

LASERTRON Official World Championship Tournament Rules 2007

Updated 1/22/2007

1. Equipment

- 1.1. **Proper Wear.** The LASERTRON equipment must be worn in the following manner at all times during game play.
 - 1.1.1. Side-straps must both be fastened and tightened to prevent the vest from “flapping” during game play.
 - 1.1.2. Vest must be worn over the shoulder as designed, with the phaser and LED scoring screen in the front of the player.
 - 1.1.3. Phaser must be held by two hands at all times unless phaser is held down and adjacent to the body (to allow for use of railing while traveling up a ramp, etc.).
 - 1.1.4. Players must hold their phaser with one hand on the “stock” of the phaser and one hand underneath the phaser as intended. Players may not hold the phaser on the top to hold down the firing buttons.
 - 1.1.5. Players are expected to don their equipment as quickly as possible. Players who, when called for a game and assigned a vest, delay in wearing their equipment may be penalized by the referee for delaying the game. This will result in a 30 second penalty at the beginning of the game for that player.
- 1.2. **Game Computer.** No player is allowed access to or computers to configure any setting on the game computer. Tampering with the game computer is a *major infraction*.
- 1.3. **Tampering.** Tampering with the equipment or attempting to enhance its performance by any means is considered a *major infraction*. If tampering is discovered during a game, the team with a player guilty of tampering forfeits the game. Tampering includes but is not limited to the placement of any substance on a sensor or lens; removal of any piece or portion of the equipment; intentional destruction of any portion of the equipment; adding or attaching any item (electronic or otherwise) to the equipment including obscuring the shoulder speakers; and creating any situation that inhibits or prevents the laser tag equipment, arena, or gear from operating in the manner it was intended. Attempting to force a replay by tampering with a player's equipment in order to shut down or reset the equipment is considered tampering and will result in a forfeit of that game in addition to a *major infraction*.
- 1.4. **Destruction of Property.** Players are prohibited from destroying or damaging any property, equipment, fixture, arena device or obstacle, game equipment or permanent structure at all times. Any willful destruction of property will result in a *major infraction* and probable criminal prosecution.
- 1.5. **Outside Devices**

- 1.5.1. **Communication Devices.** Players are prohibited from bringing any electronic or mechanical communication device onto the field of play including radios, cell phones, speech amplifiers, listening devices, whistles, and the like.
- 1.5.2. **Laser Pointers.** Players are prohibited from bringing any device, other than their LASERTRON equipment, which creates or simulates a laser light onto the playing field.
- 1.5.3. **Infrared Devices.** Players are prohibited from bringing any device which emits infrared light onto the playing field, except their LASERTRON equipment, including remote controls and other similar devices.
- 1.5.4. **Gloves.** Players are prohibited from wearing gloves during tournament play unless required to do so by a medical doctor with written documentation of the situation delivered prior to the beginning of the tournament to the Head Referee. In the event gloves are required, only white or light colored gloves will be allowed.

2. Play of the Game

- 2.1. **Running.** Players are not allowed to run, skip or jump in an effort to move quickly. Running shall be defined as having two feet off the ground while moving horizontally across the playing field -or- moving in a manner that is out of control or unsafe according to the referee.
- 2.2. **Physical Contact With Other Players.** There is a strict no contact rule in place. Players may not touch other players or their equipment with any part of their body or equipment in a tournament game.
 - 2.2.1. Incidental Contact: A referee may determine if contact was incidental and unintentional and not penalize the player.
 - 2.2.2. Continuous Incidental Contact: A player who, in the referee's view, plays in such a careless manner that contact with other players is likely or a player who continuously creates incidental contact may be assessed a penalty for unsafe play.
 - 2.2.3. Intentional Contact: A player who intentional physically hits, pushes or contacts another player will receive a *major infraction*.
- 2.3. **Playing Under Control.** Players are expected to play in a safe and controlled manner at all times. A player who, in the referee's judgment, is playing out-of-control will be warned and/or penalized. Players whose out-of-control playing style results in physical injury to themselves or another player; damage to the equipment or seems imminent to causing such damage may be called for a *major infraction*. Players repeatedly warned and called for playing out-of-control may also be called for a *major infraction*.
- 2.4. **Sitting/Kneeling/Lying Down.** Players are prohibited from sitting, lying down or kneeling on both knees at any time during game play. Players may squat (keeping the legs and rear end off the floor) or kneel on one knee provided they are not blocking opposing players (see below).
- 2.5. **Covering.** Players may not intentionally cover any sensor during play.
 - 2.5.1. Clothing. Players may not use clothing to cover a sensor during play. Players may not wear baggy shirts or other clothing that might accidentally cover a sensor during play.

- 2.5.2. **Long Hair.** Players with hair long enough to touch a sensor must secure their hair to prevent the covering of a sensor.
- 2.5.3. **Touching a Sensor.** Players may never place a hand or finger directly over any sensor including the front sensor. Similarly, players may not rest their arms or other parts of their body against any sensor or the plastic covering any sensor. Holding a finger, arm, leg or other body part in such a way that it, in effect, covers the sensor will be considered covering even if they play is not exactly touching the sensor. See *exception 2.5.5.1 below.*
- 2.5.4. **Holding the Phaser Above Your Head.** A player may not raise the phaser or their arm higher than their shoulder at any time during game play in a manner where the player's arms obstruct the shoulder sensors. This prohibits the firing style known as "evil arming" or "towering."
- 2.5.4.1. **EXCEPTION:** A player may raise the phaser over his or her head in order to fire at a target on a separate level from the player, i.e. firing from the floor level to the second level. When on a ramp, both the first floor and upper level will be considered a separate level from the player.
- 2.5.4.2. **EXCEPTION:** A player crouching behind an obstacle of less than 6 feet in height may raise the phaser over his or her head in order to tag targets on the other side of the obstacle provided all other rules are followed (i.e. blind shooting).
- 2.5.5. **Normal Firing Position.** The LT-11 System is designed to allow players to hold the phaser in almost any forward firing positions and still expose sensors to opposing players. A player inadvertently blocking one or more sensors because of the placement of his or her arms or phaser in front of their body will not be in violation of covering a sensor, provided his or her body or phaser are not physically touching the sensor or plastic cover of the sensor.
- 2.5.5.1. **EXCEPTION:** A player may rest a finger or fingers on the outside of the side sensor (circular sensor) on the phaser provided the player's finger does not extend more than ¼" into the sensor.
- 2.5.6. **Banned Firing Positions.** Other than "evil-arming" described above and the requirement that players must hold the phaser with two hands from the bottom, there are no banned firing positions or methods of play. In the event that, during the course of any tournament, the head referee can determine that a particular firing style prevents a player from being hit from the front when unobstructed by any arena wall or obstacle, the head referee may ban that firing style. Any games played up until the style is banned will remain as played.
- 2.6. **Leaning.** Players may lean provided they follow all other rules of play.
- 2.7. **Shielding Other Players.** Players who are deactivated (shields up) or, in the case of recharging games, players who are out of energy units or phaser pulses may not shield other players on their team who are attempting to score base hits. Such players must immediately leave the base zone to avoid penalty. If a player on the opposing team asks them to move because they are blocking a shot, the deactivated player is obligated to do so.
- 2.8. **Blocking.** No player may physically prevent another player from moving across the playing field or to any location on the playing field. A player must position his or her body

in such a way that an opposing player may pass by him or her. This does not require a player to relinquish his or her position, only to allow the opposing player to pass by.

