



Zone Laser Tag World (ZLTWC) Championship Rules

Version 1.4 - 2017

This rule book and format descriptions are intended for game play on P&C Micros Nexus Gen 2 Pro equipment in a three Team per game environment.

Introduction.

These rules are intended to enhance a clean, friendly, and competitive gameplay culture.

The document covers the essentials that we currently know at the point of writing, it is also a living document that will require attention from time to time.

The addition of new countries, ideas and perceptions, the launching of new equipment, new gameplay techniques, or tactical development might bring new issues to the table, that were not considered when these rules were put in place.

The council and players alike, will be asked to align the reasoning for all the individual rules and game formats, so that we can assist the progress of our sport to what it can be.

Safety will always remain as the most critical goal.

The rules should clearly minimize physical (or mental) damage, and for risky situations there should always be a rule or code of conduct regulation to ensure safety.

The purpose is not to maximize regulations, but to allow as much freedom as possible, still ensuring clean gameplay and good culture.

When new situations arise, that are not currently covered by existing rules, or rule changes are requested, these should be evaluated from many viewpoints and angles.

Including but not limited to the various playing styles - duelists, sentinels, roamers, and snipers. Our intention is to give all player styles equal chances of succeeding.

When deciding exceptions for individual arenas, one should consider the two main types of team tactics: Offensive and defensive.

If any rule exceptions are made due to special arena formations, those should not lead to any greater unbalance between offensive and defensive tactics, or destroy the balance between different player types.

We hope you do well in your games, have fun.

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1.0 Tournament

1.1 Team Eligibility and Invitations

Four Teams per country will be eligible to participate in The Zone Laser Tag World Tournament.

If the possibility of more than four Teams arises, a council made up of Players from THAT country will deem which four Teams will be allowed to participate in the Tournament.

More than (4) Teams from a single country MAY be allowed to participate, if, there are less than 15 Teams scheduled to attend the Tournament.

If so, the World Council can elect to allow more Teams from a country to attend. However, no more than (7) Teams should EVER be considered from a single country.

Players wishing to attend, must represent a single country.

Ideally, this will be the country in which that player has the most games logged, or the country in which that person currently resides.

If a player has many games in multiple countries, that person must officially declare a country to represent. This representation cannot be changed in future Worlds Competitions.

No player is to be considered "neutral" regarding the Worlds Competitions. No Player will be allowed to be neutral when it comes to The Zone Laser Tag World Tournament.

Satellite events MAY be open to "undeclared" players, at the sole discretion of the World Council.

1.2 Game formats.

All game formats and the specifics of those formats can be found in the ZLTWC Game Information Document.

2. Officiating

2.1 Terminations/Penalties

There will be NO WARNINGS.

Any violations of the rules, as outlined in this booklet, will result in a Termination.

Any Player receiving a Termination will have the appropriate number of points deducted from their score, detailed in the "Game Format" section of this rulebook.

In extreme circumstances, removal from the game or removal from the tournament may be necessary. Blatant disregard for authority and/or safety, or violation of site rules could prove to be sufficient cause.

Disqualification from any event may, based on the Tournament Coordinator's discretion, may result in disqualification from ALL future events. Players asked to leave the premises may also lose any claim to honors won earlier in the tournament, including (but not limited to) any trophies already awarded.

2.2 Accidental Terminations

Should a player receive an accidental Termination, the Referee will record their alias, and advise the Tournament Coordinator after the game. That player will receive the appropriate reversal of the points deducted, plus an additional flat 300 points.

2.3 Termination/Penalty Procedure

All decisions and calls of the Referees are to be respected in the arena, and will NOT be appealed IN ANY RESPECT during the game.

If a Player is terminated, they are entitled to ask for a simple description of the violation. There will be no further discussion during the game.

Referees will administer Terminations by first addressing the player, and then attempt to block the players pack from any incoming fire, taking care not to further influence the course of the game.

Any Player attempting to argue or sway the Referee's call, will receive another Termination, or be removed entirely from the game - at the sole discretion of the Referee.

If a Player feels that they were Terminated unjustly or improperly, they must follow the procedure set out in section 2.4

If a Player receives a Termination while inside the confines of a Base, they will be directed to leave the Base immediately, unless the event does not require Base Evac procedures. In any case, players will not be permitted to recover from the Termination within the confines of a Base.

