

Laser Assault League Rules

Revision 5/1/23 AE

Article I. Standard Game Format

Section 1.1 Headset lights must be on.

This is to ensure the headset is plugged in. If a player unplugs the headset in order to avoid being tagged, it is grounds for immediate disqualification of the player and the team from the game.

Section 1.2 Target pods

Pods may be turned off for a tournament at the discretion of the management team. If turned on, they award 5 points to the team who hit it.

Pods may fire back if the arena has the capability. (3.1 pods cannot fire back.) "System fire score" is set to off meaning getting hit by the base does not give the other team a point.

Pod timer settings (seconds):

Sleep = 16,

Warn = 2,

Active = 1.5,

Award = 1.5

Section 1.3 Player units must be set to shield level 1.

Section 1.4 Friendly Fire is set to off.

Section 1.5 Game length is to be set at 10 minutes.

Article II. Tournament Requirements

Section 2.1 Headset sensors must be checked to ensure they have not been tampered with.

Check each headset sensor to be sure it is visible and at least level with the opening. Pushing in the headset sensors will result in equipment abuse. Players should check their own equipment before the game starts. If a headset is questionable, ask a referee.

Section 2.2 *Packs must be assigned randomly.*

A referee or a person in the vesting room must physically hand the packs to the players without looking at the player unit number. Players cannot refuse a pack unless there is a problem such as no sound, sticky trigger or some other equipment failure.

Section 2.3 Players may swap packs up to 1 time during the game match without points penalty. Any additional vest change will incur a 1 point penalty per vest over the allowance. This penalty can, at the discretion of the opposing teams captain be waived.

Article III . Tournament level penalties

Section 3.1 Barrier movement

Intentional: Any amount of intentional barrier movement is a penalty. Separating barriers to fire through them or leaning on a barrier to get a better shot or leaning on a barrier to provide extra cover is considered intentional movement.

Non-intentional: Causing a barrier to move more than 1 foot in any direction is cause for a penalty even if the player stops the barrier immediately after hitting it.

Barrel movement. Any movement of a barrel during the game is a penalty.

Section 3.2 Dividing Wall Barrier Infractions

The phaser or any part of a player's body cannot cross the center dividing line in any way.

If there is a barrel on the dividing line, the top of the barrel is considered neutral area until a player leans over the rim of the barrel.

Section 3.3 *Diversions*

No diversionary tactics are allowed, such as throwing objects or using artificial lights.

Misleading the other team Calling out "HIT" when not hit is considered diversionary.

Shouting incorrect scores or time left turns players' attention away from the game allowing the other team to gain an unfair advantage.

Section 3.4 *Pod zone rules*

Pod Zone rules apply as soon as a player's phaser or headset enters the pod zone. If a penalty occurs while the player is in the Pod Zone the player must leave and re-enter the Pod Zone to prevent an Illegal Pod Hit.

When shooting at a pod, your headset and Phaser must be above the 4ft mark and player must be in a standing position both feet on the ground.

Your headset lights must be on before you enter the pod zone.

A player's entire body must be inside the pod zone for a pod hit to be legal.

Incurring a penalty to gain access to the Pod Zone can result in an illegal pod hit.

Section 3.5 *Covering sensors.*

Covering of headset sensors or the phaser tip with hands or any part of the body is not allowed and is called after 1 shot is fired and seen to be blocked.

A player cannot tilt their headset backwards for more than a second to another player that has an un-obstructed shot. While facing away from a player, covering is called after 1 shot is obstructed.

Wearing the headset in a tilted from vertical position is not permitted.

Section 3.6 *Unsportsmanlike conduct*

A player cannot insult a player on the opposing team in any way

Complaints about a player or the player's vest are acceptable to a point. When an issue is brought to a referee's attention and the ref deems the situation to be acceptable, the player must cease complaining or risk an unsportsmanlike penalty. It is the ref's responsibility to pay attention to all complaints from players and investigate them to the best of his/her ability. "I can't hit his headset" is acceptable, but "Nice covering" is not acceptable.

Section 3.7 *Equipment Abuse*

Tampering or abusing the laser tag equipment including the arena is cause for disqualification of the player and the team.