- 2.9. **Blind-Firing.** Players may not hold their phaser around a corner or over a wall without being able to see the target. Players may target a reflection on a wall or window, but must be able to see the point of the reflection they are targeting.
- 2.10. **Firing on Players Engaged with a Referee.** Players should refrain on firing upon players speaking to or engaged with a referee due to a foul being called or equipment problems. Referees will use their best judgment regarding a calling of a foul, based on whether the action was intentional and significant. Points lost by a player engaging a referee will not be removed from the final score.
- 2.11. **Recharging.** Players must recharge immediately at the beginning of each game. During games with limited energy units and phaser pulses, players are not required to recharge.
 - 2.11.1. Elimination Games: In games where the rechargers are active for only a portion of the game, players must recharge during the period when the recharger is active. If, for any reason besides equipment failure, a player fails to recharge and enter the game, that player will be inactive for that game. If the failure to recharge is deemed intentional by the referee, that player will suffer a *major infraction*.
- 2.12. **Eliminated Players.** In games where players are eliminated from play, eliminated players are prohibited from speaking other than to say "I'm Out" and must immediately exit the playing field or move to a safe location as determined in advance by the referees.
- 2.13. **Threatening.** No player may threaten physically or orally any other player during the tournament, whether in play or out of play. Threatening includes, but is not limited to, threatening any sort of physical harm to the player, the player's property, or an associate of the player; making statements which, in the minds of the referees, could be implying physical harm; and making physical gestures which imply imminent physical harm to another player. Players who threaten will receive a *major infraction*.
- 2.14. **Taunting and Verbal Abuse of Other Players.** Players are prohibited from verbally taunting opposing players before, during and after a game, making derogatory statements towards other players, or otherwise playing in an unsportsmanlike manner. Players warned repeatedly for taunting or verbal abuse may be receive a *major infraction*.
- 2.15. **Vulgar Language.** As LASERTRON is a family sport where players of all ages and background may participate, vulgar language is prohibited during the tournament, while on the premises, as well as in, the laser tag arena.
- 2.16. **Following Referee's Instructions.** All players must follow the referee's instructions at all times, even if those instructions are contrary to the rules. Player's willfully ignoring a referee's instructions may receive a *major infraction*.
- 2.17. **Abuse or Threatening of a Referee.** Players are expected to treat referees with respect at all times.
 - 2.17.1. Players who continuously argue referee calls, show disdain for the referee or otherwise verbally abuse a referee may be penalized.

- 2.17.2. Players who threaten a referee or game official or who are penalized more than three times during a tournament for abusing a referee will receive a *major infraction*.
- 2.18. **Penalties during Game Play.** Players who break a rule and are penalized during game play will be removed from play for 30 seconds with the referee's remote. Players who are penalized must recharge to enter the game.
- 2.18.1. In the case of elimination game formats where players have limited energy units, a player will lose two energy units for each penalty instead of being removed from play for 30 seconds. There are no points lost for removal of an energy unit in this fashion. In all cases where a penalty is called in an elimination game, the referee will substitute removal of energy units.
- 2.18.2. Players who are penalized for multiple infractions at one time or who receive an additional penalty while already penalized (i.e. arguing with a referee) may be required to remain adjacent to the referee and receive an additional penalty.
- 2.18.3. Players who are penalized more than three times consecutively will be removed from the game. Players removed from a game must immediately report to the head referee.
- 2.18.4. Players who are removed from two or more games due to multiple penalties may be given a *major infraction*.
- 2.18.5. Teams that, in the referee's view, are attempting to use penalties offensively (for instance, by removing their worst player from the game) may be disqualified.
3. **Game Flow.** All games will follow the same format as described below.
- 3.1. **Code Names.** All players must play under the same code name or alias during the entire tournament. Players may not switch code names during the tournament. If two or more players have the same code name, the head referee will assign an additional designation to distinguish between the players.
- 3.2. **Beginning the Game.**
- 3.2.1. All games shall be scheduled. Games will not occur prior to the scheduled time unless both team captains or all players agree to the early start time.
- 3.2.2. Every effort will be made to call games over a PA system or other system. However, teams are required to report on time, whether an announcement has been made or not.
- 3.2.3. Teams or players not completely present in the staging/vesting area 5 minutes prior to the start of the game will receive a final call from the vesting referee.
- 3.2.4. Teams or players failing to show by the scheduled start of the game will be warned. The vesting referee will start a countdown for warned teams or players.
- 3.2.5. Teams or players failing to show within one minute after the countdown starts will receive a thirty second penalty to one player of the team's choice from amongst the missing players at the beginning of the game.

- 3.2.6. Teams or players failing to show within two minutes after the countdown starts will receive two thirty second penalties. If an individual player, the player will receive both penalties back-to-back.
 - 3.2.7. Teams or players failing to show within three minutes after the countdown begins will receive three penalties. If an individual player, the player will receive both penalties back-to-back.
 - 3.2.8. Teams or players who fail to show within four minutes of the countdown start will forfeit the game.
 - 3.2.9. A team that is shorthanded by one player may substitute their alternate or agree to play shorthanded. Teams that agree to play shorthanded will receive two thirty second penalties at the start of the game to two players of the team's choice.
 - 3.2.10. Players may not enter a game late under any circumstances unless instructed to do so by a referee due to equipment malfunctions.
 - 3.2.11. In solo elimination games, players failing to arrive within two minutes of the countdown must forfeit the game. The game will go on shorthanded.
 - 3.2.12. The head referee may agree to override these rules for late teams/players for extenuating circumstances at his or her discretion.
- 3.3. **Equipment Assignments.** All pack assignments will be final and players must wear the vest assigned to them. Team captains may request a pack be removed from play (see Equipment Problems). A player may request to switch packs between games if extra packs are available by communicating their request to a referee between games.
- 3.4. **Starting Areas.**
- 3.4.1. Team Play: All players in team play must begin the game in sight and range of their rechargers. They may not leave the starting area until they are recharged and entered into the game. Where necessary, the referee will designate exactly how far and where a player may start.
 - 3.4.2. Individual Play: All players will enter the arena one by one during a 30 second count down. Players may travel to any location, but may not stand within five feet of any other player. Game will start automatically. If necessary, a referee may require players to stay in a particular spot or may declare certain locations "off limits" for starting play.
- 3.5. **Exiting the arena.** Once a game is completed, all players must immediately vacate the arena and remove their playing equipment. Players may be penalized for looking at scores for extended periods of time. This is a *minor infraction*.

4. LASERTRON Equipment Problems

- 4.1. **Equipment Problems During Play.** If a player discovers his or her pack is not functioning correctly during the play of a game, the player should immediately bring the malfunction to the attention of a referee. The referee should note and repair the problem if possible.
 - 4.1.1. If there is more than one minute remaining in the play of the game and the problem cannot be solved, the referee may offer to change the pack of the player if the

game format will allow it. Packs cannot be changed in an elimination format unless the malfunction occurs immediately and is rectified within the first minute of play.

- 4.1.2. If the malfunction cannot be repaired and there is less than one minute of play remaining, the player may opt to return to the vesting room and unvest under the observation of a referee. Under no circumstances can the player then reenter the game.
- 4.1.3. If the malfunction cannot be repaired and the game format will not allow the player to switch vests, the player may opt to return to the vesting room and unvest under the observation of a referee. Under no circumstances can the player then reenter the game.
- 4.1.4. In the event of an elimination game,
 - 4.1.4.1. If the player has been eliminated from play, no action can be taken unless the referee determines that the outcome of the game would have been substantially different without the equipment problem. In such an event, the referee may call for a replay of the game.
 - 4.1.4.2. If the player has more than two lives remaining, there is more than one minute remaining, and the player has a verifiable equipment problem, the referee can revest and recharge the player. The referee will then remove a number of energy units equal to the lives previously remaining for the player. Due to current limitations, the referee may have to remove an additional life.
- 4.1.5. In any situation where a player is changing equipment, the referee is only obligated to move in a safe manner to assist in revesting. No other players or staff can assist the player.
- 4.2. **Protesting a “bad pack.”** If a player finds a pack to be operating incorrectly and cannot get this issue fixed during the game, the player may switch packs, provided another pack is available. If the pack is malfunctioning in such a fashion that the outcome of future games will significantly be effected, the player must bring this to the attention of his or her team captain. Only the captain may protest a pack to the head referee. The team captain should give the Head Referee the number and reason for protest. Each team is allowed to protest and have removed from play any single pack ONCE per tournament. In the event there are additional protests, the head referee may choose to leave a pack in play.
 - 4.2.1. In the event that the tournament ends up with too few packs to vest a game, the Head Referee may allow a protested pack back into play to complete the tournament.
 - 4.2.2. In the event that a technician not playing in the tournament performs maintenance and quality control on a protested pack bringing it back up to tournament standards, the protested pack may be reentered into play.

