

Summer 1v1 2024 Tournament Pack

Rules, Format, and Game Mode Information



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Rules

The below rules are used to enforce sportsmanlike gameplay and ensure all attendees have a fun and equally engaging experience in a Titan Action Games tournament.

***PLEASE NOTE - The TO reserves the right to make alterations to any of the rules found in this package during the event. It is their duty to ensure sportsmanship between teams and players to provide a fair match/experience for all attendees. This is a new sport and the evolution of rules is to be expected during our first season of competitive play.**

TAG Tournament Rules

The following ruleset will be used to govern play and interaction of players. Please review thoroughly so you and your team know what is expected and not permitted during gameplay.

- **On Deck Call outs**
 - Schedule will be presented to Players at the start of the event with the first team taking to the field. As each match progresses the TO will call out On Deck Players, which requires them to proceed to the staging area to get their taggers/headset in place to take to the field as soon as the current match ends. The staging area will be shown to Players at the start of the event.
- **Start of Match**
 - Players are required to stand with one foot on the designated starting box until the match begins
 - A match is deemed to have started when your tagger gives the audible “Locked and Loaded”
 - Players who start early will result in having a player eliminated at random from their team
 - Additional infractions of this rule will result in a minor penalty
- **End of Match & Score Sign Off**
 - When a match ends, players must immediately head to the staging and place their taggers/headset onto the On Deck staging area for the next On Deck Player to suit up.
 - A player will then look and verbally acknowledge they have seen the final score to be recorded into the system.
- **Being Eliminated in 1v1s**
 - When eliminated, players are to return to their nearest respawn point to rejoin the match.
 - Eliminated players must return to their spawn at their own pace provided they do not perform any of the following rule infractions defined below
 - **Players that slow walk towards their nearest spawn point will be respawned on the spot if not at their nearest spawn point after 7s of being eliminated**

Player Code of Conduct

All of the Participant rules/player conduct can be found below. Breaking any of these rules will result in a penalty, or even expulsion of a player depending on the infraction. This is fully at the TO/Staff discretion.

- **Integrity**
 - Laser Tag is a game where there are many variables, many of which are out of our control. We do our best to ensure a fair experience for all players, and players are expected to play the game with integrity and the positive spirit of the game in mind.
- **Footwear**
 - If the event is held indoors, indoor shoes must be worn. Outdoor or dirty footwear will not be permitted. Failure to comply will result in participant(s) being unable to take part. Please wear appropriate outdoor footwear if an event is held outside.
- **Be Respectful**
 - Be respectful and kind to all staff and other attendees. This is a public event and the use of profanity, slurs, hate speech, etc has a zero tolerance policy. Participants unable to comply will be removed from the event entirely.
- **Zero Violence Policy**
 - Laser Tag is a non-physical game, and violence in general is not something we condone regardless.
 - Any attendees who threaten staff/other participants or perform an intentional act that could cause bodily harm or damage the equipment will be removed from the event and receive a ban from all Titan Action Games operations for the foreseeable future.

Penalties

Please review and also ensure all players know the Tournament Rules AND the Player Code of Conduct. Failure to comply with Tournament Rules or Code of Conduct will result in either a Major or Minor Penalty as defined below for your team. Penalties will be called out by the TO on the speaker to alert both teams in game.

- **Minor Penalties**
 - Players will receive a -1 to their score if a minor penalty is placed upon a player by the TO. (if their score is at 0, it will be treated as being as -1 that they must make up for)
- **Major Penalty**
 - Players will receive a -3 to their current score (if their score is at 0, it will be treated as being as -3 that they must make up for)
- **Event Expulsion**

- In the instance a player harms another player or severely breaks the **Player Code of Conduct**, they will be removed from the tournament. Teams will be required to continue on being down one player or a spare rostered player step in.
- **Penalties occurring outside of the match**
 - In the event a player receives a penalty outside of a match, they will either start down 1 point or 3 points depending on the severity of the infraction.
- **Game Changing Infractions**
 - In the event of a rule being broken that is game impacting to the final result of the match or a game defining moment, the TO has the right to override the standard penalty that would be given and apply a fair outcome to the situation (ex. Play may be stopped and the match reset with time added to the clock, etc). The focus of all our competitive events is sportsmanship.