2.4 Appeals

Appeals against any Referee's decision MUST wait until the completion of that game. As stated elsewhere in this booklet, certain objective rulings, such as shielding, entering a Base deactivated, leaning, running, etc. are not reviewable.

An appeal can only be lodged with the Tournament Coordinator by the Team Captain!

Players are not permitted to argue with a Referee, Tournament Coordinator, or any other Tournament Staff. However, Players CAN calmly and logically present their case via their Team Captain directly to the Tournament Coordinator, who will then look over the facts and make a ruling. The Tournament Coordinator MAY elect to discuss this further with the World's Committee, at the Coordinators discretion.

Appeals should be directed solely for future reference. It is highly unlikely that a decision during a Tournament will be overturned unless there is significant evidence of an incorrect or biased ruling.

By entering this tournament, all Players have agreed to abide by the rules of the tournament, the decisions of the Referee, Site Staff, the Tournament Committee/ Council, and the Tournament Coordinator.

Note: Referee/termination appeals should ideally be consulted with players team captain and referee involved before seeing any scoreboard.

2.5 Referees

Players may not taunt, harass or otherwise attempt to influence a Referee's performance in any way. This includes subtle "hints" announced to or about other Players with the intent of being overheard by a Referee.

Referees should be considered necessary components of a competitive game and their performance should not be manipulated, abused or personalized in any way. Referees should be addressed only by the title "Referee" or "Ref" or "Game Master".

2.6 Calling for a Referee

Players needing the assistance of a Referee should move to a low traffic area (when possible), raise their laser high above their head and call out "Referee" or "Game Master" in their loudest voice. If possible, a location should be given as well, such as "Yellow Base" or "Blue Reload".

3. Neutral Players

A Player talking to a Referee during game play is considered "neutral" and may not fire or be fired upon. Should a neutral player be tagged whilst in conversation with a referee there will be no termination.

A player tagging a neutral player may receive a Termination for unsportsmanlike conduct, at the Referee's discretion.

Any neutral player firing whilst talking to a referee will be given a termination.

Players talking to a Referee must have a valid reason to do so. Whenever possible, Referees will attempt to "shield" a neutral Player either with a Terminator (if available) or with their body as best as possible, and will generally announce their intention to do so. It is the responsibility of each Player to specifically request such shielding, and to allow such time as is necessary for the Referee to do so. No discussion with a referee will be undertaken inside a base.

4. Pack Problems, Anomalies, Switching and Point Adjustments

Players believing their packs to be operating at less than optimal performance may choose to have their pack removed from play and obtain a new pack (as may be available) immediately at their request. Any Player choosing this option needs to proceed to the Vesting Room for their replacement pack.

The ref / tech in the Vesting Room will put the vest aside for downloading / tech inspection at the end of the game and swap the Players vest for a new one.

Any Player choosing this option will be capable of scoring no more than 2 Bases during the game (with points being deducted for any Base destroyed twice by that Player, determined via scorecards at the end of the game).

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 or her right to lodge a complaint subsequent to the game, regardless of the situation or the circumstances.

Players who work with a Vesting Room Referee for an extended period (over 1 minute 30 seconds) on a pack problem will receive a 500-point bonus. Players will receive no compensation for any problems which take less than 1 minute 30 seconds to fix.

The Referee's account of time spent on the player's pack will be the only account considered.

The compensation will be standard, and Team Captains cannot appeal this decision.

4.1 Base Anomalies

If an anomaly is suspected in one of the Bases or Reload devices, players MUST alert a Referee immediately AND CONTINUE TO PLAY THE GAME until told otherwise by a Referee or Tournament Coordinator.

ONLY the Tournament Coordinator will determine if a game needs to be stopped or replayed.

4.2 Player Score Anomalies

In the unlikely event that a game ends and a pack fails to show up on the scoreboard (scorecard), The Tournament Coordinator will quickly troubleshoot the situation. If deemed necessary, the Player will be awarded the AVERAGE OF THEIR TEAM'S SCORE FOR THAT GAME. The abilities of the individual player will have no bearing on this award.

This ruling cannot be appealed.

The involved pack may be removed from play for the duration of the tournament, as needed.