4.3. Replays

- 4.3.1.1. Replays will only be played in very rare circumstances.
- 4.3.1.2. Replays for the World Championships. Replays will only be played for the following reasons:

- 4.3.1.2.1. Wrong game format. If the players or referee realize the game format is incorrect, play should be stopped immediately and the game should be replayed. Players are obligated to identify if the game format is incorrect. If the incorrect format is not discovered until after the game is completed, the game will not be replayed as long as a winner and loser are established.
- 4.3.1.2.2. Players charging wrong team color. If the players or referee realize a player has charged an incorrect color, play should be stopped immediately and the game should be replayed. Players are obligated to identify a player charged the wrong color. In the event that the error is not discovered until after the end of the game, the Head Referee will determine if the issue would have resulted in a different outcome and whether a replay is in order.
- 4.3.1.2.3. Players not showing up on screen. If more than one player properly recharges and does not appear on the game computer or scoring monitors within 45 seconds, the game should be stopped immediately and replayed.
- 4.3.1.2.4. Massive equipment failure. In the event of a catastrophic event that affects the whole game occurring more than 30 seconds before the end of the game, the game should be replayed. Such events include but are not limited to: loss of power, game computer crash, and acts of God.
- 4.3.1.2.5. For Single Elimination or Finals Games, replays may also be played for the following:
 - 4.3.1.2.5.1. "Two of Seven" players reset or have equipment problems: If at least two of seven members of any team reset or have equipment problems forcing them to miss at least one minute of play may be replayed, if the Head Referee believes a replay would make a significant difference in the outcome.
 - 4.3.1.2.5.2. Software scoring anomalies: In the event that there is a legitimate belief after a game that a scoring anomaly occurred which, according to the head referee, had the potential of changing the outcome of the game, the game will be replayed.
 - 4.3.1.2.5.3. Other reasons: A Head Referee may call for a replay for other technical reasons if he or she feels the conditions warrant a replay.

5. Tournament Construction

5.1. Regional Tournaments

- 5.1.1. A regional tournament may be run at any laser tag arena utilizing LASERTRON laser tag equipment. Regional tournament must register their intent and dates with Tournament Director at LASERTRON, Inc. and must pay any required fees to be considered "official."
- 5.1.2. Dates and Times. Regional Tournaments may be run at any time as set by the hosting location.

- 5.1.3. Fees. Each regional tournament, shall establish its own fees based on local pricing and needs. A tournament prize fee will be required to be paid to the LASERTRON World Championship Tournament.
- 5.1.4. Tournament Structure. Regional tournaments have the flexibility to create their own event and organization to fit their own local needs and desires. Regional Tournaments are encouraged to mirror the World Championship Tournament structure and process. Regional tournament must be presided over by an official LASERTRON tournament referee to be considered official.
- 5.1.5. Each regional tournament must complete and submit all regional tournament paperwork to the LASERTRON World Championship Tournament Director by July 5, 2007 or within two weeks following their tournament, whichever is sooner. For players to receive their discounts and other benefits, paperwork must be complete and signed by a manager of the facility hosting the regional tournament.
- 5.1.6. The LASERTRON leg of the Armageddon Multi-System Tournament shall be included as an official Regional Tournament, although no prize money shall be required from this tournament.

5.2. World Championship Tournament

- 5.2.1. The LASERTRON World Championships 2007 will take place in Amherst, New York, August, 2007. Times for individual events will be announced.
- 5.2.2. Fees. The Tournament Director has established entry fees for the 2007 tournament based on each player's distance from LASERTRON in Amherst. To encourage participation from around the world, players from greater distances will receive a slight discount on their entry fees. Entry fees are in U.S. Dollars, per player, as follows:

Team Classification	Any 2 Team Events	All Events
Division 1	\$40	\$60
Division 2	\$30	\$40
Division 1 or 2 from Outside U.S. excluding Canada	\$20	\$25

- 5.2.2.1. Any player who plays on a team which wins an official regional event will be entitled to a 10% discount on their Division 1 entry fees.

- 5.2.2.1.1. The 10% discount is not cumulative. In the event that a team participates in and wins more than one Regional Tournament, the team members are only entitled to one 20% discount.

- 5.2.2.1.2. The 10% discount based on the total player's entry fees and does not include unrelated fees, such as jersey costs or prepaid activities.

- 5.2.2.2. Alternates may join any team. An alternate pays full price for each event. They may play for only one team in any event. Alternates are not guaranteed any games. They may participate in the Solo Event and they are eligible for the Manager's Cup Event.
 - 5.2.2.3. All players are eligible participants in the Solo Elimination Event. All players are eligible for the Manager's Cup event. There are not separate entry fees for these events.
- 5.2.3. Reservations and Deposits. Reservations to the LASERTRON World Championships will be as follows:
- 5.2.3.1. A deposit of \$25 per player is due by July 15, 2007. Players and teams may be accepted into the tournament after this date on an "as available" basis. Teams will be confirmed in the order received.
 - 5.2.3.2. Events will fill up in the order received. If a player signs up for an event that is full, a full refund will be given.
 - 5.2.3.3. Players not attached to a team by July 15, 2007 will be assigned a team by the Tournament Director. This includes situations where other players on a team have not paid their deposit. Every effort will be made to place an individual player with the desired team, but no refunds will be given after July 15, 2007 due to team placement.
 - 5.2.3.4. Confirmation will be mailed or emailed to each player as soon as possible.
 - 5.2.3.5. Deposits are non-refundable after July 15. Any roster changes will be allowed until 48 hours prior to the tournament. Roster changes must be received by email only to jbock@lasertron.us. Roster changes after 48 hours prior to the tournament are subject to the approval of the Tournament Director and will only be given for extenuating circumstances.
- 5.2.4. Team Formation.
- 5.2.4.1. Players may reform different teams for different events. It's the individual player's responsibility to form teams. Players not assigned to teams will be placed on a team by the tournament manager. To facilitate a manageable tournament, once placed on a team, a player may not change teams.
 - 5.2.4.2. The Tournament Directors may allow for the formation of Exhibition Teams to participate in the tournament to round out numbers of teams. Such teams are not eligible for cash prizes or medals in any event, but otherwise may play as normal. Entry charged to exhibition teams will be added to the cash prize pool.
- 5.2.5. National Divisions.
- 5.2.5.1. For 2007, the LASERTRON World Championships will be comprised of two divisions: Division 1 and Division 2.
 - 5.2.5.2. Division 1.
 - 5.2.5.2.1. Division 1 teams must be composed of qualified players. To Qualify for Division 1, at least 50% of the players on the team are players

ranked in the top 100 players on the LASERTRON World Championship Official Individual Ranking.

5.2.5.2.2. Division 1 competition will have a higher cash prize pool and is designed to represent the highest level of competition.

