

LASERFORCE INTERNATIONAL TOURNAMENT RULES

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GLOSSARY OF TERMS AND SYMBOLS

Down Time:	The period during which a player's battlesuit is deactivated.
Hit Zone:	A hit zone is defined as a section of a battlesuit that emits an infrared signal. <i>i.e. any part of a suit you can score a hit on an opponent, whether lights are flashing or not.</i>
Referee:	A player or person designated by the tournament organizers who is charged with enforcing the rules of play, and wears a suit capable of penalizing players for infractions.
Reset Time:	The portion of down time during which a player can be zapped.
Safe Time:	The portion of down time during which a player cannot be zapped.
Staff Member:	A staff member is defined as a member of staff who is at the time on duty, and who is not playing in the current league mission.
Target/Targeting:	Targeting is defined as the act of pointing a phaser at a target in such a manner as to facilitate a shot of any type being fired at the target or the obtaining of a missile lock on the target. Where two-handedphasers are used, a player who does not have both hands on the phaser is not deemed to be targeting. <i>To point your phaser at something that emits an infrared signal such as a shoulder, phaser, or generator target. This includes targeting the infra-</i>

red of your opponent's suit when it is reflecting off an object (e.g. a wall).

Visible Hit Zone:

A visible hit zone is defined as a hit zone that also incorporates visible, flashing or solid lights, with the exception of the forward-facing muzzle of the phaser.

The bits on your suit that have lights and can be shot by your opponent.

SPACE MARINES 5 STANDARD FLOOR RULES

FORMAT AND GAME SETTINGS

A tournament-legal game shall be defined as one in which default settings for Space Marines 5 in the software are maintained, and the point values as given on [iPlayLaserforce](#) are unaltered. Additionally, the following parameters must apply:

1. Down Time of 8 seconds for all players, which is split into 4 seconds of Safe Time and 4 seconds of Reset Time.
2. Warbots, Beacons, Emergency In-Field Resupply points, and additional arena features, *except* for in-field targets, shall be deactivated.
3. No more than three (3) in-field targets shall be active, of which two (2) should be team-aligned and one (1) neutral, such that each player may destroy a maximum of two in-field targets.
4. The game duration shall be 15 minutes.
5. Only two teams shall play in each game. Team colors shall be Fire (Red); and Earth (Green) or Ice (Blue) at the discretion of the site operator.
6. Default settings for referee suit penalties should be set to 0 points.
7. Referee Suits should be logged as "Referee – Limited" mode.

During all games, each team must consist of six team members: one Commander, one Heavy Weapons, two Scouts, one Ammo Carrier, and one Medic. The head referee should ensure secrecy for the teams logging on, and should ensure that each team contains the proper number of players in the appropriate positions.

Teams must commence logging on at the scheduled start time. If a team has not started logging on within the following 10-minute period and it is no fault of the Laserforce management then the opposing team may call a forfeit.

One match consists of two games, with teams alternating colors. Initial choice of colors is determined by mutual consent or if agreement is not possible, by coin toss.

If all members of a team are eliminated prior to the timeout of the mission, the team is deemed to have been eliminated. Elimination of an opposing team gives a 10,000-point bonus to the eliminating team and an automatic win irrespective of points. The winner of a game is determined firstly by elimination (if any) and secondly by net points scored (total points scored adjusted for penalties).

The overall winner of the match is decided primarily as the team with the highest number of games won during the match, and secondly by overall net points for the match. After each match points will be awarded as follows:

Win game	2 points
Draw game	1 point
Lose game	0 points
Win match	2 points
Draw match	1 point
Lose match	0 points
Forfeit	0 points

Team rankings will be decided firstly on competition points, then on game scores for/against ratio and finally on previous ranking position.

If a team is unable to play a scheduled game, there are two possible courses of action.

Forfeit

The forfeiting team should score match points equivalent to the loss of all games and loss of the match. The non-forfeiting team should score match points equivalent to winning all games and winning the match.

