

DARKZONE – WA

LEAGUE RULES

LAST UPDATED 11th July 2011

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TECHNICAL RULES

Substitute Players

Teams who have only one or two players present must find a fill-in player from another team who is C-Grade or below. Teams can NOT play with less than 3 players. Players may not play for more than one team on any night unless one of the teams has two or less players show up. Any amount of non-listed players who do not play for any other team can be used. These players are not classed as Substitute Players.

Game Start

All teams must start the game from within their own base area as marked.

PENALTY: Level Two Termination

Late arrivals

Games will start on schedule, with or without players present. Late players will receive a LEVEL TWO TERMINATION. Late players must see the Staff Member on Duty or League Coordinator before entering a game or their score will be zero. Late players may not enter the arena if their team has a "Substitute Player" who is playing on another team or if there is less than 50% of game time left.

PENALTY: Level Two Termination

Kitting Up

Players will be given 30 seconds to kit up and head to their bases. Games will start immediately after this time.

Referees Rulings

All referees rulings are final! Arguing with a referee is not permitted. **Any violation of any existing Zone rules will result in a termination.** Unsporting conduct whether in or out of the arena will not be tolerated! Players wishing to express their concern over a particular call should do so only through their Team Captain and **only after the game.** Discussions of this nature should take place for the express purpose of preventing any future concerns and should under no circumstances be intended to reverse a referee's decision.

PENALTY: Level Two Termination

Team Captains

Each Captain is the sole acting voice of that team and all issues directed towards the Competition Coordinator and Referees 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 all rules and should have any questions, comments or concerns definitively pointed out prior to the beginning of the competition.

Appeals

Appeals against any decision made by a Referee during the game should be directed solely for the purpose of future reference and should be done so only at the completion of that game. An appeal can only be lodged with the League Coordinator by the Team Captain. Players are not permitted to argue with a Referee, however, players are allowed to calmly and logically present their case via the Team Captain directly to the League Coordinator. (Not to the referee)

PENALTY: Level Two Termination

Game Unit Malfunction During Game

In the event that a Game Unit (*Bases/Recharge Bays*) malfunctions – alert a referee and play on until told otherwise. The Event Co-ordinator will make the final decision on whether any games will be replayed as a result of a base or reload malfunction.

Equipment Malfunction During Game

- If a Referee suspects a players equipment is faulty giving them a disadvantage, they should alert that player to the possible problem so that player can seek help at the Help Button.
(Examples: Phasor's not tagging any other players or a base, pack is running out of power without playing the appropriate sound.)
- If a Referee suspects a players equipment is faulty giving them an advantage, they should alert the Competition Coordinator immediately
(Example: Phasor which stays active when vest is deac'd. Pack that can not be hit in a location. Pack that has unlimited power when it shouldn't.)
- If a Referee sees that a players equipment is faulty and that fault may cause damage to the equipment or a person they must escort that person to the Help Button.
(Example: Pack cover hanging off)

Electronics

No electronic devices are allowed in the arena. Walkie-talkies, portable lasers, mobile phones and programmable devices are strictly prohibited. Stop watches and regular wrist watches may be used.

PENALTY: Level Two Termination & Confiscation

Proper Attire

Players must wear a shirt, pants and joggers/sneakers at all times on a zone premises. No other footwear will be permitted. No piece of a player's wardrobe may cover any part of the pack at any time. Questionable attire is worn at the risk of the player. Terminations may be given out at the sole discretion of the Referee. Form fitting headwear may be permitted.

PENALTY: Unable to Participate in Games / Level One Termination / Level Two Termination

Equipment Replacements

Players who suspect their equipment to be faulty should immediately report this by pressing the “panic” button and telling the staff member on duty. Replacement equipment will be obtained as quickly as possible. Points *will not* be awarded as compensation for the lost time. Any player choosing to swap their pack will be capable of scoring no more than two bases during the game (with 4000 points being deducted for any base destroyed twice by that player). 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/her right to lodge a complaint. Players **MUST NOT** switch their own equipment!

PENALTY: Level Two Termination

Tampering with Equipment

Players are not allowed to tamper with, modify or alter any pack, arena element or other piece of property belonging to a Zone site. Any adjustments to player's packs will be administered only by Staff on duty at that time. Players tampering with equipment or property may be disqualified. Players are allowed to plug gun cables back in should they fall out.

**PENALTY: Level Two Termination OR
Disqualification from Game with Zero Score.**

Personal Conduct

Players must refrain from illegal conduct, physical violence, threatened or otherwise during, before & after games. Offenders may be referred to the appropriate authorities.