5.2.5.2.3. In certain circumstances, a player may be designated a Division 1 player by the Tournament Director for their experience at other laser tag systems or with LASERTRON prior to the LASERTRON World Championships. The Tournament Director must designate such a player as a Division 1 player 30 days from the date of the World Championships or within 5 days of receipt of the player's entry, whichever is shorter.

5.2.5.2.4. An entire team may request to enter Division 1 play despite not meeting the qualifications. All such requests will be honored on a space available basis for the good of the tournament.

5.2.5.3. Division 2

5.2.5.3.1. Division 2 teams must be composed of qualified players. To qualify as a Division 2 team, the team must be composed of:

5.2.5.3.1.1. No more than 25% of the players on the team may be ranked in the top 100 players on the LASERTRON World Championship Official Individual Ranking or designated a Division 1 player by the Tournament Director.

5.2.5.3.1.2. No more than 1 player ranked in the top 50 players on the LASERTRON World Championship Official Individual Ranking.

5.2.5.3.1.3. No player ranked in the top 20 players on the LASERTRON World Championship Official Individual Ranking.

5.2.5.3.2. Division 2 teams pay a lower entry fee and receive a smaller prize pool or non-cash prizes. Division 2 is designed for recreational, youth and less experienced players.

5.2.5.4. Game Play: Depending on the total size of the tournament and the number of entries in Division 1 and Division 2, teams from both Divisions may play together in preliminary rounds.

5.2.5.4.1. All finals shall be separate, provided there are at least four teams in each division.

5.2.5.4.2. If there are not at least four teams in each division, then a joint final shall be held and the division rankings shall be based on final placement of teams relative to other teams in their division.

5.2.6. Team Jerseys.

5.2.6.1. Having teams wear set team colors or jerseys promotes the sport image of the tournament.

5.2.6.1.1. Designs must be tasteful and appropriate for a family entertainment center. Nudity, vulgarity or other inappropriate artwork or language will not be allowed. Sponsorship (i.e. company logos) is allowed on the shirt provided the sponsor is appropriate for a family entertainment center. Alcohol or tobacco sponsorship will not be allowed.

5.2.6.1.2. Teams may reserve any two-color combination and prevent other teams from wearing their colors. Once reserved, no other team will be allowed to wear these colors.

5.2.6.1.2.1. Teams participating in the previous year's World Championships and attending the 2006 tournament with at least 5 players from the previous year's team will have first option on color combinations. Any such team placing a deposit on or before May 1, 2006, will automatically receive last year's colors or may select a different color. After May 1, 2006, color combinations will be first-come first-serve.

5.2.6.1.3. The World Championship Tournament will provide teams the opportunity to purchase jerseys at a discounted rate prior to the tournament.

5.2.7. Tournament Structure.

5.2.7.1. The World Championship Tournament will be composed of six separate events.

5.2.7.2. Previous World Championships have been based on 7-player teams. The size of teams is being reconsidered for the 2007 World Championships. All team sizes are tentative based on the outcome of regional play in 2007. A final determination on team size will be made no later than June 1, 2007.

5.2.7.2.1. The LASERTRON Team Sport Game with Modes, tentatively an 8 player 2-team event with a maximum of 24 team entries.

5.2.7.2.1.1. There will be pools of four teams. Each team will play every other team in the pool.

5.2.7.2.1.2. Pools will be seeded based on the following criteria:

5.2.7.2.1.2.1. Teams will be seeded based on their individual player rankings.

5.2.7.2.1.2.2. Remaining teams will be randomly seeded into pools with a rule that teams from the same area/facility will not be in the same pool unless no other alternative exists.

5.2.7.2.1.3. The top two teams will advance from each pool based on win/loss record with total points as a tie breaker. If possible, additional teams will advance to the final.

5.2.7.2.1.4. Advancing teams will be seeded into a single elimination final using win/loss and total points for seeding.

- 5.2.7.2.1.5. If 8 or fewer teams register for the event, the Tournament Director reserves the right to modify the format to fit the number of participating teams.
- 5.2.7.2.2. The LASERTRON Adventure Recharge Game, tentatively a 4 player 2-team event with a maximum of 24 team entries.
 - 5.2.7.2.2.1. There will be pools of four teams. Each team will play every other team in the pool. This format will operate exactly like the LASERTRON Team Sport Format.
 - 5.2.7.2.2.2. Where possible, multiple games/pools may be played simultaneously.
- 5.2.7.2.3. The LASERTRON Team Free-For-All Game, tentatively a 4 player 2-team event with a maximum of 24 team entries.
 - 5.2.7.2.3.1. There will be pools of four teams. Each team will play every other team in the pool. This format will operate exactly like the LASERTRON Team Sport Format.
 - 5.2.7.2.3.2. Where possible, multiple games/pools may be played simultaneously.
- 5.2.7.2.4. The LASERTRON Quad Sport Game, an 8 player 4-team event with a maximum of 24 team entries.
 - 5.2.7.2.4.1. All entered teams will be randomly divided into four-team heats. There will be three rounds of heats. Unless unavoidable, no team will play any of the same teams in any heat. Where possible, teams will not be placed in heats with other teams from their region.
 - 5.2.7.2.4.2. In the event of an odd number of entries (i.e. a number not divisible by four), the Tournament Director will resolve by allowing a number of teams to play an extra game in a heat. A team playing an extra game will be allowed to drop their lowest score of their four games. In no event will a team be allowed to play more than one extra game. Teams will be asked to play extra games based on seeding (regional winning teams first, by the size of their regional). Teams may decline to play the extra game. In the event of a seeding tie, the team selected will be randomly chosen by coin toss or other means. In the event that not enough teams accept the extra game, the Tournament Organizer may enlist a team not entered into the Four Team tournament to participate in extra games with no chance of moving into the finals.
 - 5.2.7.2.4.3. During each heat game, teams will receive 4 points if they place 1st in the game, 3 points for placing 2nd, 2 points for placing 3rd and 1 point for placing last. In the event of a tie, points will be split (i.e. if the first and second team tie, they would split 7 points, each receiving 3.5 points).

- 5.2.7.2.4.4. At the end of the three heats, the top 8 teams will be seeded into four semi-final games. Total points will be used for a tie-breaker.
- 5.2.7.2.4.5. The top two teams from each semi-final game will be placed into the final game series. In the event of a tie, the team points from the preliminary heats will be used as a tie-breaker.
- 5.2.7.2.4.6. In the final game series, each of the four remaining teams will play two games alternating their starting location each game. The winner will be by total points of both games.
- 5.2.7.2.4.7. If 8 or fewer teams register for the event, the Tournament Director reserves the right to modify the format to fit the number of participating teams.
- 5.2.7.2.5. The LASERTRON Top Phaser Solo Elimination Game, a solo elimination event with 8-12 players per game with a maximum of 192 individual player entries.
 - 5.2.7.2.5.1. The Top Phaser Solo Elimination Game shall be a combined Division one and Division two event.
 - 5.2.7.2.5.2. Players will be placed into first round games based on their team entry. Players will play all other players (including the alternate) on their team. Where players are on more than one team for different events, the Tournament Director will designate which teams will be used for the first round solo phaser games.
 - 5.2.7.2.5.2.1. It is not required that this first round game be played. If teams prefer, they may select the appropriate number of players to advance to the next round. To do so, the team must list the four advancing players in order. The top player will be seeded with the average score for other playing top players. The second player will be seeded similarly to other second place players and so on.
 - 5.2.7.2.5.2.2. A player may only play for 1 team in the Solo Elimination Event, even if they are playing on different teams throughout the tournament at different events. If a player has an option for playing for more than one team he/she may elect which first round game to participate in.
 - 5.2.7.2.5.2.3. Depending on number of entries received, first round games may be played with two teams on the playing arena. If this occurs, the top players from EACH team will move up, regardless of overall score.
 - 5.2.7.2.5.3. The top four players by score from each first round game will be seeded into second round games of twelve players. The number of players selected will depend on the total number of teams entered. A maximum of 84 players may enter the 2nd round.
 - 5.2.7.2.5.3.1. In the event of ties to enter the second round, a single play-off game may be required.

