

Tournament Pack

Rules, Format, and Game Mode Information



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1. 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.**

1.1 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 / Refs**
 - At minimum there will be two designed individuals operating as TO / Referee to ensure the rules outlined in this tournament package are followed by players. The primary focus is to maintain the integrity of the sport and sportsmanship of our competitors.
 - In the event a REF or TO is participating as a player, upon stepping onto the field a replacement REF will overtake their role with no calls allowed to be enforced/called out by the TO/REF who is playing on the field.
- **On Deck Call outs**
 - The 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
- **Score Check Call Outs**
 - Players are permitted to call for a score check to the TO or other players near the staging area
 - The information provided may only be the active score and game time remaining
 - Non-TO individuals are only permitted to provide the score and game time

- *Please note that if there is no one nearby to answer the call, players must wait for TO or someone to be close to the board. This is a best effort rule until a larger scoreboard is available to TAG*
- **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 opponent's 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
 - **Breaking this rule 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 the player is unable to shoot/interact with uboxes until the headset reconnects. When players hear this alarm it is on them to tuck in/hide until it

reconnects. ****Note that damage can still be taken and the player eliminated.*** They are free to move and communicate as normal. This is done to prevent disconnected players from eliminating opposing players when they cannot interact back with them.

- **TOs will monitor disconnects and call for a game pause if the issue lasts for a duration of 7 seconds or greater**
- **Players are to call out to TOs if the issue occurs**

- **Ubox Interaction Requirements**

- When interacting with a UBOX, players must be able to be interacted with by opponents. Players are not permitted to hide their head & tagger on the other side of a bunker and reach around to press/engage with a Ubox.

- **Breaking this rule results in a major penalty.**

- **Tagger “Jabbing” / In Opponents Face Tagger Position**

- Players must keep at minimum their taggers two arms length away from opponents tagger/headset area. Players are also not permitted to push/hold their taggers in a forward direction towards opponents tagger/headset area.

- There are instances where this is unavoidable/unintentional and will be at the TO/Refs discretion if a penalty is required.

- **A minor penalty will be placed upon players intentionally breaking this rule.**

- **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.**

- **TAGGER and BOX Check Calls**

- In the event a TAGGER or UBOX is suspected of not functioning correctly, players may yell to the TO or nearest REF to perform a check. Game time does not pause or stop unless an issue is confirmed. Players are to continue playing as normal until a call is made.

- **To request a check players must yell “BOX / TAGGER CHECK”**
- **REFS checking boxes are required to fully block line of sight to the box and quickly check its functionality to ensure no in-game issues occur (ex. Capping a box while checking functionality)**
- **If a box or tagger is functioning correctly, the REF / TO must inform the player who requested the check to reinforce that everything is working.**

- In the event a BOX or TAGGER is malfunctioning, a STOP GAME call will be made and the issue addressed. If there is a confirmed issue within the first 20 seconds of the match, the game will be restarted..
- **Bunker Jumping**
 - In relation to smaller bunkers on the field (ex. The “snake”) players are NOT permitted to jump over the bunkers. This poses a risk to anyone laying down.
 - Players are however permitted to hop/step over the bunker only after confirming if no players are present on the opposite side.
 - **Failure to follow this rule will result in a minor penalty**
- **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.**
 - Players are not permitted to intentionally adjust, move, or go inside any of the bunkers on the field.
 - **Players who step out of bounds will be immediately eliminated.**
 - **If their actions caused an opposing player to be eliminated or results in an objective being interacted in any way to the opposing teams detriment, a minor penalty will be placed upon the infringing player.**
 - 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 a disconnect or 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.
- **Match Restart or Replays**
 - In the event a box or tagger issue occurs that affects the outcome of a match, the game will be either restarted or replayed. This is fully at the TOs discretion to enact. Teams are expected to abide by the TOs final call. Failure to do so results in an unsportsmanlike misconduct penalty
- **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***

1.2 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.
- **Headset Adjustment Acknowledgements**
 - Players who are unable to wear the headset around their head due to religious reasons (ex. Turban, etc) are permitted to wear it around their neck and it is considered fair play. Any players who do not show these attendees respect through verbal jests, complaints, or fail to acknowledge this rule will be immediately asked to leave the event. Respect for our fellow players is our top priority.
- **Footwear**
 - If the event is held indoors, indoor shoes must be brought (socks permitted based on venue). 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.

