



Atlantic Laser Tag League 2025

League Rules, Format, and Game Mode Information

Active Season - Year 2 Season 2

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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 (Tournament/League Organizers) 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 League 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**
 - 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 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
 - **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.

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 league. Players who do not have a Waiver form completed will not be able to participate in the event. If players are added to a roster who have not completed a waiver form throughout the season, they simply are required to fill one out upon joining the league.

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. League Overview

- League Definitions
 - 'Event'
 - Refers to scheduled dates where league matches (*see below*) will take place
 - 'Match'
 - Refers to the full series of games played against another team
 - 'Game'
 - Refers to a single game played within a league match
- Regular Season League Matches
 - Teams will play round robin against all other teams within the league for regular season play
 - In the event of there being 6 teams, a final wildcard match will be played to give all teams at minimum 6 regular season matches to be played
 - Each Match during regular season will be a 5 Game series
 - Over the course of the regular season teams will play their collective matches divided between different "Event Days"
- Regular Season Scoring
 - Each Match win awards 3pts to a teams Season Score
 - Each Match tie awards 1pt to both teams
 - Each Match loss awards 0pts
- Tiebreakers
 - Playoff advancement Tiebreakers
 - Point differential of series scores will be tracked for teams to serve as a tiebreaker for advancement to playoffs
 - In the event that there is still a tie between two teams with point differential in play, A head to head comparison will be done for the teams regular season match

- In the event of a threeway (or more) tie occurs, a head to head comparison will be done between the teams using +/- against one another to determine which team(s) are the highest.

3. Regular Season Matches

- A Regular Season Match is a 5 Game Series
 - Every game mode won during the series counts as 1 point.
 - The team that wins more games is determined the winner of the match
 - If at the end of the series the teams are tied (ex. 2-2 with Game 5 being a draw) it counts as a tie for series points awards.
- Teams flip a coin with the winner deciding their starting colored side
 - **BLUE SIDE** or **RED SIDE**
 - Teams alternate sides at the conclusion of each game in the series
- Game Modes
 - During the regular season, each event date will have fixed game modes that will be played by teams. **The game mode pool for each event will be revealed ONE week before the scheduled event date.**

4. Playoffs

- League Playoffs are Double Elimination Bracket format
- At the end of the Regular Season, the top 6 teams will advance to the League Playoffs
- **Game Mode Pool**
 - **The Game Mode Pool for Playoffs will be revealed on August 2nd, 2025**
- Each Playoff Match is a **Best of 5 Series**
 - Teams flip a coin to determine who chooses their starting side.
 - **BLUE SIDE** or **RED SIDE**
 - Teams alternate sides at the conclusion of each game in the series
 - Veto System
 - Once sides have been determined, teams have the option to secretly veto either a **single game mode OR a single loadout** they wish to remove for the duration of the series.
 - **NOTE - The BXR loadout is restricted from being selected as a VETO option**
 - Teams reveal their vetoed choice to one another and then the game modes for the series are selected.
 - Teams may both veto the same game mode or loadout option
 - Teams may also select a **NO BAN** for their veto choice.
 - Game Mode Selection

- Once any Vetoed game modes have been determined, the team that did not pick their starting colored side determines the first and third game modes with the other team choosing the second and fourth..
 - **The 5th mode is randomly determined from all available non-vetoed game modes once they have been revealed by teams.**
 - **The same game mode IS NOT ALLOWED to 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
- The Grand Finals will be a Best of 7 Series
 - Winner of **Top Bracket Semi Finals** gets to either choose their starting side OR choose the first game mode of the series
 - **Teams alternate sides at the conclusion of each game in the series**
 - Veto System
 - Once sides have been determined, teams have the option to secretly veto either a **single game mode OR a single loadout** they wish to remove for the duration of the series.
 - **NOTE - The BXR loadout is restricted from being selected as a VETO option**
 - Teams reveal their vetoed choice to one another and then the game modes for the series are selected.
 - Teams may both veto the same game mode or loadout option
 - Teams may also select a **NO BAN** for their veto choice.
 -
 - Game Mode Selection
 - Once any Vetoed game modes have been determined, the team that did not pick their starting colored side determines the first, third, and fifth game modes with the other team choosing the second, fourth, and sixth..
 - **The 7th mode is randomly determined from all available non-vetoed game modes once they have been revealed by teams.**
 - **The same game mode IS NOT ALLOWED to 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**
- The following will be the bracket system used for the Playoffs

