



## Video Game Tournament Rules

GameStop will be running all video game tournaments and we use their rules:

### Games Rules and Regulations

#### Fighting Games:

[Soul Calibur 4](#)  
[Virtua Fighter 5](#)  
[Street Fighter 4](#)  
[BlazBlue:CS](#)  
[Tekken 6](#)  
[Marvel vs. Capcom 3](#)  
[Smash Brothers Brawl](#)  
[Naruto](#)

#### First Person Shooters:

##### [HALO: Reach](#)

- [HALO: Reach \(4 v 4\) Rules](#)
- [HALO: Reach \(2 v 2\) Rules](#)
- [HALO: Reach \(FFA\) Rules](#)

##### [Call of Duty: Black Ops](#)

- [COD Free for All](#)
- [COD 2 v 2](#)
- [COD 3 v 3](#)

##### [Gears of War 3](#)

- [Gears 2 v 2](#)

#### Music Games:

[Dance Dance Revolution](#)  
[Rock Band](#)

#### Racing:

[Mario Kart Wii](#)

#### PC / Sports / Other:

[Heroes of Newearth](#)  
[Unreal Tournament 3](#)  
[Eye of Judgment](#)  
[Madden NFL 2011](#)  
[NBA 2K 2011](#)

#### Regulations:

[Tournament Format](#)  
[Payout](#)  
[Team Tournaments](#)

## **Tournament Format:**

### **Type 1:**

- Double Elimination Bracket

### **Type 2 (Based off the amount of participates)**

- Single Elimination up the the top 16 teams/players
- Double Elimination for the top 16 teams/players

### **Type 3:**

- Single Elimination Bracket

### **Type 4:**

- Round Robin
  - **Note - If there are less than 7 people then RR applies.**

## **Smash Bros. Brawl**

### **General Rules:**

- 3 Stock
- 8 minute timer
- Items are set to "off" and "none"
- All sets with the possible exception of winner's finals, loser's finals, and the championship are best of 3 matches (best of 5 for all finals)
- In the event of a dispute, controller ports will be selected by Rock-Paper-Scissors
- No player may choose a stage they have already won on in that set unless agreed upon by both players.
- In team matches, the ports will be determined in a 1221 fashion; whoever wins the RPS will choose first, then the opposing team will get their ports, and then the teammate of the RPS winner will get the last port.
- If the timer runs out, the victor is determined first by stock and then by percentage. In the event of a full tie, a one-stock sudden death match will be played out.

- If a game ends with Bowser doing his suicide klaw and it ends in sudden death, the sudden death will be ignored and that game will count as a win for Bowser. The same goes for Ganon's suicide grab, as well as Dedede and Kirby's swallowcides.
- You are responsible for your own controller and name tag. Any malfunctions or errors that occur are your responsibility, so bring an extra controller if possible and always check to make sure you're using the correct settings BEFORE a match is played. If a match is to be restarted due to controller functions, it must be agreed upon by both parties.
- In the event of breaking the following three rules, a stock will be forfeit by the offender in the first instance, then the match, then the set:
  - Any action that can prevent the game from continuing (i.e., freezing, disappearing characters, game reset, etc.) will result in a forfeit of that match for the player that initiated the action. You are responsible for knowing your own character, and must be wary about accidentally triggering one of these effects.
  - Stalling is banned.
    - **Stalling: The act of deliberately avoiding any and all conflict so that one may make the game unplayable. Running away from an opponent to reach a better position is not stalling, while doing an infinite grab endlessly against a wall is. Any infinite chain grabs must end after 300% has been reached so as to prevent excessive stalling.**
  - All wall infinites are legal until 150%.

### **Set format (In Order of Procedure):**

1. Both players choose their characters for the first match \*
2. Both players start the stage striking procedure
3. Each player may announce one stage to be banned for counterpicks of the set
4. The first game is played, using the stage chosen during step 2
5. The loser of the previous match announces the next match's stage from either the Starter Stage List or the Counter Stage List
6. The winner of the previous match chooses their character

7. The loser of the previous match chooses their character

8. Repeat steps 5-7 for all proceeding matches

\*Double blind character selection may be called for the first match

### **Additional Rules for Double's Play**

- Life Stealing is allowed
- Set team attack to ON

### **Extra Rules**

- Color Blind rule: Should a player have a color-based disability, he or she may request, in a team's match, to have a specific color for their team. This is so characters such as Lucario or Sonic can be granted the blue team so that there is not unnecessary confusion.
- Wiimotes and Classic Controller users should know to take the batteries out of their controllers after finishing a set; not only will this save battery life, but it prevents accidental interference and delay for tournament matches.
- The Mages DQ rule: After a match has been called, if a player is two minutes late he will receive a warning. At 4 minutes late, he will be given a loss for the first game of the set. After six minutes, he will be given a loss of the entire set.
- Absolutely no friendly / money match play on tournament TVs while the tournament is being run. If you're caught, expect to be kicked out of every tournament you entered. Oh, and kiss your money goodbye. No refunds.
- There is a 50 ledgegrab limit in effect. On average, that's one ledgegrab every 6 seconds. Be more creative with your camping.

