

# 2026 Top Gun Tournament Pack

Rules, Format, and Game Mode Information



<b>Rules.....</b>	<b>2</b>
TAG Tournament Rules.....	2
Player Code of Conduct.....	4
Penalties.....	4
Waivers.....	5
<b>Format &amp; Roster.....</b>	<b>5</b>
Players.....	5
Format & Bracket.....	6
Tournament Tagger Loadouts.....	7
<b>Game Modes.....</b>	<b>8</b>
1v1 Tournament Mode.....	8

# Rules

The below rules are used to enforce sportsmanlike gameplay and ensure all attendees have a fun and equally engaging experience in a Titan Action Games tournament.

**\*PLEASE NOTE - The TO reserves the right to make alterations to any of the rules found in this package during the event. It is their duty to ensure sportsmanship between teams and players to provide a fair match/experience for all attendees. This is a new sport and the evolution of rules is to be expected during our continued evolution of competitive play.**

## TAG Tournament Rules

The following ruleset will be used to govern play and interaction of players. Please review thoroughly so you and your team know what is expected and not permitted during gameplay.

- **TO (Tournament Organizer)**
  - The TOs job is to ensure fair gameplay and uphold the integrity of the game. Many factors can occur in this fast paced game that can cause confusion for players (ex. being eliminated without seeing opponents due to angles where we can't see the "beams" for one example). Players are to trust and respect the TO as their wide overview of the game provides insights into the game as it unfolds.
  - Players are permitted to call out/talk to the TO during games, but unless the TO calls for a full game pause, the match remains active and players are responsible for staying engaged with the match.
- **On Deck Call outs**
  - The schedule will be presented to Players at the start of the event with the first team taking to the field. As each match progresses the TO will call out On Deck Players, which requires them to proceed to the staging area to get their taggers/headset in place to take to the field as soon as the current match ends. The staging area will be shown to Players at the start of the event.
- **Start of Match**
  - Players are required to stand with one foot on the designated starting box until the match begins
  - A match is deemed to have started when your tagger gives the audible "Locked and Loaded"
    - Players who start early will result in having a player eliminated at random from their team
    - Additional infractions of this rule will result in a minor penalty
- **End of Match & Score Sign Off**
  - When a match ends, players must immediately head to the staging and place their taggers/headset onto the On Deck staging area for the next On Deck Player to suit up.

- A player will then look and verbally acknowledge they have seen the final score to be recorded into the system.
- **Being Eliminated in 1v1s**
  - When eliminated, players are to return to a respawn point of their choice to rejoin the match.
    - Eliminated players must return to their spawn provided they do not perform any of the following rule infractions defined below
      - **Players that slow walk towards their spawn point will be respawned on the spot if not at their nearest spawn point after 7s of being eliminated**
      - **Players are not permitted to step off to the side and walk down the field towards their opponent in an effort to take/view where players are on the other team. This will result in an immediate minor penalty**
      - **Players may only spawn in locations that are not currently occupied by an opponent (*see below for respawn control definition*)**
    - **“Dead Man Walks”**
      - **Players who act as if they are eliminated while still being alive in a fashion to confuse or stop opponents from shooting will immediately be penalized at the TO’s discretion.**
- **Respawn Control**
  - A player is in control of a respawn location if they are actively occupying a bunker OR are 1 (one) bunker away from a respawn location
    - If in doubt, ask the TO for specific details as some layouts may have 1 (one) bunker away from a respawn box but the gap may be large enough to ignore this restriction. When in doubt ask the TO BEFORE THE MATCH as to not delay the game or take game time away from opponent
  - Opponents may not attempt to respawn at a controlled zone by an opponent. Attempts to do so will result in a delay of game penalty.
- **Sensors**
  - Players are not allowed to cover or block any sensors on their tagger or headset
    - Intentionally doing so results in an immediate minor penalty. A second occurrence of breaking this results in a major penalty.
  - Players are not permitted to touch opposing players taggers or block the opposing players tagger barrel using any part of their body
    - Intentionally doing so results in an immediate minor penalty. A second occurrence of breaking this results in a major penalty.
- **Headset Disconnects**
  - In the event that headsets disconnect from the tagger an alarm will signal on the tagger and play will be stopped by the TO. Players are to remain in their bunkers or nearest bunker with play resumed by the TO once the reconnect occurs

