

Combat Live 1v1 Tournament Registration Form

Please print and fill out registration form to register for our event. For registration please bring and pay \$40 for entry fee.

PLEASE PRINT LEGIBLY.

Event: Combat Live 1v1 Round Robin & Elimination Bracket Tournament

Event Date: January 20th-February 26th, 2016

Player Name: _____

Phone # _____ For contacting about play times prefer ____ Text or ____ call

Email:(optional) _____

LIST GAME DAY/TIME PREFERENCES

(Most preferred times are after 9PM most days and after 6PM on sundays)

Example: Monday 5-11pm, Tuesdays 4-9pm, Fridays 9pm-2am

A release of liability form must be filled out for every participating player to join the tournament. If one is not provided on the day of play, player will not be allowed to participate

Agreement:

We have read the rules and regulations and acknowledge to have received a copy of same and agree that the decisions of the Referees are final. We agree to participate absolutely at our own risk. We agree to indemnify and hold harmless Combat Live, its individual members and directors against any and all claims arising out of, or resulting from, my participation in the Laser Tag Tournament. We agree as a condition of our participation in the Laser Tag Tournament, that we shall sign a further release of liability in the form to be supplied by Combat Live on the day of the event or have it filled out prior to the event. We agree to sign in by 8 PM and attend the Safety Meeting or we will be disqualified and ineligible to participate.

X _____
Player if over 18,
or Parent/Guardian Signature

Date: _____

1. General

1.1 Side line Coaching

Spectators and other participants must make absolutely no attempt verbally or non-verbally to coach, communicate or distract any player on the field at anytime. If so, a standard violation will be assessed to the offending team.

1.2 Death

When a player is dead call it out so we can terminate the round and rotate and continue the match as quickly as possible.

1.3 Filming and Photography of Games

Only authorized media will be permitted in the facility for filming or photography activities.

1.4 Players Eligibility

Players must be 18 years of age or older and must have a waiver signed on day of the event, or have a parent/legal guardian come in and sign one for them. (16+ age is recommended)

Equipment and Use

Participants in the tournament will be taught how to properly put on all Combat Live equipment themselves. They will also be expected to know the basics such as rate of fire change and reloading.

This will be necessary because gear will be interchanged frequently and checked so that any risk of faulty equipment effecting the overall outcome of a match will be extremely negligible.

If a player notices an equipment fault during or after a round call out loud for an equipment check to the referee at the end of the round. At the end of a round if the equipment does have a clear fault, the round will be disregarded new equipment put into play and the round started over.

Prohibited or Illegal Equipment

Players may not use any listening devices, communication devices or any form of electronic surveillance.

Players may not wear or display clothing or any other items with obscene or offensive pictures, words or logos anywhere on-site. If so, a standard violation will be assessed to the offending player

Finality of Calls

Referee's calls during a game will stand and cannot be changed.

4. The Game

4.1. Game Start

4. Game will start on referee count down. players must start in designated areas for their team

4.1.b Choice of sides

When in dispute, the sides of the field will be determined by a coin flip.

4.2 Match Time

20-30 minutes, if drawn out possibly 45 minutes.

Round Times will be limited to 3 minutes each, first to 5 wins the match if at least 2 points ahead of the losing team, if each team was at 4 points when one team pulls ahead to 5, then teams will start on the same sides as the previous round then resume play switching rounds as normal there after, first team to 6 wins, the match.

4.3 False Start

In a situation where a false start occurs due to a Referee mistake or outside interference the head ref may stop the game and restart as if the game had never started. If players from only one team leave the starting station the Head may restart the game. If any players from both teams leave the starting station and begin play, the game will continue and will not be stopped.

4.4 Hits/kills

Each player on each team will have 10 hit points, when they are hit 10 times, they will die and call out their death.

4.5 Eliminations

When a player is eliminated they must acknowledge their death, players must do so in a non-aggressive or non-hostile manner.

4.6 Game End

4.7.a A game ends when all players from one side are eliminated, time expires, or the head referee calls a game over for any reason.

4.7.b All remaining live players must report to the referees for inspection, the amount of hits will be counted if an equal number of live players report in from each team, the team with the most hits remaining, wins the round, if both teams have equal hits remaining the round will be considered a draw and both teams will receive a point for the round. If a live Player does not report for inspection he will not be counted as a live player.

4. 8.a Game Format

The game format for the 1v1 elimination

5. Tournament Rounds of Play

Tournament Rounds of Play are dependent on total number of teams. Schedules will be provided through the course of the event.

6. Score / Score Sheet Procedures.

6.1 Score sheet

- (1) The score sheets will be filled out by the head referee of the field and shown to both team captains.
- (2) Nothing on the score sheet may be crossed out or written over by the players.
- (3) It is the responsibility of each team captain to check the score sheet. If a team captain finds a mistake on the score sheet, the Head Ref will make edits.
- (4) When both team captains agree on the score sheet, they will sign it and the score sheet will not be modified even if mistakes are discovered afterwards.
- (5) If a team captain refuses to sign the sheet because of a disagreement, the head ref will make the final call on the game's final score.
- (6) The original copy will then go to the score keeping area.

7. Game Scoring / Penalties

7.1 Games Scoring

The following point will be awarded per round

- 1 win for every game won
- 1 lose for every game lost
- first to 5 wins, wins the match as long as the win is by 2 points
- If the teams are at 4-4 and one team pulls ahead to five, teams will start an overtime round on the same sides that they were the last round played, if the lower team pulls up to 5-5 teams will exchange guns and switch sides for the final match point round.

7.2 Penalties

Players will be eliminated for any of the following offenses.

7.2.a Minor Violation: Player Elimination

- Deliberately shooting a referee/spectator/eliminated player
- First offense deliberately covering gun or body sensors with hands(cheating)
- Purposely using a dead player or referee as cover(cheating)

7.2.b Standard Violation: 1 for 1 Player Elimination

- Sideline coaching (cheating)
- Prohibited or Illegal equipment (cheating)

- Safety violation

7.2.c Major Violation: 2 for 1 Player Elimination

- Verbal abuse to include swearing
- Unsportsmanlike conduct or arguing with an official during a game

7.2.d Violations Resulting in Expulsion From The Event

- Physical contact with opponent/referee/support staff on or off the field
- Unsportsmanlike conduct or arguing with an opponent/referee/support staff after a game in or out of the arena
- Alcohol or drugs on the premises will result in immediate Expulsion.

7.2.e Cheating

A team forfeits any game for blatant, aggressive cheating. Second cheating offense results in expulsion from the event.

7.3 Forfeiture

- Being late and not on deck for any game will result in forfeiture of that game.

Combat Live Tournament highlights

- Registration Deadline is Friday, February 10th, at 9pm.
- You may register yourself at any time before the final date so we can get matches going as soon as possible.
- Completed registration packets will be accepted at Combat Live during regular hours.
- Free and discounted practice times are available for registered players/teams.
- Supplied waivers will have to be signed at our counter by any person wanting entry into the tournament.
- Check-in begins at 60 minutes prior to match start
- Mandatory Safety/Rule meeting begins 15 minutes prior to match start
- This is a free event for the Spectators.