5. Game / Site Rules

All standard rules of conduct and behavior at "the hosting site" will apply during this tournament. The following are explanations and expansions of only some of these rules.

If you have any questions concerning a rule that is not covered herein, you must contact the Tournament Coordinator before the beginning of the tournament. Moves to change/add/remove any rule(s) will be put to a vote by the Tournament Committee. Most rules are not subject to change under any circumstances.

5.1 Unsportsmanlike Conduct

ALL REFEREE RULINGS ARE FINAL! This cannot be over emphasized. Arguing with a Referee is not permitted, under any circumstances. Any violation of any existing site/tournament rules, whether listed in this booklet, implied or otherwise, will result in a Termination.

By entering this tournament, all Players agree that they understand the rules as stated, as well as all general rules of conduct, posted or not. All Players waive their right to be considered an "innocent" or "uninformed" participant upon entering the tournament.

5.2 Site Specific Rules

Each site has specific rules and tolerances. These will be strictly enforced during this Tournament.

Team Captains are expected to thoroughly understand the rules in this booklet and should contact the Tournament Coordinator or site prior to the beginning of the tournament with any questions or concerns.

It is the Team Captain's responsibility to bring the attention of their Team to any issue which may not be covered in this booklet.

5.3 Smack Talking

"Smack Talking" is considered part of regular Zone game play, but should be done with a smile whenever possible. Belligerent, threatening, and/or overly abusive verbiage will not be tolerated.

Players should attempt to refrain from using action verbs suggesting threats and ultimatums. "Friendly intimidation" for the sake of style, comedy, and psychological edge will be permitted and is typically quite common as part of the game. However, Referees will have the final word on what is appropriate. Players determined to be speaking in an unacceptable and inappropriate manner will be asked to refrain or be Terminated, depending on the circumstances.

5.4 Proper Attire

Players must wear a shirt & shoes on the premises at all times.

No piece of a player's wardrobe may cover any part of a player's pack at any time. Hoods, loose sleeves, dangling jewelry or other questionable attire is worn at the risk of the player.

Terminations may be given out at the sole discretion of the Referee and are not subject to appeal.

No form of head gear will be allowed in the arena unless previously authorized by the Tournament Coordinator or this rule book. Baseball hats (turned backwards) and several other "form fitting" pieces of headwear will be permitted.

All loose-fitting sleeves must be rolled up before games and remain so during each game.

5.5 Electronics

No electronic communication devices will be allowed in the arena. Use of Walkie-talkies, push-to-talk phones, cell phones, and other electronic communication devices are strictly prohibited. Glowing or flashing items may also be restricted, as the need arises.

5.6 Proper Language

No form of obscene, abusive or offensive language will be tolerated during this tournament. All site rules of proper conduct enforced during regular business hours will be in effect during the tournament. Players needing a more concrete list of what words are considered obscene or offensive should contact the Tournament Coordinator prior to the start of the tournament. All offensive language (as judged by the Referee hearing such language) will receive a Termination.

5.7 Physical Violence

ANY physical violence, threatened or otherwise, will result in the immediate removal of that player from the tournament.

Any act of actual physical violence will result in police action.

There are zero exceptions to this rule.

5.8 Tampering with Equipment

Players will not be allowed to tamper, modify, attempt to fix, or alter any pack, arena element or other piece of property belonging to the site in question in any way.

Adjustments to a player's pack will be administrated ONLY by one of the authorized personnel on duty. Players determined to be tampering with equipment in any way may be disqualified from the tournament.

5.9 Improper Pack Use

Players are expected to wear their equipment in the proper manner at all times.

Side straps must be properly tightened against the body. Both front clips **MUST** be fastened at all times during play, and the front and back of the pack must remain centered on the body.

If a Player cannot find a pack with two front clips and functional side straps after entering the vesting room, they must notify a Referee immediately.

No "loose" equipment, or equipment that moves a great deal when a player maneuvers, will be tolerated. Packs must be worn snugly around the body, for the safety of the equipment, as well as other players.

Any Player found tightening one side of the pack so that chest and back sensors favor one side of the body to avoid enemy fire in face-off situations or even generally, runs the risk of Termination.

6. Alliances/Collusion

Players are not permitted to form alliances with an opposing Team or Players for any reason whatsoever, in any capacity, either spoken or unspoken.

