



BPC



BODY PILOTING CHAMPIONSHIPS

**INDOOR BODYPILOTING
RULES, LAWS,
AND INTERPRETATIONS
OF THE GAME**



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F.L. 2014

Introduction:

BODYPILOTING

THE GAME

Follow-the-leader, dynamic flying (body piloting), is a type of flying that has been around for longer than this game. Using lines and zones, two individuals flying (dynamic follow-the-leader) can be judged and scored and, therefore, creating the game BodyPiloting.

The game consists of two individuals flying against one another, performing tricks and lines with precision and speed. One flyer leads for a pre-determined minuted game whilst collecting points, and the other follows. After the first game, the flyers switch positions – follower becomes leader and leader becomes follower – and fly for another pre-determined minuted game. This is classed as the first set. The flyer with the highest total of points after a defined number of sets wins the match.

The aim is not to destroy your opponent by performing continuous no-stop tricks, tricks and lines where the follower is not able to see them, or impossible lines and tricks to follow that suddenly stop in place and start again. The goal is to fly big, clean, and fast into the end zones, scoring points on lines as well as well-placed tricks, whilst maintaining speed. The round system (a match with a set number of games) is in place so you can eventually warm up to your opponent, understand their flying style, and try to exploit their weaknesses through strategy, combos, and skill.

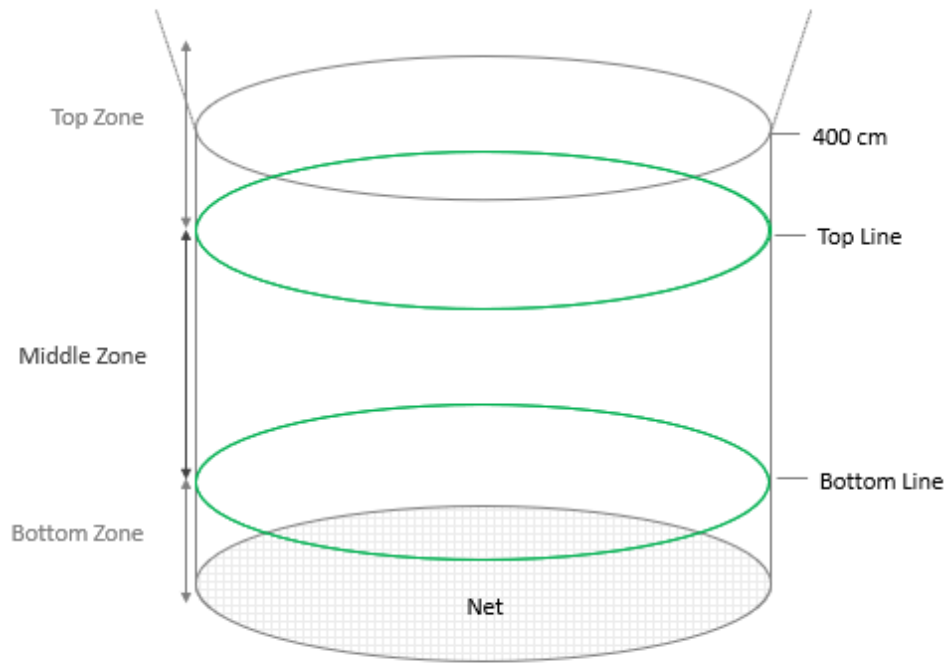
The best flyer is not the one that can pull off the most tricks blind to the other, but the one that can out-fly and out-smart the other, whilst presenting all tricks and lines in full view of the other competitor.

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SECTION 1 - THE FLYING CHAMBER

The Flying Chamber



Notes:

1. The bottom and top lines are part of the middle zone, and the diffuser is part of the top zone.
2. There is no penalty for hitting the net or going into the diffuser.
3. For all speed and skill categories of the game, the arena will be to the dimensions stipulated in Section 12. (Also referenced on ranking chart.)
4. The bottom and top lines must be clearly marked and visible to all flyers, judges, and spectators.
5. Dimensions for the different categories require the top line and bottom line to be adjusted.
6. The bottom and top zones are the scoring zones for lines and ticks, the middle zone is void for scoring for lines, only scores for tricks can be earned in the middle zone.
7. The bottom and top zones will be referred to as end zones.
8. Lights may be used to define the lines, if no lights are available, coloured tape or a clearly defined line may be used.
9. The 400cm line is to be measured from the net and it is not marked. It is used as a reference line for measuring the Top Line.

