



K&K Classic Arcade - Halo 2 Rules

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1) General

Competition Method: 2v2 Team Slayer and Objective, Free For All Slayer

Multi-Round / Single Elimination Tournament

Age Restriction: Open

2) Official Game(s)

Official Game Type: (2v2) Team Slayer and Objective (FFA) Slayer

3) Eligibility

The Tournament will be open to any one.

4) Registration

Players to register the day of the event. , please be sure that and address, phone and email is correct and current. Pre registration is also permitted.

2v2 - 32 teams

1v1 - 64 players

A waiting list of players may be kept. Players on the waiting list are not guaranteed a spot in the tournament.

This will be a multi round / single elimination Tournament. The winner from each round will advance to play in the next round. Seeds will be determined by a random shuffle.

Players may not submit multiple entries into the registration database. Players with multiple registration entries will be disqualified.

All registration entries are subject to verification. If an entry has false or misleading information the player will be disqualified. Any attempt to forge entries or to defraud in any way in connection with the tournament will be prosecuted to the full extent of the law.

K&K Arcade sponsors and other tournament affiliates reserve the right to use a registered player's name, photographs, video footage, and/or any other likeness for advertising and promotional purposes without consent from the player beyond their willingness to register and compete in the Tournament.

Each participant agrees to be bound by the rules of this document.

5) Game Settings

Game Options: (2v2)Team Slayer, Team Ball, & Capture the Flag. (FFA)Slayer

Maps:

(2v2) Warlock, Midship, Lock Out, Ivory Tower, Elongation

(FFA) Elongation, Midship, Warlock, Foundation & Lock Out

1) Score to win round : 30 (2v2) , 25 (FFA)

2) Round time limit : 8 minutes

3) Starting weapon : Battle Rifle

4) Weapons on Maps :Human

5) Motion sensor : Off

6) Bonus point : Off

7) Starting grenades : On

8) Cool Secondary Weapon : Map Default

9) Max active players : 8

10) Primary light Vehicle : Map Default

11) Primary Heavy Vehicle : Map Default

(Each map may be modified by the tournament moderators. Players will be informed before the tournament of any such modifications / Different maps may be used depending on circumstances). The map selection may be changed prior to the tournament. Players will be informed of any such changes before the tournament.

6) Controller(s)

Xbox console systems will be provided for the tournament. Tournament will select the console that acts as the server. All console systems will be standard Xbox console systems, and will all be identical. Players may not use their own console systems in the tournament and may not use the tournament consoles to practice. Dedicated servers will be provided.

Default controllers will be provided, but players may use their own controller providing it is a standard Xbox controller. No controllers that allow scripting, binding or programming will be allowed. No keyboards or mice will be allowed. No software or storage device is allowed to be brought into the tournament area. Players may bring their own Xbox controller, or Xbox S controller only.

Players must provide their own headphones. Speakers will be used in the tournament.

Monitor or television settings cannot be modified

Tournament officials will set the game configuration prior to the tournament. The only configuration changes allowed are those related to button assignment. Game configuration cannot be altered by a player. Any player caught with the configuration menu opened will be immediately removed from the tournament area.

Tags are allowed to be changed.

7) Tournament Format or Structure

Competitors may not enter the tournament area without the permission of a Tournament Official. If a competitor wishes to enter the tournament area for a scheduled match he or she must first check-in with a Tournament Official. Failure to follow the rules will result in that person's permanent removal from the tournament.

The tournament area is restricted only to tournament competitors, therefore competitors are not allowed to enter the tournament area with companions that are not participating in the tournament.

Tournament competitors are also prohibited from bringing the following items to the tournament area: food, drink, animals, custom chairs, chair cushions, pillows, blankets, cell phones, recording devices, video equipment and/or cameras. Tournament Official reserves the right to refuse any items in the tournament area beyond the ones that have been listed here.

Competitors are required to be punctual for their scheduled matches, and are only allowed a five-minute grace period before they are forfeited. While tardiness is not tolerated, it is at the Tournament Director's discretion whether or not to extend the grace period in specific instances or under extenuating circumstances. Repeated cases of tardiness will not be tolerated.

Scheduled match times represent the time of the actual match start, not the time that a competitor must report to the tournament area. Competitors must report to the tournament area at least 5 minutes before the scheduled time. Competitors will be allowed to report to the tournament area and begin client setup as early as conditions allow. Players that show up after the required check-in time will be required to start their match at the scheduled time, regardless if they have had warm-up time or not.

