

LASER TAG

Laser Tag is a team or individual sport or recreational activity where players attempt to score points by tagging targets, typically with a hand-held laser emitting targeting device. Laser sensitive targets are commonly worn by each player and are sometimes integrated within the arena in which the game is played.

EVENT STRUCTURE:

The game would include 4 rounds out of which an individual or a team needs to choose 1 round to play. The different rounds are:

- 1. CAPTURE THE FLAG** – This where a player steals the opponents' flag and takes it back to his or her own base in order to score a point or win the match (depending on score system).
- 2. PROTECT THE VIP** – The team with the VIP must hide and conceal them for a set length of time while the opposing team tries to eliminate the VIP within the given time limit.
- 3. ELIMINATION MATCHES** – where a player can become eliminated if tagged a certain number of times.
- 4. DOMINATION MATCHES** – where a player gains points for possessing a field target for certain lengths of time.

RULES AND REGULATIONS:

Rule 1: Laser Tag is a Non-Contact Sport

Any intentional contact is unpardonable. Any accidental contact requires immediate warnings to both Laser Tag Sportsmen to be more careful, with further physical contact subject to immediate censure.

Rule 2: Sensors Must be Visible

Preventing a Laser Tag beam from tagging a sensor is dishonourable. In the course of a game when a sensor is blocked, any player is allowed to yell, "Sensor!" If the player whose sensor is blocked is not in a duel with someone else, he is obliged to either run away or move to better show his sensor.

Rule 3: Sensors must be Audible

Masking the sound of a sensor in any way is dishonourable. Unless equipped with a mute button, the sensor indicator should always be free to emit its loudest tones.

Rule 4: Equipment Failure Means Disqualification

Laser Tag equipment can fail in the course of a contest (usually because of low battery power). In this event, the Laser Tag Sportsman with the equipment failure is out of the contest. Each contestant is expected to check his equipment thoroughly before starting to play and must suffer the consequences of malfunctioning equipment. If equipment is provided by the game host, the player with the faulty equipment receives an automatic time-out while obtaining a replacement.

Rule 5: Sensors must be attached

A sensor that fails or is pulled off must be put back on immediately. While the sensor is not worn, the player is not allowed to use his weapon. If the sensor malfunctions, the player must take himself out of the contest. A sensor cannot be tagged when it is not attached to its Laser Tag Player. Any player who does tag an opponent's sensor while it is unattached is penalized with twice as many tags on his own sensor.

Rule 6: Sensors Must be Activated

At times during the beginning of normal Laser Tag contests, it could happen that a sensor is not turned on or gets reset. If this is discovered, that Laser Tag Sportsman must take himself out of the contest immediately.

Rule 7: Laser Tag Sportsmen are Honourable

No matter what a person is like away from the games, when he puts on the Laser Tag equipment he is to be treated with respect and honour. Laser Tag Sportsmen never lie, cheat, or take advantage of a fallen foe.

Rule 8: Laser Tag is a Game

Players must always remember that Laser Tag is only a game. It is designed so everyone can have fun. If a player gets angry, exhausted, or bitter, he should stop playing until he cools off. Not having fun is against the code.

Rule 9: Laser Tag is a Team Sport

Although Laser Tag Sportsmen can be highly competitive individually, they must always consider the success of the team first. Players always win and lose as a team, not as individuals. A team does not win because one person does well, nor does it lose because one person does badly. Win or lose, the team is a unit.

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