

# National Rules – Referee Edition

## Article I. National Standard Game Format:

### Section 1.01 Headset lights must be on.

- (a) This is to ensure that players do not unplug the headset. If a player unplugs the headset in order to avoid being tagged, it is cause for immediate disqualification of the player and the team from that game.
- (b) Headset lights also help determine the health of the pack. If the headset lights become very dim, the pack could have gone into "God Mode". This is when the battery is dying. The phaser can still fire and tag opponents, but the headset and phaser cannot take hits. This can be checked by resetting the player, if they can energize they are fine, if not they will have to get a new pack.

### Section 1.02 Target pods, if used, must be set to 5 points, with 2 seconds active per 16 seconds.

- (a) Pods can be turned off for a tournament. In order to use pods a few conditions must be met. First, a player must not be completely protected while firing at the pod. Second the pod must have a definable area from where it can be hit. There are currently no limits on the size of this area.

### Section 1.03 Player units must be set to shield level 1.

- (a) This has been the normal since the begging of tournament level play. This is done today because of the effects of shield levels. When coming on to your second life, you have a delay where you can get one shot off before you are tagged. When pods are used, a team can take a hit and move into the position of the pod and tag it while coming on their second life. This is a major advantage to the home teams, as distance and timing are critical issues that allow a team to do this. Practice is the only way to successfully do this, and the home teams will have the most practice on their arena.

## Article II. National Standard Arena Format:

### Section 2.01 Any glass windows into arena must be covered to prevent bounce shots.

- (a) Normal Laser Storm arenas do not have mirrors in the arena. A reflective surface would be a huge advantage to the home teams as they know how best to use it. So all windows and other reflective surfaces are covered if they allow bounce shots. We have not come across a laser storm arena that has mirrors in its arena, so until we do there is no rule on that.

### Section 2.02 Only black lights allowed during play. No lighting effects or special effects allowed.

- (a) This is done to promote a universal playing feel during tournaments. Each arena has their own unique lighting effects, when the effects are turned off the playing field is leveled for home and away teams, as well as creating a common "feel" for tournaments.

### Section 2.03 Arena design must prevent players from being completely protected while shooting on the pods.

- (a) The pod is a very crucial element for a team to win a game. Defense and offence are both very important. It is only fair that the defense and offence have equal opportunities to do well. It would not be fair for a very defensive teams if the pod runner were protected too much by barriers. Likewise it would not be fair for offensive teams if the arena gave the pod defense too much power.

### Section 2.04 Music is required, but must be kept to an acceptable level that allows communication between team members.

- (a) Communication is very important in tournament play. It is crucial for a team to be able to talk to one another. Players tend to like music being played, that is the normal environment for laser storm games, so we play it. But the volume must be kept down for teammates to talk to one another. Teams can have the music turned up or off, even changed as long as both captains agree. If not, the arena plays regular music at a lower level.

## Article III. Tournament Requirements:

### Section 3.01 Have Fire Till You Tire the night before the tournament. This gives the players extra practice time before each tournament.

- (a) There are no set prices, and this is more of a suggestion. Normal rates are \$12 for a 2 – hour slot per player. An arena can choose to sell only \$2 practice games that night, this is better when there is a large group of players, ensuring that each player gets his money worth. A tournament Fire Till You Tire cannot exclude any tournament players.
- (b) Set practice games the day of the tournament at \$2.00 per game.

### Section 3.02 Have one person to work tournament to check all headset sensors before and after each game.

- (a) The new version of headsets have pieces that prevent the sensors from being pushed in, however they can break under enough pressure, and there is a chance that not all of the headsets have been cycled through to the new versions yet. When checking headsets check each headset sensor to be sure it is visible and at least level with the opening. Any further and it is cause for pushing in of sensors, that falls under tampering with equipment.
- (b) If there is a new team, be sure to remind them to check their own equipment before a game starts, and if a headset is questionable, ask a referee if it is ok or not.

### Section 3.03 Packs must be assigned randomly.

- (a) This consists of the referee or a person in the vesting room physically handing out equipment.

- (b) Each arena may have their own method of handing out equipment, however a player is not to be able to choose their number in any way. As long as there are numbers on the packs, they need to be handed to the players. The numbers must also not be facing the players so to prevent them from standing in turn for the pack they want.