1.3 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 nearest player to the TO or REF will then be unable to respawn for 1 minute. They are required to stand at the staging area box until they are reactivated 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.

- **Penalties occurring with 1 Minute or under remaining in the match**

- In the event of ANY form of penalty being awarded with 1 Minute or less remaining on the clock, a STOP PLAY event will immediately be held
- The penalty immediately is set as a **MAJOR** penalty for the player who received the infraction and the TO/Refs will need to assess the play and make required adjustments
 - Ex. If a player made a move that could swing a game such as capturing/damaging an objective box and covering a headset to stay protected OR body blocking a flag/uplink carrier. This could result in the BOX being fully removed as a possible objective for a team to capture, or would be awarded to the opposing teams control, or having a carrier eliminated or a flag/uplink capture removed from the score.
- In addition the player who received the penalty will also start with a **MINOR** penalty in the teams following match.

1.4 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>

2. Format & Roster

2.1 Schedule

- Saturday May 3 @ Industrial Building
 - 73 Ryland Ave, Truro
 - Arrival time of 8:45am with games starting at 9:10am
 - Prelims scheduled to end at 12:20pm with Prelim awards being handed out
- End time of 2:10PM for the finals

2.2 Teams & Roster

- Up to 10 Teams Total
 - 6 Players Total Per Roster
 - **Updated Roster Restrictions**
 - Teams are permitted to roster TWO (2) **ELITE** ranked players if their remaining team members consist of at least ONE (1) **RECRUIT** ranked player.
 - 1-2 **CHAMPION** ranked players may only be rostered on a team consisting of ONLY **RECRUIT** ranked players
 - For a full list of existing player rankings, please view the link below. If a player's name is not listed, they are classified as **RECRUIT** ranked players having just joined the community.
 - https://docs.google.com/spreadsheets/d/1iEKkSLFLuOLJj4mPhhn76xbOkEar-7acy_QwhbcmIEo/edit?usp=sharing
 - 4 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 4 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**

2.3 Preliminary Rounds

- Format
 - Teams split into two brackets evenly
 - In the event of uneven teams, teams will be pooled together into a single pool until a total of 3 games have been played each
 - Teams will be paired into 3 other teams at random.
 - Teams play triple Round Robin play within their bracket with fixed game modes
 - In the event of 9-10 teams, there will be several out of bracket matchups which are randomly determined when schedule is created
 - Round 1 - Hardcore
 - Round 2 - Hardpoint
 - Round 3 - Lockdown
- 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

2.4 Quarter-Finals/Semi-Finals/Final Rounds

- Top Cut Format
 - When determining Top 4 (or top 6 with 9-10 teams), all teams are collectively grouped together after prelims to determine standings.
- Split-Deck & 2 minute Between round timer
 - This format will be used for the two pairs of teams during the Quarter/Semi finals
 - In the event one series ends before the other when using the split deck format OR during the finals, there is a 2 minute timer that begins upon a match ending
 - The next game mode enters the READY state for players to pick their taggers as soon as the timer ends

- Teams are permitted a SINGLE 2 minute timeout per series. This timeout time is added to the existing 2 minute timer that occurs between rounds. This timeout can only be used if there is no active split-deck series occurring.
- Game Modes
 - Game Modes will be predetermined ahead of time for all finals rounds using the full game mode pool listed at the end of this document.
- Quarter-Finals
 - Teams seeded 1st and 2nd overall advance to semifinals
 - Teams seeded 3rd, 4th, 5th, and 6th advance to quarter finals
 - Teams in the 3rd/6th are paired with teams ranked 4th/5th paired
 - Higher Prelim seeded team gets to choose their starting side
 - Seeded Knockout Bracket is formed with Best of 3 system
- Semi-Finals
 - Top 2 seeded teams advance directly to semis to face a winner from each respective quarter final bracket.
 - Higher Prelim seeded team gets to choose their starting side
 - Seeded Knockout Bracket is formed played in best of 5 format
 - 1st place seed plays 3rd/6th quarter winner and 2nd place seed plays 4th/5th place seed.
- Finals
 - Played in best of 5 format
 - Higher Prelim seeded team gets to choose their starting side