Early Game or Postponement

A game may be played at any time prior to the scheduled time or up to two weeks later with the mutual consent of both team captains. The Duty Manager must be informed. The generator target position will be adjusted to that shown on the draw, if necessary.

Optional Rule

Centers with in-field targets with multiple target positions should cycle the target positions through all available positions, moving the target in a consistent pattern once per week.

HARDWARE MALFUNCTIONS

If a player has their suit suspended because of hardware shock (e.g. following a “don’t knock or drop the phaser” warning), that player must approach a referee. The referee should zap the suit to reactivate it, and the penalty flag disregarded. However, if the reason for the “switch off” is deemed to be Physical Abuse, the appropriate penalty will apply and the flag will remain.

If a player believes their suit has a *terminal* malfunction that cannot be reset with a referee suit, they should approach a referee and may be directed to leave the field. The player must change suits and re-enter the game. If a player exits the field in this manner, they should then be awarded extra points in compensation for time lost. The points shall be calculated at a rate of 1/15th of their current average for the position being played, with a minimum of 200 points. While temporarily out of the playing field, players may not view any scoreboard.

In the event there are a large number of terminal malfunctions, the Tournament Coordinator may elect to re-run the game.

Any game will be re-played should any of the following occur:

1. An Ammo Carrier or Medic player's battlesuit malfunctions, directly causing one or more of their team members to be eliminated.
2. The Ammo Carrier's battlesuit malfunctions, causing either the Commander or Heavy weapons to run out of shots, or to remain without shots for an extended period.
3. The Ammo Carrier's battlesuit malfunctions, causing the Medic to run out of shots, which in turn causes one or more of their team members to be eliminated.

If an in-field target malfunctions, then the game will be re-run.

ELIGIBILITY

At the level of play of intercenter or above, a player may only represent a center for which they have:

1. Played the largest number of their Laserforce games; or
2. Lived geographically closest to for a period of not less than two months; or
3. Previously represented that center in intercenter competition.

These restrictions can be overruled by a two-third (2/3) vote from the Tournament Committee.¹

THE FINALS

For a player to be eligible to compete in any finals game, they must have played in at least 50% of the preliminary games. For a team to be eligible to play in the finals, each member of the team (except the reserves) must have played in at least 50% of the preliminary games, fractions rounded down.

The draw for the finals shall have the following criteria:

Team standings (i.e. seeding for Finals) will be decided *firstly on competition points, then on game scores for/against ratio, and finally on previous ranking position*. The first choice of colors in any match shall go to the captain of the team with the higher seed. The format for Finals is at the discretion of the Tournament Coordinator.

The overall winner of any match in Finals is decided primarily as the team with the highest number of games won during the match, and secondly by overall net points scored for the match.

MERCENARY AND SUBSTITUTE GUIDELINES

This section is for dealing with situations, in a Laserforce league or tournament, where a team or teams have insufficient players, and the team must be completed with players who are not from the center that team represents.

¹ Any such vote is on a one-time basis. Players thus exempted are classified as "Mercenaries" as per the guidelines in the section on page 6.

There are two different types of player replacement.

1. The first type is when a team arrives at the competition without a full complement of 6 players (assuming SM5). This type shall be termed, "Mercenary."
2. The second type is when an otherwise full team suffers an injury or otherwise to a member of their team, who is then unable to continue. This type shall be termed, "Replacement."

Mercenaries:

Mercenaries shall be selected from a pool of players who are not part of any representative Laserforce team. The Tournament Committee must be informed before the start of the competition of any team(s) that require mercenaries, and how many mercenaries will be required.

When placing mercenary players with teams, the committee must consider the following items:

1. *Skill level of the mercenary candidate.*
2. *What position this player will be expected to fill?*
3. *How well do the team and the mercenary know each other? (It could be possible a slightly less skilled player would be the better mercenary, because they blend better with the rest of the team. Also, if more than one mercenary is needed in any one competition, the committee must make sure that the distribution of mercenaries is the fairest for all teams.)*

Replacements:

Replacements shall also be selected from the available pool of players. In selecting a replacement, the person selected should be as close as possible in skill as the person they are replacing. If the replacement selected is deemed to be of a lesser ability than the player they are replacing, then that player shall have no character class restriction.