TOP BRACKET									
1	3rd Seeded Team	3	1st Seeded Team						
	6th Seeded Team		Winner of Game 1	7	Winner of Game 3	10	Winner of Game 7	W	2024 League Champion
			Winner of Game 4		Winner of Bottom Bracket				
2	4th Seeded Team	4	2nd Seeded Team						
	5th Seeded Team		Winner of Game 2						
BOTTOM BRACKET									
		5	Loser of Game 1						
			Loser of Game 4	8	Winner of Game 5	9	Winner of Game 8	W	Bottom Bracket Champion
			Winner of Game 6		Loser of Game 7				
		6	Loser of Game 2						
			Loser of Game 3						

5. League Schedule & Season Updates

5.1 Schedule

- Overview
 - Team Captains will be provided a schedule of their Regular Season Matches and the League Playoffs date two weeks before the season begins if possible.
 - This may be earlier depending on when teams complete their registration
- Split-Deck & 2 minute Between round timer
 - This format will be used for the two pairs of teams playing during the same scheduled time frame
 - 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.
- Regular Season Match Cancellations or Reschedule request
 - In the event that a Match needs to be cancelled or rescheduled, **Team Captains must contact the league TO with a minimum of 5 days notice** to arrange for a rescheduled match.
 - Failure to meet the 5 day deadline results in a 5-0 loss for the team

5.2 TAG Seasonal Updates & Layout

- In the event that the TAG system ever enters a new season of gameplay (Ex. Summer 2025 into Fall 2025), the League will follow all corresponding updates to the system, game modes, and available tagger loadouts
 - **The active season for the current iteration of this document is listed at the top of the rules packet on page 1**
- Field Layout
 - The Atlantic Laser Tag League will always use the CURRENT seasons field layout
 - This means the layout may adjust midway through the League Regular Season or before playoffs
- Game Mode Pool
 - In the event of new game modes being added when a TAG Season update occurs, NO new modes will be added into the game mode pool
 - The Game Mode pool for League Regular Season and Playoffs will consist only of the available listed modes at the start of the League

6. Divisions, Teams, and Rosters

6.0 Divisions

- The 2025 Atlantic Laser Tag League will consist of TWO divisions and the outline/restrictions for each division rosters are included below

6.0.1 Recruit Division

- The Recruit division is designed for players who have limited tournament experience or are newer to the sport.
- **Teams in the Recruit division must have a team power ranking of 900 or lower (see section 6.3 below for details)**
- **Teams in Recruit division may NOT also roster players of the ELITE or CHAMPION rank for personal player classifications**

6.0.1 Competitive Division

- The Competitive division is designed for players who are tournament experienced in the sport.
- Teams in the competitive division can consist of any combination of player classifications or team power levels.
 - **However there are TEAM POWER RANKING adjustments that are included below in section 6.3 if teams have a high difference in overall team ranking**

6.1 Teams

- Up to 8 Teams Total
- Max of 7 Players Total Per Roster (Minimum of 4)
 - **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**
- 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

6.2 Roster

- Teams are required to submit their full roster 1 week before each Regular season Event
- Team Captains are required to notify the TO of any roster changes
 - Last minute roster changes are permitted only on the basis of a team not having 4 active players in total. Ex. an actively rostered player being unable to attend the event due to illness, injury, etc
 - Last Minute changes MUST be submitted before the start of the event date else the team will play down a player(s).
- 2025 Player Classification Rankings
 - There are no restrictions in relation to 2025 Player Classification for team rosters
 - **There are however team power levels that add in restrictions when facing lower level teams, see section 6.3 below**
- Releasing Players
 - Players are permitted to leave their current team and join another during the regular season. They are required to notify their team captain AND the TO.
 - Failure to notify the Team Captain of the team you're leaving is considered unsportsmanlike conduct and the roster change will not be permitted.
- Roster Lock
 - League team rosters will become locked after the final regular season event.
 - The only approved change is if a player has to drop due to an uncontrollable instance (injury, illness, etc)
 - This must be submitted to the TO in advance else teams will play down a player. Other teams will be notified by the TO, please be considerate of your fellow competitors if a sudden uncontrollable change is to occur.