2.5 Y242 Loadouts & Rules

- BXR [Default Tagger]
- Shock Cannon
- Storm Sniper
- Surge Shotgun
- Venom Cannon
- Medi-Rifle
- Battle Rifle
- **If players wish to select the BXR, they simply need to leave it as the default at the start of the round. There is a glitch that can occur if you follow the process of SELECTING a weapon to choose the BXR which reduces the mag size on your first life. Switching from a different weapon back to the BXR once a game has started does not cause this to occur! This is on players to be aware.**

2.5.1 Loadout Special Functions

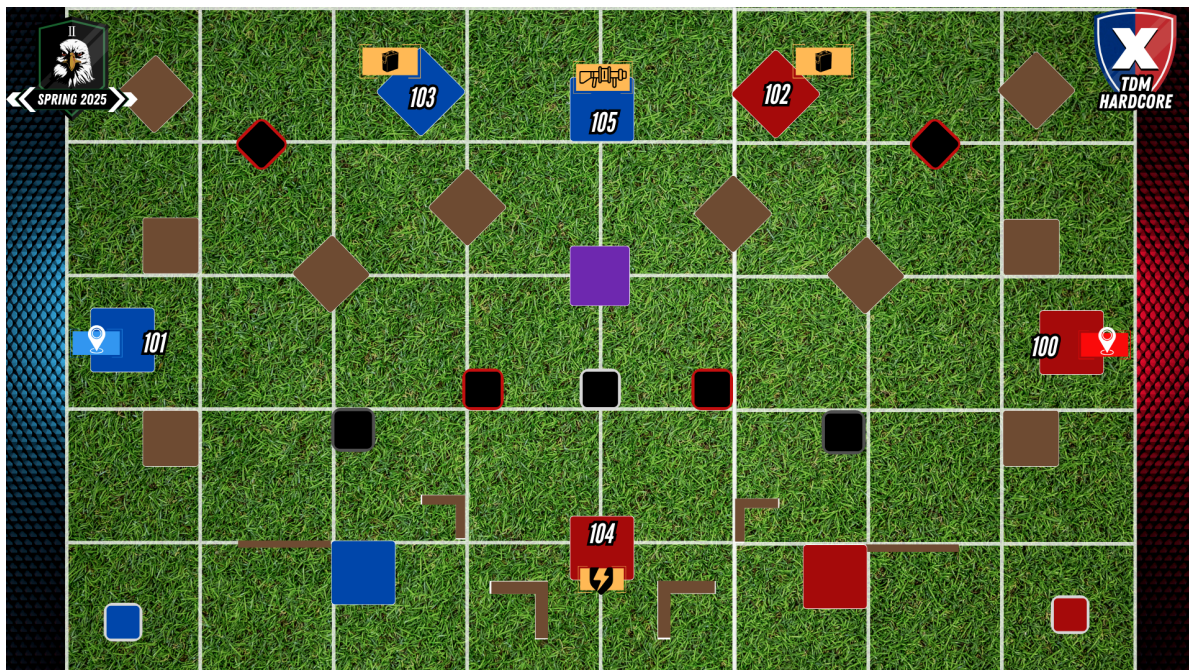
- Damage

- 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.
- ROF (Rate of Fire)
 - This is how fast the tagger fires.
- SHOCK CANNON STUN EFFECT
 - Players are unable to reload, shoot, or perform any functions that require use of the tagger
 - Players may interact with objectives so long as they are alive and do not require the use of the tagger functionality.
- **VENOM CANNON POISON DAMAGE**
 - *Players hit by a shot from a Lesion Rifle will receive a continuous 5% of their max health damage over a period of 10s (Heals cures this status)*
- **BANDAGES**
 - *Players can emit heals from their headset using bandages. Press the FORWARD button on the tagger to use, very short range (about 5ft).*
 - *5 Bandages per life*

