

East Coast Gaming Tournament Rules

1.00 Tournament Overview (View Rules In PDF)

Everyone will have their own Xbox 360 console and a flat-screen TV. That's right, no screen sharing. You don't have to bring anything to the tournament except a controller.

Each match will be a Team Deathmatch to 250 points per game, best of 2 out of 3 rounds with a ten minute time limit. The classes that you can select are default. To view these classes on your XBOX 360, put in Call of Duty 4, select multiplayer then select system link and create a game. The only option that will be changed for the tournament matches will be the score limit which will be changed from 750 points to 250 points. All other rules will be the default setting, as noted on the screen.

The Call of Duty 4 (COD4) Team Deathmatch 2v2 is a live competition using Call of Duty 4, a realist first person shooter and multiplayer console game on the Xbox 360™ platform that will take place at Hyatt Regency April 27, 2008, Sunday. The tournament is a Team Deathmatch format with each team consisting of two unique players.

Event Dates: April 27, 2008

Game Version Played: Call of Duty 4™ for Xbox 360™

Maximum Competitors: 180/90 teams

2.00 Player Eligibility

2.00a East Coast Gaming (ECG) supports the ESRB industry rating system for video games and the voluntary enforcement of this rating system. COD4 has an ESRB rating of "M". In accordance with ECG policy for games with this rating, all participants must be a minimum of 17 years of age at the opening of the event in order to register and compete in the COD4 2v2 Tournament. Minors under the age of 17 must have a signed parental permission for to compete in the Tournament.

2.00b The COD4 Team Deathmatch 2v2 Tournament is open to all players regardless of nationality, gender or race.

2.00c The COD4 Team Deathmatch 2v2 Tournament is open to both amateur and professional gamers, regardless of tournament experience or corporate sponsorship. Players need not have participated in any previous ECG tournament to be eligible for registration.

2.00d Players must show identification in the form of a Drivers License, other government, or school issued picture ID during on-site registration for the COD4 Tournament. Tournament officials also reserve the right to request a picture ID when players report for their scheduled matches.

2.00e Sponsor employees or members of an organization, contractor or agency directly affiliated with the 2008 COD4 Tournament are eligible to compete in the Tournament.

3.00 Online or Mail in Registration

3.00a Online registration for this event will take place at <http://www.eastcoastgaming.com> There is a \$70.00 online registration per team admission fee for this event. You can also register online and then pay \$80.00 at the door per team the day of the tournament.

3.00b Online registration is required to compete in the COD4 Team Deathmatch 2v2 Tournament. Registration must be completed in advance of the tournament, on or before April, 4 2008 or while spots are available. Competitors who register on-site who have not registered online by April, 4 2008 must pay the \$80.00 for late registration.

3.00c Teams may also register online and then pay by mail-in check. Check must be made out to East Coast Gaming in the amount of \$70 or \$80. The team name must be included in the "pay for" section at the bottom of the check. Once the check is received a phone call will be placed to the team member to confirm the check has been received and the team name will be placed in the

tournament bracket.

3.00d Tournament registration is limited to 150 players or 75 teams. There will be no waiting list. Tournament spots are held by means of no two team names are alike. If a registering team name conflicts with another team name, a new name will be created by ECG and the team will be notified of the change by email or personal telephone call.

3.00e By registering and participating in the COD4 Team Deathmatch 2v2 Tournament, each participant agrees to be bound by the rules of this document.

3.00f Players may not submit multiple entries into the registration database. Players with multiple registration entries will be disqualified.

3.00g 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.

3.00h? It is vital that players understand two things before reserving for this competition. Competitors must check-in on-site before 10:30 AM on April 27, 2008. Players that do not check-in by 11:00 AM will be eliminated from the tournament. The tournament ends Sunday, April 27th by 10PM. Accommodations will not be made to compensate for a competitor making travel arrangements before being eliminated from the tournament and any player forfeiting a featured match, such as the finals, will be removed from the tournament and will lose any winnings from that event.

3.00i Submitted registration information may not consist of vulgar language, or any such language that is not suitable for the general public.

3.00j The ECG reserves the right to use a registered player's name, photographs, video footage, recordings 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.

3.00k Two registered teams may not share the same team handle, or likeness thereof. Furthermore, for a 2v2 tournament, no more than 3 registered players may originate from the same organization, or have direct affiliation with one another through public recognition, player sharing, shared management or shared revenue. Teams may share the same sponsor if the sponsor takes no role in team management. However, two or more teams may not share a specific sponsorship agreement. A team may have an affiliation with one or more farm teams. A farm team is a separate team in all manners as outlined above, whose only affiliation with a head team is for the purpose of practice and fielding teams for the East Coast Gaming League. These rules of eligibility are to be freely interpreted by the ECG, and handled on a case-by-case basis when necessary.

4.00 Tournament Structure

4.00a The COD4 Team Deathmatch 2v2 Tournament will consist of a maximum of 90 registered teams.

4.00b All tournament matches will be run on an isolated tournament network.

4.00c Teams/Players are seeded by the random seed on our tournament software and will be posted on our web site as soon as payment is received.

4.00d Unclaimed tournament spots may be filled through onsite registration.

4.00e The tournament will consist of single elimination Team Deathmatch 2v2 best of 3 rounds in one match.

4.10 Tournament Match Rules

4.10a Game Definitions:

Match – A set of 3 of three maps.

Map- A 10 minute game played with slayer format on a single map to 250 points.

4.10b The following maps may be used for all matches if required. Each Tournament match will use three maps. The ECG reserves the right to change the map cycle.