Section 3.8 *Game Delay*

Each game shall begin exactly 2:00 Minutes from team call. You should receive your vest and immediately enter the arena to facilitate a speedy and efficient match is played.

Article IV. *Calling Penalties*

Section 4.1 Penalties must be shouted out by a referee and repeated by all referees until all referees have done so. The initial referee must repeat the penalty if the other referees do not repeat the call. If the tournament manager is using a P.A. system to announce the penalty, then refs will only communicate penalties to the person in charge of making the announcement.

Make sure you are clear. If players ask what was called, repeat it for them. The format is as follows:

“Warning” then team color, then penalty name, then number of warnings on that team.

“Warning, red team, dead men don’t talk. Penalty number 1.”

“Warning, green team, illegal pod hit, POD HIT DOES NOT COUNT. Penalty number 3.”

“Warning, red team, dead men don’t talk. This is the 5th penalty.”

Section 4.2 *A player may ask a referee to move to a better position to see a penalty.*

A referee should move to another location if they believe or have been told of penalties occurring out of their vision.

A pod referee should ensure they can still see the pod if they move.

Section 4.3 Allow the game to play out. Do not stop the game. The captains can call a refs meeting at the end of the game. After discussion, penalties may be withdrawn and possibly overturn a disqualification. Therefore, it is important to continue playing the game and not give up.

Section 4.4 Penalties are cumulative for each and all infractions and are applied by the following schedule. Points are subtracted from the offending teams score at the end of play.

First warning – 1 point.

Second warning – 2 points

Third warning – 5 points.

Fourth warning – 10 points.

Fifth warning – disqualification.

Article V. Specific Tournament-level Rules

Section 5.1 If the equipment breaks down, players must receive another pack.

Section 5.2 A team that is more than five minutes late for their game will forfeit, although the tournament manager can override this rule if the schedule can be adjusted.

Section 5.3 Players with long hair must pull it back or wear some head covering to ensure the headset is not covered.

Section 5.4 No brimmed hats are allowed to be worn during a game since the brim of a hat can cover the headset sensors.

Section 5.5 After the game is played, Team captains may call for a dispute, make complaints about penalties and equipment or the arena.

All disputes will be handled by a dispute panel consisting of all the referees and team captains. The panel can discuss the dispute 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 replay, the game must be played as soon as possible. In a replay game all players must receive new packs. The Replayed Game Will Take Place Following the Rest of The Scheduled Games

The Tournament Manager makes the final decisions based on the panel feedback.

Section 5.6 Disqualification

Upon referee discretion, some infractions may be severe enough to warrant a disqualification.

There are two levels of disqualification: Single game disqualification is equivalent to a loss, and tournament disqualification means you are no longer allowed to finish playing the tournament.

Blatant cheating or breaking a rule to an extreme is grounds for an immediate disqualification if all referees agree the behavior is unacceptable.

Section 5.7 Changes to the Rules

Any team captain can present rules change during the captains meeting.

Section 5.8 Teams will be drafted and assigned before each league night

Article VI. Basic Laser Storm Rules

Section 6.1 Do not climb on the energy pods or other fixtures in the arena including barrels.

Section 6.2 No black tape allowed in arena for any reason. This is checked before the game.

Section 6.3 The headsets must be worn vertical at all times.

Section 6.4 No horseplay is allowed.

Section 6.5 Intoxication or any illegal drug use will not be tolerated resulting in disqualification from the tournament.

Section 6.6 Any player in possession of a dummy plug during play will be disqualified for that game.

Section 6.7 Unplugging the headset or phaser by the player is not allowed.

Section 6.8 Tampering with the arena is cause for a game disqualification.

The placement of all barriers and barrels must remain exactly the same throughout the entire tournament. Barrier movement normally involves a player collision with a barrier causing the barrier to move but eventually return to the original position. Since a barrier cannot be completely secured, the barrier may stay out of the original position when hit. A barrel can be knocked over, nudged, or slid across the floor causing the barrel to be out of position. Barriers and barrels out of position are to be corrected immediately.