- 5.2.7.2.5.4. The top six players by score from each of the second round games will be seeded into four third round games of twelve players each. In addition, the next six highest scoring players will receive at large bids into the next round.
- 5.2.7.2.5.5. The top six players by score from each third round game will be seeded into two semi-final games of twelve players.
- 5.2.7.2.5.6. The top six players by score from each semi-final game will be seeded into a final game of twelve players.
- 5.2.7.2.5.7. In the event of any ties, the following will be tie-breakers, in order: most player tags given, fewest tags received, total score in previous round, head to head tags. In the event that no tie breaker settles the tie, players tied will be selected for a playoff game.
 - 5.2.7.2.5.7.1. Exception: In the first round, the team will vote on which tied players advance to the next round.
- 5.2.7.2.6. The LASERTRON Manager's Cup Challenge, an invitation-only 2-team elimination event with up to 8 invitational teams.
 - 5.2.7.2.6.1. Four to six captains will be designated from amongst the LASERTRON, Inc., staff and tournament team captains.
 - 5.2.7.2.6.2. Each captain will draft a team of sixteen to twenty players from the pool of all players in the tournament who indicate they are willing play in the Manager's Cup game. Drafting will be in secret and teams will be posted just prior to the beginning of the event and after other events have been played.
 - 5.2.7.2.6.3. There is no additional entry fee for the manager's cup, participation is by invitation only. All players who want to participate in the Manager's Cup will be eligible to be drafted.
 - 5.2.7.2.6.4. Teams will commence a Swiss style or round robin tournament. The tournament will last for a minimum of four rounds.
 - 5.2.7.2.6.5. The two teams with the best win/loss record will play a "best of three" final series to determine the manager's cup winner. In the event of a tied win/loss record, total points scored will be the tie breaker.
- 5.2.7.3. Each game of the World Championships will be refereed by at least two referees. For final games, a minimum of three referees will be on the playing field during play.
- 5.2.7.4. For the sake of speed, for all games from pools, from the first or second round of any event, from any round robin or other preliminary games as designated by the Tournament Director, teams or players will be pre-assigned their color and pack number. For all later games, single elimination games or finals games, teams or players will determine their starting color or position randomly by coin toss or card draw.

5.2.7.5. The structure of any World Championship event may be modified based on entries, demand, needs of the center or other concerns. Final rules will be posted at least by the first day of the tournament.

5.3. **Personnel.** The World Championship must have specific identified personnel in place prior to the commencement of the tournament. These personnel must be identified to all team captains. In certain circumstances, a single person may fill more than one role/position.

5.3.1. **Tournament Director.** The tournament director for a tournament is responsible for hosting, marketing and organizing the tournament. He or she is also responsible for submitting any paperwork.

5.3.2. **Head Referee.** The head referee is the final rules arbitrator of the tournament. The head referee makes all final decisions regarding the play of games. His or her decision is final in most cases (see Petition Rules below). The head referee may also referee individual games.

5.3.3. **Referee.** A referee is a paid employee or volunteer of an establishment hosting a tournament. He or she may not be a player in that specific tournament or event. In the event that more than 20 teams enter the tournament, referees from other facilities may be asked to referee first round pools in which neither they, nor players from their facility or players.

5.3.4. **Vesting Referee.** A vesting referee is a referee who handles pre-game and post-game vesting requirements. A vesting referee does not enter the field of play. A vesting referee may be a player in the tournament if staffing requires.

5.3.5. **Technician.** A technician is an individual responsible for repairing or maintaining all play equipment during the tournament. A technician may reinstate a pack that has failed or been rejected if it passes quality control testing.

5.3.6. **Official Scorekeeper.** The official scorekeeper is responsible for tallying scores, seeding and placing teams and players into games and calculating tie-breakers.

6. **Team Construction/Roster Limitations**

6.1. Teams must be constructed of at least 4 or 8 players. Two four player teams may form a single 8-player team for separate events.

6.2. **Team Captain.** All teams must designate a team captain. The team captain is responsible for:

6.2.1. Explaining the rules and formats to the team's players.

6.2.2. Lodging petitions, when necessary, for the team.

6.2.3. Serving as a single point of contact with the tournament for all player's on the team.

6.2.4. Representing the team in any meetings.

6.2.5. Completing team registration for the team.

6.2.6. Guaranteeing the team is on-time and ready for all games.

- 6.3. Team rosters must be finalized before the beginning of the tournament.
- 6.4. All team players must completely fill out and sign the Tournament Entry form.
- 6.5. Teams are not considered fully registered until all members have paid their tournament entry fees. Unregistered teams may not participate.
- 6.6. A team may designate a single alternate for the event. The alternate may play in place of any player for any game.
- 6.7. No player or alternate may play on another team during any event. In other words, a player may play for a different team between the Quad Sport and Shields Recharge formats, but they may not play on two separate teams in the Quad Sports format (including alternates).
- 6.8. All team members must be at least 10 years of age.
- 6.9. Players under age 18 must have written parental permission to participate in the tournament.

6.10. Employee Rules.

- 6.10.1. Individual sites may restrict the number of employees allowed on a team at their discretion. If an individual site chooses not to restrict the number of employees allowed on a team, then that team may have an unlimited number of employees.
- 6.10.2. All employees of LASERTRON, Inc.; LASERTRON Equipment, Inc.; and the Amherst LASERTRON Interactive Entertainment Center are ineligible for all tournament prizes except the Manager's Cup.
 - 6.10.2.1. The Tournament Director may allow the formation of an "employee's team" comprised of employees and/or other players to fill out a pool or bracket. Such a team will be considered an exhibition team and is not eligible for cash prizes or medals.
 - 6.10.2.2. If an employee's team should earn a cash prize during the tournament, this prize money will be paid to the next placed team in the event.
 - 6.10.2.3. If players from an employee's team participate in the solo elimination event, they are not eligible for the finals and may not participate in the finals.

7. LASERTRON World Championship Ranking System

- 7.1. The Tournament Director shall establish a point ranking system for individuals and teams.
- 7.2. The official rankings shall be published to the LASERTRON World Championship Web Site at www.lasertronworldchampionships.com. Every effort should be made to update standing within 30 days of any tournament or event effecting points.
- 7.3. Points awarded for any tournament shall last 18 months from the date of that tournament. Thus, the qualifications and seeding for the 2007 LASERTRON World Championships will be based on all events 18 months prior to the 2007 tournament.
- 7.4. The LASERTRON World Championships

7.4.1. The World Championships represent a unique tournament. As such, they always award more points than any other event, regardless of size of the event.

7.4.2. The World Championships awards ranking points to individuals and teams based on the following:

7.4.2.1. Individual

7.4.2.1.1. For each team event, each player's game ranking is averaged for every game played in that event. The average ranks are compared for every participating player and players are placed in rank order based on their average. Points for each team event are awarded based on figure 1.1. Thus, the player with the best average ranking for the event will receive 800 points.

7.4.2.1.1.1. As a bonus for making it into additional rounds, players making it to the final round will ignore their lowest game ranking for each additional game they get to play.

7.4.2.1.1.2. A minimum number of games shall be required for the average equal to the number of first round games or pools including the first round of the playoffs if all teams go to the playoffs. Alternates or players not playing in every game for whatever reason who do not have the minimum number of games (from playing in final rounds) will receive a ranking equal to their lowest ranking on their team to make up for the missed games and provide a fair average.

