

BattleArena Rules & Scenario Summary

MAIN RULES

Each competitor may have the following weapons:

one dummy knife;
one pistol;
one assault rifle.

The maximum allowable speed of a BBs coming out the barrel of a "firearm" is 120 m/s (+/- m/s).

The allowed weight of the BBs should be 0.25 grams.

The maximum permissible rate of fire is 20 rounds per second.

The following shall be forbidden during Matches:

firing at random, that is, shooting from behind a cover without visual contact with the enemy. Special means, such as prism, sight or mirror, may be used to establish visual contact with the enemy;

physical contact with the enemy, including holding and grabbing of enemy weapons, real punches with the dummy knife (only imitation (designation) of blows is allowed);

shooting from assault rifles with one hand, except when the second hand is used for moving (transporting) a wounded or defeated ("killed") player;

climbing over windows of structures;

throwing grenades into structures (fortifications) imitating buildings through the top, as well as throwing grenades from such buildings outside through the top;

shooting in "gaps", including any opening smaller than an A5 size sheet, that is, shooting through such an opening when the weapon being shot or part of it is located in the "gap" or in close proximity to it at a distance of up to one (1) meter;

move in the Site when defeated or injured. A defeated or injured player shall sit or lie down.

place switched-on lamps on the Site separately from a weapon.

If any of the restrictions provided in these Regulations are violated, the player who committed the violation shall be deemed to have been handed a forfeit defeat or imposed on a Strike and the Organizer shall immediately notify him/her thereof during the Match.

Two Strikes imposed on a player during a Tournament shall lead to this player's disqualification until the end of the Tournament without the right of substitution.

If there are grounds to believe that a player was injured or defeated as a result of enemy actions that are contrary to these Regulations, the Organizer may, at its sole discretion, immediately cancel the injury (defeat) of the player in the course of the Match by informing him/her thereof.

Players may at their discretion use the defeated player as a cover.

In all Matches of a Tournament, players shall follow the principle of "fair play",

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according to which each player shall independently and honestly determine whether he/she was injured or defeated and take the appropriate actions provided for in these Regulations.

SCENARIO

Procedure for Deciding the Winners

All Matches during the Tournament Games take place according to the "Bank Heist" scenario. Each team takes it in turns to play as Cops and as Robbers. Each Match consists of two Rounds.

The aim of the Match is to seize the Gold. The more Gold a team seizes, the higher the chances of winning! Each Gold Bar is worth 1 point.

The Gold is only counted if:
the Gold was recovered from a sack and placed at the Drop Point.
at the end of the Round, there is at least one Robber still left alive.

If after the Matches / Match, the teams have the same number of points, the winner is decided by the number of Robbers hit. If the number of Robbers hit is the same, then the winner is decided by the number of Cops hit. If the number of Cops hit is the same, then, at the Referee's discretion, there will either be an extra two Rounds, or a Duel.

The Cops are not allowed to touch the Gold.

The aim of the Cops is to stop the Robbers winning points. At the disposal of the Cops is a shield as a reinforcement. Also, the Cops have two lives per game. The Robbers have only one life.

A Round lasts 5 minutes or until all the Robbers have been hit. In the event that all of the Cops have been hit, the Round can be stopped before time if the Robbers have moved all of the Gold to the Drop Point.

The Round is started with a special signal. The first to move are the Robbers. 15 seconds after the start of the Round, the Cops enter the game. Time is kept, and the signal given, by the Head Referee.

The Robbers are forbidden from leaving the Robbers zone for 30 seconds after the round has started. If one of the Robbers enters the Cops zone before 30 seconds into the Round, the Referee must send the player back. In the event of a blatant breaking of this rule, the Head Referee reserves the right to call Strike on the player.

15 seconds and 30 seconds into the Round are marked by the Head Referee with a special signal and announcement.

The game ends with a special signal from the Head Referee.

All signals and types of announcement are made known to the players before the start

of the Tournament.

A hit to any part of the body uses up one of the Cop's lives. A Cop can re-enter the game themselves after 30 seconds. The 30 seconds is counted by the Player himself.

To make it easier to tell how many lives are left, a bandage can be worn on the hand. After 30 seconds, the Cop can pull off the bandage and continue with the game.

A Cop is only allowed to inform others that he has been hit: any other discussions or gesturing which might be construed as assisting his team-mates is not permitted.

The Robbers have only one life. Contact with any part of the body is counted as a hit to the player.

Should the Shield-Bearer (player carrying the shield) be hit, he should put down the shield in front of him on the ground. In the event that the shield is at that moment fastened to the shield-bearer, it can be put to the side in such a way that the hit shield-bearer is visible from behind the shield.

Duels

In the event of any disputes between the teams regarding the result of a Round, the Organizers can decide to conduct a Duel, the result of which will determine the winner of the Round.

Only the team commanders take part in the Duel. Participants in the Duel receive an empty magazine, a pistol (gas) and one BBs. On the Organizer's command, the participants should load the magazine insert it into the pistol, rack the slide and take a shot at their opponent.

Whoever does it the fastest way is the winner of the Duel.

The Organizer can decide whether to replay the Duel in the event of a draw or blatant breaking of the rules of the Duel by one or both players.

On systematic breaking of the rules (three offences) by a Duel participant, the one to have committed the offences is awarded a loss by default.

Refusal to take part in a Duel results in the awarding of a loss by default.

4. Ammunition

Players of each team go into the Game with limited ammunition. In Tournament Players use BBs provided by Organizer. Total number is 600 BBs for each Match.

Players have the right to load the BBs into the automatic magazine and the pistol

magazine.

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