

## **ELC 2003 Rules (Final Version) as at 03 March 2003**

### **Introduction**

It should be noted that, whilst these rules should of course be adhered to during the tournament, the rules are not in existence to spoil the tournament. It is hoped that at no stage of the tournament will the vast majority of these rules even need to be considered.

The main aim of the rules is to ensure that all players have a fun, fair and yet still competitive tournament, whilst also ensuring that the centre, the equipment used, and other players are given the respect that they deserve.

### **General Game Rules**

#### 1. Standard Safety Rules will always apply:

- 1.1. Players may not run, jog or move at a speed which is considered unsafe by a marshal;
- 1.2. Players may not climb on any part of the scenery. Neither of a player's feet may be placed on a wall;
- 1.3. Players may not crouch, crawl or lie down on the floor;
- 1.4. Players may not make physical contact with any other player, or with any other player's equipment. In the event of physical contact being made, a marshal will decide what – if any – action is to be taken;

In addition, the following rules will also apply:

- 1.5. Players should not be under the influence of alcohol or illegal drugs;
- 1.6. Players may not sit on the floor. In addition, players may not kneel on one or both knees. Players may not assume a squatting or crouching position;
- 1.7. Players may not use offensive or insulting language towards one another;
- 1.8. Players may not position themselves so as to block or impede another player's movement. In the event that one player wishes to pass another, simply saying "Pass" will inform a player that they must move aside;
- 1.9. Players must ensure that the clips on their pack are securely attached before entering the game. If a clip on a player's pack becomes undone during a game, it must be re-attached as soon as the player becomes aware of it.

## The Equipment

### 2. Covering of sensors:

- 2.1. Players may not use any part of their body, hair, clothing, equipment, or any other object to cover their own sensors, or those of any other player;
- 2.2. Players with hair long enough to cover a sensor must secure their hair in a manner that will not obstruct any sensors;
- 2.3. Players may not wear loose clothing that could obstruct a sensor;
- 2.4. Players may not hold or remain in any position whereby any part of their body obstructs a sensor. Examples include bending at the waist, leaning, and positioning arms in front or to the side of the front or shoulder sensors. Temporary obstruction of sensors is inevitable and is therefore permissible - so long as the obstruction lasts only a brief moment. Actions such as 'dancing' are permitted as long as sensors do not remain obstructed;
- 2.5. No part of a player's hands or arms may be placed directly in front of the gun. No part of a player's body may touch the orange ring. No part of a player's body should be placed in front of the gun in a manner that may interfere with any IR signals;
- 2.6. The front of a player's gun must be at least 4 inches back from any wall or any other object that would obstruct any part of the front of the gun;
- 2.7. Players may not place any part of their equipment against a wall in order to hide the equipment. This includes moving back against a wall or other object when another player is trying to tag the rear sensor;
- 2.8. Players who use only one hand to hold the gun must ensure that their free hand/arm is hanging straight down by the side of their body, out of the way of all sensors.

### 3. Equipment problems:

- 3.1. Players may not tamper with the equipment in any manner. This includes, but is not limited to, the resetting of a pack or the damaging or removing of any part of the equipment;
- 3.2. Players should not attempt to alter game-play by firing at their own equipment, or at that of their team-mates;
- 3.3. In the event of a problem, the player should immediately return to the airlock and seek assistance;
- 3.4. In the event that a player's pack has to be changed, a new pack will be added into the game with a name similar to the player's alias. The scores from both packs will be totalled and that will be considered the players' final score;
- 3.5. If a player does not receive a score, or receives an obviously improper score, then a Head Marshal will review the matter. They may order the game to be replayed if the outcome of the game could have been different with a working pack;
- 3.6. Please note that games will not necessarily be replayed because of equipment faults/failures, or because of the amount of time taken to remedy such faults/failures.

## **Pre-tournament and Pre-game Procedures**

### 4. On arrival:

- 4.1. Team captains must register their teams' presence at the tournament desk no later than 15 minutes before the tournament is due to start. Registration includes the following:
  - The provision of a full team list, including any substitute player(s);
  - The collection of the team's tournament cards (these must be returned to the tournament desk at the end of the tournament);

### 5. To ensure the smooth running of the tournament:

- 5.1. Teams must be at the main desk 5 minutes before the start of their game, with their keytags and tournament cards. If the tournament is running behind schedule, teams should wait for their game to start;
- 5.2. Players must carry their game card at all times during the tournament, unless it has been removed by a marshal (see rule 9.1.2);
- 5.3. All players must be present in the reception area when their game is called into the airlock;
- 5.4. Players waiting for their game may not enter the airlock unless the game has been called in by a marshal;
- 5.5. Players must take the pack allocated to them by a marshal;
- 5.6. Players must use their own keytags and may not swap with other members of their team;
- 5.7. Players must keep their tournament card with them at all times;
- 5.8. Players may not enter the arena until instructed to do so by a marshal;
- 5.9. Teams who do not adhere to these rules risk forfeiting the game – see rule 9.2.4.