Competitors are responsible for the configuration of their controller. Tournament Officials will not be available to assist a competitor in getting his or her controller configured. Additional time beyond the scheduled match time will not be permitted for those players experiencing difficulties with their controllers. In addition to this, players who do not arrive at least 5 minutes in advance forfeit their setup and warm up time.

Competitors may not leave the tournament area between halves or before overtime.

Upon match completion, competitors should promptly remove their hardware, straighten

up their assigned area and exit the tournament area. No reporting of match scores or notification of match completion is necessary.

If a tournament server, client or network crash at any time during a match, the game will be restarted regardless of the time of the crash. If any other problem occurs - If any intentional hardware reset and problem occurs, the referee may decide to end the match with the offending player losing by forfeit. If any other problem occurs: Rematch if the two players conclude an agreement to have a rematch. Two warnings constitute being disqualified from the tournament.

8) Conduct - Competitor and Spectator

Good sportsmanship is conduct and attitude considered as befitting all participants, including fair play, courtesy, striving spirit, and grace in losing. This is a gaming community and as such, good sportsmanship is necessary. Competitors will conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, competitors, members of the press, tournament officials, and to other participants of the event.

Any Player competing in an un sportsmanlike manner or in a manner that is not in compliance with these rules may be immediately disqualified from the Tournament. Un sportsmanlike conduct includes, but is not limited to, the following violations:

Un sportsmanlike conduct (voice)

Swearing or threats

Spamming or screaming

Harassment

Lewdness

Using any device to create loud sounds

Any other type of conduct deemed inappropriate

Un sportsmanlike conduct (game play)

Cheating of any sort through various means

Continuous pauses during the game play

Delaying or slowing game play using various tactics

Any other known or unknown way of tampering with game play

Competitors must remain quiet when inside the designated tournament area. Talking is

permitted, but must be kept at a reasonable level, and away from other competitors. It is strictly forbidden for spectators to communicate with a player while he or she is competing. Spectators are not allowed in the tournament area. Spectators are encouraged to remain quiet while at the sidelines of the spectator area, and be mindful of the privilege of viewing tournament matches at such a close proximity.

Spectators or general event participants outside the designated tournament area, such as viewers of the tournament projection screens, are permitted to cheer, but specific clues or hints may not be given to the competitors. Competitors will refrain from the use of vulgar language during the entire competition. Teasing competitors during matches is prohibited. Competitors are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match forfeit and disqualification from the tournament.

Use of alcohol or illegal drugs is prohibited. Players may not be under the influence of drugs or alcohol while competing in a tournament. Smoking is prohibited

By entering the Tournament, Players agree to be bound by these Official Rules. Players further agree to be bound by the decisions of the judges and the Tournament Commissioner, which shall be final and binding in all respects. K&K Arcade reserves the right, at its sole discretion, to disqualify an individual it finds to be tampering with the type, process, or operation of the game., to be acting in violation of the Official Rules or in an un sportsmanlike or disruptive manner or with intent to annoy, abuse, threaten, or harass any other person. PERMITTED BY LAW.

9) Cheating

To cheat is to act dishonestly to gain an advantage. In these rules, exploitation of game bugs is defined as un-sportsmanlike conduct. Cheats are devious or malicious acts, done outside of game play to unfairly influence the outcome of the match. Examples of this are ping flooding an opponent or server, altering match server settings outside of the agreed upon parameters, or in any way altering the gaming situation as to affect an unfair advantage by direct means. Players that are caught cheating will be awarded a loss and removed from the tournament. A Tournament Official has the right to disqualify and dismiss any registered player from the tournament, at his or her discretion, at any stage of the tournament, for any reason, with no prior warning to the player.

Any tampering with console hardware or software, including but not limited to intentional crashing of software and illegal modification of hardware or software configurations will result in immediate disqualification.

Any action in violation of the Player and Spectator Conduct rules as witnessed by a Tournament Official, may result in a warning. Once a warning has been issued, the next violation will result in disqualification of the player.

Any competitor or team attempting to use ANY exploit in a map shall be immediately

disqualified and may be removed from the event. If you have a question regarding a particular tactic, ask a tournament official prior to the match. Any competitor or team accidentally utilizing ANY exploit or bug in a map or game will forfeit that half. Players are responsible for their actions in regards to known map or game bugs/exploits.

