

IGX INTERNATIONAL GAMING EXPO

PLEASE READ ALL INFO BELOW BEFORE REGISTERING

Competitors may enter multiple tournaments, and Tournament Organizers will do their best to accommodate you but tournaments do overlap and if you are not available at the time you're needed there will be no refunds on tournament entry fees. It is the responsibility of the competitor to check all scheduling prior to registering and to be available when called for all tournaments.

Equipment: International Gaming Expo will provide games, consoles, monitors and controllers. For the League of Legends tournament please bring your own keyboard and mouse. You may also bring a laptop if preferred.

Bringing your own controller: All controllers are legal unless the controller is modded. If it is found that competitors are using an illegally modded controller without approval the offending party will be disqualified.

Headsets: Competitors are welcome to bring headphones as long as they can plug into controllers as we will not have a way to provide isolated audio from the console feed.

Competition Rules

By Participating in our tournaments you agree to abide by all rules and regulations including the following:

1. Remain courteous and be good sports whether you win or lose. Unsportsmanlike conduct including vulgar language may result in removal from the tournament an expo, without refund.
2. Be ready to play when your name is called at the tournament area for your game.
3. A "No Show" after 5 minutes of your name being called will result in a disqualification.
4. Take care of the equipment. You will be held responsible for any equipment you damage.
5. No refunds on tournament fees except in the case of a cancellation of that tournament by the Expo.

Have fun, and Good Luck!

INSTRUCTIONS FOR REGISTERING

Your registration pass will be sent to the email you provide when purchasing. Print out the attached ticket and bring it with you to the event. Staff will scan your entry ticket and you will receive your competitor badge. DO NOT share photos of your pass online or print multiples of the same ticket, each ticket can only be scanned once for entry into the event.

If you are a minor (under the age of 18) you will need to have your parent or legal guardian sign our parental consent form to compete in the Call of Duty: Black Ops 3 tournament. Download the form and print it out here. Bring it to the expo signed by your parent or guardian in order to compete.

Don't forget your General Admission venue pass, you will need it to enter the expo and compete. [Get it here!](#)

Please note that spaces are limited! The only way to guarantee your spot is to pre-register. If a tournament's cap fills up before the event there will be no on-site registration for that tournament. On-site registration will be CASH ONLY.



Platform: Wii U

Cap: 32 Teams

Prizes: Payout based on # of entries; 60/30/10% prize split

Pot Bonus: \$300

\$10 entry fee per team.

Check in for pre-registered contestants and on site registration is from
5PM – 6PM on Friday, July 28th.

Pre-Register Online:

<https://smash.gg/tournament/igx-international-gaming-expo/events>

Start Time: Friday, July 28th @ 6PM

Competitors must have a 1 Day Pass to compete.

[Get them here!](#)



GENERAL RULES

Match Type: 2v2 (Double Elimination)

Mode: Versus

Stocks: 3 Stock

Time Limit: 8 Minutes

Items: Disabled

Team Attack: Enabled

Share Stocks: Allowed

Rounds: 2/3 Rounds; 3/5 Rounds for finals matches

STAGES

Neutral Stage List

Smashville

Town and City

Battlefield/Miiverse

Final Destination/Omega stages

Lylat Cruise

Counter Pick Stage List

DreamLand 64

Duck Hunt

Ω form versions of Wily Castle, Suzaku Castle, and Midgar

EXTENDED RULES/SETTINGS

Equipment: Banned

Custom moves: Banned

Pause: Off

Mii's must have a "1111" moveset and a "medium" weight

TOURNAMENT MATCH PLAY RULES

Tiebreaking: If the clock expires and the total number of stocks of each team is equal, use the sum of the final percentage of the players on each team as the tiebreaker; whichever team has a lower sum wins. (A player who has been eliminated has 0 stocks and 0%.)

Choosing Sides: When both players are at the game console, they must come to an agreement which side of the machine they will play on (who will sit on 1p and who will sit on 2p). If an agreement cannot be reached, a game of rock-paper-scissors will determine who gets to pick their side.

Choosing Characters: There are 3 methods for choosing characters: Standard Selection and Double Blind Selection. If the players do not discuss the method of character selection, it should be understood that the Standard method is



being used. If the players cannot come to an agreement on the method of character selection, the judge will apply the double blind method.

Standard Selection: Both players choose their characters whenever they want. This is a free for all. Players pick who they want and go. Once either player chooses a character, neither is allowed to request that the Double Blind Selection method be used.

Double Blind Selection: Either player must explicitly ask for the Double Blind Selection method before either player chooses a character. When a player request Double Blind, the player on the left side (1p) decides which character they will choose and whispers his or her selection to the Tournament Organizer. The Tournament Organizer then signals the player on the right (2p) to pick his or her character. Once the player on the right (2p) has finished, the Tournament Organizer makes sure the player on the left (1p) sticks to his or her original choice.

Playing the Match: Once sides and characters have been chosen, the players should begin the first Game in the Match. The following rules go into effect once a Game ends:

The Match is over when either player wins the required number of games.

Once a player has won the required number of games, the winner of the Match should report the result to the Tournament Organizer.

The player who won the game does not have the option of switching sides. He or she must stay on the same side if the loser does not want to switch.

The player who won the last Game is required to keep the same character.
The player who lost the last Game is allowed to choose whatever they wish.

3 stocks.

8 minutes.

Team attack is on.

Sharing stocks is allowed.

If the clock expires and the total number of stocks of each team is equal, use the sum of the final percentage of the players on each team as the tiebreaker; whichever team has a lower sum wins. (A player who has been eliminated has 0 stocks and 0%.)

3 Stocks

8 Minute Time Limit

Items set to "Off" and "None"

Equipment is banned

Custom moves are banned

Pause set to "Off"

Mii's must have a "1111" moveset and a "medium" weight