- **In the event a disconnect or elimination as a result occurs at a critical point in the match, it will either be restarted with appropriate time/score or simply will adjust the score in game.**
- **Communication**
  - Sideline communication or coaching is not permitted by spectators or teammates sitting out.
- **The Playing Field**
  - Players are not permitted to adjust or move any of the Uboxes on the field.
    - **In the event a UBOX falls from its position, players are to call to the TO and a STOP PLAY will be initiated. Failure to call a TO simply results in lost time in the game with the box down.**
  - Players are not permitted to intentionally adjust, move, or go inside any of the bunkers on the field.
  - In the event a bunker or UBox is accidentally moved, players are to call for a TO to readjust the bunker, players are to continue play while the bunker is being fixed. If it is a safety hazard to players, the match will be paused.
- **Stop Play**
  - In the event play needs to be stopped for an emergency, players are to remain in their bunkers (or the closest bunker to their position) while the TO pauses the match. There will be an audible countdown to when the match resumes.
- **Media**
  - ***Please note there will be media present, and by purchasing and attending this event you acknowledge that you and your players may be photographed or captured in video for Titan Action Games Promotion. Participating in a Titan Action Games Tournament overrides any previous Media Release sign offs for all participating players.***
    - ***Having your photo/video taken may not occur, but there is a chance you will be captured in the background of either medium.***
    - ***Please advise your team***

## Player Code of Conduct

All of the Participant rules/player conduct can be found below. Breaking any of these rules will result in a penalty, or even expulsion of a player depending on the infraction. This is fully at the TO/Staff discretion.

- **Integrity**
  - Laser Tag is a game where there are many variables, many of which are out of our control. We do our best to ensure a fair experience for all players, and players are expected to play the game with integrity and the positive spirit of the game in mind.
- **Footwear**

- If the event is held indoors, indoor shoes must be worn. Outdoor or dirty footwear will not be permitted. Failure to comply will result in participant(s) being unable to take part. Please wear appropriate outdoor footwear if an event is held outside.
- **Be Respectful**
  - Be respectful and kind to all staff and other attendees. This is a public event and the use of profanity, slurs, hate speech, etc has a zero tolerance policy. Participants unable to comply will be removed from the event entirely.
- **Zero Violence Policy**
  - Laser Tag is a non-physical game, and violence in general is not something we condone regardless.
  - Any attendees who threaten staff/other participants or perform an intentional act that could cause bodily harm or damage the equipment will be removed from the event and receive a ban from all Titan Action Games operations for the foreseeable future.

## Penalties

Please review and also ensure all players know the Tournament Rules AND the Player Code of Conduct. Failure to comply with Tournament Rules or Code of Conduct will result in either a Major or Minor Penalty as defined below for your team. Penalties will be called out by the TO on the speaker to alert both teams in game.

- **Minor/Delay of Game Penalties**

- Players will receive a -1 to their score if a minor penalty is placed upon a player by the TO. (if their score is at 0, it will be treated as being as -1 that they must make up for)

- **Major Penalty**

- Players will receive a -3 to their current score (if their score is at 0, it will be treated as being as -3 that they must make up for)

- **Event Expulsion**

- In the instance a player harms another player or severely breaks the **Player Code of Conduct**, they will be removed from the tournament. Teams will be required to continue on being down one player or a spare rostered player step in.

- **Penalties occurring outside of the match**

- In the event a player receives a penalty outside of a match, they will either start down 1 point or 3 points depending on the severity of the infraction.

- **Game Changing Infractions**

- In the event of a rule infraction or in game issue occurring that is game impacting to the final result of the match or a game defining moment, the TO has the right to pause/restart the game or in the event of a rule infraction, to override the standard penalty that would be given and apply a fair outcome to the situation (ex. Play may be stopped and the match reset with time added to the clock, etc). The focus of all our competitive events is sportsmanship.

## Waivers

**All participants are required to fill out and complete a Waiver form PRIOR to the start of the tournament. Players who do not have a Waiver form completed will not be able to participate in the event.**

This can be done digitally or printed off and brought in. If you've played at an event or booking with Titan Action Games previously you are not required to fill a new Waiver form.

<https://www.titanactiongames.com/waivers>

## Format & Roster

### Players

- **Players ages 10 and under**
  - **Parents/Guardians MUST remain on site for any participants in the tournament who are or under the age of 10**

### Format & Bracket

- **Formats**
  - The 1v1 Top Gun circuit has multiple formats that may be used for a tournament depending on the total players registered or the particular event itself. The format used will be listed on the official tournament page for the event found on the Titan Action Games website
- **Double Elimination Format**
  - Players will be randomly placed into the bracket and will play against their opponent using the 1v1 Game Mode rules (detailed in Game Mode section)
  - In the event there are less than 7 players, the below formats will be used
    - 4 Players
      - Double Elimination format with best of 3 series for each match
    - 5-6 Players
      - Round Robin format with top 4 players moving to single elimination bracket
    - 7 Players
      - Standard Double elimination format will be used with the top ranked player in the season standings getting a bye round. In the event it is the start of a new season, the highest ranked player in

the previous year receives the bye or it is done randomly if all players have not competed the previous year.