### **Banned Techniques:**

- Standing chaingrabs / grab release infinites (Dedede's dthrow, Marth's grab release, Bowser's grab release, etc.) (does not apply to ICs)
- Dedede's walking chaingrab, you must do a running chaingrab at all times
- Any form of stage glitch abuse for the use of stalling (rudderstalling / rockstalling on Pirate Ship, Metaknight's exploit on Halberd, etc.) If I see it, you're disqualified.

## Stage List

### *Starter*

- Lylat Cruise
- Battlefield
- Final Destination
- Smashville
- Yoshi's Island

### *Counter*

- Castle Siege
- Pokemon Stadium 1
- Delfino Plaza
- Halberd
- Brinstar
- Frigate Orpheon
- Jungle Japes
- Pictochat
- Rainbow Cruise

### *Banned*

- Pirate Ship
- Green Greens
- Norfair
- Luigi's Mansion
- Distant Planet
- Green Hill Zone
- Mario Circuit
- Onett
- Port Town Aero Dive
- Skyworld
- 75m
- Big Blue
- Bridge of Eldin
- Flat Zone 2
- Hanenbow
- Hyrule Temple
- Mario Bros.
- Mushroomy Kingdom I
- Mushroomy Kingdom II

- New Pork City
- Rumble Falls
- Shadow Moses
- Spear Pillar
- The Summit
- Wario Ware
- Corneria

## HALO: Reach

### General HALO Settings / Rules:

**Note: These rules are subject to change throughout the year**

- No Wireless Controllers Allowed. **PLEASE PURCHASE A PLAY CHARGE KIT FROM YOUR LOCAL GAMESTOP!**
- There is no deletion of any profiles on the 360 during the event. If caught deleting profiles you will not be able to participate in the event
- Team Switch: In order to keep the same team name and get ranking points for your current team name you must:
  - Have two of the original members of the current team name (4 v 4)
  - Have one of the original members of the current team name (2 v 2)

### Weapon Respawns

The weapon respawn system has slightly changed in Halo Reach and we have also added Armor Abilities into our lineup. Here is an explanation how those will work on MLG's settings.

**Drop Spawn** – The Rockets, Sniper, and Grenade Launcher are on drop spawns, allowing them to spawn on a constant timer. Due to the initial loadout screen, the timer begins 10 seconds before the game starts. Since it takes 2 seconds for a weapon to become “disturbed” from falling, the respawn timer has been adjusted to reflect that. If you pick the weapon up from

mid-air, it could shorten the next respawn by 1-2 seconds. This means weapons can no longer be “dirtied” like Halo 3. The Sniper and Grenade Launcher are set to respawn every 118 seconds and the Rockets are set to respawn every 178 seconds.

**Simple version** – In a 15 minute game, Rockets will respawn at 12:10, 9:10, 6:10, 3:10, :010. Sniper and Grenade Launcher will respawn at 13:10, 11:10, 9:10, 7:10, 5:10, 3:10, 1:10.

**Default Spawn** – Other weapons such as the Plasma Pistol and Needle Rifle are on the default spawn system. Their respawn timer begins after the weapon has been picked up. If you picked up a Plasma Pistol that has a 90 second respawn at 13:45 game time, it will then respawn again at 12:15.

Armor Abilities – The Armor Ability timer kicks in after the body of the person using it disappears. Since it takes 33 seconds for a body to disappear off the map, the Armor Abilities will respawn 34 seconds after you kill the player wielding it.

### **Version 1.1 Changes from Version 1**

- Asylum has been recreated in order to produce perfect symmetry and to reduce frame rate issues. The name of this new map is Sanctuary
- Needle Rifle that was set to respawn after 30 seconds on Zealot’s Red Side has been fixed to respawn after 60 seconds
- Soft and Hard Kill Zones have been added to the maps
- All Game Types have Elite Loadouts set to hidden to prevent Elites spawning with Loadouts

### **List of Hard Kill Zones**

Sanctuary

- [Top ridge around the map](#)
- [Above the Bases](#)
- [Above the Sniper Spawn](#)

Countdown

- [4th Floor above the Bases](#)

- [Back ledge behind Rocket Spawn](#)
- [Fans above the Balcony](#)
- [Lights outside above the Balcony](#)

