



2012

CLAN WARS



COMMANDOS SEASON 1

- Rnd 1 Tues Feb 7
- Rnd 2 Tues Feb 14
- Rnd 3 Tues Feb 21
- Rnd 4 Tues Feb 28
- Rnd 5 Tues Mar 6
- Rnd 6 Tues Mar 13
- Rnd 7 Tues Mar 20
- Rnd 8 Tues Mar 27
- Finals Tues Apr 3

CADETS (U14'S) SEASON 1

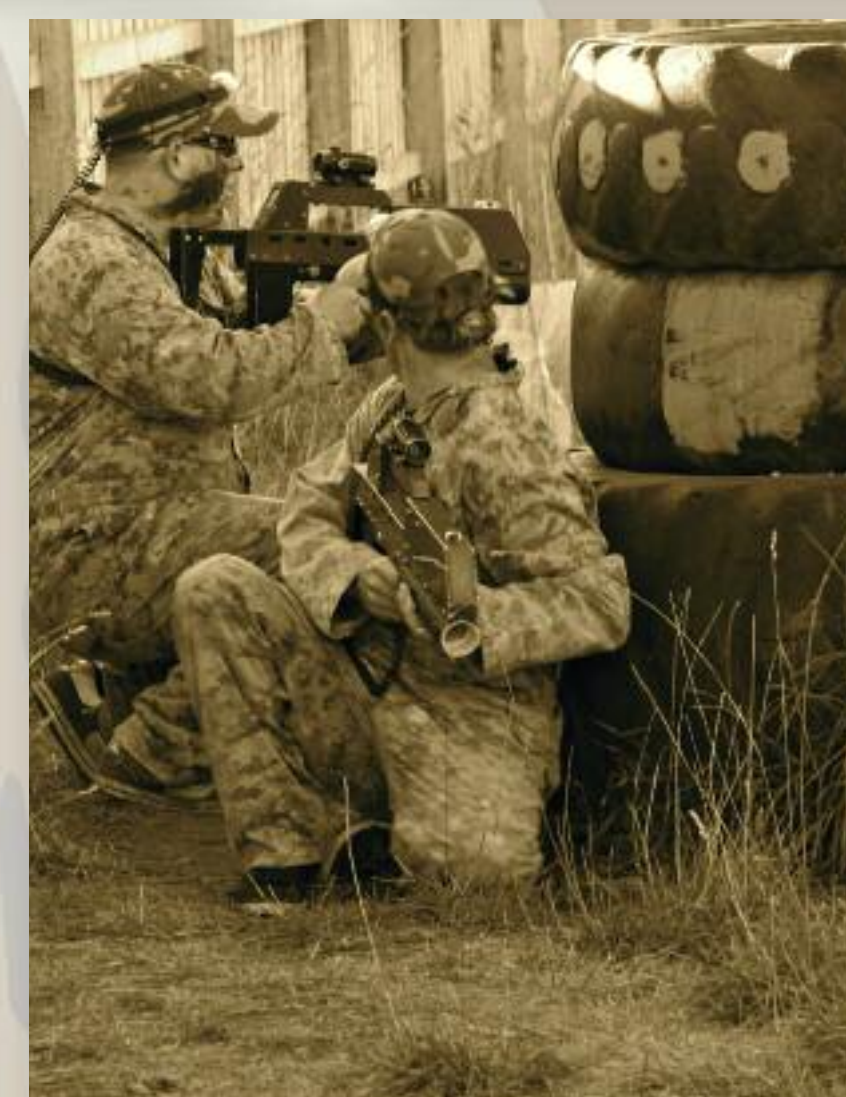
- Rnd 1 Web Feb 8
- Rnd 2 Wed Feb 15
- Rnd 3 Wed Feb 22
- Rnd 4 Wed Mar 1
- Rnd 5 Wed Mar 7
- Rnd 6 Wed Mar 14
- Rnd 7 Wed Mar 21
- Rnd 8 Wed Mar 28
- Finals Wed Apr 4

COMMANDOS SEASON 2

- Rnd 1 Tues May 1
- Rnd 2 Tues May 8
- Rnd 3 Tues May 15
- Rnd 4 Tues May 22
- Rnd 5 Tues May 29
- Rnd 6 Tues June 5
- Rnd 7 Tues June 12
- Rnd 8 Tues June 19
- Finals Tues June 26

CADETS (U14'S) SEASON 2

- Rnd 1 Wed May 2
- Rnd 2 Wed May 9
- Rnd 3 Wed May 16
- Rnd 4 Wed May 23
- Rnd 5 Wed May 30
- Rnd 6 Wed June 6
- Rnd 7 Wed June 13
- Rnd 8 Wed June 20
- Finals Wed June 27



• COMMANDO LEAGUE

The top 2 teams of each season will compete in a finals series on the 15th July 2012. The winner of the day will not only be named 2012 Champion Clan, they will also win a Sponsorship Package which include flights transfers and accommodation to THE NATIONALS held in QLD 2012.

