

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: PS4

Cap: 16 Teams of 3

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

Pot Bonus: \$200

\$30 entry fee per team.

Check in for pre-registered contestants and on site registration is from
5PM – 6PM.

Pre-Register Online:

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

Schedule: Friday @ 6PM

Competitors must have a 1 Day Pass to compete.

[Get them here!](#)



General Rules

Match Type: 3v3 (Double Elimination)

Mode: Elimination

Map: Ecopoint: Antarctica

CUSTOM GAME SETTINGS

Rule Set

Competitive

Map Options

Map rotation: after a mirror match

Map Order: Single Map

Return to Lobby: After a Mirror Match

Maps

All maps need to be turned off except for Ecopoint: Antarctica

Hero Options

Hero Selection limit: 1 per team

Role Selection Limit: none

Allow Hero Switching: on

Respawn as Random Hero: off

Heroes

ALL: on

Gameplay Options

Control Game Mode Format: Best of 3

Health Modifier: 100%

Damage Modifier: 100%

Healing Modifying: 100%

Ultimate Charge Rate Modifier: 100%

Respawn Time Modifier: 100%



Ability Cooldown Modifier: 100%
Disable Skins: off
Disable Healthbars: off
Disable Killcam: off
Disable Killfeed: on
Headshots only: off

Team Options
Team Balancing: off

TOURNAMENT MATCH PLAY RULES

Game Ties: If a Game ends in a tie, it must be replayed. When a Game is replayed, the Host is not changed.
Warm-up: No warm-up or practice Games are permitted once the Match's first Game has begun.

Delays: players may not delay the start of a Match beyond its scheduled start time, without the approval of a Tournament Official: Teams may delay a Match between Games for up to ten minutes. Teams can request that a Tournament Official enforce this ten minute time limit. After ten minutes of a Tournament Official enforced delay, if the delaying Team does not have the minimum required Players, they will Forfeit the Match.

Minimum Required Players: Teams must have all Players present in order to start a Game. A Team will Forfeit the Match if they don't have all Players present by 15 minutes after a Match's default start time (Grace Period). Teams will be forced to start a Game at the end of a Grace Period.

Normal Boundaries: Players who move their Character outside of the normal boundaries of a Map may Forfeit the Game. Moving outside of the normal boundaries of a Map includes but is not limited to part of the Character's body passing through what should be a non-permeable surface or object, and moving into any area from which your Character registers shots on an opponent who is not able to register shots on your Character.