7.4.2.1.2. For the solo elimination event, each player receives points based on their standing in the final game through 16th place. Players making the semi-final round, but failing to qualify for the final round will receive 206 points. Points for the solo elimination event are awarded based on figure 1.2.

7.4.2.1.3. For the Top Player event, players receive points based on their final ranking in the event. Points for the Top Player event are awarded based in figure 1.3.

7.4.2.1.4. In the event of missing score data for any event, the Tournament Director shall make every attempt to use what data is available to determine points.

7.4.2.2. Team

7.4.2.2.1. Where useful for seeding or division play, teams shall be ranked according to the sum of the individual rankings of their players. In the event a team has an alternate, player scores will be averaged to the team size.

7.5. Regional Tournaments

7.5.1. Officially sanctioned Regional Tournaments shall award points to participants. To be an officially sanctioned Regional Tournament, the tournament must be cleared through the World Championship Tournament Director, an official from the World Championship must preside over the tournament, and the tournament must be scheduled and announced at least 14 days prior to the event.

7.5.2. To be official, a Regional Tournament must supply a second set of score cards from all official games to build the rankings and team standings necessary for the World Championship Ranking System. Tournaments failing to provide this information will not be official.

7.5.2.1. In the event of a missing game(s) of scorecards, the Tournament Director may award individual points at his/her discretion provided other information provided by the Regional Tournament is clear and complete. The Tournament Director may use any appropriate method to determine standings/placement due to the missing scorecards.

7.5.3. Classifications. Regional Tournament shall be classified based on the events total participation. Classification of the Regional Tournament determines the points available.

7.5.3.1. Regional Tournament shall be classified after the fact based on participation in the tournament

7.5.3.1.1. A Class A Tournament shall award points in each event based on the Class A Column of Figure 1.1. To be a Class A Regional Tournament, the tournament must meet one of the following criteria:

7.5.3.1.1.1. Have at least 16 teams or 64 players or;

7.5.3.1.1.2. Have at least 48 players with at least 20 players in ranked 50 or higher individually or;

7.5.3.1.1.3. Have at least 10 teams with at least 20 players ranked 50 or higher individually and at least 10 players ranked 25 or higher individually.

7.5.3.1.2. A Class B Tournament shall award points in each event based on the Class B Column of Figure 1.1. To be a Class B Regional Tournament, the tournament must meet one of the following criteria:

7.5.3.1.2.1. Have at least 48 players or;

7.5.3.1.2.2. Have at least 40 players with at least 15 players in ranked 50 or higher individually or;

7.5.3.1.2.3. Have at least 32 players with at least 15 players ranked 50 or higher individually and at least 5 players ranked 25 or higher individually.

7.5.3.1.3. A Class C Tournament shall award points in each event based on the Class C Column of Figure 1.1. To be a Class C Regional Tournament, the tournament must meet one of the following criteria:

7.5.3.1.3.1. Have at least 32 players or;

7.5.3.1.3.2. Have at least 24 players with at least 8 players in ranked 50 or higher individually

7.5.3.1.4. A Class D Tournament shall award points in each event based on the Class D Column of Figure 1.1. To be a Class D Regional Tournament, the tournament must meet one of the following criteria:

7.5.3.1.4.1. Have at least 16 players or;

7.5.3.1.4.2. Have at least 8 players with at least 6 players ranked 50 or higher individually.

7.5.3.2. Figure 1.1 – Points Awarded By Tournament Type for Team Events

Player Rank	LTWC	Class A	Class B	Class C	Class D
1	800	600	400	275	150
2	776	582	388	267	145
3	752	564	376	259	141
4	730	547	365	251	137
5	708	531	354	243	133
6	686	514	343	236	129
7	665	499	332	229	125
8	645	483	322	222	121
9	625	469	312	215	117
10	605	454	303	208	114
11	587	440	293	202	110
12	568	426	284	195	107
13	551	413	275	189	103
14	533	400	267	183	100
15	517	387	258	178	97
16	500	375	250	172	94
17	485	363	242	167	91
18	469	352	235	161	88
19	454	341	227	156	85
20	440	330	220	151	82
21	426	319	213	146	80
22	412	309	206	142	77
23	399	299	199	137	75
24	386	289	193	133	72
25	373	280	187	128	70
26	361	271	181	124	68
27	349	262	175	120	66
28	338	254	169	116	63
29	327	245	163	112	61
30	316	237	158	109	59
31	306	229	153	105	57
32	296	222	148	102	55
33	286	214	143	98	
34	276	207	138	95	
35	267	200	134	92	
36	258	194	129	89	
37	249	187	125	86	
38	241	181	121	83	

39	233	175	116	80
40	225	169	113	77
41	217	163	109	75
42	210	157	105	72
43	203	152	101	70
44	196	147	98	67
45	189	142	95	65
46	183	137	91	63
47	176	132	88	61
48	170	128	85	58
49	164	123	82	
50	158	119	79	
51	153	115	76	
52	148	111	74	
53	142	107	71	
54	137	103	69	
55	132	99	66	
56	128	96	64	
57	123	92	62	
58	119	89	59	
59	115	86	57	
60	110	83	55	
61	106	80	53	
62	103	77	51	
63	99	74	49	
64	95	72	48	

7.5.3.3. Figure 1.2. Points Awarded for the LTWC Solo Elimination Event

Player Rank	Solo Elimination
1	900
2	855
3	812
4	771
5	732
6	695
7	660
8	627
9	595
10	565
11	546
12	508
13	482
14	458
15	434
16	412
17 (semi finals)	206

7.5.3.4. Figure 1.3. Points Awarded for the LTWC Best Player Event

Player Rank	Best Player
1	1000
2	800
3	700
4	650

7.5.3.5. Should players tie by rank in any contest, they will average the points for the positions they would have earned.

8. Official Game Formats

8.1. Team Sport Game

8.1.1. Game Description: The Team Sport Game will be a standard LASERTRON team game with two teams of seven players and recharging. Bases will be active. Three modes will be used: deactivator, stealth and energizer.

8.1.2. Game Configuration

Game Type: Team (Basic)
Player Colors: Any 2 Team Combination
Laser Pulses: 60
Energy Units: 15
Shield Time: Disabled
Players Worth Points After Deactivated: Enabled
IR Recharger Deactivates Opponents: Enabled
Sensor Value: 25/25/25/25/25
Penalty Per Tag: 5
Minutes Per Game: 6
Rapid Fire Speed: 1
Reflex Laser Pulse: Enabled
Phaser Control: Trigger +1 Button for Single Pulse

8.1.3. Base Options

Base Color: Only one or two bases should be on per side
Full Base Tag Points: 100 for all active bases, 0 for inactive
Graduated Base Tag Scoring: 0
Graduated Base Tag Points: 0
Multiple Tags to Register Base Tag: disabled
Time Between Tags Before Count Tag: 1
IR Recharger 1/2: All available rechargers should be enabled
IR Recharger Turn-off Delay: 0 for all

8.1.4. Handicapping. Handicapping should be off.

8.1.5. CHIPS Options.

Number of CHIPS Modes to run during game: 3

Activation Interval: 60

Enable CHIPS Mode: Deactivator, Stealth & Energizer should be checked

CHIPS Deactivator

Players in Mode

Range 1 3 to 5

Range 2 6 to 10

Range 3 11 to 15

Range 4 16 to 25

Duration in Mode: 30

Laser Pulses in Mode: 80

Energy Units in Mode: 20

Points per Energy Unit taken away: 25

Points for deactivating target's Energy Unit: 0

CHIPS Stealth

Players in Mode

Range 1 3 to 5

Range 2 6 to 10

Range 3 11 to 15

Range 4 16 to 25

Duration in Mode: 20

CHIPS Energizer

Players in Mode

Range 1 3 to 5

Range 2 6 to 10

Range 3 11 to 15

Range 4 16 to 25

Duration in Mode: 30

Laser Pulses in Mode: 80

Energy Units in Mode: 20

Points per Energy Unit Restored: 25

Points for energizing target's Energy Units: 0

Other CHIPS Modes: Not Used

8.2. Team Adventure Recharge Game

8.2.1. Game Description: The Team Adventure Recharge Game is a hybrid between a Team Free-For-All and a Team Sport Game with two teams of seven players. Players will have limited Laser Pulses and Energy Units, but they will recharge in place. While recharging, the player will be deactivated for 5 seconds and will be unable to fire their phaser or be tagged by other players. Bases will be active, but will require two hits with a 5 second delay to score points.