## Reflection

- [Vents located around the map on Reflection](#)
- [Bamboo Trees above the Ramp Side Air Lift](#)
- [Chinese Symbols above the map](#)
- [Small ledge above the Ramp Side Air Lift](#)
- [The ledges above Sniper Spawn](#)
- [Pillars above center](#)

## Major Change Log From Default Maps

### *Asylum*

- Rocks were made to be symmetrical on both sides
- Ring 3 jump created on both sides
- Blocks added to Ring 3 to make walking easier
- Rocks used to block off the open side of the map to make it more symmetrical
- Snipers spawn at default locations
- Hologram spawns bottom center in Team Slayer
- Rockets spawn bottom center in Capture the Flag
- Jet Pack spawns on default turret spawn

### *Countdown*

- Lights placed behind each base to identify Red and Blue better
- Rockets spawn between the 2 lifts on the ground between the bases
- Sniper spawns 2nd level between the bases in front of the triple lift
- Jet Packs spawn next to each base in the Triangle Room

### *Reflection*

- Rocket Launcher spawns below the default Sniper spawn. The Rocket Launcher is not on the map at the start of the game, but runs on the normal timer.
- Sniper spawns Back Wall 2
- Armor Lock spawns below the waterfall in Bottom Center
- Jet Pack spawns back wall 1

## *Zealot*

- Lifts to Space have been blocked off
- 1-Way teleport added Bottom Gold to Top Gold
- Sniper spawns Top Gold
- Grenade Launcher spawns in Hologram room between the default health pack spawns
- Shotgun spawns Bottom Center Basement
- Armor Lock spawns in the Center

## **All Games Game Types**

- Primary Weapon: DMR
- Secondary Weapon None
- Spartan Loadouts Hidden
- Elite Loadouts Hidden
- Player Speed 120%
- Jump Height 110%
- Player Gravity 200%
- Motion Tracker Mode Off
- Suicide Penalty None
- Betrayal Penalty None
- Team Changing Not Allowed
- Betrayal Booting Disabled

## *Game Types*

- Team Slayer Sanctuary
- Team Slayer Reflection
- Team Slayer Countdown
- Team Slayer Zealot
- Capture the Flag Sanctuary
- Capture the Flag Countdown
- Capture the Flag Zealot

## *Game Type Settings*

- **Team Slayer**
  - Score to Win 50
  - Teams Enabled
  - Time Limit 15 Minutes
- **Capture the Flag - Countdown & Zealot**

- Score to Win 5
- Flag Return Time Instant
- Flag Reset Time 15 Seconds
- Flag Carrier Cooldown Disabled
- Flag Carrier Traits, Damage Modifier 75%
- Sudden Death Disabled
- Time Limit 30 Minutes
- Respawn Time 10 Seconds
- **Capture the Flag - Sanctuary**
  - Flag Return Time Never
  - Flag Reset Time 15 Seconds
  - Flag at Home No
  - Flag Carrier Cooldown Disabled
  - Flag Carrier Traits, Damage Modifier 75%
  - Sudden Death Disabled
  - Time Limit 30 Minutes
  - Respawn Time 10 Seconds

### **HALO: Reach (Free for All)**

- Score to Win: **Unlimited**
- Primary Weapon: **DMR**
- Secondary Weapon: **None**
- Time Limit **15 Minutes**
- Player Speed: **120%**
- Jump Height **110%**
- Player Gravity: **200%**
- Spartan Loadouts: **Hidden**
- Elite Loadouts: **Hidden**
- Suicide Penalty: **None**

### **HALO: Reach (2 v 2)**

#### **Round 1**

-----

- 

#### **Round 2**

-----

•

### Round 3

-----

•

### Round 4

-----

•

### Round 5

-----

•

### Round 6

-----

•

### Semi Finals

-----

•

### Finals

-----

•

## HALO 3 4 v 4

### Winners Bracket

#### *Round 1*

- Game 1 - Team Slayer - Zealot
- Game 2 - Capture The Flag - Countdown
- Game 3 - Team Slayer - Reflection

#### *Round 2*

- Game 1 - Team Slayer - Reflection

- Game 2 - Capture The Flag - Zealot
- Game 3 - Team Slayer - Countdown

### *Round 3*

- Game 1 - Team Slayer - Countdown
- Game 2 - Capture The Flag - Countdown
- Game 3 - Team Slayer - Zealot

### *Round 4*

- Game 1 - Team Slayer - Reflection
- Game 2 - Capture The Flag - Zealot
- Game 3 - Team Slayer - Countdown

### *Round 5*

- Game 1 - Team Slayer - Zealot
- Game 2 - Capture The Flag - Sanctuary
- Game 3 - Team Slayer - Reflection

