

# **Aotearoa New Zealand Hado Official Tournament Rules and Competition Guidelines**

## **Standard Rules**

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## Important Notice to all Players and Hado Facilitators

The following set of rules was created by Hado New Zealand and all players and Hado event facilitators must comply with these rules. In the event that any of the rules are not able to be complied with for any reason, a formal request for exception must be made to a HadoNZ official; [connor@hado.co.nz](mailto:connor@hado.co.nz) at least 72 hours prior to the start of an event, stating the rule(s) as quoted in this document that an exception is required for, the reason for exception, and the intended effect that the exception of this rule will have.

The HadoNZ official will reserve the right to reject or accept any/all exceptions made.

In order to host a tournament that is seen as official in the eyes of HadoNZ, tournament facilitators must abide and comply with the rules laid out in this document, in the event that any players/ teams/ tournament facilitators do not comply, they may be subject to not qualify to a higher level of competition. (e.g., A team is found to not comply with some of the rules during a Hado facilitator tournament, they will be exempt from qualifying for regional finals, country finals, or E Black development squad qualifiers.)

It is the responsibility of the tournament facilitator to ensure that all players, coaches and teams have access to a copy of this document. HadoNZ will not be made liable as this document is accessible on their website for anyone to download (<https://hado.co.nz/>)

# NZ Hado Official Rules

## Setup/ Arena:

The arena setup should follow the guidelines below:

- From a top-down plan view the arena must be a minimum of 6m wide and have a minimum distance between banners of 7metres up to a maximum of 10metres
- Once a distance between banners is decided on, all games must be played for the rest of the tournament at this length
- The arena must have printed outlines for halfway and the outlines, these must line up with AR lines shown through the headset (e.g., when wearing a headset and approaching an outline, the printed outline and the AR 'wall' should be aligned)
- The height of the backdrop is subject to the options associated with the Hado Field Adjuster tool for Hado backdrop version 'V2'
- The backdrop should have a distance of 0.1m or less from the ground to the bottom of the backdrop
- Both backdrops should be parallel to each other as well as the halfway line
- Both side lines should be parallel to each other
- The arena should be played indoors with sufficient lighting in the arena
- The arena floor should be flat, level and of a hard consistency
- Carpeted floors are allowed, but hardwood would be preferred

All setup guidelines are subject to change with the approval of a HadoNZ official up to 72 hours prior to event start

## Equipment:

The equipment used in the tournament should follow the guidelines below:

- Each player is limited to 1 headset and 1 wristband per game
- The headset and wristband should be linked via inbuilt Bluetooth function
- The headset and wristband that are linked should be on the same player
- Each player should have the same quality of equipment
  - o E.g., all players should each have the same equipment setup, same headset design, same iPhone in the headset and same iPhone in the wristband
- Coaches/team captains are responsible for ensuring all players within the team are wearing appropriate clothing
  - o In the event this is disputed, the tournament host referee will have the final say in what is appropriate
- Players may wear additional garments if they wish to, such as:
  - o Knee or elbow pads
  - o Wrist, ankle or headbands
- Players must wear indoor-appropriate shoes
  - o E.g., may NOT wear stud boots, or golf shoes
- The tournament host MUST check each headset and wristband to ensure no tampering before the start of the tournament, as well as after any disputed matches
- Players are responsible for their equipment once they have been handed over, meaning that if an iPhone is to fall out of the equipment mid-match the game will not be restarted
- If a player is disconnected from the game or the equipment fails in some way, the game will be restarted, only one restart per match, additional disconnections will be considered user error
- Only tournament officials may adjust or touch the backdrop at any point throughout the tournament
- Teams will receive a warning if they touch a backdrop during a match, if they move the backdrop from touch again, tournament officials may choose to disqualify or deduct points from the team.