If the replacement is deemed to be of greater ability, then the committee will decide on an appropriate character class restriction. For centers that have a working Space Marines level structure, the visiting teams shall try to integrate their players into that structure as best they can. This is to help to facilitate any replacement that may be required. For centers that do not have a Space Marines level structure, it should be expected to a reasonable level that the captains should be able to compare the abilities of their players, to other players available.

The committee, who will also determine the character class restriction, if any, must ratify every replacement. This decision will be final. This document covers most situations in which a team will require extra players. If a situation arises that is not covered as above, the committee will make their decision based on their judgment.

INTERNATIONAL TOURNAMENT GAME RULES

To really understand the game of Laserforce, we need to understand the rules by which we play. Following is a version of the rules for all to understand, taking as much misrepresentation away as possible. The [explanations and examples given in blue](#) are not rules, and are to be used only as guidelines.

1. CHASING

A player may not move more than a total of three (3) meters² along the same path as that of a deactivated opponent with the result of **targeting** the opponent whilst deactivated. If a player has followed a deactivated opponent for a total of more than three meters without targeting, that player must wait for a period of two seconds after their opponent's suit has reactivated before they may target that opponent.

A path is defined as beginning from the point where a player's suit is deactivated, following the positioning of that player's battlesuit perpendicular to the floor, and ends when the suit reactivates. The width of a player's path extends from the center point of their body, perpendicular to either side, and is terminated either side at a distance of two (2) meters or by a permanent field construction, whichever is closer.

- 1. While an opponent's suit is deactivated, you may follow them along the same path.*
- 2. If you follow them, after 3 meters you may not point your phaser at them while they are deactivated, deliberate or not. Up to 3 meters is OK.*
- 3. If you have followed for more than 3 meters, you must wait an additional two seconds after your opponent's suit has reactivated before you may target. (This is to prevent medics in SM5 being unfairly targeted and prevents players in limited hit point games being followed out of the game without recourse)*
- 4. If you have followed for less than three meters, and then your opponent's suit reactivates, you may continue to follow and target without waiting the additional two seconds.*
- 5. If you chase more than one player along the same path, you will be penalised for each player you follow, e.g. if you follow and target three opponents, you will be penalised for three chases.*
- 6. It does not matter where your opponent's suit is deactivated.*
- 7. It does not matter if your suit is active or not.*

² In the United States, a measure of ten (10) feet shall instead be used.

2. SHIELDING

(a) A player may not deliberately target an opponent with their phaser unless:

(i) they have unobstructed line of sight to at least one of the opponent's visible hit zones, or are sighting directly over their phaser barrel

AND

(ii) the point that is being targeted (which is usually the opponent's hit zone, but may be a wall in the case of a reflection shot) has unobstructed line of sight back to at least one of the targeting player's **shoulder or chest hit zones**.

You cannot "target" (point your phaser) at an opponent unless you can see their flashing lights or you are looking directly down your phaser barrel. The second part allows you to shoot when you receive a "lock-on" tone even when you cannot see what you are locking on to, thus allowing the "reflection shot" provided that the point from which your suit is getting a signal (e.g. a reflection off a wall) can look back to you and see either a shoulder or chest zone.

(b) A player may not deliberately block, with any part of their body, clothing, or equipment, an opponent's shot at the **visible hit zones** of any other player or eligible in-field target. A visible hit zone is defined in the glossary.

This part of the rule is about shielding other players. You cannot use any part of your body (including hands, arms, legs, and hair), your clothes, or your suit (gun, pack, etc.) to stop an opponent from shooting someone else or the extra targets (generator, def droid, neutral targets, flags, etc.). The referee must determine that the shielding was deliberate before you can be penalised.

