



RIOT ON THE ROCK

**iCOMBAT TACTICAL LASER TAG
TOURNAMENT**

12.02.2018

REGISTRATION ENDS NOVEMBER 24th



DATE & TIME

Sunday Dec. 2nd, 2018 | Noon - Finish

LOCATION

iCOMBAT Chicago | Alcatraz



COST

\$30 per player | \$20 for Elite Members

REGISTRATION

All teams must fill out the registration form found at the bottom of this PDF and turn it in with payment at any iCombat no later than November 24th, 2018. If you have any questions, please email tournament@icombat.com

TEAMS

Each team must have 6 players. There will be a minimum of **5 teams required**.

PICK UP TEAMS

If you are an individual or small group that wishes to participate but does not have a full group of 6, you may join a Pick Up Team. You will need to pay the full \$30 (**\$20 for Elite**) by November 24th, sign into the Tournament Session to be added to the pickup roster. On November 24th, we will group all Pick Up individuals into one or more Teams of 6. If we do not have enough for a full team we will make every effort to fill that group. If we still cannot fill the group with 6 players, then your money will be refunded.

TOURNAMENT FORMAT

- Double elimination tournament. Each team will play a minimum of two matchups
- Matchups will be randomly generated using 3rd party bracket builder
- 15 minutes will be allotted per matchup
- There will be a best out of 3 play for each matchup
- Each game will be 5 minutes long

TEAM RULES

- Your team must consist of **6 members**
- All members must be iCOMBAT rank 2 or above
- No substitute or switching members on your team once the tournament begins
- If a team member is late, you must continue matches without them
- Rosters will be finalized during check-in

Team names need to be appropriate, iCOMBAT will review and approve all names

- Gift cards, t-shirts, and coupons will be given away as prizes
- iCOMBAT HQ will have a team participating but will not be eligible for prizes

EQUIPMENT

- All teams will use the iCOMBAT Team Vest and Team Headband
- All teams will be using the SMGs
- Equipment malfunctions will not stop the game
 - If you have equipment issues, see a field member in order to switch out the equipment--
- It is suggested to wear dark clothing



MATCHES

- Team Leaders will do a coin flip while teams are equipping. Team Leaders will randomly choose which team gets to call the flip. The team that wins the coin toss may choose either their starting field side or team color from those colors available to play. The losing team will choose the remaining option.
- Two teams will take field based on bracket
- Two teams will be on deck in holding area
- Instruction for all games will be given as a group to all players. It is assumed that you will understand these rules before you start your match. **Thus there will be no rules given out on field.**
- Teams will play the designated game, switch sides and immediately play again
- There will be 90 minutes of un-ranked open play practice available, beginning at 10:30 am. Players will be restricted to 10 minutes on field time per entry; based on availability

ROUNDS

You must win in order to move to the next round of play.
Each game type will have its own specific rule set that will be given at the beginning of the tournament.

Round	Game Type	Winner
1	Team Deathmatch	Combined kills from both games
2	Blackhawk Down	Best 3 games
3	Supply Grab	Best 3 games
4	Domestic Threat	Best 3 games
5	Elimination	Best 3 games
6	Hell's Bells	Combined Rings

TIES

Any ties in the above matches will be determined by a sudden death TDM

- 2 Minutes
- Most kills wins
- Coin toss for starting side

RULE INFRACTIONS

All rules of iCombat must be followed at all times. Team Leaders will enforce these rules as they witness them. It is not possible for our Team Leaders to witness all infractions, so the penalties will be harsh when they are witnessed. Below represents a portion of the infractions and their associated penalty.

- **Running / Jumping / Climbing:** You will be warned once for the tournament. A second infraction and you will be removed from the tournament.
- **Dead Communication:** Either verbal or through hand signals will receive **NO warning**. You will be immediately removed from the tournament.
- **Blind Firing:** You will be warned once for the tournament. A second infraction and you will be removed for the tournament.
- **Altercation with Judge or Player:** You will be removed from the tournament.

RIOT



THE ROCK

Sunday Dec. 2nd, 2018 | Noon - Finish

TEAM NAME:

EMAIL & PHONE # OF TEAM CAPTAIN: _____

TEAM CAPTAIN (FULL NAME): _____ **(USERNAME):** _____ **OFFICE**

PLAYER 2 (FULL NAME):

PLAYER 3 (FULL NAME):

PLAYER 4 (FULL NAME):

PLAYER 5 (FULL NAME):

PLAYER 6 (FULL NAME):