

TEAM CHAMPIONSHIP | OFFICIAL RULES

SUNDAY, NOVEMBER 22, 2026 | CORNWALL, ONTARIO

Lazer Zone Arena | 917 Second Street West, Cornwall, ON K6J 1H8 | 613-703-0489 | info@lazerzonearena.ca

EVENT INFORMATION

Sixteen teams of eight compete in a full-day tournament. All teams complete qualification and advance to either the Champions or Challengers Division.

\$15 CAD / player	16 teams / 128 players	Up to \$100 CAD total in merchandise or gift cards, shared across both divisions

01 | TOURNAMENT STRUCTURE

Each team plays three qualifying matches against different opponents. The overall standings then split teams into two eight-team divisions; each division has its own quarterfinals, semifinals and final.

Qualification	24	Capture the Flag / Capture by Hits / Team Combat	10 min
Quarterfinals	8	Team Battle Royale	12 min
Semifinals	4	Special Forces	12 min
Division finals	2	Ultimate Domination	15 min

02 | QUALIFYING ROUND

Every team plays exactly one match in each of the three qualifying modes. Results earn standings points, not bracket eliminations: a win gives 3, a draw 1, and a loss 0. There are no separate qualification groups; one leaderboard ranks all 16 teams.

1	Different team	Capture the Flag	3 / 1 / 0
2	Different team	Capture by Hits	3 / 1 / 0
3	Different team	Team Combat	3 / 1 / 0

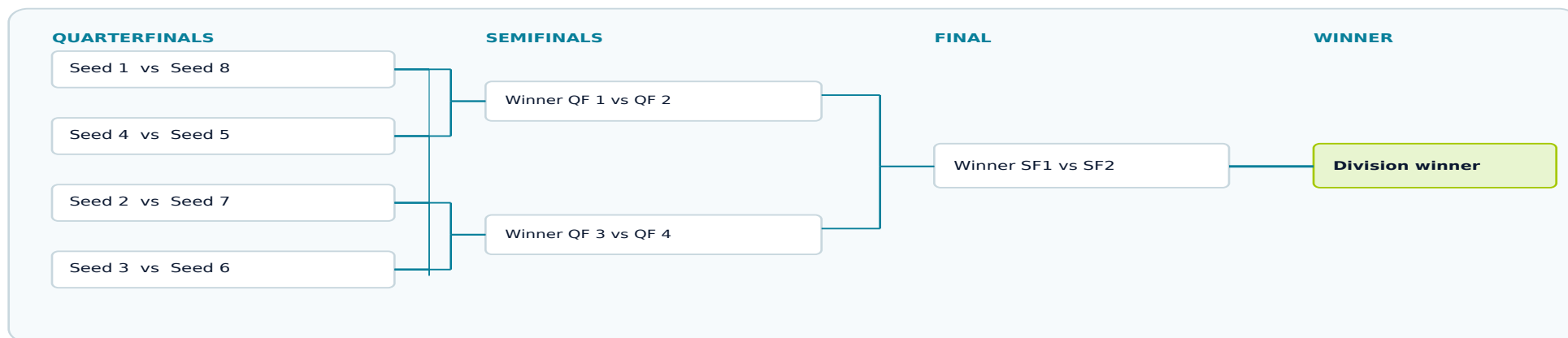
FROM 16 TEAMS TO TWO DIVISIONS

One combined qualifying leaderboard determines the two brackets.

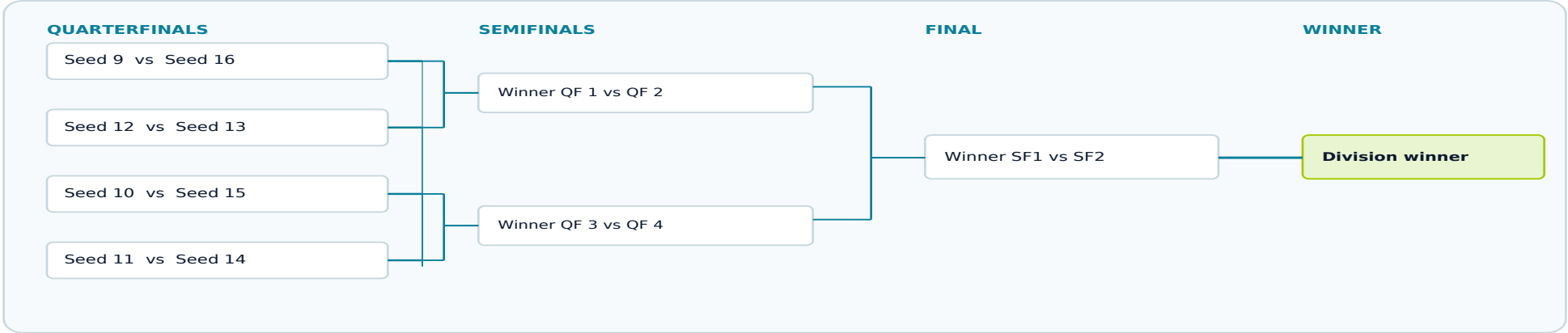


Seeds 1–8 enter Champions; seeds 9–16 enter Challengers. Every team advances to a divisional quarterfinal.