6.3 Team Power Rankings

- In an effort to help balance gameplay between stronger and newer teams, a Team Power Ranking system will be put into effect for the 2025 Season.

- **Where our Sport and League format is still very young and small, we are always pushing to provide the best experience possible for all competitors to enjoy. Our end goal is always for a positive experience for players and teams.**
- Determining Team Ranking
 - Ranking is determined from the start of the league and team ranks are only adjusted if roster changes occur
 - Teams with more than 4 players will use the highest 4 scores of the players on the team to determine their rank regardless of who is on the field as an active player.
 - Teams will combine their scores from the 2025 Player Classification system to determine where the team ranks.
 - If a team contains any player with the Champion rank, their player score is always considered 850 unless their current points total is above 850
- Ranking Classification
 - **CHAMPION**
 - Team score of 2500+
 - **ELITE**
 - Team score of 1500 - 2499
 - **OPEN**
 - Team score of 800 - 1499
 - **RECRUIT**
 - Team score of 0 - 799
- Regular Season / Playoffs Restrictions
 - **CHAMPION**
 - Vs **ELITE**
 - **ELITE** Team gets choice of starting side
 - **ELITE** Team decides first game mode during playoffs
 - Vs **OPEN**
 - **OPEN** Team gets choice of side for entire series
 - **OPEN** Team chooses ALL game modes during playoffs
 - **CHAMPION** Team does not get VETO option (during playoffs)
 - Vs **RECRUIT**
 - **RECRUIT** Team gets choice of side for entire series
 - **RECRUIT** Team chooses ALL game modes during playoffs
 - **RECRUIT** Team is permitted a sideline coach during all games
 - **CHAMPION** Team does not get VETO option (during playoffs)
 - **ELITE**
 - Vs **OPEN**
 - **OPEN** Team gets choice of side
 - **OPEN** Team decides first game mode during playoffs

- OPEN Team gets additional VETO option (2 total)
- ELITE Team does not get VETO option
- Vs RECRUIT
 - RECRUIT Team gets choice of side for entire series
 - RECRUIT Team chooses ALL game modes during playoffs
 - RECRUIT Team is permitted a sideline coach during all games
 - ELITE Team does not get VETO option
- OPEN
 - Vs RECRUIT
 - RECRUIT Team gets choice of side for entire series
 - RECRUIT Team chooses first game mode during playoffs
 - OPEN Team does not get VETO option

7. League Tagger Loadouts

7.1 League Loadouts & Rules

- The below Tagger loadout list will be utilized at the start of the League. *This is subject to change if a new season update of TAG occurs at any point while the League is active.*
 - BXR [Default Tagger]
 - Plasma Launcher
 - Lesion Rifle
 - Medi-Rifle
 - TAG Shotgun
 - Suppressor 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. If a player switches and wants to use the BXR, they can select the COMP BXR loadout, which helps alleviate the chance of the glitch occurring. COMP BXR is a backup loadout option.**

7.2 Loadout Special Functions

- **Suppressor Rifle ROF DEBUFF**
 - **When hit by the Suppressor Rifle, players have their ROF cut in half (50%) for their tagger for a duration of 10s (Heals cures this status)**

- **LESION RIFLE 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*

8. Game Mode Pool

- **Regular Season Events**
 - The Game Mode Pool for each regular season event will be released ONE week before the scheduled start date of the Event
- **Playoffs**
 - The Game Mode Pool for Playoffs will be released on Saturday August 2nd
 - The Game Mode Pool will consist of a total of NINE (9) of our competitive game modes with 2-3 choices from each category
- **Available Game Modes (May 20/25)**
 - *Note this list may change upon entering the Summer 2025 Season of TAG*
 - *A complete Mission Pack will be sent out detailing the field layout for all of our competitive modes for teams one week before the start of Event 1*
 - Team Elimination
 - Team Elimination Hardcore
 - Single Flag
 - Classic CTF
 - King of the Hill
 - Domination
 - Territories
 - VIP
 - VIP Extraction
 - Data Uplink
 - Rush
 - Search & Destroy