rule. To make room, renumbered old 4.10 to 4.11, and removed the old 4.11.
- Change to 5.1 to explain where the Sin Bin is.
- 5.2 changed and renumbered to specify 1 through 10 minute SUGGESTION for penalty time. SUGGESTION. SUGGESTION. SUGGESTION. SUGGESTION.
- Removed "reserves" from 5.6, because it's obvious.
- 5.8 rewritten to cover new super complex penalty process.
- 5.2 now includes the still relevant parts of the old 5.8.
- 6.9 removed (was unused), and 6.10 renumbered to 6.9.
- Removed 7.3 which referred to registering music choice on draw. What draw?
- Added "as defined in section 1" to 8.6.
- 8.7 removed and merged with 1.11.
- 8.8 now refers to only the rounds.
- 8.9 now only refers to repechage.
- 8.10 now only refers to semi-finals and finals.
- Old 8.10 renumbered to 8.11.

"There's a hole in my..."
16 July 1995 (Rev. 12)

  - "*which is not a part of the maze*" removed from the definition of `Covering`.
  - "of the same team colour," added to definition of `Replacement Pack`.
- 4.4 and 4.5 switched so they're in a more logical order.
- "tight" added to 4.6c to cover vest straps having to be down up for a tight fit.
- 5.8 updated to include accrued verbal warnings.
- Added cover page with brief rule description.
- `Double download` is now a standard term, so removed all other terminology.

"HIV negative"
15 June 1995 (Rev. 11)

- Changed 4.6d to clarify a hole in the above and behind the head rule.
- 8.8 and 8.9 rewritten to clarify count backs and finals.
- General wording change of "currently excluded" to "temporarily excluded".
- 4.1 now refers to new colour choice rulings.
- Word change in 4.5 to clarify which game marshals.
- 4.11 moved to 4.13 (was unused).
- 4.11 added to cover players leaving the maze and vesting room.
  - Added 4.7 to cover health risks. (Blood = HIV/Hep. etc.)
- Re-arranged section 9 for clarity.

"The Wollongong Pact"
9 May 1995 (Rev. 10)

- Added reference to SU03 in Multi-flash definition.
- Removed store from rule review description.
- Removed reference to five players in 4.1.
- Announcement/music game start clarified in 4.4.
- Game marshals have final say to t-shirts in 4.5.
- 5 player reference in 4.5h removed.
  - Added 4.6x and 4.6y to cover excluded player problems.
  - Removed 4.7 which referred to score checks.

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- Changed 4.12c to move the player back to the energiser from the Sin Bin.
- Removed 4.13 which referred to maze re-entry.
- Added 5.9 and 5.10 to cover player protection which *officially* dealing with a marshal.
- Removed 6.9 because it was the same as 6.1.
- Removed reference to 10 players in 9.1.

20 March 1995

- Included reference to SU02 in Multi-flash definition.
- Many changes to refer to governing body instead of competition convenor.
- 1.5 changed to allow teams to field four players.
- Added provision for between two and four game marshals, to be chosen by the governing body.
- Game start is back to PA announcement.
- 4.5 specifies only one shirt allowed during a game.
- 9.2 to cover when energisers of bases are faulty.

7 February 1995

- Provision for three marshals in large mazes
- Removed "after the fact" from 2.4.
- Added to 2.8 that players may ask a marshal to move.
- 2.11 through 2.12 renumbered to insert 2.11 formalising verbal warning language.
- Removed "for which it was designed" from 4.5b.
- More detail in 4.5g to cover altered sensor locations.
- Better definition of dangerous in 4.5p.
- Added scoreboard store default to 4.6.
- 2.12 (previously 2.11) now also refers to 4.7
- Renamed section 6. to "Player equipment"
- Added 4.19 to cover game fault restarts.
- Added 2.14 to cover gun plugs at game end.
- Added 9.4 and moved the rest of 9. up. Refers to formal protest requests.
- Added 9.7 to cover disputes involving members of the governing body.

16 January 1995

- Definition of Governing body added.
- 3.1 updated to say "No Reflex".
- Added rule 9.4, that the governing body may over rule anything. Not all competition convenors know what they're doing!
- Modified recommendations a little.
- Modified prologue now that governing body exists.
- Changed competition points to three points for a win.

13 December 1994

- 3.2 removed (referred to reflex being optional).
- 3.3 renumbered to 3.2.
- 4.4 changed so game start is only by PA announcement..
- Wording change to 8.8 to make it clearer.
- 4.5b changed to include wrist straps.
- Wording changed in 5.6.
- Added "in your own colour energiser" to the definition of crossover.
- Definition of gun strap now includes wrist straps.
- More detail for definition of multi-download.

12 September 1994

- Minor wording changes to marshal recommendations.
- Removed specific references to Laser Leagues.
- Added scoreboard as in indicator of game start.
- Better description of the illegal behind the head move.
- Made unenergised dummy runs illegal.
- Now allows marshals to plug guns which flash and don't download.
- Null and void rule for teams which leave the competition.
- Renamed sectioned 5 from "Sin Bin" to "Penalties".
- Mentioned that verbal warnings are not carried over.
- Support for count backs added.
- Competition points are now 1 for every 100 points above.

3 September 1994

- Added single and multiple game suspensions to penalties. Game marshals should be able to implement any penalty they wish, so these are mainly just suggestions.

20 July 1994

- Clearer definition of "blocking" and "covering".
- More detail on vest strap problems (eg. no buttons/studs), and what can legally be done to fix them.
- Added definition of "multiple download" and how it relates to the rules.
- Added "NO H.Q. Defence", "NO Bombs" and "20 shots per life" to game setup section.
- Clarified "5 minute grace period" and related rules.

27 May 1994

- Clearer definition of Download, and actions that may be taken in the case of a fault.

17 May 1994

- Clearer definition of who is allowed in the maze during a game.
- Clearer definition of choice of game marshal.
- Clearer definition of what a game marshal can and cannot do.
- Clearer definition of penalties and how they are selected.
- Clearer definition of faulty pack procedures.

March 1994

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