

Summer Duos 2024 Tournament Pack

Rules, Format, and Game Mode Information



Rules.....	2
TAG Tournament Rules.....	2
Player Code of Conduct.....	4
Penalties.....	5
Waivers.....	5
Format & Roster.....	6
Schedule.....	6
Teams & Roster.....	6
Preliminary Rounds.....	6
Quarter-Finals/Semi-Finals/Final Rounds.....	7
Tournament Tagger Loadouts.....	9
Game Modes.....	11
Team Elimination.....	11
TDM Hardcore.....	12
Single Flag.....	13
Domination.....	14
King of the Hill.....	15
VIP.....	16

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 first season 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.

- **On Deck Call outs**
 - Schedule will be presented to Team Captains 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 teams, which requires on Deck teams 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 teams 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 team 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**
 - When eliminated, players are to return to their respawn point to rejoin the match.
 - Eliminated players may return to their spawn at their own pace provided they do not perform any of the following rule infractions defined below
 - **Eliminated players are not permitted to intentionally stand in place and block teammates from opposing players' view. Standing in place or slow walking past will be deemed an infraction of this rule.**

- This will result in your teammate being eliminated by the TO and will draw a minor penalty if a second infraction occurs.
 - Players are not permitted to step off to the side and walk down the field towards the opposing side in an effort to view where players are on the other team. This will result in an immediate minor penalty
 - **“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.
 - **Blocking Live Players**
 - In the event an eliminated player attempts to block an opponents line of sight or impair their movement, they will immediately draw a penalty at the TO’s discretion based on the moment it occurred.
- **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.
- **Communication**
 - Only players on the field are allowed to communicate with one another. Sideline communication or coaching is not permitted by spectators or teammates sitting out.
 - Active players are allowed to communicate at any time to their teammates **even if/while they are eliminated so long as they do not block line of sight of other active players or stand in place to communicate.**
 - Eliminated players may not move in a forward direction to learn opposing players positions. They must move towards their respawn station. Players will be penalized with the elimination of a random teammate upon infracting this rule and will draw a minor penalty for further infractions.
- **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 Penalties**

- Teams will either randomly have a teammate or themselves eliminated in-game and the infracting player will then be unable to respawn for 1 minute. They are required to stand at the starting box until they are respawned by the TO.

- **Major Penalty**

- Teams will randomly have a teammate eliminated in-game in addition to the infracting player who will then be unable to respawn for the remainder of the match. They are to exit the playing field and stand at the staging area until the match ends

- **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 player for a duration of 1 minute for a Minor Penalty, or have to play their next scheduled match in its entirety down one player in the event of a major penalty

- **Game Changing Infractions**

- In the event of a rule being broken that is game impacting to the final result of the match or a game defining moment, the TO has the right 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

Schedule

- Saturday July 13th at the Valley Elementary Soccer Field
 - Arrival time of 8:45am with games starting at 9:00am
 - Prelims scheduled to around 12:20pm with Prelim awards being handed out
- End time of 2:00PM for the finals

Teams & Roster

- Up to 12 Teams Total
 - 3 Players Total Per Roster
 - Players at this time are not required to submit a roster for the event. However upon arrival, teams may not alter their roster after signing in.
 - 2 Active Players on the field for a game
 - Teams may switch out players in between matches so long as they are ready to have their 2 Active players on deck when called upon by the TO
 - Teams may switch players between matches in the semis and finals in the same manner as all preliminary matches
- **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**

Preliminary Rounds

- Format
 - Teams split into two brackets consisting of 6 teams each
 - Teams play Double round robin within their bracket. Brackets for R1 are determined randomly with brackets in R2 being made up of teams ranked 1-6 and 7-12 respectively once R1 ends.
 - Round 1 - Duos TDM Hardcore
 - Round 2 - King of the Hill
- Scoring
 - Each round win awards 3pts
 - Each round tie awards 1pt to both teams
 - Each round loss awards 0pts