Waivers

All participants are required to fill out and complete a Waiver form PRIOR to the start of the tournament. Players who do not have a Waiver form completed will not be able to participate in the event.

This can be done digitally or printed off and brought in. If you've played at an event or booking with Titan Action Games previously you are not required to fill a new Waiver form.

<https://www.titanactiongames.com/waivers>

Format & Roster

Schedule

- Saturday July 13th at the Valley Elementary Soccer Field
 - Arrival time of 1:45pm with games starting at 2:05pm
- Scheduled end time of 4:00PM for the finals

Players

- **Players ages 10 and under**
 - **Parents/Guardians MUST remain on site for any participants in the tournament who are or under the age of 10**

Format & Bracket

- Format
 - Players will be randomly placed into the bracket and will play a best of 3 series against their opponent using the 1v1 Game Mode (detailed below)
- Double Elimination
 - The tournament will be a double elimination bracket consisting of a Top and Bottom bracket.
 - All Players begin in the Top Bracket with losing players of their match dropping to the bottom bracket.
 - Players who lose their match in the bottom bracket are eliminated from the tournament.
 - An example bracket can be seen below. Please note the bracket may change depending on the total number of players in the event.

TOP BRACKET										
1	Prelim Seed 1									
	Prelim Seed 2	7	Winner of Group 1							
			Winner of Group 2							
2	Prelim Seed 2									
	Prelim Seed 7			11	Winner of Group 7	14	Winner of Group 11	W	Winner of Group 14 1v1 Tournament Champion	
					Winner of Group 8		Winner of Bracket B			
3	Prelim Seed 3									
	Prelim Seed 6	8	Winner of Group 3							
			Winner of Group 4							
4	Prelim Seed 4									
	Prelim Seed 5									
BOTTOM BRACKET										
5	Loser of Group 1	9	Winner of Group 5							
	Loser of Group 2		Loser of Group 7	12	Winner of Group 9	13	Winner of Group 12	W	Winner of Group 13 Advance to Finals Group 14	
					Winner of Group 10		Loser of Group 11			
6	Loser of Group 3	10	Winner of Group 6							
	Loser of Group 4		Loser of Group 8							

- Tie-Breakers
 - In the event of a tie game, players will have a sudden death round with unlimited time in the round, first elimination wins the match.

Finals Challenge Round

- Players who win the standard bracket have the option to play a bonus challenge round against the TO.
 - Players give up \$20 of their \$40 winnings for the match. If the player wins, they receive their \$20 back AND receive a bonus Open/Adv Play Ticket Certificate
 - Standard Best of 3 1v1 Format