### 6. Provision of Marshals:

- 6.1. Marshals will be used in every game, according to the game schedule available in reception. This schedule will determine which teams will be marshalling which game;
- 6.2. Each team must provide three marshals when required to do so. The marshals must be present at least five minutes before the start of the relevant game;
- 6.3. Any team that fails to provide three marshals as detailed may be penalised as stated in section 9.2.

## **Absentees**

### 7. Teams with missing players:

- 7.1. A team captain may substitute one player for another, provided that this is done before their team has registered for their next game, and with the permission of a Head Marshal;
- 7.2. If a team fails to complete a game with all 9 players, then that team shall lose 20% of its' total score per missing player;
- 7.3. If more than 2 players from any team are removed from the tournament, then that team will be disqualified from taking any further part in the tournament.

## 8. Games with missing teams:

- 8.1. If the absence of a team, for whatever reason, leaves only one team to play a game, then that team shall win their game by default and the offending team shall receive no points;
- 8.2. In the case that the game was to be contested by three teams, then a replacement team (whether an existing team or a randomly selected group of players) shall be selected by a Head Marshal;
  - 8.2.1. Any points that the replacement team collect in such a game will not count towards their total, however the other two teams will have their scores recorded as if the third team was being counted;
  - 8.2.2. If this means that the game needs to be delayed, and by the time the game is to be played the original team are all present, then the original team shall still NOT be permitted to play, and the game will go ahead with the replacement team. The offending team will receive no points.

## Disciplinary Procedures

### 9. Penalties:

- 9.1. During a game, a marshal may take one or more of the following courses of action:
  - 9.1.1. A verbal caution may be given to an offending player. This should include the reason why the player is being given the caution. This caution is for a minor, unintentional breaking of a rule;
  - 9.1.2. If a player continues to break a rule, then a marshal may request the player's game card. The marshal will present the card to a Head Marshal at the end of the game, with the reason for the warning. The player must then retrieve their card from a Head Marshal before attempting to play another game;
  - 9.1.3. If a marshal feels that a player's actions warrant it, a player may be ejected from a game. This course of action should only be taken if a second marshal is present and is in agreement. A Head Marshal may take this course of action on their own without another marshal present;
  - 9.1.4. A team will only be removed from a game under the most severe circumstances, and only by a Head Marshal;
- 9.2. In addition, a Head Marshal may do the following:
  - 9.2.1. In extreme circumstances, a team may have points subtracted from their total. The number of points and the reason is at a Head Marshal's discretion;
  - 9.2.2. A single player may be removed from the tournament. That player should leave the centre immediately. That player may be replaced (see rule 7.1);
  - 9.2.3. A whole team may be removed from the tournament. That team should leave the centre immediately;
  - 9.2.4. Should a team fail to present themselves properly for a game (see section 5), then a Head Marshal may declare that the team has forfeited the game and any available points. The game will either be awarded to the opposing team (in the case that there were two teams involved) or will then be played with a randomly selected team (in the case that there were three teams involved). The team may still play in subsequent games;
- 9.3. During game time a marshal's decision is final and no discussion will be entered into;

- 9.4. Only Team Captains may request clarifications of any marshal's action. They should deal only with a Head Marshal, and they must do so within a period of thirty minutes from the time recorded on a scoresheet from that game.

## 10. Guidelines for Marshals during games:

- 10.1. Marshals will interpret any situation as they see fit, remembering that the rules should be applied in the spirit of the game;
- 10.2. Persistent offenders should under all circumstances be dealt with according to section 9, and the penalties imposed should progress in severity if offences continue;
- 10.3. Should a marshal need to enforce rule 9.1.2 or 9.1.3, a Head Marshal should be informed at the end of the game why the action was taken. The marshal must also hand the player's game card to a Head Marshal for collection by the player.

## **Rule interpretations/alterations**

### 11. These rules are subject to change:

- 11.1. This is the final copy of the rules for the ELC 2003. They will only be altered in the event of a serious issue arising;
- 11.2. Each team captain will be given a copy of the final rules when they register for the tournament;
- 11.3. Before the tournament begins, the Captains' briefing will provide the chance for Team Captains to discuss these rules with the Head Marshal(s). It would therefore be wise for teams to discuss these rules before the briefing, so that Captains can seek clarification where necessary;
- 11.4. During the tournament, the Head Marshal(s) may issue interpretations and/or alterations of these rules as necessary to prevent misunderstandings, or to clarify any rules stated herein. All team captains will be briefed on any such announcements;
- 11.5. A Head Marshals' decision is final.