- Tiebreaker for top cut advancing
 - Point differential will be tracked for teams to serve as a tiebreaker for advancement to semis
 - In the event that there is still a tie between two teams with point differential in play, a best of three 1v1 match will be held. Single life sudden death per round.
 - Each team must pick one player to play each round with no repeating players

Quarter-Finals/Semi-Finals/Final Rounds

- Top Cut Format
 - When determining Top 6, all teams are collectively grouped together after prelims to determine standings
- Veto System
 - At the start of each of the final rounds, teams secretly veto a game mode they wish to remove from the series.
 - Teams reveal their vetoed game mode to one another and then the game modes for the series are selected.
 - Teams may both veto the same game mode
- Quarter-Finals
 - Teams seeded 1st and 2nd overall advance to semifinals
 - Teams seeded 3rd, 4th, 5th, and 6th advance to quarter finals
 - Top seeded team is on **BLUE SIDE** with lower seeded team on **RED SIDE**
 - Seeded Knockout Bracket is formed Best of 3 system with Game Mode Pool Veto (***See game modes section below***)
 - Game Mode Selection
 - Once Vetoed modes have been determined, the higher seeded team determines the first game mode with the other team choosing the second. The third mode is randomly determined from all available non-vetoed game modes.
 - **The same game mode IS NOT ALLOWED be selected twice by a team**
 - **A duplicate game mode can only occur if the other team selects the same mode as the opposing team for their pick, or if it occurs during the randomly determined 3rd mode**
- Semi-Finals (**used right away if only 8 teams**)
 - Top 4 teams in overall standings from full team standing (or top 2 seeded teams advance directly to semis if greater than 8 teams registered to face a winner from each respective quarter final bracket).

- Top seeded team is on **BLUE SIDE** with lower seeded team on **RED SIDE**
- Seeded Knockout Bracket is formed
- 1st place seed plays 4th place and 2nd place seed plays 3rd place seed.
 - If using quarter finals, 1st place seed faces the winner of the 3rd vs 6th quarter final match. 2nd place seed faces winner of 4th vs 5th quarter final match
- Best of 5 system with Game Mode Pool Veto (**See game modes section below**)
- Game Mode Selection
 - Once Vetoed modes have been determined, the top seeded team chooses the first and third game mode and the lower seed chooses the second and fourth. The fifth mode is randomly determined from all non-vetoed available game modes.
 - **The same game mode IS NOT ALLOWED be selected twice by a team in the semi-finals**
 - **A duplicate game mode can only occur if the other team selects the same mode as the opposing team for their pick, or if it occurs during the randomly determined 5th mode**
- Finals
 - Best of 5 system with Game Mode Pool Veto (**See game modes section below**)
 - If they wish, Top seeded team between two finals teams (based off prelim placing) may choose between **BLUE SIDE** or **RED SIDE** in the final matchup
 - If choosing their side, the opposing team then gets first pick of game modes, then alternating as normal
 - Game Mode Selection
 - Once Vetoed modes and sides have been determined, the top seeded team chooses the first and third game mode and the lower seed chooses the second and fourth. The fifth mode is randomly determined from all non-vetoed available game modes.
 - **The same game mode IS NOT ALLOWED be selected twice by a team in the semi-finals**
 - **A duplicate game mode can only occur if the other team selects the same mode as the opposing team for their pick, or if it occurs during the randomly determined 5th mode**