- Players are responsible for ensuring that their equipment is secure before a match starts
- Additional wristbands and elastic wristband securers may be provided on request
- Players will be given a warning for AR disconnection during a game from the tournament host officials after 3 warnings they will receive a -5 score to be added to their next game, in the event that they receive a third warning in the final causing a win for their team, tournament facilitators may choose to restart the match with the offender team to end the restarted game with -5 to be added to their score

Warnings are totalled across the tournament day, e.g., a player have a warning in the preliminary matches, then accumulate 2 more in the quarterfinal stage causing them to receive a penalty in the semi-final stage. If a player exceeds 3 warnings, for every additional game they receive a warning they will be subject to the penalty

### **Players/Coaches:**

Players should abide by the following guidelines when competing in a tournament:

- Players/coaches may NOT cross the halfway line or sidelines during a match
- Players/coaches may NOT physically touch an opponent during a match
- Players/coaches MUST ensure that they are upholding a high standard of sportsmanship before, after and during each game
- Swearing or abusive language of any kind towards an official, another player or teammate may result in a reduction of points or disqualification, tournament host will have the final say on the outcome of any disputes

### **Gameplay:**

Players should abide by the following guidelines on gameplay throughout any games during the tournament:

- Each player is responsible for ensuring that their headset stays within the playing field at all times
- In the event of a draw at the end of a match, the game will automatically pause all active shields, erase all active bullets and begin a 10-second countdown, at the end of this countdown, gameplay will resume and the next point will win
- A standard match should consist of 3 players per team on the playing field, if 3 players are not able to be played a minimum of 1 player per team is required to compete.
- Any team has the right to forfeit before a game for any reason, this forfeit will count as a loss and points will be allocated accordingly
- In the event of a medical emergency during a game, gameplay will stop and a rematch will be required, if the injury was not deemed to be an emergency the tournament host may choose to call the game forfeit
- The tournament host may choose to deem a player a health risk before a game starts and forfeit them from playing, prioritising their safety. This will be subject to only a specific player in a team being forfeited and may only be used in extreme circumstances
- Substitutions must be made before any given match
  - o Each team may have up to one sub
  - o The sub must be registered before the start of the event

## **Tournament Format:**

The tournament structure should be as follows:

- Round Robin pool stage:
  - o Teams will compete against all teams in their pool to accumulate as many points as possible from winning
  - o Facilitators may decide to have a best of three game or a single set game for preliminary matches
  - o The 2 top teams within each pool will qualify for the knockout stage of the tournament
  - o The pool stage groups will be drawn from a hat at random before the event and the structure of what teams are versing who will be posted before the event

Preliminary matches are subject to change by the tournament facilitator. Teams **MUST** play a minimum of 3 different teams in order to qualify to the qualifying knockout stage of the tournament

- Qualifying rounds:
  - o The quarter-final knockout stage and semi-final knockout stage of the tournament will consist of 3 games, where the team with 2 wins will qualify for the next stage
  - o If a team is to win the first 2 games, then the third game will not need to be played
  - o Points will still be accumulated during this stage for both wins and losses
- Grand Final match:
  - o The grand final will consist of the 2 remaining winning teams after all knockout stage has been completed
  - o The 2 losing teams from the semi-finals will compete for 3<sup>rd</sup>. and 4<sup>th</sup>. place before the grand finale, in a best-of-3 series
  - o The grand final will be a best of 5 matches
  - o Once either team reaches 3 wins, they will be deemed the victor of the tournament.
- Breaks:
  - o Each team will have 2 minutes to prepare before a match
  - o This 2 minute includes the time to get the gear equipped and to be 'ready' on the Hado wristband
  - o Teams will be given a 30-second warning and a 3-second countdown before the match begins
  - o Teams will have 1 minute to return all equipment at the end of a match

## **Competition Format:**

For a competition over a set period of time:

- Round Robin pool stage:
  - o Must not be longer than 10 weeks before qualifying/knockout rounds
  - o Teams may only vs one team per week
  - o All teams in the same pool must verse each other at least once before qualifying/knockout stage
  - o The top 8 teams of a league will qualify into the first knockout stage (quarter-finals) in a best of 3 matches
  - o The competition facilitator will decide on how rankings from preliminary rounds affects the roster for the first knockout round
  - o The winners from the first knockout round will go on to verse each other in the second knockout stage (semi-finals) in a best of 3 matches
  - o The winners from the semi-finals will go on to verse each other in the final knockout stage (grand final) in a best of 5 matches
  - o The losers from the semi-final knockout stage will verse each other prior to the grand final in a best of 3 matches to determine third and fourth place
  - o The rankings for all other teams will be based on the number of points they had after



they have been eliminated/ knocked out from the competition

### **Eligibility:**

- To be eligible for this event, players must have registered a team of minimum 3 players before registration closing
- All players must be able to physically get the equipment on and off in order to play, e.g., a player that has no arms will not be able to physically play the game
- Prosthetics may be used, provided that they have been approved prior to the registration process closing date.
- The game is not gender specific, meaning that teams of mixed gender can play, as well as full men teams, full women teams, or transgender teams, there will be no discrimination on gender of any kind, and all preliminary matchups and pool selections will be picked at random
- Neurodiverse players may play the game provided they have alerted the tournament hosts of their condition and have played at least one game prior to the event to ensure that they are physically and mentally able to play the game without causing harm to themselves or others
- In order to be eligible for the Aotearoa New Zealand Development squad players must have competed in either a tournament and/or a weekly competition
- In order to qualify for the New Zealand Hado National team players must be either a New Zealand citizen or permanent resident

### **General Rules and referee decisions:**

- The tournament host and/or the tournament referee will be able to make a final call given any circumstance.
- Any/all rules may be changed before the event without notifying players or coaches for any reason by the tournament host, up to 72 hours before the start of the event
- Any/all changes to rules must be approved by a HadoNZ Official 72 hours prior to the event start
- Referees/ tournament host may make a call on a rule that is not specifically stated in this tournament rules using the best of their ability to make a fair and honest call
- **Communication:**
  - All tournament communication must be made through proper channels, e.g., discord, email, etc.
  - Communication through external channels, e.g., in person, may not be considered unofficial and is subject to interpretation, meaning that only written sources from approved sources may be used in evidence for a dispute, with the exception of during tournament communication where there are external witnesses
  - It is the responsibility of the tournament host to ensure that players are made aware of all of the communication sources
- **Withdrawal from the tournament:**
  - Any team may withdraw from the tournament for any reason before the start of the tournament
  - Any team that withdraws from the tournament after registration has closed will still be put in the tournament, any games they were meant to play will be considered forfeit
- **Punctuality and Delays:**
  - It is the responsibility of the tournament host to provide the tournament structure and game times/ dates a minimum of 24 hours before the start of the event
  - All teams are expected to be ready at least 5 minutes before the start of any given match
  - If a team has not shown up at the time of the match, they will be considered forfeit for that match
  - Missing more than 2 matches will consider your team forfeit from the whole tournament

### Fouls and misconducts and penalties:

All fouls and penalties are determined by the tournament host/ referees on the day, the following is a guideline of what each penalty may be for a particular misconduct/foul. If a misconduct/foul is made that is not on the following list, the referee/tournament host will have a final call on the penalty. Under review means that the tournament host will decide the outcome of a player(s) who has shown misconduct, by reviewing a replay when possible, and a discussion between tournament officials will determine the outcome of that particular player(s)

Misconduct/ foul	Penalty
A player intentionally damages equipment	suspension from a tournament, under review for future tournaments
A player uses third-party software that interferes with the game in any way	Suspension from the current match, is under review to determine potential longer suspension
A player becomes abusive/ physical with the referee, other players, the tournament host, etc. (E.g., a player threatens that he will punch the match officials head in for what they believe to be a bad call)	Suspension from the current match, under review
Unsportsmanlike behaviour of any kind (e.g., excessive showboating/gloating after a match, refusal to shake hands with opposing team/player, excessive put-downs of any player, coach, team)	Warning for initial (depending on severity), suspension from the match, suspension from the tournament (depending on ignorance)