### *Round 6*

- Game 1 - Team Slayer - Sanctuary
- Game 2 - Capture The Flag - Zealot
- Game 3 - Team Slayer - Countdown

### *Round 7*

- Game 1 - Team Slayer - Reflection
- Game 2 - Capture The Flag - Sanctuary
- Game 3 - Team Slayer - Zealot

### *Round 8-Winners Finals*

- Game 1 - Team Slayer - Zealot
- Game 2 - Capture The Flag - Countdown
- Game 3 - Team Slayer - Sanctuary

## **Losers Bracket**

### *Round 1*

- Game 1 - Team Slayer - Reflection
- Game 2 - Capture The Flag - Zealot
- Game 3 - Team Slayer - Countdown

#### *Round 2*

- Game 1 - Team Slayer - Countdown
- Game 2 - Capture The Flag - Zealot
- Game 3 - Team Slayer - Zealot

#### *Round 3*

- Game 1 - Team Slayer - Countdown
- Game 2 - Capture The Flag - Countdown
- Game 3 - Team Slayer - Zealot

#### *Round 4*

- Game 1 - Team Slayer - Zealot
- Game 2 - Capture The Flag - Countdown
- Game 3 - Team Slayer - Reflection

#### *Round 5*

- Game 1 - Team Slayer - Reflection
- Game 2 - Capture The Flag - Zealot
- Game 3 - Team Slayer - Countdown

#### *Round 6*

- Game 1 - Team Slayer - Reflection
- Game 2 - Capture The Flag - Sanctuary
- Game 3 - Team Slayer - Countdown

#### *Round 7*

- Game 1 - Team Slayer - Zealot
- Game 2 - Capture The Flag - Sanctuary
- Game 3 - Team Slayer - Reflection

#### *Round 8*

- Game 1 - Team Slayer - Reflection
- Game 2 - Capture The Flag - Countdown

- Game 3 - Team Slayer - Zealot

#### *Round 9*

- Game 1 - Team Slayer - Sanctuary
- Game 2 - Capture The Flag - Zealot
- Game 3 - Team Slayer - Countdown

#### *Round 10*

- Game 1 - Team Slayer - Zealot
- Game 2 - Capture The Flag - Countdown
- Game 3 - Team Slayer - Sanctuary

#### *Round 11*

- Game 1 - Team Slayer - Reflection
- Game 2 - Capture The Flag - Sanctuary
- Game 3 - Team Slayer - Zealot

#### *Round 12*

- Game 1 - Team Slayer - Sanctuary
- Game 2 - Capture The Flag - Zealot
- Game 3 - Team Slayer - Countdown

#### *Round 13*

- Game 1 - Team Slayer - Zealot
- Game 2 - Capture The Flag - Countdown
- Game 3 - Team Slayer - Sanctuary

#### *Round 14-Losers Finals*

- Game 1 - Team Slayer - Countdown
- Game 2 - Capture The Flag - Sanctuary
- Game 3 - Team Slayer - Zealot

#### *Grand Finals*

- Game 1 - Team Slayer - Countdown
- Game 2 - Capture The Flag - Zealot

- Game 3 - Team Slayer - Reflection

## Call of Duty - Black Ops

### General Rules: (Additions)

- No memory cards for classes allowed
- No Wireless Controllers Allowed. **PLEASE PURCHASE A PLAY CHARGE KIT FROM YOUR LOCAL GAMESTOP**
- Radar: Off
- Join in Progress: Not Allowed

### Other Rules -

#### *Team Options:*

- Spectator - Team Only
- Wave Spawn Delay - None
- Force Respawn - Enabled
- Radar Always On - No
- Friendly Fire - Enabled
- Forced Respawn - Enabled

#### *Player Options:*

- Number of Lives - Unlimited (Does not apply to Search and Destroy)
- Max Health - Normal
- Health Regeneration - Normal
- KillCam - Enabled
- *GamePlay Options:*
- Headshots Only - Disabled
- Perks - Enabled
- Killstreak Rewards - Disabled
- Hardcore Mode - Disabled
- 3rd Person - Disabled

#### *Restrictions:*

- No using of the following is allowed
- Riot Shield - Primary Weapon

- Grenade Launchers - Primary Weapon Attachments
- Shotguns - Secondary Weapons
- Launchers - Secondary Weapons
- C4 - Equipment
- Claymore(s) - Equipment
- Blast Shields - Equipment
- Tactical Insertion - Equipment
- Bling - Perk 1
- One Man Army - Perk 1
- Death Streak - players must set their Death Streak to Copycat. Using any other Death Streak will result in a forfeit.