8.2.2. Game Configuration

Game Type: Team Shields Recharge

Player Colors: Any 2 team colors
Laser Pulses: 300
Energy Units: 5
Shield Time: Disabled
Players Worth Points After Deactivated: Enabled
IR Recharger Deactivates Opponents: Disabled
Sensor Value: 25/25/25/25/25
Penalty Per Tag:5
Minutes Per Game: 6
Rapid Fire Speed: 1
Reflex Laser Pulse: Enabled
Phaser Control: Trigger +1 Button for Single Pulse

8.2.3. Base Options

Base Color: One base should be on per side
Full Base Tag Points: 200
Graduated Base Tag Scoring: 0
Graduated Base Tag Points: 0
Multiple Tags to Register Base Tag: Enabled
Time Between Tags Before Count Tag: 2
IR Recharger 1/2: All available rechargers should be enabled
IR Recharger Turn-off Delay: 0 for all

8.2.4. Handicapping. Handicapping should be off.

8.2.5. CHIPS Options.

Number of CHIPs Modes to run during game: 0
No CHIPs modes should be used.

8.3. Team Free-for-All Game

8.3.1. Game Description: The Team Free-for-All Game will involve two teams of seven players each. Bases will not be active. Players will receive unlimited phaser pulses and energy units. When tagged, a player will not be able to fire their phaser for 3 seconds. They will not be a target when deactivated.

8.3.2. Game Configuration

Game Type: FREE-FOR-ALL
Player Colors: Any 2 team colors
Laser Pulses: 60 (not used, will default to infinite)
Energy Units: 15 (not used, will default to infinite)
Shield Time: 3 seconds
Players Worth Points After Deactivated: Enabled
IR Recharger Deactivates Opponents: Disabled
Sensor Value: 500/500/500/500/500
Penalty Per Tag: 50
Minutes Per Game: 6
Rapid Fire Speed: 1
Reflex Laser Pulse: ENABLED
Phaser Control: Trigger +1 Button for Single Pulse

8.3.3. Base Options

Base Color: No bases Should be Active
Full Base Tag Points: 0
Graduated Base Tag Scoring: 0
Graduated Base Tag Points: 0
Multiple Tags to Register Base Tag: DISABLED
Time Between Tags Before Count Tag: 1
IR Recharger 1/2: All Rechargers Should Be On
IR Recharger Turn-off Delay: 0

8.3.4. Handicapping. Handicapping should be off.

8.3.5. CHIPS Options.

Number of CHIPS Modes to run during game: 0
No CHIPS Modes Should be Active

8.4. Quad Sport Game

8.4.1. Game Description: The Quad Sport Game is similar to the Standard Team Game. However, this variation will involve four teams of seven players. One base target will be active for each team, however, the base will require two hits with a 3 second delay to score points. Players will be required to recharge, but there will not be any active modes. To create a more enjoyable game, there may be future modifications to this format.

8.4.2. Game Configuration

Game Type: TEAM (basic)
Player Colors: RED + GREEN + BLUE + YELLOW (4 Team)
Laser Pulses: 60
Energy Units: 15
Shield Time: DISABLED
Players Worth Points After Deactivated: ENABLED
IR Recharger Deactivates Opponents: ENABLED
Sensor Value: 25/25/25/25/25
Penalty Per Tag: 5
Minutes Per Game: 6
Rapid Fire Speed: 1
Reflex Laser Pulse: ENABLED
Phaser Control: Trigger+1 Button for Single Pulse

8.4.3. Base Options

Base Color: Each Team should have ONE Base On
Full Base Tag Points: 100
Graduated Base Tag Scoring: 0
Graduated Base Tag Points: 0
Multiple Tags to Register Base Tag: ENABLED
Time Between Tags Before Count Tag: 3
IR Recharger 1/2: All Rechargers should be available as long as there is an equal number for each team and a minimum of 1 per team.

IR Recharger Turn-off Delay: 0

8.4.4. Handicapping. Handicapping should be off.

8.4.5. CHIPS Options.

Number of CHIPS Modes to run during game: 0
No CHIPS Modes Should be Active

8.5. Top Phaser Solo Elimination Game

8.5.1. Game Description: This format requires the 11.5 software update to play. Every player will play against each other player in the game with 8-16 players on the field simultaneously. Players will have a limited number of energy units and phaser pulses. Once either is used up, the player is eliminated from the game. When tagged, players will be deactivated like the Team Free-For-All Format. Bases will not be active.

Players will have 7 Energy Units and 200 Laser Pulses. Shield Time will be 3 seconds. Scoring will be 100 points per tag on any sensor. Players will lose 1 point each time they are tagged.

The game must start with a 30 second countdown and the "auto-start" feature activated.

8.6. Manager's Cup Team Elimination Game

8.6.1. Game Description: The Manager's Cup will be an elimination format. The specific set up will remain secret until the tournament.

9. Best Player Award and Tournament

9.1. LASERTRON will offer a separate contest to determine the best laser tag player. The best player will be determined based on a variety of factors. The four best players will be invited to play a series of one-on-one games to determine the final "best player."

9.2. Criteria to Enter Finals of "Best Player Contest"

9.2.1. A team captain meeting will be held. Prior to the Best Player contest. Each team will be allowed to vote for any other team. The four teams with the most votes will be allowed to select a single player to participate in the Best Player contest.

9.2.2. In the event of ties or in a situation where the teams or players can't be selected, the Tournament Director will select the four eligible teams.

9.2.3. To open the competition to all players, there will be a limit of one player from any team and two players from any home facility.

9.3. Top Player Finals Games

9.3.1. A series of six game tests will be used to determine the top player. Each format will have two games. Participants will score reverse order points for their ranking in

each game. Thus, the top player will receive 4 points, the second player 3 points, and so on. Bonus points may be awarded for certain other activities.

- 9.3.2. The Top Player will be the player at the end of these six games with the highest point score based on the point scoring described in 8.3.1 above.
- 9.3.3. The Top Player event will occur following the conclusion of the other events. A time delay may be necessary to calculate eligible players.

9.3.4. Games 1 & 2, Solo Sport Format

- 9.3.4.1. Each player will defend one corner from all other players using the Quad team format with bases off. Players will receive 2 bonus points if they out tag every other player while tagging every other player at least three times.
- 9.3.4.2. In the first game, the players will defend corners based on their rankings entering into the Top Player Finals as shown below:

1	3
4	2

In the second game, the 3rd and 4th ranked players will swap positions as shown below:

1	4
3	2

9.3.5. Games 3 & 4, Dogfighting

- 9.3.5.1. All four players will play one solo Free-For-All game and one Shields Recharge solo game, based on the team formats of the same name. All of the players will be limited in their movements to an approximately 20' x 20' area of arena. They will not be allowed to move outside of this limits space.
- 9.3.5.2. Players must select their starting position in reverse order of their rank entering into the finals. Thus, the 4th ranked player must position him or herself first, followed by the 3rd ranked player and so on.
- 9.3.5.3. Players will receive 1 bonus point for every player they out tag by more than three tags.