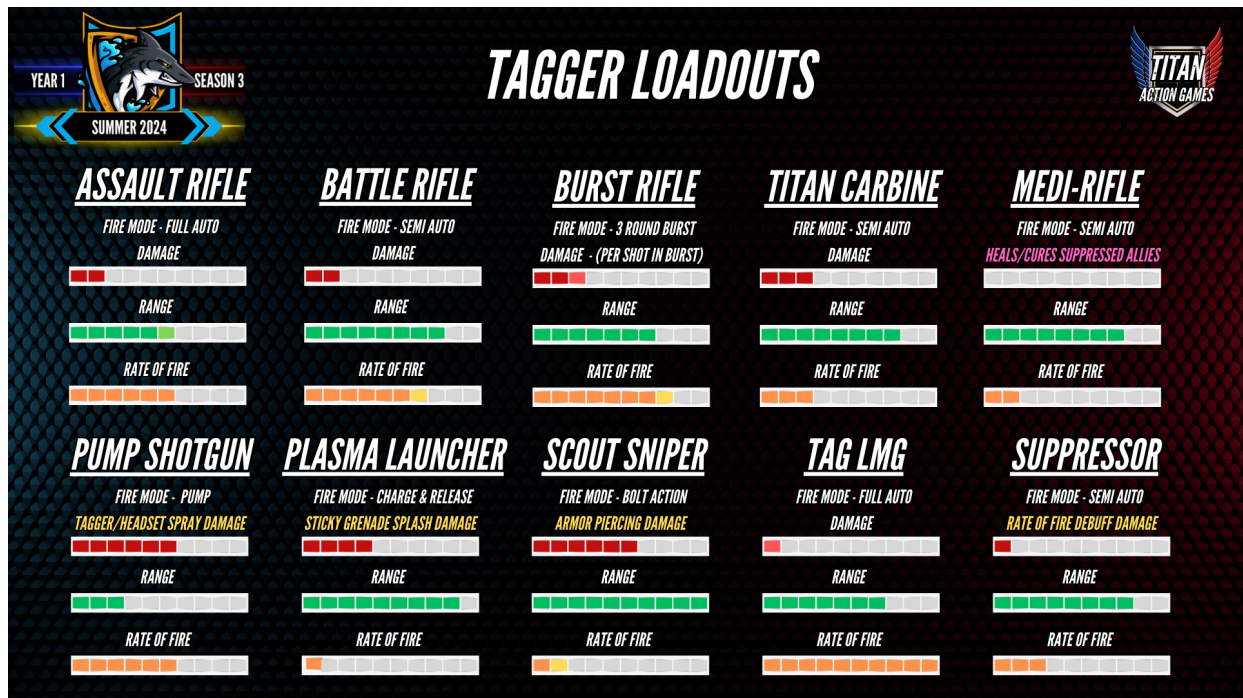
Tournament Tagger Loadouts

- Battle Rifle [Default Tagger]
- Burst Rifle
- Assault Rifle

- TAG LMG
 - Titan Carbine
 - Scout Sniper
 - TAG Suppressor
 - Plasma Launcher
 - Medi-Rifle
 - Pump Shotgun
 - Defender Pistol **[Secondary Sidearm, press down on tagger to swap between]**
- 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.**

Detailed stats can be viewed below on the tagger loadouts.