*Class Customizing:*

### **1st Custom Class: C3 Famas**

- Famas (No Sight/Red Dot) Red dot sight is achievable during the boost. Player can choose to equip it before each match
- Equipment: Regular Frag
- Secondary: Stun Grenades
- Perk 1: Sleight of Hand Pro (120 frags to pro, super easy to do with SnD unlimited lives on rust)
- Perk 2: Stopping Power (Pro does not effect gameplay, it increases damage to vehicles)
- Perk 3: Steady Aim Pro (80 frags to pro, will become pro while boosting sleight of hand)
- Deathstreak: Copycat

### **2nd Custom Class: C3 Scar-H**

- Scar-H (No Sight/Red Dot)
- Equipment: Regular Frag
- Secondary: Stun Grenades
- Perk 1: Sleight of Hand Pro
- Perk 2: Stopping Power
- Perk 3: Steady Aim Pro

### **3rd Custom Class: C3 UMP45**

- Ump45 (No Sight/Red Dot)
- Equipment: Regular Frag
- Secondary: Stun Grenades
- Perk 1: Sleight of Hand Pro / Marathon (Non Pro, make new profile to ensure no marathon pro, using this on smg's only adds variety)
- Perk 2: Stopping Power
- Perk 3: Steady Aim Pro

#### **4th Custom Class: C3 MP5k**

- MP5k (No Sight/Red Dot)
- Equipment: Regular Frag
- Secondary: Stun Grenades
- Perk 1: Sleight of Hand Pro / Marathon
- Perk 2: Stopping Power
- Perk 3: Steady Aim Pro

#### **5th Custom Class: C3 Scope**

- Intervention (No Attachment)
- Equipment: Regular Frag
- Secondary: Stun Grenades
- Perk 1: Sleight of Hand Pro
- Perk 2: Stopping Power
- Perk 3: Steady Aim Pro

### **Call of Duty (Free for All)**

Death Match

5-10 Games

Top 1-2 player advance with the most kills

### **Call of Duty (2 v 2)**

Refer to the SuperCon 2010 ruleset

### **Call of Duty (3 v 3)**

**Round 1**

-----

TBA

**Round 2**

-----

TBA

**Round 3**

-----

TBA

**Round 4**

-----

TBA

**Round 5**

-----

TBA

**Round 6**

-----

TBA

**Semi:**

-----

TBA

**Finals:**

-----

TBA

**Gears of War 3**

- TBA

## Soul Calibur 4

- Platform: PS3 only
- Rounds: 2/3
- Games
  - Non-Major: 2/3 (3/5 for Losers / Winners Finals, and 3/5 Grand Finals)
  - Majors: 2/3 (3/5 for Losers / Winners Finals, and 4/7 Grand Finals)
- Pausing forfeits the ROUND
- Soft-Reset forfeits the MATCH
- 60 Second Rounds
- Button Mapping allowed
  - Note: Players who play Hilda are limited to where only G, B+G and A+G can be programmed on the shoulder buttons of pads or the buttons of an arcade stick
- Weapon Select [OFF]  
Handicap [OFF]  
Neutral Guard [ON]  
Stage Select [OFF]  
Soul Gauge default  
Life Bar default
- Characters Banned: Hilda, Algol, Yoda, All custom characters, bonus characters
- Winner of the first match must keep their character
- Color Edit characters allowed but only during finals
- All infinities banned

## Tekken 6

- Rounds: 3/5
- Games:
  - Non-Majors: 2/3 Preliminary Rounds , 3/5 for Losers / Winners Finals Rounds , and 3/5 Grand Finals Rounds

- Majors: 2/3 Preliminary Rounds , 3/5 for Losers / Winners Finals Rounds , and 3/5 Grand Finals Rounds
- Pausing forfeits the ROUND
- Soft-Reset forfeits the MATCH
- 60 Second Rounds
- Button Mapping/ Binding allowed
- Default Settings
- Life Bar set to 100%
- No custom characters with items allowed
  - Custom color characters are allowed during grand finals

## **Virtua Fighter 5**

- Rounds: 3/5
- Non-Majors: Games: 2/3 (3/5 for Losers / Winners Finals, and 3/5 Grand Finals)
- Majors: Games: 2/3 (3/5 for Losers / Winners Finals, and 4/7 Grand Finals)
- Pausing forfeits the ROUND
- Soft-Reset forfeits the MATCH
- 45 Second Rounds
- Button Mapping allowed
- Default Settings

## **BlazBlue:CS**

- Game Settings: Versus Mode, Round Time 99 Seconds
- No unlimited version of characters allowed
- Button Mapping/ Binding allowed
  - You not allowed to program in special moves with directions i.e. Forward, Forward, Triangle