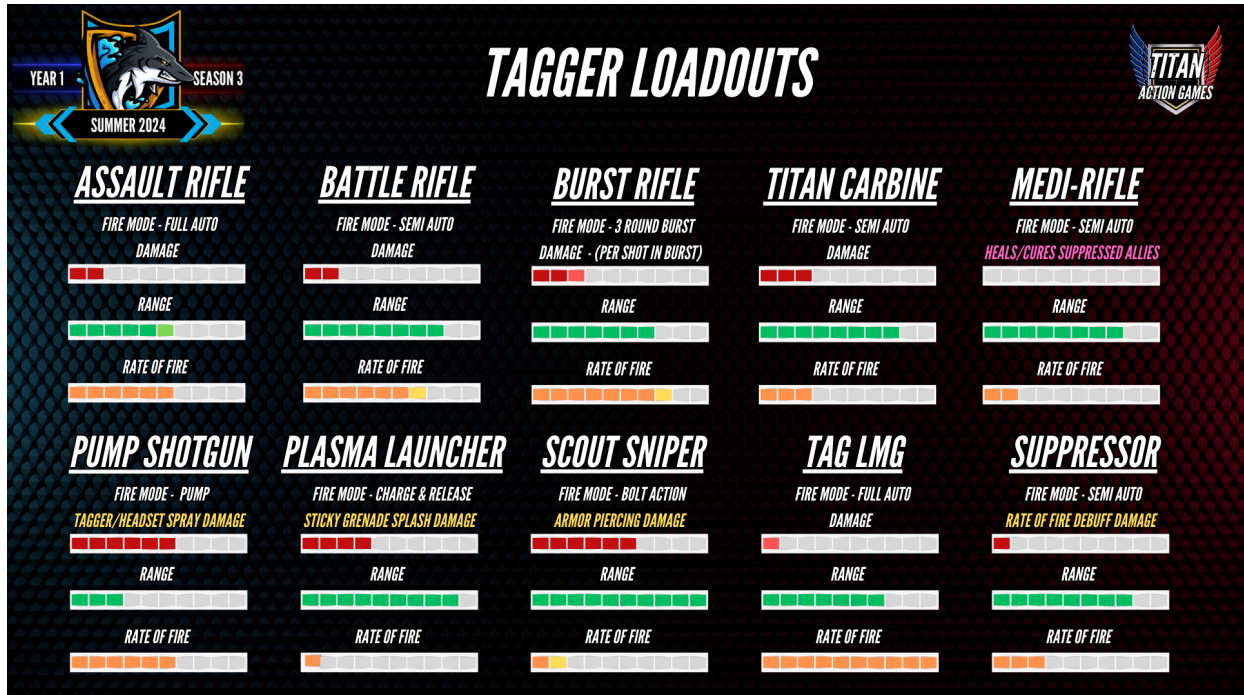
Tournament Tagger Loadouts

- Battle Rifle [Default Tagger]
 - Burst Rifle
 - Assault Rifle
 - Titan Carbine
 - Defender Pistol [**Secondary Sidearm, press down on tagger to swap between**]
-
- Players are permitted 10s at the start of each match to select their loadout before the countdown time begins for the start of the match. This will be called out by the TO.
 - **If players wish to select the BATTLE RIFLE, they simply need to leave it as the default at the start of the round. There is a rare glitch that can occur if you follow the process of SELECTING a weapon to choose the battle rifle which reduces the mag size on your first life. The BATTLE RIFLE is your default and does not require you to switch. Switching from a different weapon back to the Battle Rifle once a game has started does not cause this to occur! Only at the start there is a small chance. This is on the players to be aware.**

Detailed stats can be viewed below on the tagger loadouts.

- Damage
 - This displays the amount of damage the loadout does to an opposing player. A full RED bar worth of damage would eliminate an opposing player as reference
 - Taggers that are identified as TAGGER/HEADSET damage only operate at close range for full damage profile.
- Range
 - ***This is the optimal engagement range for the tagger. This is only a reference point. All tagger have the same range excluding headset dmg taggers***
- ROF (Rate of Fire)
 - This is how fast the tagger fires.
 - **Some taggers such as the Scout Sniper are Bolt Action and require a RELOAD button press to load in the next shot, with a LONG PRESS to reload the entire magazine**
 - **Double Barrel Shotgun & Plasma Launcher require players to hold the reload button in to load the next “shell” into the loadout. Release**
 - **when loaded.**

*Please note the diagram includes ALL S3 competitive taggers, please reference the above list for the available taggers for the 1v1 tournament



Game Modes

1v1 Tournament

- 6 Eliminations to Win
 - Eliminate the opposing team to score
- 3 Minute Time Limit
- 4s Health Regen time
- 2s Invulnerability Upon Respawning
- **1v1 Respawn Sportsmanship Rule**
 - **Players who are not eliminated are not permitted to follow and aim at players who are respawning. They are fully allowed to move/reposition as an opposing player respawns, but they are not allowed to move in such a way to shoot the player upon their respawn into the game.**
- When Eliminated return to your nearest spawn point to rejoin the match (boxes 105, 104, 101, and 100)
 - **Eliminated players are to either return to the nearest spawn point or are permitted to move to another location so long as their opponent is not occupying the same area as the desired respawn.**
 - **Eliminated players have 7s to return to their nearest spawn point or they will be respawned fixed in place. Players who continually break this rule will receive a minor penalty as deemed fit by the TO.**