GAME MODE POOL

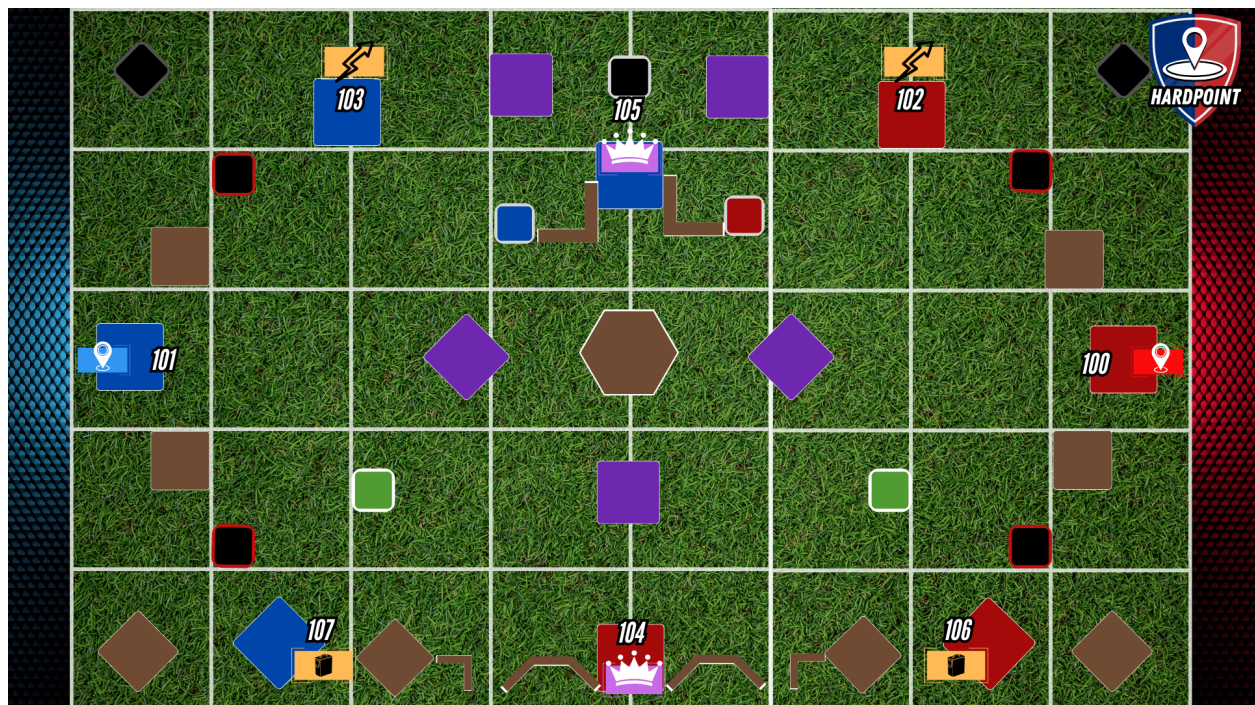
TDM Hardcore

- Eliminate the Opposing Team to Score
 - Eliminate the opposing team to score
- **Limited Lives per Player (3 Per Player)**
 - **When fully eliminated proceed to the designed station provided by the TO. No communication permitted by players who have lost all their lives, with the exception being a verbal call out to players on the field you are out upon being eliminated from the match.**
- 5 Minute Time Limit
- When Eliminated return to your spawn to rejoin the match (boxes 101 & 100)
- Power Taggers/Ups - **Weapons have a SINGLE MAG (cannot be reloaded)**
 - Spawn at 1:30s minutes and respawn a second time exactly 90s after the time they were picked
 - **To Pick up/activate, press the red button on the box with the front sensor of your tagger visible.**
 - **Big Bang Cannon (Box 105)**
 - When an opponent is hit they are “FLASH BANGED” for 6s, which prevents the player from shooting, using bandages, or interacting with boxes
 - **Overshield (Box 104)**
 - Adds 100 health, but degrades by 1 point every second that passes after picking the shield up