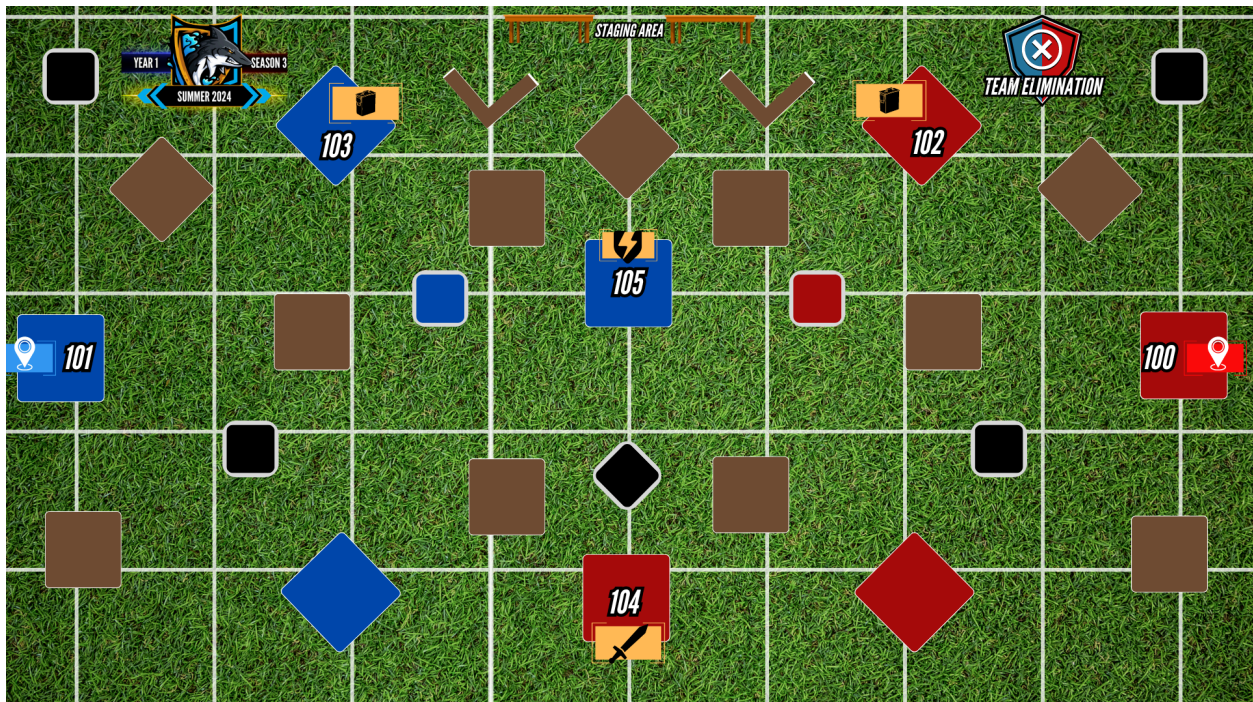
- Damage
 - This displays the amount of damage the loadout does to an opposing player. A full RED bar worth of damage would eliminate an opposing player as reference
 - Taggers that are identified as Tagger/Headset damage only operate at close range for full damage profile.
- Range
 - **This is the optimal engagement range for the tagger. This is only a reference point. All tagger have the same range excluding headset dmg taggers**
- ROF (Rate of Fire)
 - This is how fast the tagger fires.
 - Some taggers such as the Scout Sniper are Bolt Action and require a **RELOAD** button press to load in the next shot, with a **LONG PRESS** to reload the entire magazine
 - Double Barrel Shotgun & Plasma Launcher require players to hold the reload button in to load the next “shell” into the loadout. Release when loaded.
- **TAG SUPPRESSOR ROF DEBUFF**
 - ***When hit by the TAG Suppressor, players have their ROF cut in half (50%) for their tagger for a duration of 10s***
- **PLASMA LAUNCHER STICKY EXPLOSION**
 - ***The Plasma Launcher has a sticky splash damage hit that has a 3 second delay upon successfully hitting an opposing player. Players hit will hear a beeping noise from their tagger indicating they have been hit***