Section 3.04 **REFS, PLEASE CHECK THAT ALL THIS HAS BEEN DONE, IF NOT SEE A TOURNAMENT MANAGER.**

## **Article IV. Basic Laser Storm Rules:**

Section 4.01 **Do not climb on the energy pods or other fixtures in the arena including barrels. The call is "Climbing on the arena"**

- (a) In all Laser Storm arenas thus far, the structures in the arena have not been designed to support the weight of the player. Unless specifically stated by the arena, no player is to climb on any part of the arena. This includes barrels, barriers, pods, and the grid. This is a basic laser storm rule and has been enforced in every arena known by the National Laser Storm Committee. For this reason, breaking this rule is cause for immediate disqualification.

Section 4.02 **No black tape allowed in arena for any reason. This is checked before the game so has no call in the arena.**

- (a) In the olden days, players would take black tape and place it over the sensors in the headset. This is blatant cheating and is call for immediate disqualification.

Section 4.03 **The headsets must be worn vertical at all times. The call is "Headset not vertical"**

- (a) If the headset is tilted back on the players head it makes the player harder to hit. The taller the person is the harder it is to tag them with a tilted headset. So to allow all players an even playing field, the headset must be worn vertical at all times. To get an idea of where vertical is, a player should stand against a wall, with heels, butt, shoulders, and head against the wall. Make sure the head is not tilted at all and they are looking straight forward. The headset should be lined up with the wall. This is not a practical measure, but should only be done for a ref to be able to gauge what is tilting and what is not. Should not be done at a tournament, but in the refs own time.

Section 4.04 **No horseplay is allowed, this is disrespectful to the other team. The call is "Horseplay"**

- (a) This is more for the safety of the arena and the players. Horseplay is disrespectful to the other team if they are losing. This can cause fights.

Section 4.05 **Intoxication or any illegal drug use will not be tolerated. Should be caught before play, so is not called during game.**

Section 4.06 **Be careful with the equipment. Abuse is grounds for ejection. The call is "Abusing equipment"**

- (a) We are able to play these tournaments out of the kindness of the arena owner's hearts. To abuse the equipment is to risk not being able to play a tournament there again. And that is not just for that player, but for everyone. So if this happens in a tournament, it is to be dealt with strictly.

Section 4.07 **Any team with a player in possession of a dummy plug during play will be disqualified. Call made before game, if a player is caught plugging during a game, they are disqualified with their team on a call of "Resetting packs"**

- (a) The packs each have a memory in them. This memory holds information on who hit you and how many shots you have used. If you reset yourself by plugging the pack, the memory is cleared. So all players caught with a dummy plug during play will be disqualified automatically. A plugged player will have different headset light color patterns than a normal tagged player, it is recommended that any would-be refs look at this in their home arena so that they can spot this during game play.
- (b) During a game, a ref might need to reset a pack. Be sure to check if that pack has a hit on it. An active pack will have solid team color lights while a tagged pack will have blinking team color lights. If a tagged pack is reset, be sure to mark down that the other team gains one point after the game.

Section 4.08 **Unplugging of headsets or Phasers by the player is not allowed. The call is "Unplugging headset"**

- (a) By unplugging the headset from the pack unit, the player can no longer take hits in the headset until it is plugged back in. This can be seen if the player does not have headset lights on. A ref who sees a player with no headset lights must go over to the player and check all the connections. If it is a faulty pack, the player must be brought a new pack. If it was just a loose wire, plug it back in and allow the player to play. If you physically witness a player removing the plug from the pack unit, you must determine if it was to prevent from being hit, and if so, disqualify that player and that team. Note that a common problem during game play is that a pack cannot re-energize. This can be solved sometimes by unplugging the headset and energizing. This does not effect how the pack is hit or fires so it is allowed during play. If a player loses sound he is allowed to check his own connections. So it must be determined that a player unplugged in order to prevent from being tagged.

Section 4.09 **A player may only be on one team per tournament. Not a call in the arena.**

- (a) The only time a player can play on more than one team is if another team comes short a player and one needs to be drawn. That procedure is described later.