SECTION 2 - GLOSSARY

The terms set below shall have the following meanings assigned to them:

180	A change in heading of 180 degrees. (180 degrees is the increment by which all spin and tricks are measured, first the 180, then 360, then 540, etc.).
360	A 360-degree rotation of the body returning to its original heading.
540	A 540-degree rotation of the body rotating 180 degrees further than the 360.
720	2 continuous 360 rotations of the body returning to its original heading.
900	2 1/2 continuous rotations of the body returning to the opposite heading.
AT THE TOP	Refers to a move that is being performed at the top of the tunnel. E.g., Head down 360 during a layout at the top section of the tunnel.
BACK FLYING	The ability to fly in the back to earth position in a controlled situation and manner, moving or static.
BACK SPIN	A controlled spin or turn whilst back flying.
BELLY FLYING	The ability to fly on the belly to earth position in a controlled situation and manner, moving or static.
BELLY SPIN	A controlled spin or turn whilst belly flying.
BODY	Refers to a flyers own body of mass.
BOTTOM LOOP	A 180-degree rotation of the body around the latitude axis whilst flying toward the net. Feet passing under the body (head down bottom loop) or head passing under the body (head up bottom loop).
BLIND	A move or trick performed in a position or location where the other competitor cannot see it being performed.
BREAKER	A rotation around the longitudinal axis of the body whilst the body is lying flat on the side moving from one surface area to another. The legs must travel a further radius than the head.

Section 2 - Glossary (continued)

BUST	When a flyer does not copy or follow the line or trick that the leader performs (see section 6 for scoring).
BURBLING	When one flyer is directly under the other flyer, obstructing the clean air flow causing loss of air and instability.
CARTWHEEL	A sideways rotation around the centre axis of the body.
CARVE	The flyer moving/travelling in a horizontal sideways motion around the tunnel.
CORK	To lose control of one's body and gain lift flying upward through the tunnel.
CONTACT	Bumping or touching another flyer. Contacting the other flyer with a part of the body.
COLLISION	The two flyers impact each other or the wall causing them to cork, temporarily stop flying, or become injured.
CUTTING	When the follower flies a shorter line than the leader. E.g., Cutting the corner. Not flying the same distance line.
DIFFUSER	The section of the tunnel that begins to widen after the flying chamber.
DOWNWARD MOTION	Flying towards the net.
MOVING	Moving throughout the tunnel. Not stopping. E.g., carving/layout.
END ZONE	The end zones are the bottom and top zones at either end of the arena.
ENTRY	When a flyer enters the arena at the beginning of the round.
EXIT	When a flyer leaves the arena at the end of the round.
FLAT SPIN	Rotation of the body whilst flat (belly/back) on the latitude axis.
FLYER 1	Lead flyer.
FLYER 2	Following flyer.

Section 2 - Glossary (continued)

FOLLOWER	The flyer who is in second place. The flyer who is following.
GAME	Refers to the rotation/minuted block flown. Two games in a set, and four games - or two sets - in a match.
HEAD DOWN	Flyers in a head down orientation. Head towards the net, feet towards the diffuser.
HEAD UP	Flyers in head up orientation. Head towards the diffuser, feet towards the net.
INFACE	A flyer's head and front of body facing towards the centre of the tunnel.
LAYOUT	A flyer moves in a vertical up and downward motion from one side of the tunnel to the other.
LINE	The path of which a flyer chooses to travel throughout the tunnel whilst moving.
MATCH	Refers to the entire games played between two players. There are four games and two sets (two games per set) in each match.
NET	The wire interlace at the bottom of the flight chamber.
NET STRIKE	Hitting the net with a part of the body.
OBSTRUCTION	Blocking a flyer from continuing on their intended path. Causing obstruction.
OUTFACE	Facing outwards towards the glass in a head down or head up orientation. Back facing towards the centre of the tunnel.
PENALTY	A flyer receives 1 point against them; hence, a point is awarded to the opposing flyer.
REFERENCE AREA (RA)	The helmet or shoes, the reference point of which is used to judge, whether a flyer passes into a zone or not. Reference area will be referred to as RA.
SET	Refers to the 2xminuted blocks/games flown.
SIDE FLYING	Carving whilst orientated on the side of the body.
STABLE	Flying still with no involuntary movements.

Section 2 - Glossary (continued)

STATIC	Not moving through the arena, stationary.
SWITCHING LEADS	Changing the positions of the flyers. Leader becomes follower, follower becomes leader.
SWITCH DIRECTIONS	Changing the direction of the path flown. E.g., In face carve left to in face carve right.
UPWARD MOTION	Moving in an upward motion towards the diffuser away from the net.
WALL STRIKE	Hitting/touching the wall with part of the body.
ZONES	The section of space in-between the net and bottom line, the bottom line and top line, the top line and diffuser, and above the diffuser.