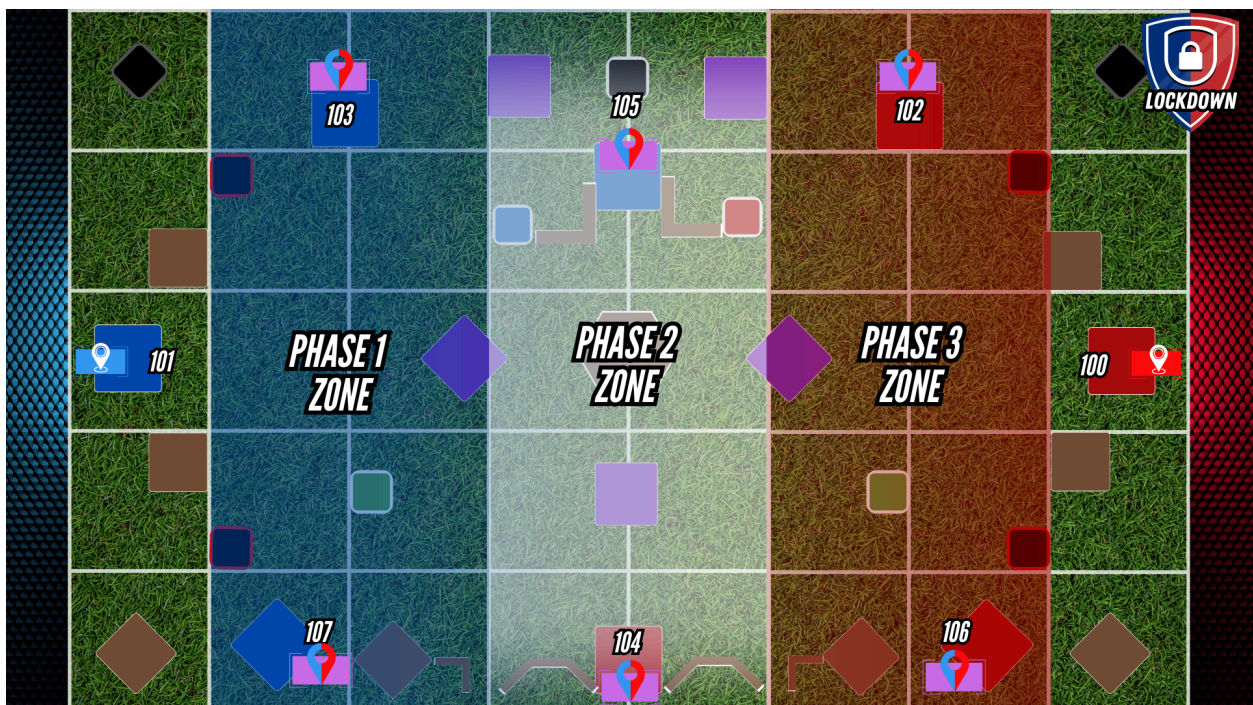
Hardpoint

- 300 Points to Win
 - 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 or headset visible to Box 104/105. You can still shoot and play as normal while you score.
 - The Hill moves between box 105 and 104 at every minute mark in the game
 - There will be an audible countdown from the game speaker
 - The Hill Starts on box 105
- 5 Minute Time Limit
- Power Taggers/Ups - **Weapon has Single Mag (cannot be reloaded)**
 - Spawn at 1:30s minutes and respawn a second time exactly 90s after the time they were picked
 - 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.
 - Adrenal Surge (Box 102 & 103) - Weapon has one spare mag



