

GatorXLive.com (GXL) Official Tournament Rules

Game Play

The rules governing game play are as follows:

Players will be playing in even teams spread across as many servers as specified by the individual event.

There will be a roster published on the GatorXLive.com website, which will show which players will be playing on each participating game server, that will be available an hour before the event start time.

The players will join the GatorXLive.com game servers assigned to them as described by the published roster, ten (10) minutes before the tournament is scheduled to begin.

The person that has the highest amount of kills between the participating servers at the end of the tournament will be declared the winner. If for any reason there is a tie between any players, then the individual players' kill/death ratio will be taken into account when determining the winner. The judges decision is final.

The use of the in-game voice communication software is allowed and is the preferred form of voice communication.

All players participating in the tournament must have registered for an account with GatorXLive.com, and have enrolled for the event they are participating in. The player is also responsible for making sure that their STEAM_ID is properly inputted on their GatorXLive.com account, before joining their assigned game server.

GatorXLive.com may make use of Anti-Cheat software such as Zblock and or VAC (Valve Anti-Cheat) on any of its game servers. With the use of any Anti-Cheat software GatorXLive.com aims to provide an as fair as possible gaming environment to all players. GatorXLive.com reserves the right to discontinue use of Anti-Cheat software on any of its game servers, due to any possible issues.

All players should refrain from cussing or using any inappropriate language. Any player found doing so may be penalized with or without warning, please refer to the Rules of Conduct page, which is located at http://www.gatorxlive.com/rules_of_conduct.

Prizes

The prize winners will be determined from the scores of the players with the highest kills during a tournament night. The player with the highest score will be declared the winner one hour after the last game of the tournament has been played.

Two prizes are awarded each tournament, with first prize consisting of a \$200 cash prize, and second prize consisting of a \$100 cash prize.

Server / Player Crashes

A server crash would be defined as the server disconnecting or failing to respond with ALL players getting kicked out. If a server crashes during a tournament, the tournament will be replayed, nullifying the tournament unless the game was almost over, and a winner was clearly determined. This decision will be made by the GXL administrators.

A player crash would be defined as a player disconnecting from the server, due to internet problems, or their computer crashing due to technical difficulties. If a player crashes or disconnects within one minute of the match going live, the server will be restarted if it is possible. If a player crashes or disconnects anytime after one minute of the server going live, they must rejoin the server immediately, the tournament will not be paused, restarted or will the scores be adjusted. If a rejoin is not possible, then the player will be forfeited from that tournament and will need to contact a GXL administrator to re-schedule them for another tournament, as no refunds will be issued.

Disputes

If any player has a dispute during a tournament, they should contact a GXL administrator AFTER the tournament is over. They should not leave the tournament to dispute the tournament, as this can cause the player to forfeit the game if the dispute is not valid. All disputes are to be decided by the GXL administrators.

Rule Changes

Throughout the course of the event, rules can be changed to ensure that the event runs smoothly. Players are responsible for checking the rules page or any rules change. If the rules page is not updated, check with an administrator to confirm of any rules change.

The most up to date version of the rules can be found at <http://www.gatorxlive.com/rules>. A downloadable version is also available at <http://www.gatorxlive.com/media/rules.pdf>.

These rules are subject to change at GXL's discretion. Changes may include versions or patches of the event used. Last updated November 14, 2007.