- **Bracket Overview**
  - The tournament will be a double elimination bracket consisting of a Top and Bottom bracket.
  - All Players begin in the Top Bracket with losing players of their match dropping to the bottom bracket.
  - Players who lose their match in the bottom bracket are eliminated from the tournament.
  - An example bracket can be seen below. Please note the bracket may change depending on the total number of players in the event.
- **Finals**
  - Grand Finals is a best of 3 format using the 1v1 Game Mode Rules

TOP BRACKET									
1	Prelim Seed 1								
	Prelim Seed 2	7	Winner of Group 1						
			Winner of Group 2						
2	Prelim Seed 2								
	Prelim Seed 7			11	Winner of Group 7	14	Winner of Group 11	W	Winner of Group 14 1v1 Tournament Champion
					Winner of Group 8		Winner of Bracket B		
3	Prelim Seed 3								
	Prelim Seed 6	8	Winner of Group 3						
			Winner of Group 4						
4	Prelim Seed 4								
	Prelim Seed 5								
BOTTOM BRACKET									
5	Loser of Group 1	9	Winner of Group 5						
	Loser of Group 2		Loser of Group 7	12	Winner of Group 9	13	Winner of Group 12	W	Winner of Group 13 Advance to Finals Group 14
					Winner of Group 10		Loser of Group 11		
6	Loser of Group 3	10	Winner of Group 6						
	Loser of Group 4		Loser of Group 8						

- **Tie-Breakers**
  - In the event of a tie game, players will have a sudden death round with unlimited time in the round, first elimination wins the match.
- **Double Round Robin Format**
  - Players will play each opponent TWICE using the 1v1 Game Mode rules (detailed in Game Mode section)
    - 3pts earned for a win
  - Overtime
    - In the event players tie at the end of regulation time of a match, players will have a sudden death round with unlimited time in the round, first elimination wins the match.
    - The Player who loses in overtime earns 1 Pt for their score
  - Sem-Finals

- Top 4 Players advance to semi-finals
  - In the event of a tie, +/- is used to determine who advances
  - If +/- is tied, then a head to head comparison is used for players
  - In the event both players won against one another once during round robin prelims, they will play an overtime match using the settings listed above
- Semi finals is a single match to determine the winner using overtime settings above if a tie at end of regulation
- 1st plays 4th
- 2nd plays 3rd
- Finals
  - Finals is a best of 3 (three) series to determine the winner using overtime settings above if a tie at end of any individual games

## Tournament Tagger Loadouts

- Battle Rifle [Default Tagger]
- Assault Rifle
- Players are permitted 10s at the start of each match to select their loadout before the countdown time begins for the start of the match. This will be called out by the TO.
- **If players wish to select the Battle Rifle, they simply need to leave it as the default at the start of the round. There is a rare glitch that can occur if you follow the process of SELECTING a weapon to choose the battle rifle which reduces the mag size on your first life. The BATTLE RIFLE is your default and does not require you to switch. Switching from a different weapon back to the Battle Rifle once a game has started does not cause this to occur! Only at the start there is a small chance. This is on the players to be aware.**



# Game Modes

## 1v1 Tournament Mode

- 7 Eliminations to Win
  - Eliminate the opposing team to score
- 4 Minute Time Limit
- 3s Health Regen time
- 2s Invulnerability Upon Respawning
- **1v1 Respawn Sportsmanship Rule**
  - **Players who are not eliminated are not permitted to follow and aim at players who are respawning. They are fully allowed to move/reposition as an opposing player respawns, but they are not allowed to move in such a way to shoot the player upon their respawn into the game.**
- When Eliminated return to your nearest spawn point to rejoin the match
  - **Eliminated players are to either return to the nearest spawn point or are permitted to move to another location so long as their opponent is not occupying the same area as the desired respawn.**
  - **Eliminated players have 7s to return to their nearest spawn point or they will be respawned fixed in place. Players who continually break this rule will receive a minor penalty as deemed fit by the TO.**

*\*Example map below, layout may alter from shown depending on what season is active\**