Game Modes

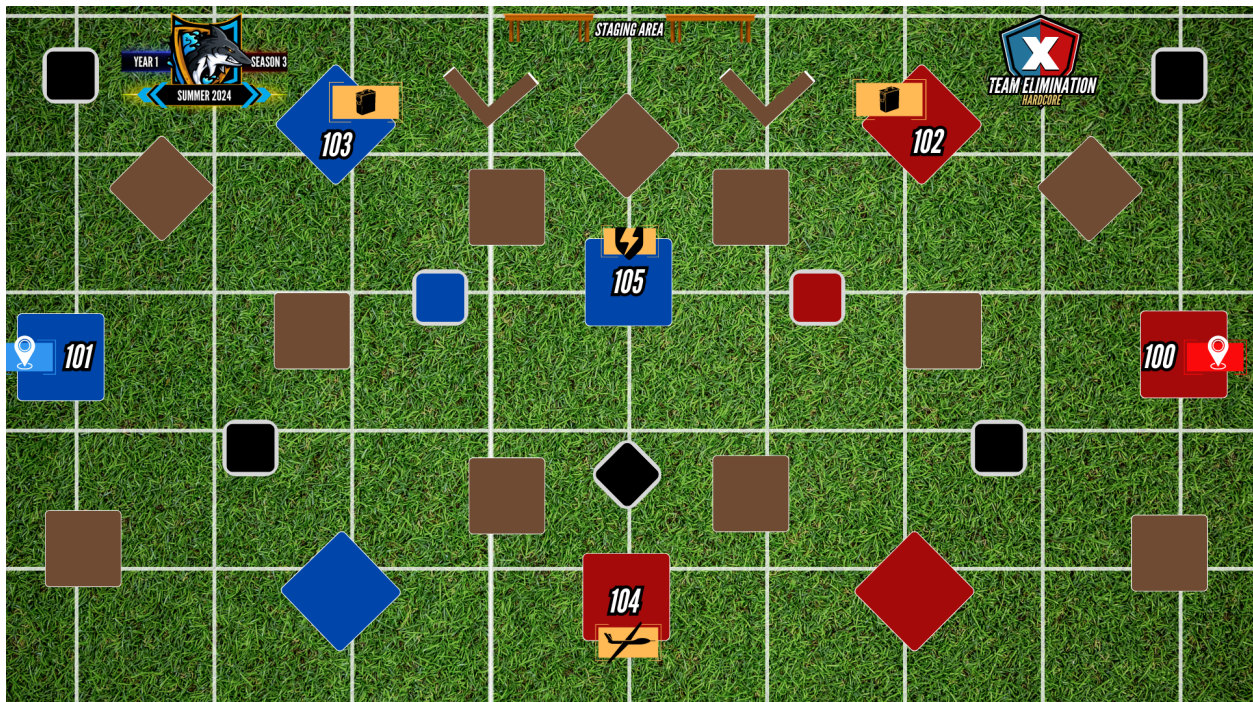
Duos Team Elimination

- 12 Eliminations to Win
 - Eliminate the opposing team to score
- 3 Minute Time Limit
- When Eliminated return to your spawn to rejoin the match (boxes 101 & 100)
- Power Taggers
 - Spawn at 1.5 minutes into the game
 - **To Pick up, press the red button on the box with the front sensor of your tagger visible.**
 - **Energy Sword (Box 104)**
 - Your tagger LEDs turn Gold when picked up. If Eliminated, the weapon is dropped.
 - **Overshield (Box 105)**
 - Adds 100 health, but degrades by 1 point every second that passes after picking the shield up