(c) A player, when not targeting an opponent, may use only their torso and/or permanent playing field constructions and/or another hit zone to block an opponent's shot or attempted shot at any of their hit zones provided they are not breaching parts (a) or (b).

This part of the rule covers what you are allowed to cover your lights with when you are not trying to shoot back. Basically, what it says is when you are not trying to shoot back (e.g. pulling a nuke) the only things you are allowed to hide your shoulder/chest/back lights with are your torso (no arms, legs, head, etc.), another hit zone (e.g. phaser) and permanent parts of the playing arena.

(d) A player, **when not fleeing an opponent**, may not deliberately use one or more members of their own team to block an opponent's shot (or attempted shot) at any of their otherwise visible hit zones.

The wording of this rule has been altered slightly to prevent fleeing players from being penalised if being inadvertently covered by a second fleeing teammate. A referee must use their discretion to determine that a player is fleeing (i.e. they must be moving away from an opponent).

- (e) When targeting, firing, or attempting to fire a shot or missile, a player may only grip the phaser in a way such that none of its hit zones, muzzle flash, or laser are obscured or covered.

This rule refers to the “grip” on the phaser, which cannot obscure the flashing lights, muzzle flash, or laser. The latter two are included so as to prevent a player from breach part (a) of the rule such that a referee is unable to see the infraction.

Note: Warnings for multiple infringements of this rule only apply for the same type of breach occurring in the same place at the same time. If a player shifts their position (even a step to one side) they are to be considered to have had the opportunity to stop breaching the rule and should be penalised as a separate breach.

3. BLOCKING

- (a) A player may not deliberately block a passageway, corridor, doorway, or other confined space so that an opponent is unable to pass, or their motion is unreasonably hindered.

The key word here is “deliberate.” Just because someone is in the way does not mean they should be penalised. “Deliberate” actions entail standing in the way, moving too slowly, moving along a path with the intention of backtracking but not turning soon enough or quickly enough to allow other players free access. As soon as your opponent makes it clear to you they wish to move through the area you are occupying, you must allow them to pass and you must move out of the way quickly.

- (b) A player involved with an opponent in contention of an area less than two meters wide must move to one side and draw their phaser close to their body. The player must make at least one half of the area available to their opponent.

This part of the rule is fairly simple except for one item most referees miss – BOTH players must make one half of the area available to their opponent. If two players are approaching each other from opposite directions and only one moves aside, the other player could be penalised for blocking. The same should apply when two players are moving in the same direction and one wishes to overtake the other. If both players move to the side, then neither should be penalised provided part (a) hasn’t been breached.

Golden Rule – everyone has a right to 50% of every area less than two meters wide.

- (c) A player or group of players may not deliberately surround an opponent such that they are unable to escape.

This part is quite simple. But remember – the action needs to be “deliberate” for the penalty to apply.

- (d) A player may not deliberately move to block an opponent's motion or attempted motion. A player may, however, remain stationary provided they are not infringing rules (a), (b) or (c).

Again the key word is "deliberate". Basically, if you are not in an area less than two meters wide, you may stand still and others can move around you.

4. DANGEROUS PLAY

A player may not play in a manner likely to *unreasonably endanger* the safety of other players.

Do not confuse this with Physical Abuse. Dangerous Play is for aspects of player movements where if something were to go wrong, someone might get hurt. E.g. a player who moves too quickly around the field could be subject to a Dangerous Play penalty if the referee decides the player will hurt someone should a collision occur. If a collision occurs and someone gets hurt means the player could be subject to Physical Abuse if the other player involved did not contribute to any possible hurt through their actions. Too often Dangerous Play penalties are imposed because referees see this as an easy way out. Even more often they are not imposed at all simply because no collision happened. Referees need to see past this and into what could happen if that player does run into someone. Many players need to learn the 2nd hardest way to slow down. Another aspect of Dangerous Play is the "dalek" – a player who moves with arms outstretched, including around corners. This player can quite easily harm another simply by arriving at a corner at the wrong time.