Section 4.10 **Swearing, rude comments, obscene gestures, or unsportsman-like conduct will not be tolerated. The calls in the arena are to be appropriate with the penalty such as "Swearing"**

- (a) Many players will use foul language, so we must not get too restrictive. If the player directs the comments toward another player it is an automatic call. If a player comments to himself, it is not considered unsportsman-like. Please be somewhat strict yet cautious with this call. If there are young children in a tournament game or within ear-shot of a game, please warn the players before hand.

Section 4.11 **Personal possessions are the players' responsibility. Not a call for the arena**

Section 4.12 **Do not leave staging areas with equipment. Not a call during a game.**

- (a) To prevent players from tampering with the equipment, they are not to leave the vesting area with it on.

Section 4.13 **Any tampering with equipment is cause for immediate disqualification. No call just kick the player out and write down "Tampering with equipment"**

Section 4.14 **Additional house rules must be discussed with the National Tournament Committee before the tournament. Not a rule to call.**

- (a) Traveling teams are to be aware of any additional house rules before attending. So the arena is to notify the National Tournament Committee of any new house rules at least one week before the tournament date. An arena need not notify the committee of house rules already used in the previous tournament at that store.

## **Article V. Specific Tournament-level Play Rules:**

Section 5.01 **If the equipment breaks down, player must go out and get another pack. The game will not be replayed for any equipment breakdown.**

- (a) It is a referee's job to determine if a player's equipment has become faulty during a game. If the player is not receiving hits from a direct beam, the referee may need to change the player's pack. If a referee determines that a player needs to change a pack, the referee must get that player a pack. While doing so the ref may require the player to stay put or continue to play. The referee can make the player change a phaser, a headset, or the whole pack. The ref can allow the player to play or make them wait behind the e-pod for a new pack, the player must be told what is going on and has the option of taking his pack off (so not to be hit) and going into the vesting area to get his new pack (this might be faster).
- (b) If the player feels there is something wrong with their pack they have the option to request a new pack. However the player must go out to the vesting area to get that pack. A referee will not bring a player a pack on request unless there is an obvious malfunction. This means that if a player cannot hit another player and claims it's the packs fault, that player needs to get his own pack. If a player has lost sound in the headset the referee can choose to have a new headset or pack brought to that player.

Section 5.02 **Any team not on time for the tournament will forfeit, although the tournament manager can override this rule if the tournament is still in first round of pairings.**

Section 5.03 **A team late for any game will forfeit. No more than five minutes**

Section 5.04 **Players with long hair must either pull it back into a ponytail, or wear some head covering to ensure that the headphones are not covered by hair.**

Section 5.05 **No brimmed hats are allowed.**

- (a) The brim of a hat can be used to cover the headset sensors, so they are not allowed to be worn during play. This is something that needs to be checked before the game starts.

Section 5.06 **After the game is played, only captains may make complaints. Players can query refs during the game.**

- (a) For five minutes the referees and the two captains can discuss in the arena, if a conclusion is not met, they must move on to another room. The tournament will continue. If there is cause for a re-play that game must be played as soon as possible.

Section 5.07 **Any infraction may be severe enough to warrant disqualification, upon referee's determination.**

- (a) Such blatant cheating as crossing the center divider to tag a few opponents would be an immediate disqualification. If any player breaks a rule to the extreme to get an advantage over the other team, they are to be disqualified.

Section 5.08 **Upon complaint, all referees must be consulted, and tournament manager makes final decision based on their opinion. Tournament manager's decision is final.**

- (a) Complaints can be logged with the National Committee after the tournament. However a replay cannot be decided in a double elimination tournament, therefore whatever the manager decides is final.
- (b) Players can log complaints to the committee about an arena, a manager, the refs, another team, or another player. A well written, logical complaint will be looked at, while a poorly written complaint with swearing and ill-manner will be thrown away.

Section 5.09 **Exceptions can be made to rules during the captains meeting, by voting.**

- (a) Not all the rules are changeable in the captain's meeting. Only rules that are effected by the design of the arena. An arena cannot modify rules as they see fit without consent from a majority of captains. If an arena does they are to notify the players before hand, and the tournament will not count for the arena or the teams in the committee. Benefits of being counted are players stats being added to a master database, and tournament promotion as fair play.