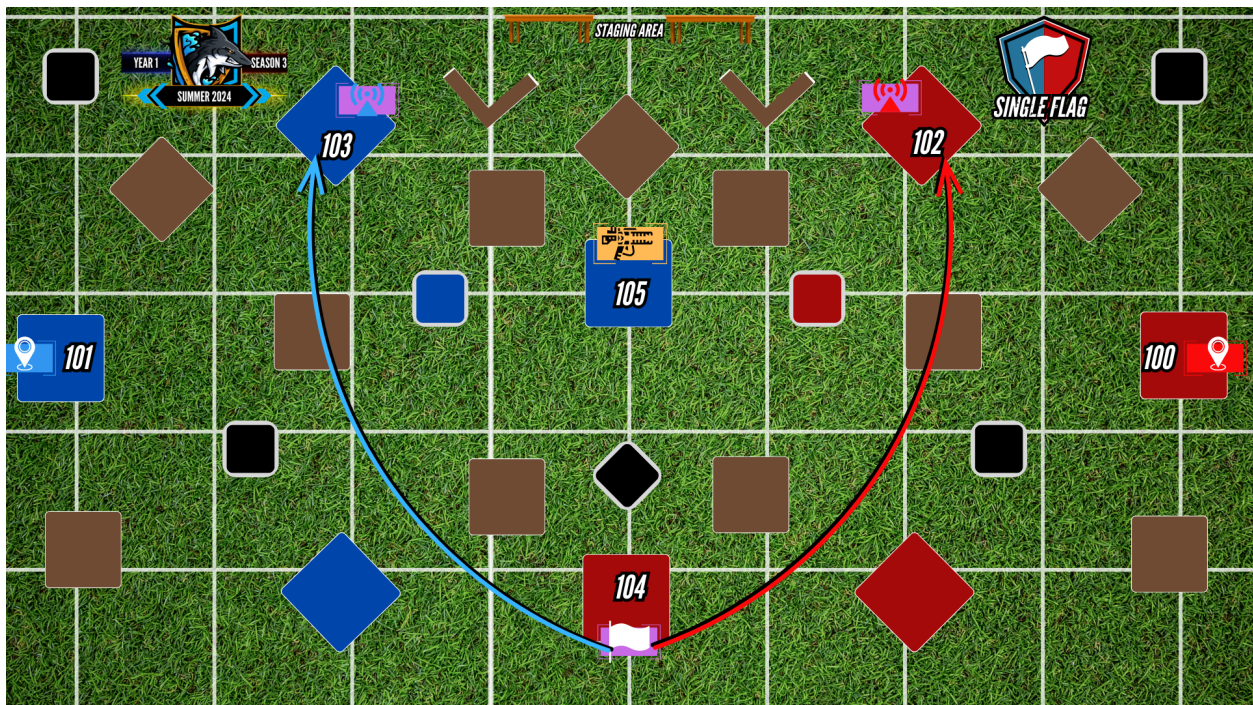
Duos TDM Hardcore

- Eliminate the Opposing Team to Score
 - Eliminate the opposing team to score
- **Limited Lives per Player (4 Per Player)**
 - **When fully eliminated proceed to the designed station provided by the TO.**
Communication IS PERMITTED by players who have lost all their lives from the deadbox only
- 3 Minute Time Limit
- When Eliminated return to your spawn to rejoin the match (boxes 101 & 100)
- Power Ups
 - Spawn at 1.5 minutes into the game
 - **To Pick up/activate, press the red button on the box with the front sensor of your tagger visible.**
 - **UAV (Box 104)**
 - Automatically lights up opposing players headsets and causes their taggers to beep for a duration of 30s. Automatically occurs when button is pressed
 - **Overshield (Box 105)**
 - Adds 100 health, but degrades by 1 point every second that passes after picking the shield up