5. ILLEGAL TARGETING

Where two-handed phasers are used, a player may not deliberately use their phaser to obtain or attempt to obtain a lock-on **of any type on any target** without both hands on the phaser in such a way that at least one hand is in contact with the touch sensor under the barrel.

This penalty closes the loophole opened by the change to shielding and the change to the definition of targeting. If you do not have two hands on the gun, you are not targeting, but if you try to get a lock-on with only one hand on your gun, say around a corner, then take the shot with both, you breach this rule. The action must be deemed by the referees to be deliberate. For sites and competitions that allow players to set their phasers to one-handed play, the convention has generally been to remove this privilege from anyone found to be firing the phaser with one hand, regardless of the player or object targeted. Note this rule applies to in-field targets and teammates as well as opponents.

6. FENCING

No player shall deliberately knock, grab or otherwise interfere with an opponent's phaser so that the opponent's aim is spoiled.

This rule prevents a player from knocking another player's phaser with their hands or their own phaser to prevent a shot or a lock-on.

7. LEAVING STARTING AREA

Players must have their feet completely inside their teams starting area at the time at which the first player receives a mission start signal in their battlesuit. Each playing arena will have a precise definition of its designated starting areas.

Fairly self-explanatory. It doesn't matter where the first player who receives the start signal is in relation to the "front door", or which team they are on. As soon as the first player receives start tone, all players can enter the playing arena.

8. LEAVING PLAYING ARENA

A player may not leave the playing arena during the mission unless:

- They have been eliminated, and have received an end mission signal,
- or they have been directed to do so by a referee or staff member,
- or they are injured and unable to continue,
- or they are involved in other mitigating circumstances as judged by the referees.

The first three are self-explanatory. Be careful with the last ruling. Just because your suit shut down right next to the field exit and it is quicker to just leave and fix the problem than find a referee may not be a good enough excuse.

9. ILLEGAL INTERACTION

A player who has been eliminated and has left the playing arena may not have any further interaction of any sort with the mission in progress. They are not permitted to proceed to any public viewing area (with the exception of off-field scoreboards), or communicate in any manner with any of the remaining players. This restriction also applies to any non-playing or non-referee member of any team in the league or tournament, or any person affiliated with any team as designated by the tournament coordinator.³

³ Because eliminated players cannot be tagged, referees should verbally warn players of infractions, and if the offense is deemed significant, a normal deduction of 1000 points may be levied at the discretion of the tournament coordinator.

Once you have left the field, you cannot go back. Nor for that matter can you go anywhere you can watch the remainder of the game on the field, except for scoreboard monitors that are not placed on the field. You also may not call out to the players on the field, talk to any persons still playing through field entrances, or talk to any player who has shut-down or is injured and has left the field if there is a chance they will continue playing. Non-playing member of a playing team is a reserve or team member who showed up too late for the game start. Egregious violations of illegal interaction may be classified as unsportsmanlike conduct.

10. LOITERING

A player who has been prematurely eliminated from a mission and has received an end mission signal must immediately leave the playing arena by the most direct route. While exiting, they may indicate to other players that they have been eliminated, but no other communication or interaction is permitted.⁴

When your suit says, "Game Over," then you must leave the field. Saying anything other than "I am dead" or "I have been eliminated" or "I am out of the game" will probably get you penalised. By going over to look at any in-field monitor you will also be penalised.

11. ILLEGAL LANGUAGE

- (a) A player may not use offensive or abusive language that is **publicly audible** while participating in a league or tournament mission. Such a mission is deemed to begin when the first player in that mission logs on and ends when the outcome of the mission is finalised by the referees. Publicly audible is defined as:

heard by two referees who are at least 10 meters apart,
or heard by any staff member or referee not in the playing arena,
or heard by any referee and considered loud enough to be heard from a public viewing area.

*This rule is quite simple. Do Not Swear. Aside from the obvious, words that can be offensive to anyone must be taken into account –e.g. bitch, bastard, prick, and crap to name a few. Even the use of "God" and "Jesus Christ" can be offensive to some people. Although some will disagree, definitely how a word is used will determine whether it is offensive or not. **GOLDEN RULE – If you were a parent, and you brought your young child to play, would you like your child to hear what that person just said?***

- (b) A player may not taunt or insult an opponent or referee while participating in a league or tournament mission. Such a mission is defined as above.