- Bog
- Showdown
- Shipment
- Vacant - *optional
- Crash - *optional

4.10c In the incident of a draw, the round will be replayed. For example: in the event of a draw, the round will be thrown out and a new round will be played to replace the draw.

4.10d Only registered players are allowed to participate in the tournament.

4.10e Team competitors must be mindful of the other matches taking place during their competitions. While emotions can run high, competitors are expected to respect others' right to uninterrupted matches. Competitors must not disrupt other matches with boisterous behavior. Any team causing disruptions to other matches will receive one initial warning. If the behavior continues, the team and/or manager will be removed from the tournament area causing the match to forfeit.

5.00 Console Setup

5.00a Xbox 360™ consoles will be provided by The ECG for tournament matches. Players may not use their own Xbox 360™ consoles in the tournament and may not use the tournament Xbox 360™ consoles to practice.

5.00b Players must provide their own wired Xbox 360™ controller for match play. No controllers with wireless or turbo capabilities or programmable buttons will be allowed inside the tournament area. Installation and functionality of such devices are the sole responsibility of the player. No software or storage device is allowed to be brought into the tournament area.

5.00c Speakers with each monitor will be provided in this tournament.

5.00d Monitor brightness is allowed to be changed if reasonable values are maintained. The tournament director/manager will warn players if settings are deemed too high.

6.00 Server Settings

6.00a The server will utilize default settings with the exception of the following:

- Game type : Team deathmatch
- Time limit : 10 minutes or to 250 points
- Rounds : 3
- Maximum players : 4, 2 per team
- Map selection as mentioned previously, 4.10b

7.00 Tournament Procedure

7.00a 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.

7.00b 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. The ECG reserves the right to refuse any items in the tournament area beyond the ones that have been listed here. Chair stacking is not allowed.

7.00c Competitors are required to be punctual for their scheduled matches, and are only allowed a ten-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. Repeated cases of tardiness will result in the permanent removal from the tournament.

7.00d 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 15 minutes before the scheduled time. Competitors will be allowed to report to the tournament area and begin client setup as early as conditions allow, up to 45 minutes prior to scheduled match times. Competitors 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.

7.00e Competitors are responsible for the installation and proper configuration of their controller of choice. Tournament Officials may not be available to assist a competitor in getting his or her controller to properly install. 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 15 minutes in advance forfeit their setup.

7.00f Competitors may not leave the tournament area between games. Players will be allowed five minutes before the start of each game in the tournament area to go over strategy.

7.00g Upon match completion, competitors should promptly remove their hardware, report scores to a tournament admin, straighten up their assigned area, and exit the tournament area.

7.00h Final standings for the Call of Duty 4 Team Deathmatch 2v2 Tournament will be as outlined in the tournament rules.

7.00i If a competitor's console or monitor crashes anytime during the match, the match will be restarted. If it is determined that the crash was intentional by one of the competitors, the match will be forfeited and the player that caused the crash will be removed from the tournament.

8.00 Competitor and Spectator Conduct

8.00a Competitors will conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, competitors, members of the press, tournament officials, ECG staff members, sponsors and the general public.

8.00b Competitors must be available for post-tournament awards ceremonies, photographs, interviews, or other tournament events.

8.00c 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.

8.00d 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.

8.00e Competitors will refrain from the use of vulgar language during the entire competition. All rules of conduct also apply to chatting through the game console.

8.00f 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.

8.00g 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.

8.00h At the conclusion of match play, competitors are expected to break down their equipment in an orderly manner. Competitors need to straighten their tournament area up once they break down. Please take into consideration that other matches may be taking place and it would be unsportsmanlike to disturb other competitors while competing.

8.00i Competitors are responsible for returning their assigned match area to the condition it was in prior to play. Competitors who fail to do so may be penalized and will be called back to the tournament area to straighten their tables and equipment back up.

8.10 Dress Code

8.10a 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.

8.10b 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 and are pre-approved by the ECG.

9.00 Cheating and Rule Violations

9.00a By registering and participating in the Call of Duty 4 Team Deathmatch 2v2 Tournament, each participant agrees to be bound by the official rules of this document. Breaking any rule listed herein is grounds for tournament disqualification at the discretion of the Global Tournament Director and League Commissioner.

9.00b Any tampering with tournament 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.

9.00c Any article of clothing in violation of the dress code must be replaced. Failure to replace violating articles of clothing will result in immediate disqualification.

9.00d 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 entire team.

9.00e 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.

9.00f Any protests or disagreements with a tournament ruling must be made directly to the East Coast Gaming in a respectful manner at the time of the incident, at which time a final decision will be made. Disputes must be filed before leaving the tournament area or before starting the game. The ECG decisions are final.

9.00g Multiple disqualifications may result in an extended suspension from ECG Tournaments and ECG Events.

9.00h Any form of cheating, including but not limited to intentional disconnects, server crashing, etc., will result in immediate disqualification of the competitor.

9.00i East Coast Gaming has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any valid reason, without prior warning to the player.

9.00j Team banners or team sponsor banners are not permitted to be displayed anywhere in a

ECG Event, including the tournament area.

9.00k Any competitor or team accidentally utilizing ANY exploit or bug in a map or game will forfeit that game. Competitors are responsible for their actions in regards to known map or game bugs/ exploits.

9.00l 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.

10.0 Liability and Agreement

10.0a The East Coast Gaming and its Sponsors are not liable for any property that is lost, stolen or damaged or for any injury, accidental or intentional, to any participant of the tournament.

10.0b This entire Agreement is proprietary and cannot be altered, replicated, published, copied or quoted in part or in whole, without the written authorization of East Coast Gaming.

10.0c This document and all rules are subject to change at the ECG's discretion. Changes may include versions or patches of the game used.