The forming of any alliance or collusion may result in the involved Teams/Player's complete disqualification from the Tournament, as well as future events.

This rule could apply to many circumstances and is not on a limited basis.

Any players suspecting that collusion/alliance is occurring should discuss immediately with their team captain who should inform and discuss with the tournament coordinator / head referee as soon as is possible.

7. Stalking - Moved to Governance document, not applicable to the Worlds tournament.

8. Movement

8.1 Quick Movement

Players are not permitted to full out run under any circumstances. Quick movement **WILL** be permitted; however, all quick movements are attempted at your own risk.

As a rule of thumb, a quick moving player must be able to stop completely with a single step.

8.2 Free Movement/Positioning/'Pass' Rule

No Player or group of Players is allowed to intentionally restrict or block the movement of another Player or Team during game play. This maneuver, known as "corking", is strictly prohibited.

Corking:

A maneuver blocking an opponent's movement to keep them in striking range of opposing fire, or walking slowly to restrict the flow of the game, especially in the doorways of a Base, Reload or other critical areas.

Deactivated Players should make every effort to be unobtrusive.
The "active" Player is always considered to have the right of way.
Deactivated players MUST relinquish occupation of positions if, and only if, an ACTIVE Player requests that they do so.

Players requesting a position should use the phrase "Pass, Please." at all times.
Deactivated Players needing to reload should be considered "active" and allowed to move freely in the most direct route to the nearest reload station.

8.3 Deactivated Players

Deactivated players are not to be intentionally used as shields or for cover.

Deactivated Players are not permitted to intentionally maneuver their bodies in a manner which is considered blocking, nor should any active Player seek refuge behind a deactivated Player.

However, if an ACTIVE player is ALREADY positioned behind another player when that player is deactivated, this positioning may be exploited. The deactivated Player should immediately attempt to get out of the way and be unobtrusive.

Continued maneuvering on the part of either player for the sake of competitive advantage may be considered unsportsmanlike.

Active players should steer clear of inactive players whenever possible. The active player always has the right of way

8.4 Arena Obstacles

Players may not climb or jump over any railings or fixtures that may exist in the playing area or move any features in the playing area.

Players can fire through existing holes or gaps in walls and partitions. However, players are NOT permitted to poke their lasers through existing holes or gaps.

Players are not permitted use their bodies to create new holes or gaps.
Hidden or 'Secret' holes that have not been identified prior to the start of the tournament, and are deemed 'unsporting' MAY be covered or rendered 'illegal' at the SOLE discretion of the Tournament Committee.

9. Balance, Posture, Control, and Contact

Players must maintain balance and control during all game play. Players failing to maintain control may be Terminated. Some allowance for "no fault" slippage may be made at the Referee's discretion.

Using walls as a sling shot to get you out of the way, or out-of-control movement where only a wall prevented you from falling/ out of control movement, will result in a Termination.

9.1 Physical Contact

Players are not permitted to physically strike or push any other person in any way, whether with lasers, body parts, arena elements or otherwise.

Unintentional and casual contact (such as occurs in regular game play) is expected, however, repeated instances by the same Player will be considered 'out of control' and may result in a Termination.

Tournament Players are expected to play with "safety first" of the equipment and other players always in mind.

9.2 Violent Movement

Players may move their bodies in various forms of defensive maneuvers, provided this movement is controlled.

No form of dangerous movement or play will be permitted.

Questions concerning certain risky maneuvers should be discussed prior to the beginning of the tournament.

9.3 Jumping and the "1 Foot Rule"

One foot should be on the ground at all times. Jumping will not be permitted.

Players "popping" their leg up before or after firing risk termination, especially if by doing so, they violate another player's personal space.

10. Blind Firing

For safety reasons, players should look around any corner before firing.

Players may not "jab" their lasers around corners or through existing holes, gaps or railings.

Circumstances do allow for players to fire around corners where a known target, previously identified may exist, but "fishing" or blind firing at random will not be permitted.

Players must maintain control of their equipment at all times, which includes the ability to SEE your equipment. A laser swung around a corner, out of that player's sight (including even a small portion of the laser vanishing from sight) will be considered "out of control" and will result in a termination.

