

Rules, Terms, and Conditions of Participation

- Safety -

Injuries:

Any time a player is potentially injured, the game is stopped so immediate care can be given or called for as needed.

Safety Coordinator:

There will be one or more non-players to talk with observers and monitor player's compliance to safe, fair and ethical behavior. Those conducting themselves in a way that could cause injury to others, themselves, or the environment will be asked to leave.

Emergency Phone:

There will be an emergency phone and directions to the play area available for contacting emergency personnel at all times.

Stretching:

Stretching at the beginning of each meet is required. Laser Tag is a vigorous game and all good athletes stretch their muscles before a workout. This improves their game and helps prevent injury.

Equipment:

Guns/Taggers are never to be waved around in a way that might hit another player.

Clean Up:

Before the fun starts, players will take garbage bags and walk through the play area to pick up litter. Hazards such as broken bottles, torn cans and boards with nails should be pointed out for older participants to remove. Trip hazards like large sticks should be moved to the side of paths. This action also shows we care about the beauty of the parks and encourages park authorities to let us come back in the future.

Authority Figures:

All law enforcement, park keepers, park rangers or other authorities will be obeyed immediately. If asked to stop playing and leave, you do so without argument. Playing tag is a privilege not a right.

- Ethics -

Conduct:

No camouflage clothing in public. We don't want to look like paramilitary fanatics. No pointing guns in the direction of non-players. If a non-player is between you and your opponent, then find a new opponent to tag. Smiling and talking to non-players assures them that you're friendly and this will encourage them to join the fun. Give the right of way to non-players. Never forget that it is a privilege to play tag in public and that others have as much right to be there as you. Also, it only takes one complaint to get your whole group kicked out. Never use non-players or tagged-out players as shields. No swearing. Keep your language clean and appropriate to those overhearing your conversation.

Discrimination:

We accept players of any race, sex, religion, and walk of life. Discrimination just isn't acceptable in our society. People with bad attitudes, who are irresponsible or disrespectful to other people, property or the environment will be asked to leave.

Harassment:

There is no place for sexually oriented conversations or actions in tag. There is also no room for name calling or practical jokes. This is a clean, respectable sport and we plan to keep it that way.

Cheating:

There is ZERO TOLERANCE for intentional cheating. This is defined as any intentional attempt to cover the IR-tag receivers with your body or clothing or that of another person. In addition, any alteration that gives a player an unfair advantage such as additional IR-LED emitters, desensitized sensors or a larger lens unless part of a balanced team or scenario that all players agreed upon, are prohibited. Repeat cheaters will be asked to leave. Other forms of cheating include going beyond the boundaries of the play area and hiding in an area where only the nose of your gun is exposed.

Environment:

There is no excuse for preventable or intentional damage to the parks and fields we play in. This includes defecating or urinating anywhere other than an outhouse or restroom. This also includes but is not limited to: climbing on, moving or altering the trees, buildings, tables or other equipment not belonging to you or your group.

NO CONTACT:

No grabbing, holding or pushing of players, non-players, their equipment or their clothes. If someone is hurt, the game stops immediately and responsible assistance should be given. Players should maintain a minimum of 5 feet from their opponents and their equipment.

Equipment Failure:

Failure of equipment to properly launch or receive tags is cause for immediate player removal from the game.

Break Area:

All players that are tagged out must immediately go to the break area. You are not to talk about, point to or gesture toward the hiding places of other players. The break area is designated as a non-playing zone for players to relax, rest, or prepare for the next game.