SECTION 3 - REFERENCE AREA (RA) SHOES/HELMET

- | | |
|-------------------------------|--|
| Reference area | <ol style="list-style-type: none">1. The shoes and helmet are used as references to determine whether a flyer has entered a zone, touched a line, or is out of bounds.<ol style="list-style-type: none">a) When the flyer is in the head down orientation, the reference area is the helmet. When the Flyer is in the head up orientation, the reference area will be the shoes. The helmet and shoes will be referred to as the reference areas (RA).b) When a flyer is performing a layout, the RA is measured off the orientation on which the lead flyer enters the zone first. |
| Shape and construction | <ol style="list-style-type: none">2. The helmet and shoes should be clearly visible in comparison to the rest of the body. The helmet should be made of carbon fibre or hard plastic and be a full faced helmet. The shoes of material with no polished leather and no steel caps. Nothing shall be used in their construction that would be harmful to the players or the glass. |
| Loss of reference area | <ol style="list-style-type: none">3. If a flyer loses a reference area the game is paused and the item retrieved. Once retrieved the game continues as normal. If the reference area is destroyed, a replacement shall be found and the game continues on. If the loss of a reference area is due to negligence, the flyer responsible may be penalised or risk disqualification. |

SECTION 4 - THE PLAYER AND PLAYER'S EQUIPMENT

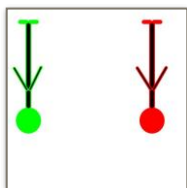
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|----------------------------|--|
| Number of players | 1. There are two players per match. One player leads for the first game and the other follows. At the beginning of the second game the players switch leader and follower. Number one becomes number two and number two becomes number one. |
| Ranking | 2. A competitor may not fly in a division at a rank that they have not earned unless approved by the referee. I.e., Once a competitor competes as an orange buff in 90%, they must always compete as a orange buff 90% or higher (see section 11-12 for more details). |
| Players Equipment | 2. a) A player shall not wear anything that might prove dangerous to other competitors.
b) A player's normal gear shall consist of a suit of distinctive colour and/or pattern, an approved helmet easily distinguishable from the suit, shoes that can be easily distinguished from the suit, and a pair of gloves and buff may be worn to help define the suit from the helmet but is not necessary.
c) Protective clothing may be worn provided it contains nothing of a rigid or dangerous nature. |
| Dangerous Equipment | d) The referee shall order a player to remove any part of his equipment which might be considered dangerous and shall not allow the player to take any further part in the game until the order is obeyed. |
| Similar colours | e) The colours of the suits and RA worn of the players shall be easily distinguishable and, if, in the opinion of the referee similarity between the equipment might effect the proper conduct of the game they may, at their discretion, order either player to change equipment in accordance with the rules governing the competition in which the game is played. |

SECTION 5 - MODE OF PLAY

- | | |
|---------------------------------|--|
| Objective | 1. The objective of the game is to fly as clean and fast as possible whilst performing strategically placed lines and tricks to out-fly and bust your opponent scoring more points than them over a match. |
| Start of play | 2. The two flyers toss a coin to decide the starting positions. The winning toss decides who leads and who follows. The losing takes the other of the alternatives. |
| Mode of play | 3. Once the lead flyer enters the tunnel they can perform tricks or fly lines into one of or both end zones to try and collect points from the follower providing the line or trick does not stop moving and is not performed blind to the follower (see Section 6 for scoring). |
| Cutting | 4. If the following flyer is cutting on the first there is no penalty, although if the follower effects the leader by cutting resulting in a dangerous action or collision the referee may award a penalty to the follower (see Section 8). |
| Obstruction/
Burling | 5. A player that burbles another flyer, there will only be a penalty awarded if it is conducted in a dangerous manner, resulting in a possible collision or injury (see Section 8). |
| Contact | 6. Contact is allowed in the form of bumping another flyer with the entire body/shoulder. If contact is made with the use of the hands or feet in the form of punching, kicking, pushing, pulling, or pinching the offending player will be awarded a penalty and run the risk of being disqualified (see Section 8). |

SECTION 6 - SCORING-LINES, TRICKS AND PENALTIES

Leader Follower



All diagrams are in the head down orientation. When head up the images are mirrored with the shoes replacing the position of the helmet. The **green** flyer is the leading flyer, and the **red** flyer is the follower.

