

Regal Cinemas Series Open Qualifiers Rules

General Rules

1. No leaving the normal boundaries of a map.
2. No going onto the ledges behind the glass on Construct.
3. No going onto the top center structure on Guardian.
4. No going onto the high ledge at the sniper tower on Guardian.
5. No taking the oddball onto the ledge behind the blue ramp on Guardian.
6. No going onto the ledge around the edges of top yellow on Guardian.
7. No going into the small crack in front of blue entrance on Guardian.
8. No going onto the tree between bottom yellow and bottom blue on Guardian.
9. No taking the oddball onto the ledge facing elbow on Guardian.
10. No going onto the crane on Onslaught.
11. No going behind any corner fence walls on Onslaught.
12. No going under the short ramp on The Pit.
13. No going into the attic above the bases on the Pit.
14. No use of the Elite Armor Classification.
15. No looking at an opposing Team's TV or projected screens by Players or Coaches.
16. No quitting out of a Team Slayer Game.

Disqualification

1. Breaking any of Rules #1-16 will result in a Forfeit of the Game.

Conduct Rules

Minor Infraction - Acts of misconduct that will result in the issuing of a Warning. These acts include, but are not limited to opening an Xbox 360, raising TV volume above the maximum allowed volume, communication between Players and Spectators, excessive use of vulgar language, and Coaches taunting opposing Players.

Major Infraction - Acts of misconduct that will result in the issuing of a Technical Foul. These acts include, but are not limited to the verbal abuse of a staff member, the use of vulgar language aimed at an opposing Player, verbal abuse of an opposing Player, and excessive taunting or celebration by Coaches or Players.

Warning - The penalty for a Minor Infraction which stays with a Player or Team for the remainder of the Competition. Two Warnings will result in a Technical Foul.

Technical Foul - The penalty for a Major Infraction that stays with a Player or Team for the remainder of the Competition. Players who are penalized with a Technical Foul will not Host the next Game they or their Team are scheduled to Host. These penalties, if necessary, will be carried from one Match to the next or one Competition to the next.

Ejection - The penalty for acts of misconduct deemed so inexcusable that they will result in the Player being asked to leave the Competition. These acts include, but are not limited to intentional Forfeiting or conspiring to manipulate the Rankings or Brackets, unsportsmanlike physical contact, and maliciously throwing objects at another person. Three Technical Fouls will also result in Ejection.

Open 2v2

1. The Open 2v2 is a Best of 3 Game Match, Single Elimination Bracket.
2. Each Match will consist of 2 Team Slayer and 1 Team King Game.
3. A Match loss in the Losers Bracket will result in elimination from the Event.
4. Teams will be seeded using 2008 Pro Circuit Ladder Rank Points. Ties will be broken randomly.
5. Teams with no 2008 Pro Circuit Ladder Rank Points will be seeded randomly.
6. When 2 Teams remain the tournament 2v2 will end and each Team will qualify for the next 2v2 held in November.
7. If a Game should tie, it must be replayed.

Schedule

Friday

1:00 PM – 1:45 PM:: Check-In / Warm-Up

2:00 PM - 5:30 PM : Open 2v2

The top 2 winning teams will receive prize money to be determined by attendance the day of the tournament.