The Tournament Director reserves the right to cancel or modify the tournament rules if fraud, technical failures or any other factor beyond reasonable control, impairs the integrity of the tournament.

Any protests or disagreements with tournament rulings must be made directly to the Tournament Director in a reasonable manner at the time of the incident, at which time a prompt decision will be made. Disputes must be filed before leaving the tournament area or before starting the next half. The tournament director's decisions is final.

10) Protest

A player may file a protest of the results or report possible conduct violations to the Tournament Director. When filing a protest it is the dissenting players' responsibility to provide as much evidence for the administrators as possible. If you suspect someone is violating the tournament rules in the middle of a match please report this to us immediately. Submitting a protest after a match lessens the likely hood of it being looked into and taken seriously.

11) Dress Code

Competitors may dress in jeans, pants, shorts, slacks, skirts, shoes, T-shirts or dress shirts. Hats can be worn. Clothes cannot be torn, display vulgar language, or have inappropriate pictures. Shirt and shoes are required.

Team Logos, Sponsor names, or any such logos for other affiliations may be worn on clothing provided they do not contain vulgar language or vulgar pictures

12) General Conditions

The conduct of this Tournament and the interpretation and enforcement of these Official Rules is governed by the laws of the United States. In the Tournament that any dispute arises regarding the Tournament, Players agree that the dispute shall be resolved in accordance with the laws of the State of Ohio without regard to conflicts of law provisions and that such disputes shall be resolved within and by the courts of that state. All federal, state, and local laws, rules, and regulations apply. Prize winners may be required to execute Affidavits of Eligibility and Liability/Publicity Releases within 2 days of winner determination. Non-compliance within this time period may result in disqualification and an alternate winner being selected. In the Tournament that a winner is determined to be ineligible, a special playoff Round will be conducted among those Players who competed in the final Round of the Tournament to determine a winner.

Return of prize or prize notification as undeliverable will result in disqualification and selection of an alternate winner in accordance with the same procedure outlined above. All winners and Players grant K&K Arcade the right to publish, online and in print, their names, likenesses, city of residence, and the name of the state in which they live, without compensation. Acceptance of a prize constitutes permission for K&K Arcade and their advertising and promotional agencies to use winner's names, city of residence, and likenesses for advertising and promotional purposes without additional compensation unless prohibited by law.

By entering, Players release and hold harmless K&K Arcade and sponsors and any respective parents, subsidiaries, affiliates, directors, officers, employees, and agents from any and all liability for any injuries, including but not limited to, personal injury or death, loss or damage of any kind arising from or in connection with the Tournament or any prize won.

13) Limitation of Liability

Sponsors are not responsible for any incorrect or inaccurate information whether caused by Web site users or by any of the equipment or programming associated with or utilized in the Tournament or by any technical or human error, which may occur in the processing of game, plays. Sponsors assume no responsibility for any error, omission, interruption, deletion, defect, or unauthorized access which may result in alteration of game plays or game results. Sponsors are not responsible for any problems or technical malfunction, computer equipment, software, failure of any e-mail or registration to be received by Sponsors or Player on account of technical problems or traffic congestion on the Internet or at any Web site or combination thereof, including any injury or damage to participant's or to any other person's computer related to or resulting from participation in the Tournament. Sponsors, in their sole discretion, may require the replaying of any game or Round or section, or d!

Declare any of the foregoing null and void by reason of any technical or other system error. If for any reason the Tournament is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure, or any other causes beyond the control of Sponsors which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this Tournament, Sponsors reserve the right, at its sole discretion, to cancel, terminate, modify or suspend the Tournament. Without limiting the generality of the foregoing, in the Tournament that www.pinballdirect.com determines, in its sole discretion, that any individual games or rounds within the Tournament have been tampered with or that the validity of any games or Rounds has been compromised for any reason, it may eliminate that game or Round from the Tournament and conduct the Tournament on the basis of the remaining games or Rounds. In the Tournament that any !

Team is adversely affected in a game or Round by any technical or equipment malfunction, Sponsors reserve the right to schedule special games or Rounds among any such Competitor so adversely affected.

14) Prizes

Prizes will be awarded at the conclusion of the tournament.