An active player may fire inside the boundaries of a Base while outside as long as they can see the entirety of their own equipment and they are active, but they run the risk of Termination if their pack is deactivated AND they are breaking the plane of the door with their arms and laser (assuming Base evacuation rules are in effect).

If a player is exceptionally tall, that player MAY exploit their advantage by firing over a low wall. However, under no circumstances will a player be allowed to jump or blind fire to take the shot.

11. Firing Over Ledges and Railings

Players are permitted to fire over ledges. Players will be allowed to reach over railings, however, as a rule of thumb; no more than one shoulder blade should be extended over the edge.

12. Stand-Offs

Stand-offs between active and deactivated players are considered normal parts of the game. However, a safe distance must exist between the two Players.

This distance should include - but not be limited to - the distance from a player's laser to an opposing Player's pack.

Laser jabbing directly at an opponent's body is only one example of a safe-distance violation.

As a general rule, a minimum distance of one foot or 30cm's between players' bodies should exist in all but a few heavy traffic situations.

13. Crouching / Kneeling

Crouching and squatting will be permitted.

Sitting, lying down and/or kneeling (1 or 2 knees) will NOT be permitted.

Certain postures may be considered "covering" by Referees. In the event that a player crouching or squatting places their hand on the ground for support to prevent themselves from falling, that Player will receive a Termination. Leaning/90 Degree Rule

Leaning or bending at an angle of 90 degrees or more from vertical, with respect to the surface of the Earth, will not be permitted in most circumstances.

This angle will be called at the sole discretion of the Referee. Players are advised to stay above 45 degrees or risk Termination.

14. Covering and Blocking

Players are not permitted to use any part of their body, clothing or equipment to intentionally block another Player's shot.

14.1 Covering Sensors/Shielding/Speakers

Covering could include any obvious and intentional shielding maneuvers and/or physical contact between a player's arms or clothing and their pack.

Covering will be judged by the individual referee viewing the situation and will not be an issue of discussion during or after a game.

Players with "tight" postures run the risk of Termination, and should seriously consider modifying their play style prior to the tournament.

Keep in mind, covering generally only applies in situations where two players are aware of each other, and one player INTENTIONALLY uses part of their body (or clothing) to shield sensors from fire.

Players cannot be Terminated, for example, because of incidental covering resulting from the attacking player firing at them from an odd angle, while the targeted player is unaware of the incoming fire.

Players will not be Terminated for covering if the opponent doesn't get a shot off, regardless of stance, arm position, or posture.

Players are not allowed to intentionally physically silence or verbally mask their speakers to gain an advantage over other players.

14.2 Face, Hand, and Laser Blocking

Players will not be permitted to "face block" shots by way of intentionally and obviously intercepting laser fire with their face or head. Nor will blocking shots with a player's hands be permitted.

Furthermore, any obvious and intentional maneuvering of a player's laser in front of chest or back sensors for the purpose of intercepting a shot, even to take a stun, will not be permitted.

15. Laser Hand Holds

Players must use two hands when firing their lasers. No "one-handed laser firing techniques" will be permitted. No intentional covering of the laser's receiving IR sensors will be permitted.

16. The Vesting Room

Once Players enter the Vesting Room area, they should log onto their packs first, THEN put on the pack. Players should then proceed directly to their Team's assigned Base, and wait within the Base lines, for the game to begin.

Any Player who notices an issue with their pack (missing clips, straps, cannot button in, etc.) should notify a Referee in the Vesting Room of their problem immediately.

Once all Teams are within their Base, a Referee will call out to each Team asking if they are ready and the game will be started the appropriate timed delay.

17. Game Start/Base Start

Games will start on schedule, with or without Players present.
Responsibility lies with the Players to know when they are scheduled to play.

If a team is forced to play a game with a person down for whatever reason, once a game starts NO new Players may enter the arena.

However, if a player is removed from the game due to an injury, a substitute from that team's Official Roster MAY enter the game in a different pack. If so, the combined packs cannot score more than TWO Bases, and any duplicate Bases scored will be removed from the player's score.

All Teams must start the game from within their own Base during Team comp games.
Players failing to do so will receive a Termination.

A signal will sound and all packs will become active at approximately the same time. Only after their pack has been fully activated (i.e. – able to fire) may players leave the confines of their Base (i.e. Cross the plane of the door).