## Street Fighter 4

- Game Settings: Versus Mode, Round Time 99 Seconds
- No unlimited version of characters allowed
- Button Mapping/ Binding allowed
  - You not allowed to program in special moves with directions i.e. Forward, Forward, Triangle

## Marvel vs. Capcom 3

- Default Settings
- Button Mapping/ Binding allowed
  - You not allowed to program in special moves with directions i.e. Forward, Forward, Triangle

## Mario Kart wii

- TBA

## Rock Band

- Bands can be either 3 or 4 to a group but **EVERY INSTRUMENT MUST BE PLAYED**
- Tournaments will be judge on the following:
  - **Overall best band percentage**
    - Game Score – Each band members' final percentage will be averaged together to acquire a score that should be close to 100. Skill level bonus points will be added to each performer's final percentage before averaging together. The bonus points are as follows:
      - Easy +0
      - Medium +3
      - Hard +6
      - Expert +9.
        - *Example: Final percentage of 93% on Hard = 99 total points for the player. Sometimes the game*

*score will average above 100 points, but this is ok since the Game Score will be averaged together with the Stage Presence Score in the end.*

- **Overall best stage presence score**

- Each band member will be judged a total possible 25 points each for their movements and antics on stage, totaling a max possible 100 points for the whole band. The number of judges will vary depending on the venue but the judge / judges will not be allowed to participate in the “Battle of the Bands” in order to prevent a biased score. As mentioned before, this Stage Presence Score will be averaged together with the Game Score to get a Final Band Performance Score.

- **Final Band Performance Score Example**

- *Game Score:*

- Vocals – 90% on Medium = 93 points

- Guitar – 96% on Expert = 105 points

- Drums – 90% on Easy = 90 points

- Bass – 88% on Hard = 94 points

- All 4 members averaged together for the final Game Score = 95.5

- Stage Presence Score:*

- Bass - 20 (up strummed the whole song and scissor kicked twice)

- Guitar - 12 (stood still the whole time and bobbed his head)

- Drums - 22 (flailed wildly, clicked sticks together during kick pedal only parts, and twirled sticks between notes)

- Vocals - 23 (Rarely looked at the screen, hi fived crowd members, great facial expression and body movement)

- All 4 members added together for the final Stage Presence Score = 77

Game Score and Stage Presence Score averaged together for the Final Band Performance Score= 86.25

Although the Stage Presence Score will always be subjective to the judge / judges, here are a few hints at what the judges will be looking for during a bands performance.

Vocals: Looking at the crowd instead of the screen (in other words, knowing the song by heart), movement on stage, crowd interaction, facial expressions, improvisation during overdrive or star power, using your real voice instead of a game vocal mix.

Guitar / Bass: Occasional “no looks” from the screen, back up singing during the chorus, movement on stage (power slides, scissor kicks, behind the head...etc...), up strums only (bass), use of solo fret buttons (guitar).

Drums: Occasional “no looks” from the screen, back up singing during the chorus, arm movement, facial expression, improvisation during overdrive or star power (drum fills), use of cymbals instead of regular colored pads.

Band: Costumes / “Rock Star” look, stage movements in unison, overdrive or star power in unison, stage props.

In the event of the game being paused or shut off by a band member during the performance, leaving the Game Score unusable, then only the Stage Presence Score will be used for the Final Band Performance Score with a 20 point deduction (5 points per band member).

## **Dance Dance Revolution**

### Heavy Division Only

- Marvelous (if used): 3
- Perfect: 2
- Great: 1
- Good: 0
- Boo: -4
- Miss: -8
- O.K.: 6
- Other Rules: No Mods, Qualifier Song for Seeding: Be For U – KI –SE –KI Best 2 out of 3 matches, 3rd round song is random

## Naruto Ulimite Ninja Storm

- Default Settings
- Demon Mode Naruto, Sasuke, Guy, Lee, Gaara Banned

## Eye of Judgment

- Set 1,2,3 cards allowed
- Language = English  
Style = Serious  
Stage Selection = Chosen by Table Player  
Board Layout = Official  
Time Limit = 3 Minutes  
First Turn Settings = Random  
Battle Animation = Off
- Double Elimination Bracket or round robin tournament  
**Note: Based on amount of participants**
- Semi-Finals and Finals: 2/3 matches
- Tournament Length:  
\*Note: Rules are subject to change
- Side Boarding up to 10 cards. **Sideboarding only occurs in semi-final and final matches.**
- **Deck Checkin Procedures / Validation of Decks**  
Note: Due to the ability the of Eye of Judgment to validate decks all decks must be checked via the PS3
  - All players must check in there decks via the PS3 before the tournament. To check if you deck is a valid deck please valid your deck prior to the event via your EOJ on your PS3 or go here:  
**<http://www.eojmanager.com/>**
  - Once your deck is checked in on a PS3 specified by the director you may not augment your deck in anyway. Changing of your deck during the tournament will disqualify you from the tournament.