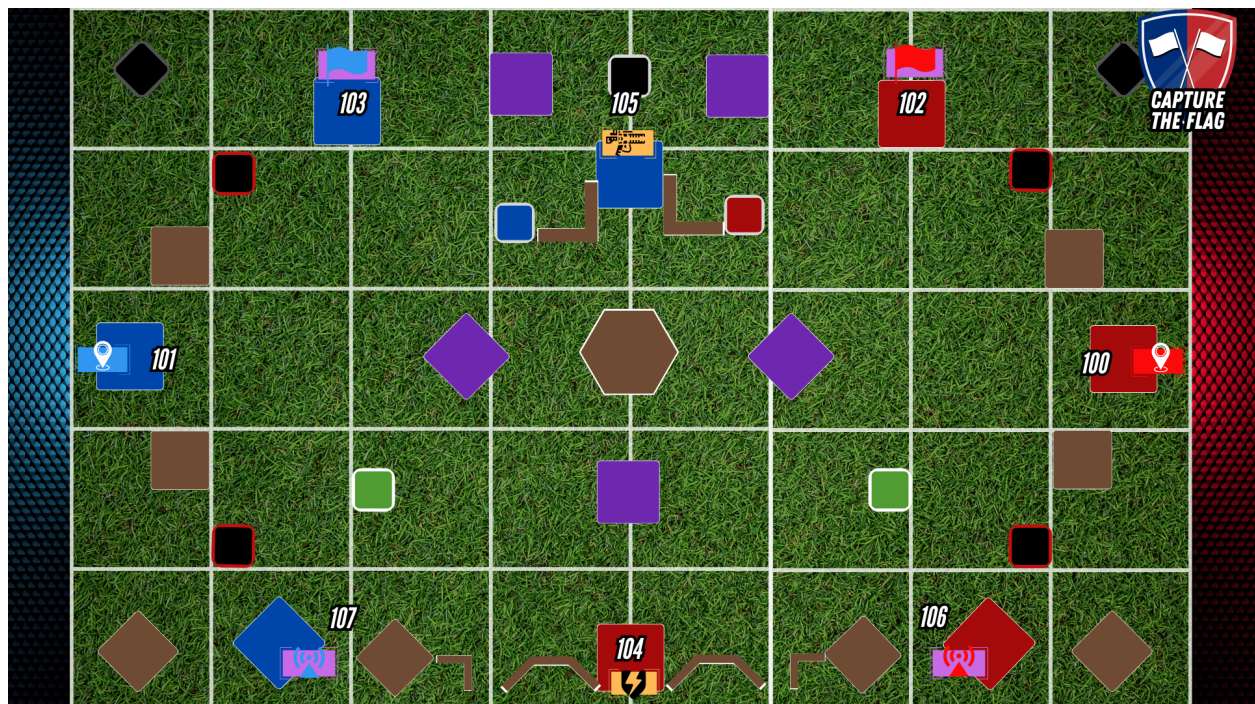
Lockdown

- 5 Points to Win
 - Each Controlled Objective box awards 1 Point while held
 - Phase Lockdown occurs at the marked time shown below for each phase
 - There will be a 30s warning/callout made before a Lockdown occurs
 - **Phase 1 - Obj 107 and 103 become locked at the 1:30s mark in the game**
 - **Phase 2 - Obj 105 and 104 become locked at the 3:30s mark in the game**
 - **Phase 3 - Obj 102 and 106 become locked at the end of the game**
 - If you capture an objective from opponents control you earn 1 Points AND remove 1 point from opponent
 - **CAPTURE PROCESS**
 - **PRESS AND HOLD THE RED BUTTON ON THE BOX and then Shoot the top of the objective box light to take control of the objective**
 - **RED BUTTON MUST BE HELD IN WHILE SHOOTING BOX**
 - **Phase 1 & 3 Boxes are 100 Health Per Objective Box**
 - **Phase 2 Boxes are 200 Health Per Objective Box**
 - **Capturing a box resets the total health of the box**
 - **When controlled, you will see the light on top of the box as the same color of your team.**
- 5 Minute Time Limit
- Power Ups
 - N/A



Capture the Flag

- 3 Captures to Win
 - Capture the neutral middle Flag to Score
 - **Press button at Flag station box (box 102 and 103) to pick up flag**
 - **3s hold to capture at base if you have the flag (box 106 and 107)**
 - **Being eliminated as the flag holder automatically returns the flag**
 - **When holding the flag your headset will flash **YELLOW****
 - **ONLY THE FLAG PLAYER IS PERMITTED TO INTERACT WITH THE FLAG BASE FOR CAPTURES**
 - **Players interacting with the Flag Base when not holding the Flag will result in a major penalty**
- 5 Minute Time Limit
- When Eliminated return to your spawn to rejoin the match (boxes 101 & 100)
- Power Taggers/Ups - **Weapon has 3 Shots (cannot be reloaded)**
 - Spawn at 1:30s minutes and respawn a second time exactly 90s after the time they were picked
 - **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) - Weapon has three spare mags**



Search & Destroy

- Most Round Victories Wins
 - Teams play 2 rounds swapping sides at end of round
 - 2 Lives per player in each round
 - RED plays offense & BLUE plays defense
 - **RED must locate which bomb site is active and arm the bomb to score**
 - **BLUE must eliminate RED team AND defuse bomb if armed before time ends**
- 2 Minute Time Limit PER ROUND
- Power Ups
 - **N/A**

