



QUASAR LEAGUE RULE BOOK

2019

By registering (as a team, or individually) to the Demon Xtreme Quasar League (DXQL) you are confirming that you have read, understood and

will adhere to the following:

1. Game Start

All teams must start the game from within their own base area as marked.

PENALTY: 50 team points

PENALTY FOR REPEAT: Player removal from Game with ZERO point score

2. Team Size

Teams must have a minimum of 8 players and a maximum 12 players. If you have less than 8 players for a game it will be the Quasar Marshalls decision to either play the game, giving a penalty, or forfeit the game. Game fee's for the minimum number of players will still be due even if you have less players.

PENALTY: 50 Team points per player short of the minimum

3. Game Points

Teams will receive 2 League points for a Win, 1 League point for a Draw and Zero for a Loss.

4. Scoring

Point scoring during game play is allocated as follows:

Situation	Team Points	Individual Points
You hit an opposing player	+2	+200
You are hit by an opposing player	-1	-100
You hit a player on your own team	-1	-100
You hit the opposing Base	+10	+1000

5. Forfeit Games

If your team forfeits a game it counts as an automatic loss (ZERO league points and ZERO point score; opposing team gets 2 league points and points score will be equal to the last game they played *). Game fees will still be due for forfeit games.

6. Late arrivals

Games will start on schedule, with or without players present. Late players must see the Staff Member on Duty before entering a game or their score will be zero. Late players may not enter the arena if there is less than 50% of game time left.

PENALTY: Late players will receive 2000 point penalty

7. Referees Rulings

All referees rulings are final! Arguing with a referee is not permitted. Any violation of any existing Quasar rules will result in a termination. Unsporting conduct whether in or out of the arena will not be tolerated! Players wishing to express their concern over a particular call should do so only through their Team Captain and only after the game. Discussions of this nature should take place for the express purpose of preventing any future concerns and should under no circumstances be intended to reverse a referee's decision.

PENALTY: Players will receive 2000 point penalty

PENALTY FOR REPEAT: Player removal from Game with ZERO point score

8. Team Captains

Each team must allocate a Team Captain before the start of the game and notify the Quasar Marshall who this will be. Each Captain is the sole acting voice of that team and all issues directed towards the Quasar Marshall and Referees must come directly and individually from the Team Captain. One or more areas will be designated for these discussions and all such conversations should take place exclusively in these areas. Team Captains are expected to be fluent with the rules, language, content and intent of all rules and should have any questions, comments or concerns definitively pointed out prior to the beginning of the competition.

9. Appeals

Appeals against any decision made by a Referee during the game should be directed solely for the purpose of future reference and should be done so only at the completion of that game. An appeal can only be lodged with the League Coordinator by the Team Captain. Players are not permitted to argue with a Referee, however, players are allowed to calmly and logically present their case via the Team Captain directly to the League Coordinator. (Not to the referee)

PENALTY: **Players will receive 2000 point penalty**
PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

10. Proper Attire

Players must wear suitable clothing and footwear. No piece of a player's clothing may cover any part of the equipment at any time. Questionable attire is worn at the risk of the player. Terminations may be given out at the sole discretion of the Referees.

PENALTY: **Unable to Participate in Games**

11. Equipment Replacements

Players who suspect their equipment to be faulty should immediately report this by telling the Quasar Marshall. Replacement equipment will be obtained as quickly as possible. Points will not be awarded as compensation for the lost time. The decision to switch packs lies solely with the player in question. Any player in this situation who chooses not to switch packs surrenders his/her right to lodge a complaint. Players MUST NOT switch their own equipment!

12. Game Equipment Malfunction

In the unlikely event that any Game Equipment (Bases/Energisers) malfunctions – alert a referee and play on until told otherwise. The Quasar Marshall will make the final decision on whether any games will be replayed as a result of a base or reload malfunction.

