

ROSTER AND REGISTRATION

A team must consist of 4 players. Each player must be registered by the 9:00PM April 8th. Teams have the option, but are not required, to have a coach. Teams are also allowed one substitute player in the event of exigent circumstances. Substitute players must be registered with their team prior to the start of the tournament. All players must have access to an Xbox Live account with Gold status to play. Players are only able to be on one team at a time.

Scion eSports will be providing a "Looking for Group" System on site prior to the tournament on Friday, April 8th, 2016, where individual players can sign up and be assigned to a team.

Coaches:

Coaches must register with their team prior to the start of the tournament. They cannot be players on another team.

GENERAL RULES

All consoles, controllers, game discs, and monitors will be provided by Scion eSports. Players may not use their own controllers in the tournament.

Accessories: Players can bring their own headsets. They must be plug-and-play.

SEEDING

All teams will participate in a round robin series for seeding in the tournament bracket. The format will be as follows:

Game 1 - Team Slayer

Teams will be seeded according to the number of wins (more wins = higher seed).

TOURNAMENT BRACKET

A tournament bracket will be structure around the seed results. It will be a Best-of-5 double elimination bracket. The format will be as follows:

Game 1 - Capture the Flag

Game 2 - Team Slayer

Game 3 - Strongholds

Game 4 - Capture the Flag

Game 5 - Team Slayer

Time permitting, the semi-finals and/or finals may be altered to a Best-of-7 format, which will be structured as follows:

Game 1 - Capture the Flag

Game 2 - Team Slayer

Game 3 - Strongholds

Game 4 - Capture the Flag

Game 5 - Team Slayer

Game 6 - Strongholds

Game 7 - Team Slayer

MAPS AND GAME MODES

Below are the gametypes (game mode + map) that will be used for the tournament.

Maps

For seeding, all games will take place in the Coliseum. For the tournament bracket, maps will be randomly selected by the admin from the following:

Team Slayer - Coliseum, The Rig, Plaza, Eden, Truth, Regret

Capture the Flag - Coliseum, Truth, Fathom

Strongholds - The Rig, Eden, Empire, Plaza

Maps for the bracket will be selected prior to each match-up and all players will have access to this information.

Game Mode Settings

Slayer: First to 50 kills wins.

- Primary Weapon: Assault Rifle
- Secondary Weapon: Magnum
- Motion Sensor: On
- Score to Win: 50
- Shield %: 100%
- Round length: 12 minutes

Capture the Flag: Classic Multi-flag: Grab the enemy's flag and bring it home to score.

- Primary Weapon: Assault Rifle
- Secondary Weapon: Magnum
- Motion Sensor: On
- Score to Win: 3
- Shield %: 100%
- Round length: 12 minutes
- Flag at home to score: Yes
- Flag automatic reset time: 30 seconds

Strongholds: Control 2 of 3 territories on the map to earn points.

- Primary Weapon: Assault Rifle
- Secondary Weapon: Magnum
- Motion Sensor: On
- Score to Win: 100
- Shield %: 100%
- Round length: 12 minutes

In the result of a tie for any game, the game will be replayed in its entirety.

WARNINGS AND PENALTIES

Warning and Penalty system. All warnings and penalties are given to the team, not the individual player. Depending on the severity of the action or conduct by a player, multiple warnings may be handed out for a single infraction, up to and including bypassing warnings and resulting in an immediate penalty.

Examples below:

- Profane words or phrases
- Controversial religious topics
- Threats/implied violence
- Destroying tournament equipment
- Punctuality
- Not following tournament staff instructions

- Going into replays

After a maximum of three (3) warnings, a penalty is enforced. Teams may also be warned or incur a penalty for repeated warnings in regards to the same rule. Penalties may also be combined with other penalties. Penalties are as follows:

- Opponent Power Play (put controller down for X minutes)
- Coach banned for next game
- Forfeit next game
- Forfeit next match

Some infractions may result in warnings and penalties being bypassed with immediate disqualification from the remainder of the tournament. Examples of this behavior or actions that could result in this are:

- Physical acts of violence
- Cheating
- Collusion/manipulating the bracket
- Drug/substance abuse on-site
- Any illegal activities
- Betting or gambling on the tournament or match results
- Hate speech
- Harassment