• CADETS LEAGUE

The winners of both season 1 and 2 will "play off" on the 15th July 2012. The overall winners will be named 2012 Champion Clan and receive \$250 worth of Army Merchandise of their choice.

WHAT IS CLAN WARS

Clan Wars is a **5-A-Side Competition** which runs twice a year.. It is also a Sport which has a National Championship. Clan Wars runs for 8 weeks plus an extra week for the finals. There are only 8 teams in each league who battle it out week to week for the title to be crowned the champions of Clan Wars in their respective leagues. Games slots are a total of 50 minutes each. All Clan Wars league games consist of 2 games x 20 minutes each (40 minutes game time total). Plus 5 minutes break at half-time. The game timeslots for Commandos are 5.00pm, 5.50pm, 6.30pm & 7.20pm, The game timeslots for Cadets are 4.10pm 5.00pm, 5.50pm, 6.40pm.

The cost for Clan Wars is \$70 per clan per round. That's only \$14 per person for a clan of 5 players.

REGISTRATION OPENS 6 WEEKS BEFORE ROUND 1. DEPOSIT TO BE PAID OF \$70 WHEN REGISTERING WHICH WILL BE REFUNDED AT THE END OF ROUND 8.

RULES OF CLAN WARS... RULES OF CLAN WARS... RULES OF CLAN WARS... RULES OF CLAN WARS... RULES OF CLAN WARS...

- Every Clan must nominate a Captain for their Clan. - The Captain will be the contact point for his/her Clan. The Captain will be required to participate in a Rock Sissor Paper Off at the start of each game to nominate a base to start for the first game.
- Game slots are 50 minutes each.
- Each game slot consists of 2 x 20min games + 1 x 5min half time break.
- Death Match Battles & Operation: Secure & Hold.
- Un-limited re-spawns (during Death Match Battles).
- 5 Players max on a field at a time for one clan during a battle.
- 3 Players to get game started - to avoid forfeit.
- Clans may have up to 8 players (up to 3 substitutions) for games.
- Clans who have more kills or less re-spawns (during Death Match Battles) are awarded as the winner.
- Clans who have eliminated or killed all members of their opposition or secured the nominated area more times than their opponents that clan is awarded as the winner (during Operation: Secure and hold).
- Clans can substitute players when killed out of battle upon returning to their base (Death Match Battles only).
- 3 points issued for a win.
- 1 point issued for a draw.
- 0 points issued for a loss.
- 1 bonus point issued for every 20 kills each clan gets during a battle (during Death Match Battles).
- 1 bonus point issued for secure and hold if held for each of the 5 nominated holds.
- If a Clan does not have 3 or more players to take on the battlefield after 10 minutes of game starting or scheduled start of game time, this will result in a forfeit and points for both games will be awarded to the opposing team.
- If a Clan does not have 3 or more players to take on the battlefield after 10 minutes of a game starting or scheduled start of game time, this will result in a \$25.00 forfeit fine for the team forfeiting the match + their game fee to be paid the week after.
- Players who have played or participated in 4 or more games during the Clan Wars league are eligible to play in finals series pending their teams standings on the ladder.
- Top 4 teams at the end of season to compete in Finals Series.
- Once a player becomes killed or eliminated out of battle during Clan Wars he/she must immediately take off his/her cap/bush-hat.
- In the event where a player is during battle and his/her cap/bush-hat does fall off the player is required to stop participating during the game immediately and fix the cap/bush-hat.
- Sensors are to be worn on the front and back of cap/bush-hats during the Clan Wars league.
- A player may not impede his/her cap/bush-hat in anyway as an attempt to cover up or block sensors.
- Any player seen covering or blocking sensors will result in a 10 kill point penalty against the offending team.
- In the event where a player becomes a "decoy" after being eliminated/killed from the battle whilst walking back to the re-spawn area, or dead zone, or standing still, or hiding out or walking in any other direction whatsoever will result in a 10 kill point penalty will be issued against the offending team.
- Any player caught covering up speakers on any weapon during game play will result in a 10 kill point penalty will be issued against the offending team.
- When a player is eliminated/killed from the game he/she must take off his/her cap/bush-hat and place both hands in the air immediately.
- In the event where a player does not take off cap/bush-hat or raise their hands in the air after being eliminated/killed from the game a 5 kill point penalty will be issued against the offending team.
- In the event where a player is seen to be out of bounds during a game a 10 kill point penalty will be issued against the offending team.
- The referees decision is final.

LET THE GAMES BEGIN

REGISTER AT: WWW.LASERSTRIKE.COM.AU