13. Tampering with Equipment

Players are not allowed to tamper with, modify or alter any pack, arena element or other piece of Quasar property. Any adjustments to player's packs will be administered only by Staff on duty at that time. Players tampering with equipment or property may be disqualified (This includes touching the computer, only staff may touch the computer.) No electronic devices are allowed in the arena. Walkie-talkies, portable lasers, mobile phones and programmable devices are strictly prohibited. Stop watches and regular wrist watches may be used.

PENALTY: **Players will receive 2000 point penalty**
Teams will receive 200 point penalty
PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**
Teams will receive 500 point penalty

14. Personal Conduct

Players must refrain from illegal conduct, threatening or physical violence during at all times on the premises. Offenders may have their details handed to the Police.

PENALTY: **Suspension OR Banning from venue**

15. Influencing or Harassing Referees

Players may not taunt, harass or otherwise attempt to influence a Referee's performance. This includes subtle "hints" announced to other players with the intent of being overheard by the Referees. Referees should not be manipulated, abused or personalized in any way. Referees should be addressed only by the title "Referee" or "Ref". Referees may be asked, politely to move if they are in the way of a player, the Referee does not have to move, should they not wish to. Refs should however try to be as unobtrusive as they possibly can.

PENALTY: **Players will receive 2000 point penalty**
PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

16. Quasar Guns

Players must have the gun strap over their heads at all times. Use 2 hands when firing lasers. Players may hold their Quasar gun with one hand if not firing. Players must hold the Quasar gun close to their body when holding with one hand. Players must not have their finger or hand over the sensors on their gun.

PENALTY: **Players will receive 2000 point penalty**

17. Covering Sensors

A player may not block shots on their pack or gun with any item of clothing. A player may not block shots on their pack or gun with any part of their lower body. A player must not intentionally cover any sensor on their pack with anything but the fixed barriers in the arena.

PENALTY: **Players will receive 2000 point penalty**

18. Blocking

Players are not permitted to block shots at their own team mates or the base units by way of intercepting laser fire with any part of their pack or body. Players may not use their own team mates as shields or cover. (Also Refer to Rules on Cheating to Stop a Base Hit and Cheating to Destroy a Base)

PENALTY: **Players will receive 2000 point penalty**

PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

19. Arena Features and Fixtures

Players are not allowed to move or modify any arena features or fixtures. Players are not permitted to poke their lasers or body parts through existing holes or gaps.

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

20. Blind Firing

Players must be looking around or over a fixture at the same time they aim their gun around or over it.

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Players will receive 2000 point penalty**

21. Running

Players are not permitted to run at high speeds.

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Players will receive 2000 point penalty**

PENALTY FOR MULTI-REPEAT: **Player removal from Game with ZERO point score**

22. Balance and Control

Players must maintain balance and control during all game play. The only exception to this rule is if your fall due to another player breaking a rule such as "Unsafe Movement".

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

23. Sitting & Lying Down

Sitting and lying down are not permitted.

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

24. Jumping

Jumping is not permitted.

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

25. Minimum Distance

For safety, players should attempt to maintain a 1 metre distance between themselves (and their equipment) and all other players (and their equipment). Players should also refer to the "Shot Blocking" and "Unsafe Movement" rules in conjunction with the "Minimum Distance" rule.

The following instances may result in a penalty from a referee:

- Crowding an opposition player in a "stand-off" situation where there is enough room to avoid crowding them.
- Positioning yourself within 1 metre of a team mate who is attempting to destroy a base.

The following instances will not result in a "minimum distance" penalty

(Players must still observe the "Shot Blocking and "Unsafe Movement" rules though):

- Walking up to a team mate to whisper instructions quietly to them so that other players cannot hear.
- Players on opposite sides of a partition.
- Players moving through a crowded area where there is no possibility of creating a 1 metre gap between players.
- Players going around a corner to get a shot at another player (players should still attempt to keep a safe distance though).
- Players that come around a corner and do not have a reasonable opportunity to keep a 1 metre distance between them and other players.