9.3.6. Games 5 & 6, Elimination

- 9.3.6.1. In the first game, the player with the most points in the final will play the player with the second most points. The 3rd ranked player will play the 4th ranked player.
- 9.3.6.2. The field will be divided in half so both games may be played simultaneously. Players are prohibited from tagging players in the other series until they have eliminated their opponent. Then they may join the other game. The referee should announce this fact to all players in the game.
- 9.3.6.3. Each player will be charged in a specific starting area with 300 phaser pulses and 7 energy units.

- 9.3.6.4. Winner is determined by points.
- 9.3.6.5. After the completion of the first game, points are awarded based on scores. Any player that survives receives one bonus points.
- 9.3.6.6. After the first round, scores are recalculated and the top two players play each other again (even if it's the same two players).

10. Infractions/Penalties/Disqualification/Petitions

- 10.1. During play and for other reasons, players may be penalized. Penalties will be assessed on the playing field during the game. A referee will pull a player out of play for 30 seconds. This is a normal penalty. A normal penalty for an elimination game is the removal of two energy units.
- 10.2. **Major Infractions.** For multiple, repetitive penalties; or for a major wrong, a player may receive a major infraction. Player's receiving a major infraction are immediately pulled from play and removed from further play.
 - 10.2.1. Players receiving a major infraction must immediately leave the facility, unless the infraction is also criminal, in which case the player must remain until police arrive. In the case where a player is a minor, without transportation or cannot physically leave the facility, the tournament director or head referee may establish a location for the player to remain until a parent or legal guardian can be contacted.
 - 10.2.2. Players receiving a major infraction at a regional tournament are not eligible for this year's World Championships.
 - 10.2.3. Players receiving a major infraction may be banned permanently from all play at the facility at the discretion of the facility's owner or manager.
- 10.3. **Disqualifications.** A player is automatically disqualified if he or she receives a major infraction. A team will also be disqualified if the team suffers two or more major infractions.
 - 10.3.1. Players or teams disqualified are not entitled to any refunds or recourse for the disqualification, except as outlined below.
- 10.4. **Petitions.** The team captain and only the team captain may petition the head referee to request a replay of a game due to unfair penalties, improper application of the rules, or misinterpretation of the rules. The team captain and only the team captain may petition the head referee to overturn a major infraction or disqualification.
 - 10.4.1. To petition, the team captain must address the head referee within 15 minutes of the infraction or game; or at the head referee's earliest availability after 15 minutes (if the head referee is refereeing games and cannot be disturbed). The team captain may speak privately to the head referee away from other referees, teams, and players stating the reason for the replay or overturning. The head referee may then discuss with other referees and/or players and has 1 hour to make a final reply. During this time, a disqualified player is still considered disqualified and may not remain on the premises. The head referee's reply is final and no further petitions are allowed during the tournament.

10.4.2. In the event that a team captain is disqualified, the team captain may not petition. The remaining team members may nominate a new team captain for the purpose of lodging a petition.

11. Rule Interpretations/Modifications to the Rules

- 11.1. Referees, Head Referees, Scorekeepers and Tournament Directors are all required to use their best efforts in following these rules as closely as possible.
- 11.1.1. Where a situation arises that is not specifically covered in the rules, the head referee is entitled to make final and binding decision on the matter for that tournament. Other tournaments are not bound by such a decision.
- 11.1.2. Where clarification of the rules is requested, such request should be in writing to the Tournament Director of the World Championship Tournament in advance of the tournament.
- 11.1.3. Where clarification is sought during a tournament, the team captain and only the team captain should request clarification from the head referee.
- 11.1.4. Ignorance or misunderstanding of a rule is not a valid reason to break a rule. Team captains are responsible for understanding all rules and explaining rules to their teams.
- 11.2. **Modifications to the Rules.** As previously stated, these rules are subject to change for any reason at any time by authority of the Tournament Director.
- 11.2.1. Every effort will be made to finalize rules at least two weeks before the tournament. When this is not possible, final rules will be printed and made available at the Scorekeeper's Table.
- 11.2.2. Where a rule is modified during the course of a tournament, the Head Referee is required to notify each captain of every team still in play at the tournament as soon as possible.

12. Prizes/Prize Payments

12.1. World Championship Tournament

- 12.1.1. A minimum of 80% of all event entry fees will be paid to the prize pool. Each Official Regional Tournament will include prize money for the LASERTRON World Championships. In addition, the World Championship Team will strive to find additional sponsors to increase the prize pool, both with in-kind sponsorships and with cash. This may result in additional prizes or prize categories.
- 12.1.2. All cash prizes will be paid by check to individual players. In team events, prize money will be divided equally amongst all players on the team, including alternate, if any. Prize checks will be mailed within two weeks of the conclusion of the tournament. In the event a player earns more than the minimum required by any government taxation agency for reporting, he/she will have to submit appropriate paperwork before the prize money can be issued.
- 12.1.3. Estimated prize payments for the team events (Team Sport, Adventure Recharge, Team Free-For-All, Quad Sport) will be as follows (the "number of teams" is the

number of total teams entered in the entire tournament playing in every event paying full entry fee):

12.1.3.1. For Division One Events

12.1.3.1.1. The winning team in each event will receive \$411 with 12 teams, \$493 with 16 teams and \$587 with 20 teams.

12.1.3.1.2. The runner-up team in each event will receive \$247 with 12 teams, \$295 with 16 teams and \$352 with 20 teams.

12.1.3.1.3. The third place team in each event will each receive \$123 with 15 teams, \$148 with 16 teams and \$176 with 20 teams.

12.1.3.1.4. The fourth place team in each event will each receive \$103 with 15 teams, \$123 with 16 teams and \$147 with 20 teams.

12.1.3.2. For Division Two Events

12.1.3.2.1. The winning team in each event will receive \$82 with 12 teams, \$99 with 16 teams and \$118 with 20 teams.

12.1.3.2.2. The runner-up team in each event will receive \$62 with 12 teams, \$74 with 16 teams and \$88 with 20 teams.

12.1.3.2.3. The third and fourth place teams in each event will each receive non-cash prizes.

12.1.3.3. Players may be given an option to convert their cash prizes to credits that the LASERTRON Interactive Entertainment Center.

12.1.4. Prize payments for the Top Phaser Solo Elimination Challenge will be as follows:

12.1.4.1. The winning player will receive \$339 with 12 teams, \$407 with 16 teams and \$485 with 20 teams.

12.1.4.2. The runner-up player will receive \$226 with 12 teams, \$271 with 16 teams and \$323 with 20 teams.

12.1.4.3. The 3rd ranked player will receive \$123 with 12 teams, \$148 with 16 teams and \$176 with 20 teams.

12.1.4.4. The 4th and 5th ranked players will each receive \$93 with 12 teams, \$111 with 16 teams and \$132 with 20 teams.

12.1.4.5. The 6th, 7th and 8th ranked players will each receive \$51 with 12 teams, \$61 with 16 teams and \$73 with 20 teams.

12.1.5. LASERTRON Manufacturers of Interactive Entertainment will sponsor a cash prize for the Top Player of \$500. This amount is not a part of the prize pool.

12.1.6. All cash prize estimates assume that there are at least six successful regional tournaments held.

12.1.7. There will be no cash prizes or medals in 2007 for the Manager's Cup. Depending on total World Championship participation, prizes may be awarded at the Tournament Directors discretion.

12.1.8. First through third ranked teams will receive medals honoring their victories.