### Penalty Framework:

Severity of Offence	Description	Example	Penalty
<b>Low</b>	An offence that has little to no effect on the gameplay, but shouldn't continue	A player uses bad language during gameplay	Warning up to 2 times, then offence level increases to medium
<b>Medium</b>	An offence that may not necessarily affect gameplay directly but is having an outcome on the tournament in some way	A player continues to ignore warnings, a player threatens another player with malicious intent	One game ban is under review for continuing the ban for a longer extent
<b>High</b>	A serious offence that has an outcome that changes the tournament in some way	A player physically abuses another player, referee, host, etc.	Suspension from the tournament, review for further suspension, mandatory conversation with tournament host to explain their actions
<b>Extreme</b>	An offence that affects results in a way that allows them to progress further in the tournament than they potentially could have	A player pays other teams to forfeit games against them to ensure they progress to the next stage	Whole team suspension from the tournament, individuals are to attend a meeting with the tournament host to explain actions, and under review for further penalty

### Appeal Process:

Players/ coaches will have the opportunity to appeal a penalty decision of a referee/ tournament official, this must be done before the start of the next game. In order to appeal the penalised player and/or the coach must express that they wish for the decision to be appealed by another tournament official. In the event that

no other tournament official is present or witnessed the event the player/ coach may plead their case using this ruleset as the basis for their argument. The appeal decision will then be final and not able to be reconsidered for the remainder of the tournament. Should a player want to have the decision overlooked they may email a representative of the HadoNZ team ([connor@hado.co.nz](mailto:connor@hado.co.nz)) with evidence of the match(s) as well as a statement by the tournament referee/ official who made the decision stating what their decision was, why they made the decision and any additional info they may deem necessary to share. The player/ coach may also state their case using this ruleset as a basis for their case.

#### **Points:**

Teams will accumulate the following points throughout the pool stage of the competition:

- **Win** – 3 points
- **Loss** – 1 point
- **Forfeit** – 0 points, a forfeit will be considered a 3 - 0 loss, the winning team will be given a standard win worth of points with no bonus points, the forfeit team will be given 0 points
- **Win by 10+ points** – 1 bonus point
- Teams will accumulate points throughout the competition, but points will mostly be important for the group stage, in the quarter-final, semi-final and finals, the games will be best of 3, 3 and 5 respectively. However, points will still be accumulated for each win to determine an overall ranking at the end of the tournament.

#### **Proof of Result:**

- The tournament host will be responsible for ensuring the result of each game is recorded
- The tournament host will be responsible for ensuring that the results of each game are published in an accessible place for viewers to access, e.g., website
- If a team wishes to dispute a score or match outcome, they must provide their evidence, it will not be the responsibility of the tournament host to check that all scores are correct
  - o To dispute a score or match outcome, a team must provide evidence before the end of the stage that the tournament is up to. E.g., a team disputing a quarterfinal match must dispute the match before the final game of the quarter-final stage is complete, a team may not dispute a match from the pool stages once the knockout stage has begun, a team may not dispute a quarterfinal match once the semifinal match has started, and so forth
- In the event that a team/ player was unable to locate proof during the tournament, they will be able to submit a formal complaint to the tournament host after the tournament with all their supporting evidence as well as a document outlining their argument and why it should be put under review
  - o In the event that this dispute is successful the tournament host will choose a suitable compensation/ rematch at the tournament host's discretion

#### **Rematches:**

- If a match is called off for any reason during the tournament by a tournament host the teams that were to play, may request a rematch, the decision to go forward with this rematch will be up to the tournament host



- If a match is called off early for an equipment malfunction, both teams will be allowed to rematch, in the event one team does not want to rematch, they will be considered forfeit and the points will be allocated accordingly
- If a player's wristband falls out during a match causing that team to lose, the winning team and winning team only will be able to choose if they wish to rematch