CHAMPIONS DIVISION



CHALLENGERS DIVISION



03 | QUALIFYING GAME MODES

Capture the Flag

Each team defends its SIRIUS base while attempting to collect and deliver flags. Players return to their base to respawn; a team can finish early by delivering five flags, or win on delivered flags when the 10-minute clock expires.

10 min	2 SIRIUS	20 s	First to deliver 5 flags; otherwise most delivered

Capture by Hits

Both teams compete to capture the central Smart Domination Box by landing hits on its receiver. Reaching 30 capture hits completes the objective. Players respawn automatically so they can return to contest the device.

10 min	1 Smart Domination Box	30 hits	Automatic 10 s / off

Team Combat

A direct team-versus-team scoring battle. Successful hits and eliminations earn points, while taking hits and being eliminated reduce the score. Players respawn after 10 seconds; the highest combined team score wins.

10 min	100 HP; Falcon 25 HP; pistol 20 HP	20 shots / 3 s	Highest team score; 10 s respawn

04 | QUARTERFINALS — TEAM BATTLE ROYALE

Each eight-player team starts with full health and no respawns. The playable safety zone progressively shrinks, forcing teams to move and confront each other. A Doctor can heal active teammates, but cannot revive eliminated players.

12 min	100 HP / 5 HP	1 per team; +20 HP every 15 s	Eliminate rivals; otherwise most survivors

05 | SEMIFINALS — SPECIAL FORCES

Teams assign eight players to four specialized roles. The Doctor focuses on healing and has only a low-damage defensive pistol; Snipers deal high damage, Stormtroopers use automatic fire, and Standard Soldiers fire single shots. Eliminated players must return to their protected SIRIUS base to respawn.

Doctor ×1	100	Heal 25 HP / 10 s	5 HP	Pistol 10 / 2 s
Sniper ×2	75	Sniper 50 HP	15 HP	Sniper 6 / 5 s; pistol 10 / 2 s
Stormtrooper ×2	150	Automatic Falcon 15 HP	—	40 / 4 s
Standard ×3	100	Single-shot Falcon 25 HP	15 HP	Falcon 20 / 3 s; pistol 12 / 2 s

Two SIRIUS bases; 10-second respawn at own base; protected respawn zones. The Doctor earns +25 points per complete effective 25 HP heal. Pistol ammunition is unlimited overall, but magazine reloads are mandatory. No friendly fire.

FINALS, SCHEDULE & FAIR PLAY

06 | ULTIMATE DOMINATION FINALS

Both division finals are eight-versus-eight control battles. Each team uses a SIRIUS respawn base while fighting to control the central Smart Domination Box. The team with the greater accumulated control time after 15 minutes wins; ties go to three-minute overtime.

15 min	2 SIRIUS + 1 Smart Domination Box	Most cumulative control time; 3-minute overtime for ties

07 | EVENT SCHEDULE

Matches run in a fixed sequence with brief transitions between teams. Qualifying comes first, followed by a break, both divisional elimination brackets and awards. Overtime or safety pauses may shift the published times.

8:00–8:30 AM	Check-in	8:30–8:50 AM	Safety briefing
8:50 AM–2:50 PM	Qualification	2:50–3:10 PM	Break
3:10–6:34 PM	QF / SF	6:34–7:14 PM	Division finals
7:15–7:35 PM	Awards	—	—

08 | SCORING & TIEBREAKS

Combat modes award points for accurate hits and eliminations while penalizing damage taken. Ties are resolved by the scenario-specific criteria below; qualifying rankings use the combined standings from all three modes.

Team Combat / Special Forces	Hit +10; elimination +100; hit received –5; death –25; Doctor heal +25
Special Forces tie	More eliminations, fewer deaths, then 3-minute overtime
Battle Royale tie	More survivors, remaining HP, then 3-minute overtime
Qualification ranking tie	Head-to-head if applicable, more wins, then 3-minute Team Combat tiebreak

09 | SAFETY, DISCIPLINE & READINESS

Players must follow staff instructions, respect opponents and use the equipment correctly. Physical contact, intentionally covering sensors, tampering with equipment, dangerous running and aggressive conduct are prohibited. Eliminated players must not shoot or obstruct play. Minors require parent or guardian authorization.

First minor infraction	Official warning
Second minor infraction	Player sits out 30 seconds AND team loses 100 points
Serious misconduct	Possible match disqualification
Team not ready after call	5-minute grace period; then possible forfeit

For objective-based modes, the 100-point deduction is recorded as a disciplinary penalty for applicable tiebreaks. Protected SIRIUS areas are reserved for respawn, not for active players to attack from or hide in.

CHAMPIONS DIVISION & CHALLENGERS DIVISION | ALL 16 TEAMS ADVANCE