## Madden NFL 2011

- Opening Rounds:
  - 3 min quarters
  - All Madden skill settings
  
- Semi-final round:
  - 4 min quarters
  - All Madden skill settings
  
- Final Round:
  - 5 min quarters
  - All Madden skill settings
  
- **Game Settings:**
  - A.I. Skill Level: All Madden
  - All other sliders: Default
  - Weather: Clear
  - Instant Replay: Disabled
  - Quick Pass: Allowed/Default
  - Camera: Default Camera must be used unless both players agree to a different camera angle
  - Quarter Length: 3 minutes, 4 minutes(semi), 5 minutes(final)
  - Default rosters (No custom roster)
  - Accelerated Clock: Off
  
- **Substitutions:**
  - An unrealistic sub is prohibited. What this means is there cannot be and DB's lining up at WR or WR's lining up at safety/cb. For example, Terrance Newman cannot lineup at Wide Receiver or Randy Moss cannot be lining up at Safety. Tight Ends/Running Backs are allowed to play at the WR position.
  - Limited to standard substitutions only
  - List of permitted substitutions:
    - RB/FB
    - LOLB/MLB/ROLB
    - FS/SS/CB
    - O-line/O-line
    - D-line/D-line
    - TE/TE only
    - WR/WR only

- QB/QB only
- KR/PR for WR/RB/CB
- Game Restrictions:
  - Audibles must be done before the game start, at the half, or during a timeout.(2 min allowed at the start of match)
  - Deliberately excessive delays are considered unsportsmanlike and will not be permitted.
  - Custom Plays/Playbooks are not allowed
  - On-side Kicks Allowed in the 2nd half of the game if you are behind by more than a touchdown.
  - NO memory cards will be allowed/used at the tournament.
  - The uses of Madden Cards are not allowed during tournament play.
- **General Game Guidelines:**
  - No glitch play. This rule will be expanded once the glitches of the game are revealed. To define this, anything that tampers with the AI and is uncontrollable by the user is considered a glitch. However, Rocket Catching IS allowed at the moment. With the defensive advantages and adjustments, users may use the Rocket Catch at their own risk.
  - Players can use any standard NFL team with the exception of all-star teams. You must select your team prior to the start of each match. You may change teams after a tournament has started.
  - If you pause the game, you will be required to burn 1 timeout. Frequent and purposeful pausing during game play may be subject to disqualification.
  - If the game remains tied after overtime, the game must be restarted for a sudden death round. The first team to score wins the game.
  - If a player purposely turns off a game while it is in progress, that player will be disqualified from the tournament.
  - If any other game glitches are discovered during the tournament giving a player an unfair advantage, the tournament administrator have the right to ban using the glitch after the point in which it is discovered.
- **Additional Game Rules:**
  - When an opponent is kicking (Punt, FG, or XPT) you may use any formation to try to block the kick but you are NOT allowed to line-shift, move any player, and/or MANUALLY BLOCK at anytime. If the computer comes in and blocks that's fine. If you do MANUALLY BLOCK, your

opponent will be awarded the points he/she would have received. Remember, once this happens you must pause the game immediately and call for an official to come and review the play. DO NOT take the liberty of reviewing the play before contacting an official.

- Use of Hurry Up Offense - The use of hurry offense after an incomplete pass is prohibited (**Penalties for breaking this rule: Timeout or delay of game for each offense.**)
  - D-linemen must be kept on screen (as long as you can see a piece of them) LBs can move anywhere on screen.
  - If you feel that your opponent is cheating, notify an official or Tournament director immediately. The official's decision is final.
  - Onside Kicks - The use of onside kicks are prohibited unless you are losing the game. You are only allowed to recover 1 on-side kick per game.
  - JUMP SNAP GLITCH - There is a way in the game to get the jump snap feature to work every single time. Do not use it the tournament. Also, in the controller configuration settings, you CANNOT have the Y button as EMPTY.
  - NO GOAL LINE OFFENSIVE PLAYERS: No goal line offensive players can be called unless it's inside the five yard line on either side of the field. Use other big or jumbo sets if you need to pick up a first down in short yardage situations.
  - MOTIONING WR PRIOR TO PASS PLAY: On any pass play (play-action as well), if you motion a WR into the LOS (between the TE/T, line of scrimmage), WR must clear last person on the LOS on the opposite side, before hiking. Hiking while the WR is in motion between the TE/T is prohibited.
    - There are two exceptions to that rule
      - 1. If a receiver has been not routed to pass block then you can motion him and snap the ball between the tackles to add an extra pass blocker
      - 2. On any run play a receiver may be motioned and the ball can be snapped while he is between tackles
- **Tournament Guidelines:**
- Single elimination tournament (subject to change depending on attendance)