PENALTY: Verbal warning

PENALTY FOR REPEAT: Player removal from Game with ZERO point score

26. Free Movement

No players are allowed to intentionally restrict or block the movement of other players during the game. Players cannot be expected to leave a position to allow another player to assume that position unless they are out of lives or ammo. This rule should be considered only in regards to "safe passage" to points beyond. Deactivated players should make every effort to be unobtrusive. In these instances the "active" player is considered to have right of way.

PENALTY: Level One Termination

PENALTY: Verbal warning

PENALTY FOR REPEAT: Players will receive 2000 point penalty

27. Unsafe Movement

No forms of unsafe movement or play are permitted. Unsafe movement is defined as movement that may / will / does cause injury or damage.

Following are some examples of Unsafe Movement:

- Bending 45 degrees or more from the perpendicular
- Sliding
- Vigorous wiggling movements in confined areas to avoid being shot

PENALTY: Verbal warning

PENALTY FOR REPEAT: Player removal from Game with ZERO point score

28. Physical Contact

Players are not permitted to physically strike or push other players in any way. Unintentional or casual "LIGHT" contact (such as occurs in regular game play) is expected. Repeated instances by the same player are considered Unsporting Behaviour.

PENALTY: Verbal warning

PENALTY FOR REPEAT: Instant removal from game plus possible suspension or banning

29. Swearing / Bad Language

Belligerent, threatening, offensive or overly abusive language will not be tolerated. Players should refrain from using action verbs suggesting threats and ultimatums. Players may be verbally warned if bordering on swearing. (You speak to opposition players at your own risk of being misunderstood by the Referee and terminated.)

PENALTY: Verbal warning

PENALTY FOR REPEAT: Player removal from Game with ZERO point score

SEVERE CASES: Instant removal from game plus possible suspension or banning

30.Alliances

Players are not permitted to form alliances with opposing players.

PENALTY: **Player removal from Game with ZERO point score**

31.Unsporting Behaviour

Players are to conduct themselves in a sports-person like manner.

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

SEVERE CASES: **Instant removal from game plus possible suspension or banning**

32.Energisers

Players must move through Energiser Areas the correct way. Players are not allowed to stand within the Energiser area. Players within Energiser areas should not be shot at or shoot out of the Energiser Areas. Keep left as you go through the Recharge Bay and move all the way through the Energiser Area, do not exit the same direction you entered from.

PENALTY: Level One Termination

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Players will receive 2000 point penalty**

33.Holding Positions

A player can not hold a position if they are out of ammo or lives and must not delay in vacating the position.

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Players will receive 2000 point penalty**

34.Mistreating Equipment

Players must not mistreat the equipment, obstacles, referees or other players.

PENALTY: **Verbal warning**

PENALTY FOR REPEAT: **Player removal from Game with ZERO point score**

SEVERE CASES: **Instant removal from game plus possible suspension or banning**

35.Cheating to Stop a Base Hit

A player who breaks any rule stated to stop another player from successfully destroying a base will be given an extra 2000 point penalty and the opposing player will be given a free hit on the base.

36.Cheating to Shoot a Base

If a player breaks a rule that assists them to shoot a base, 2000 points will be deducted from their team and the opposing team will be given a free hit on their base. A Referee must make every attempt to terminate the player prior to them completing the base destroy.

37. Any player removed from a game for penalty will:

1. Receive a Zero Score or if score is negative that will stand.
2. Eligibility for permanent removal for the rest of the night at the discretion of the Quasar Marshall.
3. Eligibility for 2 or 4 week ban from League & Venue.
4. Eligibility for permanent removal for the rest of the season at the discretion of the League Coordinator.

Should we fail to enforce or apply any of the rules, it will not mean that we approve of or have agreed to a breach of the rules or will therefore lose our rights to enforce them in full at any time now or in the future. We reserve the right to review, change, add or remove any rule or part of it at any time.

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