Section 5.10 **To vote in captains meeting, you must have attended the last tournament, or at least two tournaments in the past season.**

Section 5.11 **If a team shows up with out their full squad, first a local player must be found to fill the roster. If no local players are available to play, three rosters will be picked randomly. The captain will then choose one roster. The five players will be given a random number and the captain will then choose a number. That person then has the chance to play on the short team.**

## **Article VI. Tournament level penalties:**

### **Section 6.01 Barrier movement – Intentional**

- (a) Do not separate barriers to fire through them.
  - Do not lean on a barrier causing it to move in order to get a better shot.

### **Section 6.02 Barrier Movement – Non-intentional**

- (a) Causing a barrier to move more than 1 foot in any direction is cause of a penalty unless the player stops the barrier immediately after hitting it.

### **Section 6.03 Firing over the E-Pod**

- (a) Firing over, under, or through cracks between the E-pod barriers is not allowed.

### **Section 6.04 Crossing the Center**

- (a) The phaser cannot cross the center dividing line in any way.
- (b) No part of players' body may cross in any way.
- (c) If there is a barrel on the dividing line, a player may lean to the rim of the barrel. This can cause an area that both teams can occupy, so only one player may occupy it at once. The top of the barrel becomes the color of the player that is over it. So the player on the opposing side cannot lean over the barrel until the other person has left and the top becomes neutral again.

### **Section 6.05 Diversions**

- (a) No diversionary tactics allowed, such as throwing objects or using artificial lights. Including phaser lights.

### **Section 6.06 Dead Men Don't Talk**

- (a) After a player is hit, they can not block for others, or call out when opposing team members are located. A player may call out locations if not deactivated. Activation is considered to be when a player puts their phaser up into the actual energizing position on the e-pod.

### **Section 6.07 Stalling**

- (a) Stalling is any time a player is not in a position where they can be deactivated for more than 10 seconds.

### **Section 6.08 Phaser Over the Head**

- (a) The phaser can be held up above the neck, however, it must be at all times aiming out towards play. A phaser cannot be held up vertical above the neck.

### **Section 6.09 Illegal Pod Hit**

- (a) These apply anytime you are in the pod zone.
- (b) When shooting at a pod your headset must be the highest point of your body.
  - 1) *NOTE: This does not mean you cannot tag the pod with your phaser by your face. This only means you cannot tilt your head so far that your headset falls below your phaser.*
- (c) Your headset cannot go below the force shield barriers.
- (d) Your headset lights must be on before you enter the pod zone.

### **Section 6.10 Covering sensors**

- (a) No covering of headset sensors or phaser tip, with hands, or any part of your body.
- (b) A player cannot tilt their headset or cover their sensors for more than a second to another player that has an un-obstructed shot.

### **Section 6.11 Unsportsmanlike conduct**

- (a) This is an option rule, to be enforced at all times unless both teams agree to not enforce it, or the host arena wants it enforced at all times. When in effect the following conditions apply:
- (b) You cannot directly insult a player on the opposing team.
- (c) You cannot use foul language (as defined by FCC rules regarding broadcast communication)
- (d) In order for this rule to be skipped, it is up to the teams to agree, and make it aware to the referees.

## **Article VII. Calling Penalties**

Section 7.01 **Penalties must be shouted out by a referee, and repeated by all referees until all referees have done so. If the tournament manager is using a P.A. system refs will only communicate penalties to the person in charge of announcement, and not to the other refs as this can get confusing to the players.**

- (a) Make sure you are clear and understood. If players ask what it was, repeat it for them. The format is as follows:
- (b) "Warning" or "Penalty" then team color, then penalty name, then number of warnings on that team.
- (c) Ex. "Warning, Red team, Dead men don't talk, this is your only warning"
- (d) Ex. "Penalty, Red team, Barrier Movement, this is your first penalty"
- (e) Ex. "Penalty, Red team, Illegal pod hit, this is your second penalty. POD HIT DOES NOT COUNT"

(f) Ex. "Penalty, Red team, Firing under the E-Pod, this is your third penalty."

(g) Ex. "Penalty, Red team, Dead men don't talk, team Disqualified."

Section 7.02 **Allow the game to play out, do not stop the game.**

Section 7.03 **Penalties are cumulative for each and all infractions, and are applied by the following schedule. Points are added to the opposing teams score at the end of play.**

(a) First warning - 0 points.

(b) Second warning - 1 point.

(c) Third warning - 2 points.

(d) Fourth warning - 3 points.

(e) Fifth warning - disqualification.