- Bring your own wired controller! Wireless controllers are strictly prohibited
  - In the event of an outage of power, accidental unplugging, system freeze or some other event not in either player's control that would not allow the participants to finish the game, the game will be restarted using the "situational setup" to exactly match the score, settings, quarter, time and possession so the game can continue as it was.
  - The higher seed in each game will be given home-field advantage or coin will be flipped.
  - No sideline coaching is allowed. You may cheer or boo as the game progresses (and you're encouraged to do so), but you may not offer advice to anyone playing a game. This includes telling people to watch the play clock, etc - you will be warned...failure to follow this rule will result in disqualification and you will be asked to leave.
  - Keep the complaints to a minimum. Legitimate complaints are always accepted. But do not enter this tournament with the mindset of finding all of the loopholes in your opponent's game and to use this to your advantage to soothe your own loss. Attitude is everything and if you present bad sportsmanship, you will be disqualified. Win or Lose. To put this bluntly, there will be no b\*tchassedness at this tournament.
- **Rule Changes:**
    - We reserve the right to modify the rules as needed. This includes changes due to software updates or releases, competition committee decisions and all other changes deemed necessary to online tournaments. Teams are responsible to check the rules on a regular basis and prior to every match to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.

## **NBA 2K 2010**

- Default Roster
- 16 players or less double elimination, 5 min quarters
- 32 players and up single elimination, 3 min quarters

## **Heroes of Newearth**

- 1. Matches
  - 1.1. Teams will consist of 5 starters with up to 2 substitution players per tournament match day.
  - 1.2. All games will be 5v5s played on the maps Forests of Caldavar.
  - 1.3. Game type used will be Normal.
- 2. The following game mode will be used: All Pick (-AP)\* with scrim bans
  - 2.1. The game lobby will be used to ban and draft heroes prior to game start.
  - 2.2. Legion is always given first ban and pick.
  - 2.3. Teams are given 3 bans per side, and are allocated as a 1-1-1-1-1-1 order.
  - 2.4. Hero drafting is done after banning, and is allocated as a 1-2-2-2-2-1 order.
- 3. Creepskipping not allowed. (To be discussed)
  - 3.1. Creepskipping is the action a hero takes when hitting creeps on a lane before the first creep group died.
- 4. Backdooring not allowed. (TO BE DISCUSSED!!!)
  - 4.1. Backdooring means to destroy Towers or Barracks without creeps.
  - 4.2. Towers can be destroyed without creeps if they are within deny range (10% HP or lower).
  - 4.3. Towers or Barracks can be destroyed also if your creeps died, with the condition that the upcoming lane did not meet the enemy creeps.
  - 4.4. Creeps in Base: If creeps have entered a team base, any vulnerable building can be attacked, however towers outside of the base still maintain 4.1 backdooring rules.
- 5. Restricted Items. The following items number cannot be exceeded in any way:
  - 5.1. Kuldra's SheepStick/StormSpirit: Limit 2 per Team.
  - 5.2. Puzzlebox: Limit 2 per Team.
  - 5.3. Restoration Stone: Limit 2 per Team.
  - 5.4. Nullfire Blade: Limit 1 per Team.
  - 5.5. Tablet of Command: Limit 1 per Team.
  - 5.6. Barrier Idol: Limit 1 per Team.
  - 5.7. Monkey Courier/ Winged Courier: Limit: 2 at a time per Team.
- 6. Banned Heroes

### **Unreal Tournament 3**

- 2v2
- Team Death match

- First to 40 kills or team with highest score after 15 min
- Each team will play three games and teams with the highest win score face off in a single elim. bracket.

### **Team Tournament Rules (Fighting Games Only)**

- Round Robin Format (Everyone plays everyone)
- One player plays twice and passes or pass if they lose once
- All players have to lose twice in order for one team to win

### **Payout for all games**

#### **Format 1:**

#### **Note: ALL PAYOUTS ARE MADE IN CHECK AND NOT CASH**

- All Majors: Fight Games will be divided 60%, 30%, 10%
- Ranbats: 1st - 70%, 2nd 30%
- HALO - Top two teams 1st 80%, 2nd 20%
- Madden - Winner Take All
- Trophies / Medals will be given to ALL FIRST PLACE WINNERS at majors
- Bonus money to pot may apply

#### **Format 2:**

- A set prize purse will be awarded to 1st and 2nd place in every tournament
- This would apply to both Ranbats and Majors
- Bonus money to pot may apply