⁴See previous note; referees should verbally intervene in the case of breaches of this rule.

This one is a bit more involved than part (a). You can insult a person without swearing at them – e.g. stupid idiot, fat twit, calling someone dense. Implying a player is cheating also falls under this category. However, you can point out potential rule infringements to referees without directly referring to your opponent.

12. SHOULDER TILTING

The shoulder hit zones must sit on the peak of the shoulders beside the head at all times. A player may change the position of their body, however the shoulder hit zones must be considered as if they are equally hittable from both the front and the rear while the player is in a standing position.

This means that no matter how the player is positioned (standing, leaning back, bent forward, etc.), the shoulder hit zones (shoulder lights) always sit in the same position. Referees should watch players who shift these during play and perhaps award a “conduct” penalty as well if they deem it to be a deliberate breach. A warning for multiple infringements of this rule will only apply if the player’s suit stays in a position contrary to the rule. Each time the player shifts their suit and it moves off the shoulders again it is to be treated as a separate breach)

13. SWAPPING GUNS

A player may not use, or attempt to use any phaser other than their own.

This includes zapping the target for your resupply hiding around the corner.

14. REMOVING EQUIPMENT

(a) A player may not deliberately remove any part of their equipment during the period delimited by their start and end mission signals, except where:

- They have been directed to do so by a referee or staff member,
- or they are injured and unable to continue
- or they are involved in other mitigating circumstances as judged by the referees.

Again, this rule is quite simple, whilst you are involved in playing a game, you cannot take your suit off. This includes holding the suit behind a wall while you stand in plain view zapping opponents. Of course if you are injured or your suit has malfunctioned, you will be able to remove your suit.

(b) A player who has removed any part of their equipment (whether legally or illegally) may not use their phaser in any manner until they are once again wearing their equipment in the proper manner.

If your suit has been taken off your body, it cannot be used at all. This includes activating specials (nukes, rapid fire, resupply boosts). You also cannot point it at any player. If there is a problem with your phaser, and you are not wearing your suit, let the referee test it.

15. CLIMBING

A player may not climb on or over, or jump over or off any part of the playing arena.

To avoid being penalised for climbing, it is best to keep both feet on the ground, especially when attempting to lean over a railing or similarly placed low wall. You may jump up and down, provided it is on the one spot and doesn't breach the Dangerous Play rule.

16. SITTING OR LYING

- (a) A player may not sit or lie down, or continue to sit or lie down, unless they are injured. A player is deemed to be sitting or lying if they are contacting the floor with any part of their body or equipment other than their feet and/or a single knee.

This rule is in for safety reasons. The logic behind it is that from any position in which a player may be stationary, kneeling with only one knee allows a player to move quickly enough to avoid possible injury, whereas kneeling with both knees creates a hazard. Note you cannot rest your phaser on the floor if your hand is holding it.

- (b) A player may not deliberately use their phaser to **target** an opponent who is legally sitting or lying down (i.e. injured).

Another "deliberate" keyword. If the referees see you point your phaser at an opponent who is injured on the floor, you should be penalised. However, if you just came around the corner and didn't see the opponent in time to point your phaser elsewhere, you should get away with it. Similarly, if the opponent is prostrate in a dark area, and it is not obvious to you that he/she is sitting or lying down, again you should get away with it, although it may take some conversing with referees to do so.

- (c) A player who is sitting or lying down (whether legally or illegally) may not use their phaser in any manner until they are no longer sitting or lying down.

Simple, they cannot target you, so you cannot target them. Also you cannot activate specials (rapid fire, nukes, power boosts), taking away that option (you are the last player on the field on your team, you have a nuke and cannot find a safe place to activate it, feign injury, pull the nuke; such an action incurs a penalty).