Direction of travel:



Value

1. Only the lead flyer can gain points for busts. A point will only be awarded to the follower in the case of the leader receiving a penalty.

a) A line bust will count for 1 point.

b) A trick bust will count for 1 point.

c) A penalty shall count for 1 point awarded to the opposing flyer.

Deciding winners

2. The game will be decided by the flyer who has accumulated the most points over the defined match period. If both flyers score the same amount of points, the flyer with the higher ranking previous to the match wins.

Line busts

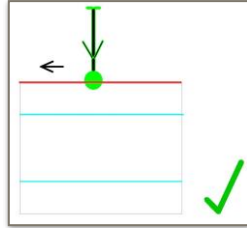
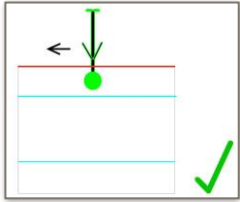
3. The lead flyer can be awarded points for flying lines into end zones whilst leading the follower. To score points, the lead flyer must fly their relevant reference area (RA, see Section 3 Reference Area) fully into the required zone, bottom or top zones and, the follower must fail to do so. The middle zone is classed as void for lines, but not for tricks.

a) A flyer must completely pass a line with an RA into an end zone to be classed as in the scoring zone. No part of the flyers RA is to be touching a line. If part of the flyers RA is touching the bottom or top line it will be

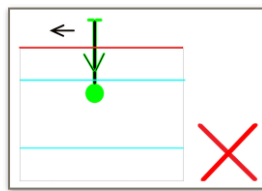
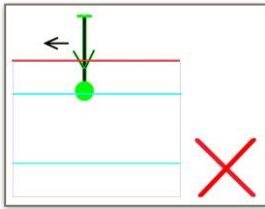
Section 6 - Scoring lines tricks and penalties (continued)

classified as in the middle zone, if they enter the diffuser it will be classed as the top zone.

Top Zone:

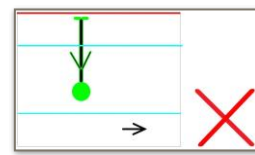
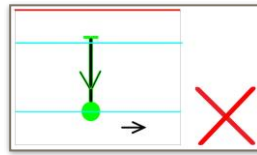
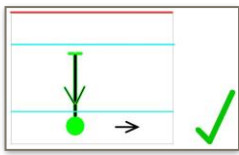


:In the zone



:Out of the zone

Bottom Zone:



:In zone

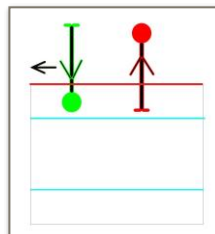
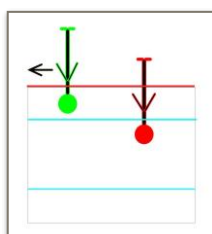
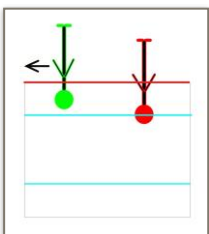
:Out of zone

:Out of zone

b) If the leader enters an end zone and the follower does not enter the same zone with the same RA or in the same orientation, the leader is then awarded a point.

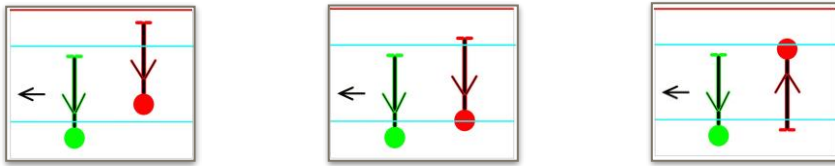
1 Point awarded to leader

Top zone: Following flyer does not clear line into zone. 1 Point awarded to leader.



Section 6 - Scoring lines tricks and penalties (continued)

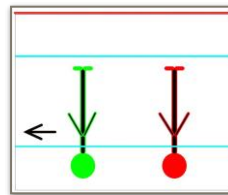
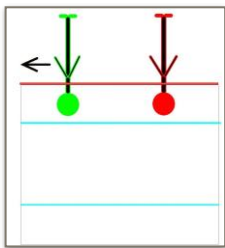
Bottom zone: Following flyer does not clear line into zone. 1 Point awarded to leader.



c) If the follower enters the same end zone in the same orientation with the same RA, then no point is awarded.

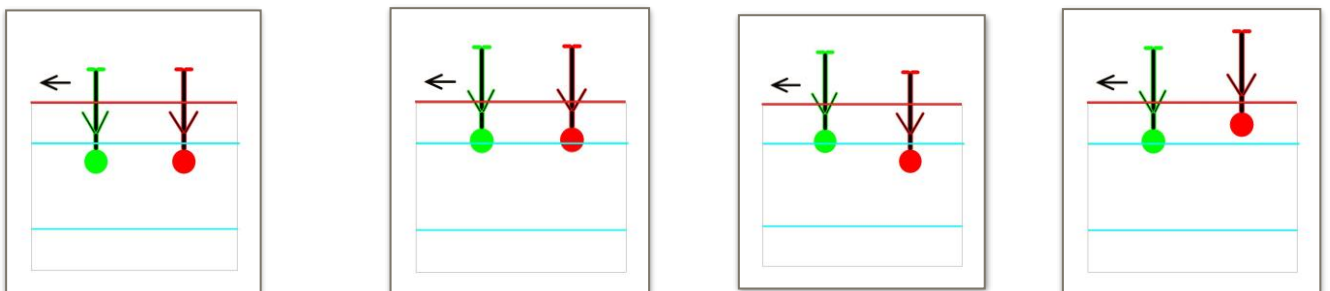
Top zone: Follower copies leader
No point awarded.

Bottom Zone: Follower copies leader
No point awarded.



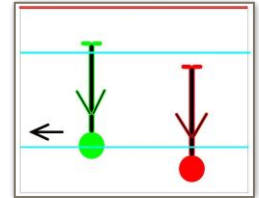
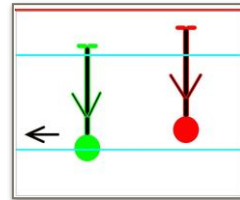
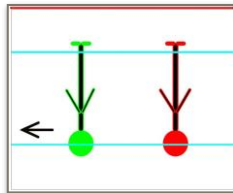
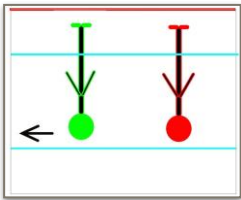
d) If the lead flyer does not enter the top or bottom zone, the follower may enter any zone with no points being awarded.

Top zone: In all these options, no points are awarded as the leader does not enter the top zone.



Section 6 - Scoring lines tricks and penalties (continued)

Bottom zone: In all these options, no points awarded are as the leader does not enter the bottom zone.



Tricks/lines

5. If the leader performs a trick or unique line the following flyer must match the same trick, rotational axis, spin direction or line flown. If the referee perceives that the trick or line is too different from the lead flyer than a point will be awarded to the leader.

Trick count

6. A trick may only be scored off twice per side per round. E.g.: Half beaker left twice, and half breaker right twice. If a trick is performed and scored from twice no point will be awarded to the leader if the trick is performance again and the trick/line is not followed.

Blind line/trick

7. A blind line/trick will not receive a penalty unless it is constantly performed (more than twice). If a follower still attempts to match the line or trick it is now classed as seen and if not followed perfectly will be classed as a bust.

Unrecognisable tricks/
lines

8. If the leader performs a trick/line that was unrecognisable, stopped started, confusing or did not complete the trick/line, provided no danger was involved, a penalty will not be awarded, and the leader will not receive a point if the follower did not complete it.

Penalties/busts

9. Penalties may be awarded by the referee to any flyer for unsafe flying or conduct, constantly stopping (twice or more) through a trick/transition/line, constant uncompleted moves (twice or more), corking, collisions or blind lines/tricks.

a) In the result of a penalty, a point will be awarded to the non-offending flyer.

Section 6 - Scoring lines tricks and penalties (continued)

Disqualification

- 10. A flyer may be disqualified and all awards and points for that division and game are null and void if:**
- a) The offending competitor repeatedly performs dangerous practices resulting in a collision from unsafe flying or from causing injury to another competitor.**
 - b) If a flyer is deemed to be flying in a category for which they do not yet have the required skill.**

Injury

- 11. If a flyer is injured, the time is paused and:**
- c) If the flyer is able to continue, both flyers start from the door in the same positions as when the incident occurred. The time is continued from when the time was first paused.**
 - d) If the flyer is unable to continue due to an injury, then the offending flyer will be disqualified.**
 - e) If the flyer is unable to continue due to self-injury, the winner will be awarded to the opposing flyer.**

Entry

- 12. In accordance with Section 6, on entry, the leader is allowed to perform any line/trick desired, and the follower must copy. If the follower does not complete the same entry, a bust will be awarded, and the leader will gain a point.**

Exit

- 13. The leader can choose to exit the tunnel any way desired in accordance with Section 6 scoring lines, tricks and penalties paragraph 5. The follower must follow the exact line out the door as the leader, if not then the leader is awarded one point.**

SECTION 7 - TIME KEEPING

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| Length of match | 1. The matches are recommended for 4 x 2-minute sets for open categories and 2x 1:30 minute sets for all other categories. If you want more or less it is recommended to keep it to even numbers so entry and exits are even. |
| Interval | 2. There will be a one-minute minimum interval for a break between sets. |
| Entry | 3. Before the start of each set both flyers stand in the door and check with the referee before beginning. The referee then gives the flyers the OK to start. The timer starts when the leader's shoe leaves the door and enters the arena. |
| Changing leads | 4. Once the first game has finished, a flasher will begin for a duration of 3 seconds. At this time, the flyers switch positions (leader and follower). When the flashing stops, the flyers continue with the 2nd game of the set. |
| End of game | 5. In the last 5 seconds of the set a flasher will begin to signal the end of the set and for the flyers to leave the arena. At the end of the game the flasher and timer will stop and the leader must have completely exited the flying arena or be awarded a time penalty for not exiting in time. If the follower does not exit the tunnel within a 3 second period after the timer has stopped they will be awarded a penalty. |

NOTES

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| <i>Using Timekeeper</i> | <i>1. A timekeeper can be employed to signal half time and full time, in which case the referee on receiving the timekeepers signal, performs the required actions.</i> |
|--------------------------------|--|

SECTION 8 - PLAYERS' MISCONDUCT

Definition of

- 1. A player is guilty of misconduct and will receive a penalty if they:**
 - a) Pull, push, pinch, kick, or strike the other competitor.**
 - b) Effect the burble of the other flyer causing them to cork out into the diffuser.**
 - c) Perform a risky move with negligence to safety, causing a possible collision or harm to the other flyer.**
 - d) Conduct a dangerous action resulting in injury or possibility of injury to another flyer.**
 - e) Performs dangerous practices resulting in a collision from unsafe flying or from causing an injury to another competitor.**
 - f) Have unsafe flying or conduct, stopping through a trick/transition/line, uncompleted moves, corking, collisions or blind lines/tricks.**
 - g) Obstructing the other flyer blocking their clean path to follow, resulting in a collision or possible injury.**

SECTION 9 - DUTIES OF REFEREE AND ZONE JUDGES

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|--|--|
| One referee and two zone judges | 1. In all games one referee and two zone judges shall be appointed or mutually agreed upon by all contestants. The referee must be a flyer of equal or higher skill level as those competing, the zone judges must be trained in judging for their line. |
| Enforce laws | 2. The referees will enforce the laws of the Game and may impose penalties for any deliberate breach of the laws. |
| Time keeper | 3. The referee will be the sole time keeper unless the duty has been delegated to another person. |
| Power to stop the game | 4. The referee may, at their discretion, temporarily suspend or prematurely terminate a match because of misbehaviour of players, dangerous actions, loss of gear, or interference from spectators. At this point, the doorman will signal for the players to stop. |
| Change of decision | 5. The referee judges on matters of fact and shall not subsequently alter those judgements. |
| Accept zone judges decision | 6. The referee will accept the decision of a zone judge relating to line busts. |
| Zone judge | 7. Each zone judge shall remain on the subsequent line they are judging. One judge for the top line. One judge for the bottom line. |
| Zone judge advisory | 8. Each zone judge can advise the referee of a bust that they feel has not been noticed. |
| Indicating line bust | 9. End zone busts will be indicated and scored by the zone judges. |
| Indicating a trick bust | 10. Tricks and moving lines busts will be indicated by the referee. |
| Indicating a penalty | 11. Penalties will be indicated by the referee |

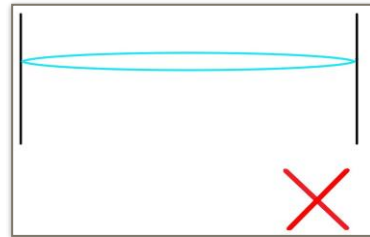
SECTION 10 - JUDGING METHOD

Lines

1. Lights will be used to mark the lines that define the zones. The bottom and top lines will be blue and the out of bounds line will be green. The lights will always stay the same colour and not change. If no lights are available tape may be used.

Zone busts

2. The zone busts will be judged by two zone judges. One viewing the top line and one viewing the bottom line. The judges will look at the line closest to their side and line it up with the opposing side. The judges are looking at the lines to see if the leaders and followers RA fully passes the line entering into one of the scoring zones.



Trick/line busts

3. The referee will judge the trick and line busts from a view that allows them to see the entire arena. Their judgment is final.

Penalties

4. The referee will judge penalties from a view that allows them to see the entire arena. Their judgement is final.

SECTION 11 - CATEGORIES

Categories

- 1. For safety and ease of learning, the game has been broken down into 8 speed categories (Low speed - high speed) and 7 skill categories/colour categories. The lowest speed class does not necessarily mean the lowest skill level. Each speed class has different levels/skill categories. If you hold a “Blue” skill level in speed class 95% this does not necessarily mean that you will hold it in another speed class.**

Ranking chart

- 2. a) On page 24 is a table explaining the classes, colour/skill categories and the dimensions needed to mark the arena. Use this along with Section 12 paragraph 5, Dimensions to understand how to mark the arena.**

- b) Low speed starts from the bottom of the table and works upwards (60%-95%). The beginner skill level starts from the left of the table and works to the right (White buff - Grey Buff). The category you are in is defined by what kind of tricks/move and lines you are able to complete. E.g., If you can complete all moves in the orange buff 85%, you are allowed to perform all moves/tricks/lines that are defined in the lower categories behind it (white yellow and blue 85%). But you are restricted from performing any of the moves or tricks that are listed as above this level (green, red, and grey 85%).**

Section 11 Categories (continued)

The Grading:

- There is a defined list of skills and tricks setout across 7 levels, teired to 8 windspeeds. (Noting, speeds will vary at different tunnels.)
- The skills and tricks change levels across each windspeed set based on complexity of that skill or trick being performed at that speed range.
- A flyer will progress within each windspeed category from white to grey. It is unlikely a flyer will be the same level in all speed categories.
- A flyer is considered at a certain colour for each windspeed when they can competently complete all lines and tricks listed in that category (and below).
- Each skill or trick has a unique number, and there is a corresponding video demo for each.
- A flyer's self-assessment tool has also been provided.

The Dimensions:

- Speeds are based on average percentage of ISG wind-tunnel design.
- Top line is measured from 400cm from the net.
- Bottom line is measured from the net.

Section 11 Categories (continued)

- | | | |
|--|-----------|---|
| Progression | 3. | To progress through each skill category you must complete the required skills sets necessary. It is not necessary to start from the lowest speed speed class. If they flyer feels they want to start from higher speeds they can. Although, if they now wish to move between classes, it's recommended that they go through the progression again. |
| Multiple buffs and categories | 4. | It is possible to hold multiple buffs in multiple categories. |
| Competing | 5. | If a flyer wishes to compete, they are allowed to compete against another flyer that is ranked within 1 buff of them. E.g., a blue buff can compete with an orange or a yellow buff. To compete against another flyer in a different speed category both flyers must agree, but you can only compete with in 1 speed category and the same colour buff. E.g., blue buff 85% can only compete with blue buff 80% or 90% not an orange 90% |
| Arena changes throughout categories | 6. | The dimensions of the arena will change due to the category being flown. (see section 12) |

SECTION 12 - ARENA MARKINGS & DIMENSION GUIDELINES

Introduction

1. These guidelines set out the official markings and dimensions of the playing arena for body piloting matches. All arenas can be adjusted for the different speed categories.

Categories

2. Various categories require a different placement of the lines. All markings and lines will be measured from the net according to the dimensions stipulated below in paragraph 5.

Markings

3. Each arena will have the following two lines marked.

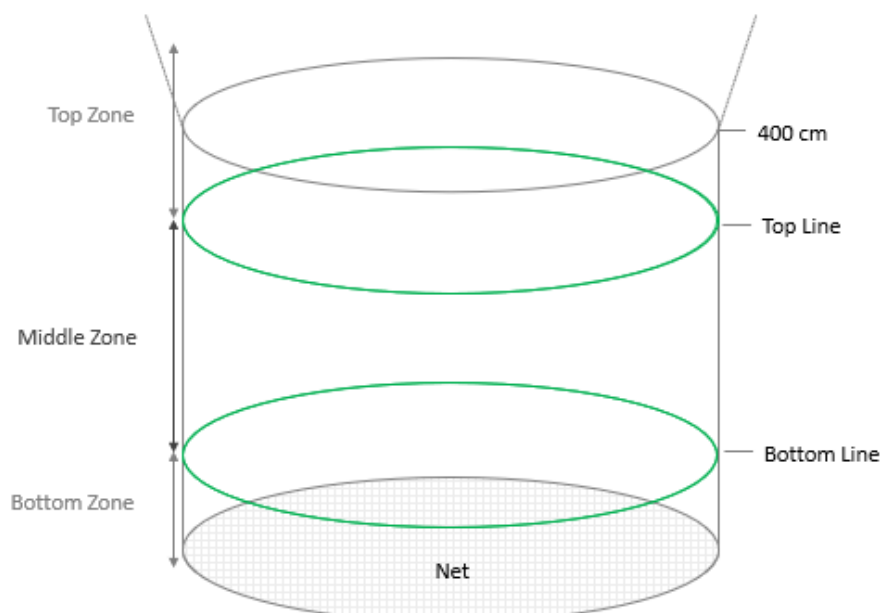
a) Bottom line, and

b) Top line.

Diagram

4. The attached diagram illustrates the lines and markings referred to above.

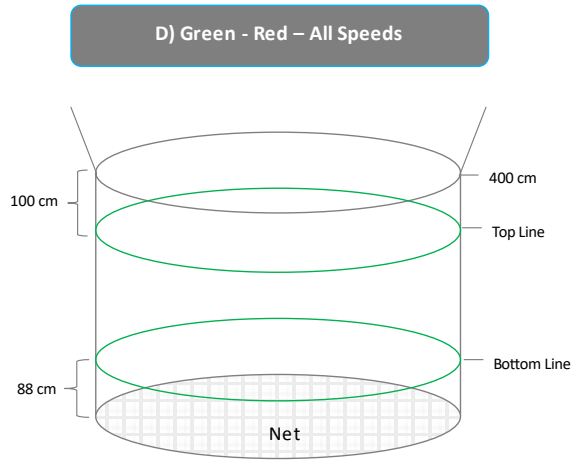
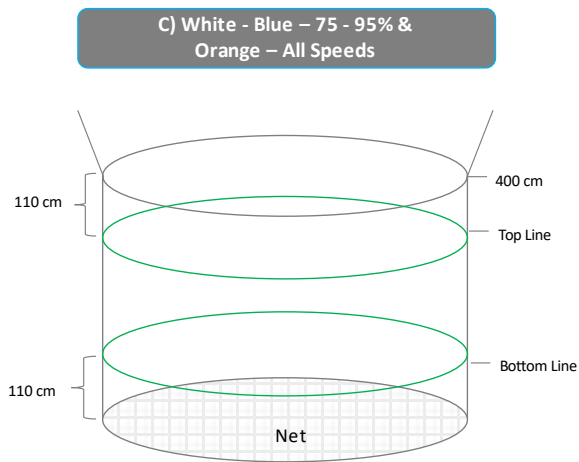
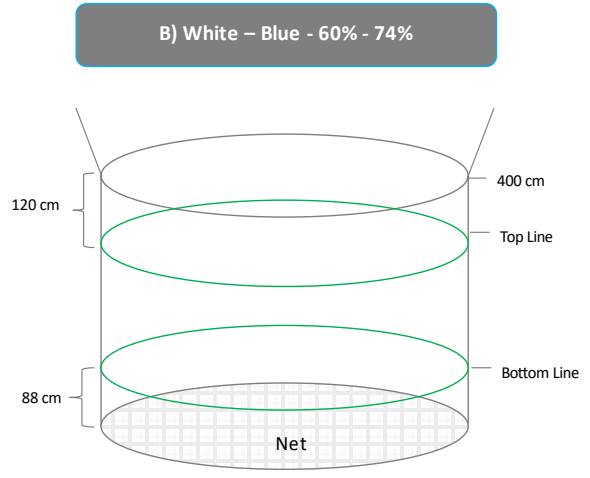
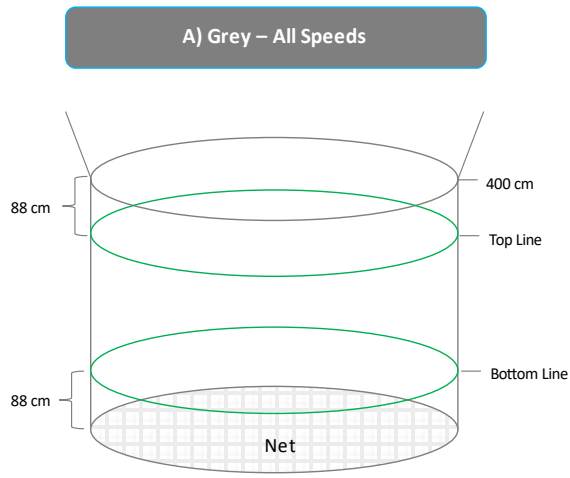
The Flying Chamber



Dimensions

5. Below are the arena dimensions for all levels of flying. Use the Graph located in Section 11 to work out the correct dimensions needed.

Section 12 - arena markings and guidelines (continued)



NOTE: The 400cm line is measured from the net. This is not necessarily where the diffuser is.

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