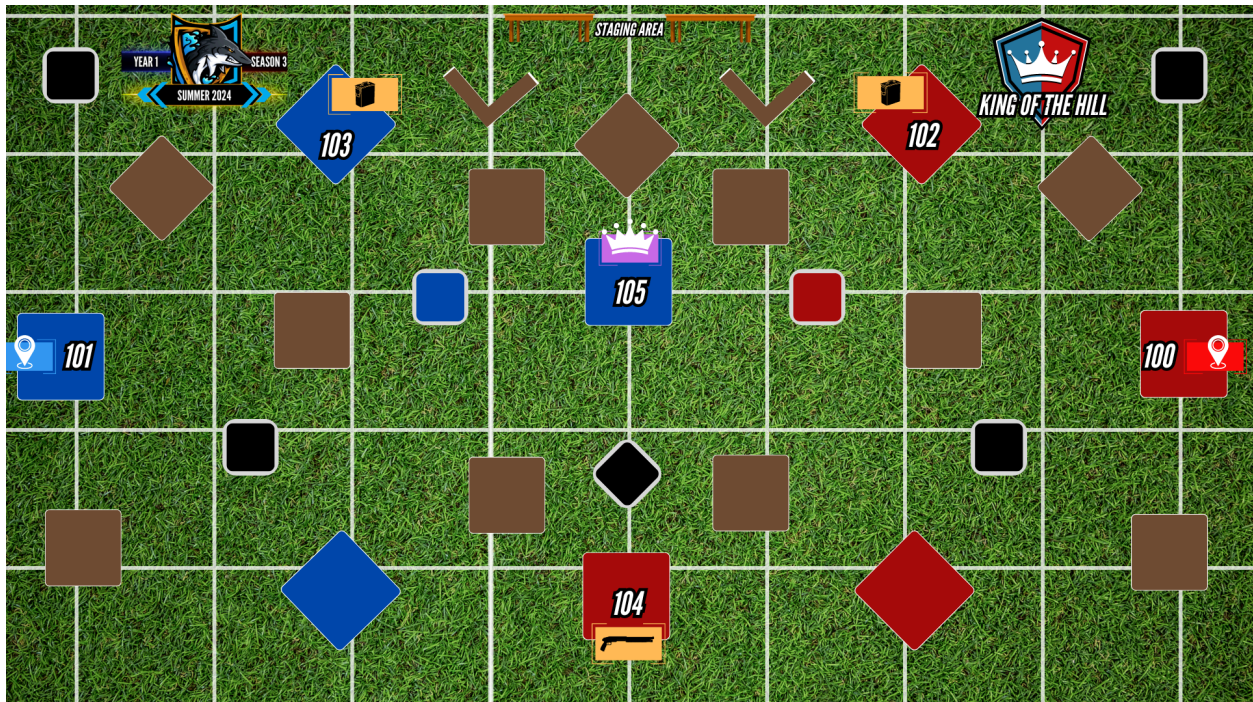
Single Flag

- 3 Captures to Win
 - Capture the neutral middle Flag to Score
 - **2s** hold on Flag station box (box 104) to pick up flag
 - **5s** hold to capture at base if you have the flag (box 103 and 102)
 - Being eliminated as the flag holder automatically returns the flag
 - **Single Flag carrier logic. ONLY ONE player may hold a flag at a time. If opposing team has flag, you must eliminate to pick the flag up at the box**
- 3 Minute Time Limit
- When Eliminated return to your spawn to rejoin the match (boxes 101 & 100)
- Power Taggers
 - Spawn at 1.5 minutes into the game
 - **To Pick up, press the red button on the box with the front sensor of your tagger visible. Your tagger LEDs turn Gold when picked up. If Eliminated, the weapon is dropped.**
 - Heavy Railgun (Box 105)



King of the Hill

- 150 Points to Win
 - Eliminate the opposing team to score 1 Pt
 - **Controlling the Hill awards 3 Points every 3 seconds for each player in the Hill**
 - **To Score points, you must have the front of your tagger visible to Box 105. You can still shoot and play as normal while you score.**
- 3 Minute Time Limit
- Power Taggers
 - Spawn at 1.5 minutes into the game
 - **To Pick up, press the red button on the box with the front sensor of your tagger visible. Your tagger LEDs turn Gold when picked up. If Eliminated, the weapon is dropped.**
 - **Heavy Shotgun (Box 104)**



Rush

- **RED TEAM**
 - Plays Offense
 - Must Capture 3 / 4 Objective Boxes to Score
 - To capture a box, players must press AND hold the RED button on the box while shooting the top light to “capture it” (150 health per box)
 - Box light turns from BLUE to RED when captured
 - **Red Team collectively has 15 lives before they lose the round**
- **BLUE TEAM**
 - Plays Defense
 - Must Defend the boxes until time expires to win
 - **Blue Team also can eliminate Red Team for a collective 15 Lives to win the match**
- 3 Minute Time Limit
- Power Ups
 - **Elimination streak of 10 awards Body Armor**