17. PHYSICAL ABUSE

- (a) A player may not deliberately or carelessly engage in any form of harmful, potentially harmful or threatening physical contact with any other person, piece of equipment or part of the playing arena.

Laserforce is a non-contact sport. Do not hit, attempt to hit, or threaten to hit any player or referee. This includes pushing, jostling, tackling, or any other action during which someone will get hurt. Referees are loath to penalise anyone for Physical Abuse because the penalty is so severe. For most 50/50 offences, it is better to err on the side of caution. However if a player is moving around the field too quickly and is involved in a collision where someone is hurt, then that player should be penalised to the full extent if all the fault lies with the player who is moving too fast.

- (b) A player may not in any way tamper with or deliberately cause the malfunction of, any part of the equipment or technical systems.

If you do deliberately do anything that causes your suit or the game to stop working properly, then you will be penalised.

18. UNSPORTSMANLIKE CONDUCT

A player may not act in a manner that brings the league or tournament into disrepute. Punishable behavior may include but is not limited to:

1. Verbal abuse, bullying, harassment, or intimidation of referees or other players outside of the game,
2. Extreme or repeated breaches of other rules,
3. Patently obvious or blatant rule violations in an attempt to eliminate the opposing team,
4. Use of **Non-Standard Laserforce Equipment** such as pins for the battlesuits, or electronic communication devices during gameplay (such as mobile phones with headsets, ear pieces, or Bluetooth devices), or other electronics that interfere with gameplay or refereeing. Mobile communication devices must be stowed in pockets or similar compartments during gameplay.

*This is the rule you have when there is no other rule to cover bad conduct, including those players who just like to cheat their way through a game. Laserforce is meant to be a fun game, win or lose, and a "win at any cost" attitude is not what the game is about. It also covers dummy-spit, temper tantrums, and the like. Non-Standard Laserforce Equipment (NSLE) is anything other than everyday clothing, and your Laserforce battlesuit (e.g. no two-way radios, mobile phones, etc. may be used during a game). Wrist watches and Fit Bits are acceptable, and you may **CARRY** a mobile phone in a pocket or sleeve so long as you do not use it in the game or connect it to a headset or ear piece.*

The penalty can be anything considered reasonable by the referees, including but not limited to one or more of the following:

- any point penalty,**
- or **automatic loss of game,**
- or **suspension from one or more future games,**
- or **restrictions on character class played in one or more future games.**

Additionally, all players must agree to a general “Code of Conduct” before play that governs interactions that occur both inside and outside game play. Laserforce tournaments are an inclusive environment, and behaviors that include harassment, bullying, or other misconduct will not be tolerated.

REFEREE GUIDELINES

Referee suits are used during Tournament games to penalise rule breaches by players. During Space Marines 5 games, players who are penalised will be deactivated for a standard 8 seconds. Infractions do not incur a penalty to the score unless otherwise noted.⁵

To penalise a player, a Referee must tag them with their own phaser. Players will hear a negative sound to indicate they have been tagged by a referee. Players can be penalised at any time their suits are emitting IR. Players can be penalised for the same rule breach several times during a game, however once a player has been penalised, they should not be penalised again for that same single offense.⁶

Referees should penalise players ***when they are of the opinion a rule breach has occurred***, and need to do so within 10 seconds of the player breaking the rule. If a Referee cannot immediately tag the offending player, provided it does not interrupt the flow of the game around them, the Referee should track the player and either tag the player themselves, or ask a nearby Referee to do so. If a Referee cannot penalise the player within this period, no further action should be taken.⁷

Should a Referee accidentally tag the wrong player but the correct team, the Referee should not need to take further action; however, if the referee's error is likely to have an adverse effect on the game, the Referee must tag any opponents who could gain an advantage from their error. (For example, a Scout breaks a rule and the Referee aims to tag that Scout, but instead tags that same team's Heavy Weapons who is defending. Within the 8-second downtime an opposition Commander mounts an attack and will likely be successful because the Heavy Weapons is deactivated due to the Referee error, the Referee MUST tag the incoming 3-Hit). If the Referee accidentally tags a player from the wrong team, the Referee must immediately tag the correct player.