PENALTY: Suspension OR Banning from Site

Observation Deck

When watching games from the Observation Areas players are only permitted to cheer, applaud and watch the game in silence. You must not speak or communicate in anyway with Players or Referees. Players/Teams caught using signals or any other form of communication will be dealt with severely. Any suspicion that this is occurring will result in the Observation Areas being closed to everybody.

PENALTY: Level Two Termination OR Suspension

Final's Fill-ins

Teams are not permitted to use players in the Finals that have not played in at least 9 social league games with that team in that season. Not having **FOUR** players present at the scheduled time of your Final's game will result in a forfeit. If a player does not have at least 12 games registered on the TORN Solo Ladder a higher grade than their listed grade will apply.

Substitutes & Highest Scores

Substitute Players cannot get the highest score point. IF they do High Score for a game, the Social League point goes to the person who scored 2nd highest score. *(Remember: Substitute Players are players who are actually from another team.)*

Equipment Use

Players must wear the Zone equipment as intended and must buckle up both buckles at the start of the game. If your buckle will not stay buckled please see the staff on duty for another vest.

PENALTY: Level One Termination – Player must also have problem fixed.

Pay Before You Play

Players must pay before they play.

PENALTY: Player's Score will not count.

GAME PLAY RULES

Influencing Referees

Players may not taunt, harass or otherwise attempt to influence a Referee's performance. This includes subtle "hints" announced to other players with the intent of being overheard by the Referees. Referees should not be manipulated, abused or personalized in any way. Referees should be addressed only by the title "Referee" or "Ref". Referees may be asked, politely to move if they are not on a ref'ing circle and they are in the way of a player, the Referee does not have to move, should they not wish to. Refs should however try to be as unobtrusive as they possibly can.

PENALTY: Level Two Termination

Laser Hand Holds

Players must use 2 hands when firing lasers. Players may hold their laser with one hand if not firing. Players must hold the laser close to their body when holding with one hand. Players must not touch the clear plastics on their laser. If it "**looks**" like you are touching the clear plastics on the laser, or even over the clear plastics on the laser you will be terminated.

PENALTY: Level One Termination

Covering Sensors

A player may not touch any of the hard plastic on their vest.

A player may not block shots on their pack or laser with any item of clothing.

A player may not block shots on their pack or laser with any part of their lower body

A player must not intentionally cover any sensor on their pack with anything but the fixed barriers in the arena.

PENALTY: Warning / Level One Termination / Level Two Termination

Shot Blocking

Players are not permitted to block shots at the own team mates or the base units by way of intercepting laser fire with any part of their pack or body. Players may not use their own team mates at shields or cover. *(Also Refer to Rules on Cheating to Stop a Base Hit and Cheating to Destroy a Base)*

PENALTY: Level One Termination

Arena Features and Fixtures

Players are not allowed to move or modify any arena features or fixtures.

Players are not permitted to poke their lasers or body parts through existing holes or gaps.

PENALTY: Level Two Termination

Firing over Ledges and Barriers

Players are not allowed to lean over a barrier. Players may lean over a ledge provided only one shoulder passes over the ledge and the movement is considered safe by the referee. A barrier is defined as a partition where both sides of the partition are on the same level. A ledge is defined as a partition where one side of the partition is higher than the other by at least 1 metre.

PENALTY: Level One Termination

Blind Firing

Players must be looking around or over a fixture at the same time they aim their laser around or over it.

PENALTY: Level One Termination

Running

Players are not permitted to run at high speeds.

PENALTY: Level One Termination

Balance and Control

Players must maintain balance and control during all game play. The only exception to this rule is if you fall due to another player breaking a rule such as "Unsafe Movement".

PENALTY: Level One Termination

Sitting & Lying Down

Sitting and lying down are not permitted.

PENALTY: Level One Termination

Jumping

Jumping is not permitted.

PENALTY: Level One Termination

Minimum Distance

For safety, players should attempt to maintain a 1 metre distance between themselves (and their equipment) and all other players (and their equipment). Players should also refer to the "Shot Blocking" and "Unsafe Movement" rules in conjunction with the "Minimum Distance" rule.

