

Rainbowsix Vegas 2 Charity Tournament

Written by Kleaneasy
Monday, 31 March 2008

UK & EU Xbox Live Rainbowsix Vegas 2 Charity Tournament Sponsored by Ubisoft & Xbox

We invite you to join us in the first ever Online European Charity Tournament sponsored by Ubisoft & