

Lake Charles Scion eSports

## **Thanksgiving Open 4**

### **Featuring HALO: Master Chief Collection**

Updated October 18th, 2014

Hosted by Lake Charles Scion

#### **RULES AND REGULATIONS**

The information contained in this document combined with that noted on the official Tournament Bracket and Xbox Live Terms of Use will constitute the Rules and Regulations of the E-Sports Tournament, hosted on the premises of Lake Charles Toyota Scion, by Lake Charles Scion.

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#### **1.) LEGAL:**

This event is intended for participants age 16 and older and as such, a zero tolerance policy for illicit substances will be in effect. Possession of any alcohol, tobacco, and any other age-restricted substance, as well as any illegal substance, or a firearm, knife, or weapon of any kind, will be grounds for immediate removal from the premises, forfeiture of all paid fees and prizes, and if prohibited by law, prosecution to the fullest extent possible under the law.

Vulgar or offensive attire, visible evidence of intoxication or influence of any behavior altering substance, use of profanity including any hateful, obscene, offensive, racist, sexual, or violent words in any context, will not be tolerated and will also be grounds for dismissal from the event without warning.

By registering for the event the player consents to allow the use of his or her name, photographed

image, team name, and any information contained in his or her registration form, by the Hosts for any purpose, promotional or otherwise, at any time and in any form. If the player does not wish to consent to these terms, he or she should not register for this event, or if already registered, should withdraw immediately with written statement denying these terms of consent.

**NOTICE TO PARENTS:** We intend to provide a safe, positive, and entertaining environment for all attendees; however we cannot accept responsibility for the whereabouts, activities, associations, etc. of any of the participants, spectators, or other individuals. Minors are the sole responsibility of their legal guardian at all times during the event. Please see the PARENTAL CONSENT FORM if your child is under 18, as you are required to review and sign that waiver for them to be allowed to participate. No one under 16 years of age will be allowed into the event unless they are accompanied by their parent or legal guardian, and no one under 18 years of age will be allowed into the event without prior written consent from their parent or legal guardian.

The hosts reserve the right to change the terms of these Rules and Regulations, including but not limited to matchmaking methodology, game format, bracket structure, schedule, prize content, and team eligibility, times, date, content, and implied consents, at any time and without notice, up to and including November 17<sup>th</sup>, on which date at 4:30PM the official and finalized Rules and Regulations will be posted at the tournament site for the review of teams checking in.

The hosts claim no affiliation or cooperation with Microsoft, 343 Industries, or any of their related companies or subsidiaries in the planning or promoting of this event. This tournament is for recreation only and is not for profit as the expenses to host the tournament far out-weigh the revenues from registration fees, we are using only legally purchased and owned copies of the game, we are not using any of Microsoft's online services, and we are not charging people to watch the games. As such our event should not fall under any commercial violation of copyright or terms of use. In the event of a disagreement between any of these parties, the hosts will immediately concede to Microsoft's stated terms, including if necessary, cancelling the event and refunding all registration fees.

## **2.) LOGISTICS:**

The Pro Division tournament will be played in its entirety on the hardware provided and described below unless specifically noted below or approved by tournament staff before play begins. The hosts will provide for each player a game setup at a table with his/her team with the following equipment:

Xbox One Console and Power Cable  
ASUS or Benq 24" 1920x1080 LCD Monitor and Power Cable  
Micro USB cable  
HDMI Cable  
Ethernet Cable

The player will be responsible for providing their own Xbox One controller and headset. The controller must be plugged in via the provided Micro USB Cable, because of the logistics of having 32 consoles, players, and controllers in the same room, no time will be allowed for syncing controllers wirelessly to the Xbox One consoles. Any headset used by a player must be compatible with connecting directly to their Xbox One controller. Anyone who is unable to provide their own controller or headset should

contact tournament staff and reserve one of ours. We have plenty of controllers available, but headsets are limited.

Each of these setups will be assembled in groups of eight at a specific location and assigned a number, hereinafter referred to as "Game Station 1-4." Game Station 1 will be the designation for the Main Stage hardware. Games played on Games Station 1 will be eligible to be broadcast and commentated to the live studio audience and streamed live on our twitch.tv channel. Game Station 1 will be located in an adjacent room to provide sound isolation from the casters and audience. All other game stations will be on the main arena floor.

The Amateur Division tournament will be played in its entirety on the hardware provided and described below unless specifically noted below or approved by tournament staff before play begins. The amateur event will be played with four players playing split-screen on the same console. The hosts will provide for each team a game setup at a table with the following equipment:

- Xbox One Console and Power Cable
- Sony 40" LED HDTV
- HDMI Cable
- Ethernet Cable
- 4x Micro USB cable
- 4x Xbox One Controller

Each of these setups will be assembled in back-to-back pairs at a specific location and assigned a number, hereinafter referred to as "Game Station 1-4." All game stations for the amateur tournament will be on the main arena floor, and no amateur games will be played on the main stage and/or streamed, unless otherwise specified by the hosts.

The entire event will be played on Local Area Networks managed by the hosts. No connection to the internet will be established on any Xbox at any point during the event, and as such, no players will login to their personal Xbox Live accounts at any time or for any reason during the tournament. Each player at each game station will be playing on a house gamer tag, and will not be allowed to make changes to the account for any reason. Each player will be permitted to setup their control scheme, sensitivity, etc. before the game begins. Any customizations must be done before the official game time, during the break before the game. Time to test control setups will not be allowed so should therefore be practiced on and memorized by each player before the tournament.

No in-game purchases, appearance customizations, or other acquisitions or changes on the generic guest tags will be allowed at any point for any reason during the tournament. Although the generic guest tags will no doubt gain enough points to purchase a variety of new gear, entering the Spartan customization interface for any reason will be grounds for disqualification from the tournament.

Four players are required to be present at the designated game station to start a round. Immediately following the completion of a round, a 10:00 minute break timer begins. If all players are not present 3:00 minutes prior to the next round start time the match will be declared a forfeit. If the first game of a multi-game tournament round is declared a forfeit, the forfeiting team has 5:00 minutes to report to the game station to participate in the second game of the round. As tournament games are best two out of three, two forfeits constitute a loss of the round by rule and elimination from the tournament.

### **3.) REGISTRATION/CHECK-IN:**

#### **a.) REGISTRATION PROCESS**

Each player must completely and honestly to the best of his or her ability fill out the registration form and deliver it to Lake Charles Toyota on or before November 1<sup>st</sup> for a team to be eligible. The registration form for the Team Captain will be the official representation for the team, and will determine the registration order if and when registration order is used for seeding, door prize eligibility, or any other purpose throughout the event. Each member of a team must report the same Team Captain and Team Name for the team to be valid. Up to two alternates will be allowed per team. Regardless of number of players and alternates, only four prizes will be awarded in the event that a team with alternates qualifies for a prize. At the time of registration teams should indicate whether they are intending to participate in the Pro Division or Amateur Division. Any team who registers to play in the Pro Division but does not qualify for the live event through the online qualifier/seeding round will be allowed to play in the Amateur Division.

As teams are registered they will be logged in our system, added to the Challenge.com event, and invited via email to sign-in and accept the Challenge invite. Only once a team is logged on the Challenge event will they be considered to have completed a valid registration process. In order for the team to be recognized by Challenge, each player must be registered individually and associated with that team. Creating a sign-in and accepting the invite on Challenge is not required, but will be necessary if you wish to receive match notifications, follow results, be eligible to make match predictions, etc.

Check-in will begin at 12:00PM November 23rd, and all teams must be represented by at least one member on site by 12:30PM and must have all members present at game time or they will be at risk of being disqualified and replaced with a stand-by team.

#### **b.) TEAM NAME REQUIREMENTS**

Your team name must not violate any terms in these Rules and Regulations, specifically but not limited to, those regarding use of profanity including any hateful, obscene, offensive, racist, sexual, or violent words in any context.

Team names must be registered with the Team Captain's registration form by November 1<sup>st</sup> to be valid. If a team is registered without a team name past the November 1<sup>st</sup> registration deadline, a four character random alpha-numeric string will be assigned as the team name.

As teams are registered they will be logged on a public form accessible from our Facebook site. Only once a team is logged on this form will it be considered to have completed a valid registration process. If any team member, observer, or member of the general public expresses concern about the appropriateness of a team's name, that team will immediately be required to change its name. If the team refuses to change the name, or is unavailable by contact about a new name within 24 hours, a four character random alpha-numeric string will be assigned as the team name.

#### **4.) PLACEMENT PHASE:**

The seeding/placement phase for the Halo Pro Division is still under review.

##### a.) PLACEMENT GAMES

Under review.

##### b.) PLACEMENT PHASE SESSION SCHEDULING

Under review.

##### c.) TOURNAMENT SEEDING METHODOLOGY

Under review.

#### **5.) TOURNAMENT PHASE:**

Tournament play will begin at 1:00PM. Once the staff is prepared to begin the Tournament Phase, a 5:00 minute countdown will begin. After 5:00 minutes, the presentation of the Tournament Bracket will begin. At this time the seeds will be announced, as well as the Round and Game Station assignments. Once the announcements are complete, the teams will have 5:00 minutes to make their preparations and report to their assigned game station for the commencement of the Tournament Phase. The Pro Division and Amateur Division will each consist of a 16 team single elimination tournament played live on-site. The gameplay rules for each tournament will be the same unless changed by the hosts once the event begins as described in the Tournament Time Limit Contingency.

##### a.) TOURNAMENT MATCHES

Tournament rounds will be best-of-threes with a maximum time limit of 10:00 minutes per game. A game three will be played only if necessary.

Gameplay rules for Halo Pro and Amateur Divisions are still under review.

##### b.) TOURNAMENT TIME LIMIT CONTINGENCY

We have made every attempt to foresee and plan for every minute of time that will pass during the course of the event. That being said, there are an innumerable number of variables that will affect the flow of the evening, all of which are not possible to account for. There is a limited acceptable amount

of time and hour of the night before which the tournament must be entirely complete. To manage this the hosts reserve the right at any time to add to, eliminate, or restructure the tournament setup in anyway, including but not limited to bracket structure, rules of matches, length of matches, rules of matches, and length of breaks.

Any adjustments to the tournament structure will be made at planned times. These possible adjustment times will be immediately following each complete round of tournament matches. As each of these times approaches, the tournament progress will be reviewed and compared to the planned schedule. Any adjustments that need to be made will be made and announced at these pre-determined review points.

#### c.) AWARDS PRESENTATION

At the conclusion of the Championship Round the prizes will be awarded. All team members must be present to accept their prize. All prize winnings will be forfeited if any violation of these Rules and Regulations are discovered at any time during the event.

#### PRIZES TBD

By claiming a prize the player consents to allow the use of his or her name, photographed image, team name, and any information contained in their registration form, by the Hosts for any purpose, promotional or otherwise, at any time and in any form. If the player does not wish to consent to these terms, he or she may forfeit the prize as above stated. If any member of a team chooses to forfeit their prize, they will be protected from the terms of this agreement as it pertains to the prize winnings; however, all players who participated have agreed to the terms of consent for participation.

#### 6.) CONTACT INFORMATION

Please visit our website and/or Facebook page for information and updates about the event.

<http://www.scionesports.com>

<http://www.facebook.com/sciongorilla>

Any additional questions, comments, or concerns should be directed to tournament staff.

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