PENALTY: Level One Termination

The following instances may result in a penalty from a referee:

- *Crowding an opposition player in a "stand-off" situation where there is enough room to avoid crowding them.*
- *Positioning yourself within 1 metre of a team mate who is attempting to destroy a base.*

The following instances will not result in a "minimum distance" penalty (players must still observe the "Shot Blocking and "Unsafe Movement" rules though):

- *Walking up to a team mate to whisper instructions quietly to them so that other players cannot hear.*
- *Players on opposite sides of a partition.*
- *Players moving through a crowded area where there is no possibility of creating a 1 metre gap between players.*
- *Players going around a corner to get a shot at another player (players should still attempt to keep a safe distance though).*
- *Players that come around a corner and do not have a reasonable opportunity to keep a 1 metre distance between them and other players.*

Free Movement

No players are allowed to intentionally restrict or block the movement of other players during the game. Players cannot be expected to leave a position to allow another player to assume that position unless they are out of power. This rule should be considered only in regards to "safe passage" to points beyond. Deactivated players should make every effort to be unobtrusive. In these instances the "active" player is considered to have right of way.

PENALTY: Level One Termination

Unsafe Movement

No forms of unsafe movement or play are permitted. Unsafe movement is defined as movement that may / will / does cause injury or damage.

Following are some examples of Unsafe Movement:

- *Bending 45 degrees or more from the perpendicular*
- *Sliding*
- *Vigorous wiggling movements in confined areas to avoid being shot*

PENALTY: Level One Termination / Level Two Termination

Physical Contact

Players are not permitted to physically strike or push other players in any way. Unintentional or casual "LIGHT" contact (such as occurs in regular game play) is expected. Repeated instances by the same player are considered **Unsporting Behaviour**.

PENATLY: THREE Level Two Termination (*Removal from game!*)

Smack Talking / Swearing

Belligerent, threatening, offensive or overly abusive language will not be tolerated. Players should refrain from using action verbs suggesting threats and ultimatums. Players may be verbally warned if bordering on Smack Talk. (*You speak to opposition players at your own risk of being misunderstood by the Referee and terminated.*)

PENATLY: Level One Termination

Alliances

Players are not permitted to form alliances with opposing players.

PENATLY: The Players' Involved will receive a ZERO Score.

Unsporting Behaviour

Players are to conduct themselves in a sports-person like manner.

**PENATLY: Level One Termination or
Level Two Termination or
Suspension (*Coordinator choses length of time*) or
Banning from the Site.**

Recharge Bays

Players must move through Recharge Bays the correct way, entering through the IN and exiting from the OUT. If standing within the Bay waiting to Recharge keep to the left to allow other players to move through. Players within Recharge Bays should not be shot at or shoot out of the Recharge Bays. If exits are not marked keep left as you go through the Recharge Bay and move all the way through the Recharge Bay, do not exit the same door you entered from.

PENATLY: Level One Termination

Holding Positions

A player can not hold a position if they are out of power and must not delay in vacating the position.

PENALTY: Level One Termination

Mistreating Equipment

Players must not mistreat the equipment, obstacles, referees or other players.

PENATLY: Warning / Level One Termination / Level Two Termination

Cheating to Stop a Base Hit

A player who breaks any rule stated to stop another player from successfully destroying a base will receive a Level Two Termination and his/her team will have 1500 points deducted from them, and 4000 points will be awarded to the player who was attempting to shoot the base. For this rule to apply, the player shooting the base must have already placed a received shot into the base and failed to complete the destroy. The Referee must tell the player clearly that they have been awarded the base and the Player must not destroy the base. IF the player destroys the base at a later time no points will be awarded but the 1500 points will still be deducted from the opposing player's team.

PENALTY: Level Two Termination and -1500 points to their Team's Score and 4000 Points awarded to the victim's Team's Score.

Cheating to Shoot a Base

If a player breaks a rule that assists them to shoot a base they will receive a Level Two Termination and 1500 points will be deducted from their team. A Referee must make every attempt to terminate the player prior to them completing the base destroy.

PENALTY: Level Two Termination and -1500 points to their Team's Score

Terminated Players

Terminated players must leave the base area, as marked at each store, when terminated and not re-enter until their vest has reactivated. IF a player's vest reactivates before they leave the area, they must still leave the area before firing or re-entering the base area.

PENALTY: Level One Termination

TERMINATIONS

Warning

1. ZERO points deducted for each and every deactivation (Green Button)
2. 10 second deactivation.

Level One Termination

1. 750 points deducted for each and every deactivation (Yellow Button)
2. 10 second deactivation.

Level Two Termination

1. 1500 points deducted – 3 deactivations and out of game (Red Button)
2. 15 seconds deactivation.

Any player receiving a third Level 2 Termination will experience the following:

1. Complete removal from the game.
2. A "0" score for the game.
3. Eligibility for permanent removal from the competition based on the discretion of the League Coordinator.

If a player is removed from the game for any reason, that player's pack will remain dormant until the end of the game.