



WarZone Tournament Rules

Game Rules

1. Finding a Match: For a 2v2 tournament, all four (4) players will join one lobby and search for a squad game.
2. Server Selection: Online Random:
 - North America
3. Win Condition: The winning team will be determined by the team with the largest number of total kills, over best of three games played to move onto the next round. If there is a tie, the tiebreaker will be determined by the team that has given the most damage.
 - Kills made after a match has concluded will not count.
 - Example: Players A, B, and C are all dead. Player D is still standing. If Player A gets a kill, that kill will count towards the team's overall score. The second that player D dies, no other kills that occur after Player D's death will be counted.
 - Gulag kills **do not** count towards total kills.
 - Reviving teammates while bleeding out is allowed. (buy-back from box not allowed)
4. Griefing: Teams are permitted to work together, however, you may not intentionally cause the death of your opponent or negatively impact your opponent's gameplay. This includes any negative interference in your opponents gameplay. Doing so will result in a forfeit of kills for that round on the map.
5. Console: Playstation 4 provided by GamersBay will be used for gaming competition.

Bracket Play

1. Double Elimination: After losing in the winners bracket match, teams will be sent to the losers bracket for a shot at returning to the finals.
2. Default Start Time: All round one (1) matches have the same default start time. After round one (1), all Matches have a unique default start time that is dependent upon the time at which the teams' previous round results were submitted. Matches must be started by their default start time and played until completion. Postponing matches is only at the discretion of Tournament staff.
3. Double Forfeit: If a match is not played and neither team submits a ticket requesting the forfeit win, or both teams otherwise forfeit a game/match, the game/match win will be awarded to the higher seeded team.
4. Seeding: Teams will be randomly seeded at the close of registration. Seeds are done in ascending order. The higher seed is determined by the team with the seed closest to zero (0).
 - Example: Seed four (4) is a higher seed than seed ten (10).

All Matches

1. Warm-up: No warm-up or practice games are permitted once the match's first game has begun. If a match is played before the scheduled time, it will not be considered a warm-up and will count as the official results.
2. Delays: Teams 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 five minutes. Teams can request that a tournament official enforce this five minute time limit. After five minutes of a tournament official enforced delay, if the delaying team does not have the minimum required players, they will forfeit the match.
3. Minimum Required Players: Teams may be short handed by one player in order to start a game. A Team will Forfeit the Match if they are missing all of their players 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 as outlined in the No Show procedure.
4. Disconnections: If a player does not get into the game lobby before the start of the game, all players should back out and re-form the party.
 - If a player disconnects prior to landing, the match should be replayed. If this occurs more than once, tournament support should be notified.

- If a player disconnects/leaves the game after landing, their kills at the time of the disconnection (proof must be provided in the case of a disagreement) will be added to the kills of their teammate and the remainder of the game will continue.

Reporting

1. No Shows: The No Show grace period time is 15 minutes after the match's original start time. For example, if a match is scheduled for 10:00 PM, the no show time for this match would be 10:15 PM. Prior to any forfeits being made, a tournament admin must confirm that a team has failed to show up for the match.
 - Tournament No Show Procedure: A tournament admin will contact the team that has failed to show up through the console's messaging system. If we are unable to contact you through the system, you will be contacted through the email they registered with.
2. Time Limit: Both teams must report the match results within 10 minutes of its completion. Failure to report the match results on time or respond to any messages that you receive from a tournament official may result in your team receiving the loss.
3. Report Match Score: Please report the match results to the referee / enforcer .To report the match results, teams must report the match score accurately, with overall Games won being reported. For example, the match score can be reported as 1-0, 2-0, 2-1, 3-0, 3-1, or 3-2 depending upon the match length. Reporting the individual points for each game is optional.
4. Cheating: Breaking any rule and any form of cheating, glitching, abusing in-game mechanics, or unsportsmanlike behavior may result in a forfeit of a game, match, or ban from the tournament (Gamers Bay 5). Cheating, glitching, and abusing in-game mechanics accusations must be verified by a tournament official.
5. Proof: We highly recommend that proof is taken with the console's built in recording system to gather proof. At least one member of each team should take a video or screenshot(s) of each game's results in case proof is needed for a dispute. All proof should be clearly visible and contain the players names', if they are dead, and their number of kills.
6. Disputes: In order to dispute game results, players/teams must notify a tournament official that they would like to protest the game before a new game has begun. In order to dispute match results, players/teams must notify a tournament official that they would like to protest the match no longer than 15 minutes after the end of the Match. Proof is needed to dispute matches.

7. Concessions: Teams may request that they be allowed to concede victory of a game. Teams may request that their opponent not receive a forfeit penalty. A tournament official must be contacted with these requests.
8. Dispute Evidence: In the event of a dispute, please provide your video / screenshot proof. The issue must be clearly stated as well as the time in the video in which the issue occurred, and/or what the tournament official should be looking for in the picture/video.

Support

1. Tickets & Live Support: Tournament support can be requested by adding any of the officials to Activision or Discord. For issues with registration, missing tournament achievements, and general tournament questions, you can contact us anytime.
2. Live Support Limit: Only one (1) Player per team should contact us for in-game issues.
3. Listen for Instructions: If a tournament official is called into a custom game, players must keep the tournament official un-muted at all times.
4. Abuse: Verbal and/or written abuse of a tournament official will not be tolerated through any medium. This includes, but is not limited to, voice communications in game, voice messages, live support chats, written messages on Activision, PSN, Twitter, Facebook, etc. Violators of this rule may be disqualified from the Tournament.
5. Technical Issues: If you are having technical issues, please contact info@gamersbaycayman.com
6. Decisions Are Final: Tournament staff have the final decision in all matters related to this competition. If a player feels the decision is unjust and/or goes against the rules listed for this competition, please contact Rock Solid Gaming on facebook messenger. Please include any information and proof pertinent to the issue.

Parent or Legal Guardian:

(Printed Name of Parent or Legal Guardian)

(Signature of Parent or Legal Guardian)

(Relationship to Above Player)

(Phone Number of Legal Guardian)

(Date)

NOTE: Upon submission of the above consent form, Gamersbay reserves the right to verify all information. Any intentional falsification of the above information will result in immediate termination of player's registration and participation in the video gaming tournament.