

Overview

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- Referees

- Team Founders

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- Administrator

- Member

- Guest

Team Roles

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- Temporary Team

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- Game Honor

- Equipment Safety Standards

- Water Source Standards

- Property Handling Standards

- “Outside World” Encounter and Compliance Standards

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- New Members

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Games Framework

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- Control Point

- Target

- Container Target

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Details

Explanation of Overview. Self-explanatory terms are not defined.

Organization Framework: The way an organization is handled.

Leadership Roles

Game Administrators: Anyone with administrative role over a game, i.e. decides which games to play, rules, etc.

Referees: Anyone tasked with ensuring fair gameplay.

Team Founders: The official of a team who holds the highest position in leading it.

Team Member Roles

Founder: Same as Team Founder

Administrator: Anyone with high level administrative privileges over a team.

Member: Team regulars / participants.

Guest: Non-members who are temporarily on a team.

Team Roles

Official Team: Teams registered with the League

Guest Team: Unofficial teams that are participating but not registered.

Temporary Team: Teams that are grouped together solely for the purpose of a

game and disband after an Event.

Code of Conduct

Game Honor: Honor code with regards to game cheating.

Equipment Safety Standards: Requirements for handling any and all equipment safely.

Water Source Standards: Requirements for using safe “ammunition” in games.

Property Handling Standards: Deals with property inside and outside the playing area that doesn't belong to anyone who's part of the game.

“Outside World” Encounter and Compliance Standards: Deals with encountering people outside of the game, such as non-participants, property owners, police, etc.

Enforcement

New Members: Rules for initiating new members to teams and to the League

Excluded / Banned Members: How problem-causing members/players/participants are excluded from future events.

Penalties: How to manage players who could potentially cause problems.

Games Framework: The framework for creating one Gametype, which is an instance of the Games Framework. An organization has many official and several experimental gametypes.

Global Game Rules

Property Rules: Anything that couldn't be covered in organizational-specific rules can go here.

Global Hit Rules: The organization's universal rules for considering a hit.

Environment Base Requirements: The most basic requirements for a playing area.

Gameplay Template Factors

Game Objectives:

Primary Scoring Method: Main method of measuring the winning team / player(s) of a game.

Secondary Scoring Methods: Additional ways players can improve their score.

Flag / CapPoint: Primarily used in Capture-The-Flag type games. Teams deliver specific Flag(s) to their Capture Point(s) to score.

Control Point:

Target:

Container Target:

Shot Target:

Bomb / Target:

Collectable:

Game Objects: Actual “objects” used in a game.

Spawn Point:

Objective Items:

Additional Environment Requirements:

Hit Rules Modifiers:

The WWn Standard