⁵ The following penalties shall continue to have a 1000-point deduction (or other sanctions) applied:

- Illegal Language (Part A Swearing only)
- Physical Abuse
- Unsportsmanlike Conduct
- Chases that result in the medic being targeted or tagged
- Verbal abuse of players and referees
- Deliberate or repeated rule breaches

⁶ Certain occurrences may happen where a player has been penalised yet still gain an advantage. This could happen most commonly around consecutive nuke detonations, but is not limited to this. E.g. a player could be penalised for a chase in the lead-up to a nuke before the nuke detonates. That player will reactivate before the opposition team will. Should the penalised player again target the player(s) chased, a new penalty must be applied.

⁷ Any penalty which the referees deem require a point deduction can still be applied post-game.

Reiterating a previous section, if a player has their suit suspended because of hardware shock (e.g. following a “don’t knock or drop the phaser” warning), a referee should zap the suit to reactivate it, and the penalty flag should be disregarded. However, if the reason for the “switch off” is deemed to be Physical Abuse (per the rule above), the appropriate penalty will apply and the flag remain.

Players may ask why they were penalised during a game. A Referee does not have to answer, but provided the question is civil then they can politely reply. Players who are aggressive and/or abusive should be tagged again for Unsportsmanlike Conduct. Further abuse is to be dealt with after completion of the game in the form of an Unsportsmanlike Conduct penalty. This applies to player behaviour after each game has been completed as well.

Every match will have an assigned Head Referee and rostered Referees. At the end of each game, the Head Referee is to collect the score sheet. Any referee who has a penalty that is believed to require a point deduction must approach the Head Referee and inform him of their decision. The Head Referee is to make a note of this on the score sheet and inform the competing Captains before handing the sheet to the statistician. If the Referees do not have any penalties that require a deduction, they are to immediately head into the lobby/foyer area. Players are free to enquire with Referees after game regarding any of the decisions made, keeping in mind that poor behaviour can still attract an Unsportsmanlike Conduct penalty.

Referee Code of Conduct:

A Referee’s job is to ensure fair play and therefore a good time is maintained during the course of a league match. With Neutral Suits, a Referee is no longer an observer, but an active member of a game and must pay attention to everything in their surroundings. Once stationary, a Referee is considered to be an immobile part of the field. Players may ask a Referee to move if it is interfering with gameplay, however the Referee is not obligated to move.

Referees will often have to move around to be able to keep an eye on the action. However, it is important that they do not disturb the flow of the mission. Simply put, when players are nearby, the Referee should restrict their movement unless necessary. If movement is necessary, it should be carefully considered to avoid interrupting player’s movement or aim.

If a Referee notices a player acting in such a manner that the Referee considers to be in breach of the rules, the Referee should tag the player as per the above table. This applies for each subsequent in-game breach as well. Should the player move to a different position on the field, or adjusts their suit and infringes the rule again, it is to be viewed as if the player has had an opportunity to adjust their playing style and the player should be penalised again without warning, even if the infringement occurs in the same place as a previous rule violation.

When wearing a Neutral suit, a Referee must be ready to penalise rule breaches straight away. They must, however, keep the phaser pointed at the floor and keep the finger off the trigger to avoid accidentally tagging anyone.

Referees must restrict conversation amongst themselves during a game to matters concerning the game at hand and should only talk to other referees at times of general quiet in their area.

Referees, like players, are restricted to using standard Laserforce equipment only during games. If a Referee is observed using non-standard Laserforce equipment (e.g. mobile phones, smart watches, etc) during a game they are officiating, they may be sanctioned. Sanctions will be applied at the discretion of the Tournament Committee. Sanctions may include, but are not limited to, the following:

1. A points penalty for one or more future games in which their team is participating,
2. Restriction on playing class in one or more future games,
3. Being excluded from acting as a Referee for one or more future games.

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