Teams will be assigned Bases prior to the start of the tournament, and may not trade with another Team.

18. Game End

Players must exit the arena immediately in an orderly fashion when their pack has signaled that the game has ended.

No Players will be permitted to remain in the arena for any extended period after a game has ended.

19 Base Evacuation Rules

Players deactivated within a Base MUST leave the Base IMMEDIATELY, using the SHORTEST possible route, most times this will be the door you entered.

As a general rule of thumb, Players will be given 5 seconds to get their entire body out of, and clear of, the Base station interior.

Boundary lines at Base doors will be clearly marked on the floor.

Players are not permitted cross the plane of the door and enter any Base deactivated or if they are shielded from a reload. To enter a Base, a player's pack must be an active target (either "up" or "stunned").

Players who are stunned while already within a Base may remain within until their stun effect elapses or they are deactivated.

A Player's pack must be active before attempting to enter a Base and no "mid-leap activation entry" maneuvers will be permitted.

No portion of any player's body or equipment may cross the plane of the doorway to any Base unless that Player's pack is active. Failing to follow any of these rules to the letter will result in a Termination.

Additionally, players MUST be inside the confines of a given Base when attempting to destroy it.

Any Players taking advantage of a Base flaw which allows them to tag the target card from outside the Base will be considered 'unsportsmanlike' and will receive a Termination.

20 Reloads

When a Player is out of energy, their pack will indicate this by stating 'Energy Depleted'.

Depleted packs will no longer reactivate, cannot fire OR be tagged, until they have "Reloaded" at one of the Reload Stations indicated on the arena map.

Players may use ANY Reload Station. when out of, or low on energy

After walking through the Reload Station, the pack will indicate "Energy Transfer Is Complete". Players are then given a "shield" period, which lasts roughly 3 second. After which, the pack will reactivate.

Players may NOT play from within reloads (meaning, crossing the plane of the reload entrance while actively engaged with another player) or block the path of either the entrance or the exit. Any Players breaking these rules will be issued a Termination.

Active Players however, who are below their "Watermark" level (see below) may enter the reload and fill up their energy as normal.

21. Referee Conduct

It is possible that a Referee may also be a player in the Tournament. If so, all Referee rules would apply.

Referees must have a thorough understanding of the Competition rules. Referees will be expected to pass a proficiency test of their rules knowledge and ref skills.

Referees should display a high level of professionalism at all times.

Referees must be unbiased. Any indication of favoritism towards particular Players or Teams will result in immediate suspension of Referee status, and pending assessment by Tournament Coordinators, may result in permanent removal of this title for the duration of the Competition and removal from the Competition.

Referees should not address Players during a game, except to warn of a rule violation. Casual conversation with Players is not permitted.

Referees should make all attempts to remain unobtrusive when in the arena. Players may ask Referees to move - the decision to move lies solely with the Referee.

Referees should not argue with Players during a game. All disputes are to be settled after the game, and only through the Team Captains in the designated area.

Referees should report incidents of unsporting conduct to the Tournament Coordinator.

Should a Team Captain have issues with a specific Referee, the Tournament Coordinator MAY allow that Referee to be re-assigned to a different position, as resources allow. This is not a 'right', but a courtesy.

If a Referee is suspected of foul play or bias, that Referee may be removed or repositioned by the Tournament Coordinator.

22. General Code of Conduct

All attendees of the Zone Laser Tag World Championships will act within the general code of conduct.

Players and attendees of the Zone Laser Tag World Championships will:

- Act within the rules and spirit of the sport.
- Promote fair play over winning at any cost.
- Encourage and support opportunities for people to learn appropriate behaviour and skills.
- Support opportunities for participation in all aspects of the sport.
- Treat each person as an individual.
- Show respect and courtesy to all involved with the sport.
- Respect the rights and worth of every person, regardless of their age, race, gender, ability, cultural background, sexuality or religion.
- Respect the decisions of officials, coaches and administrators.
- Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance exists) with people under the age of 18.
- Display appropriate and responsible behaviour in all interactions.
- Act with integrity and objectivity, and accept responsibility for your decisions and actions.
- Ensure your decisions and actions contribute to a safe environment.
- Ensure your decisions and actions contribute to a harassment-free environment.
- Not tolerate abusive, bullying or threatening behaviour.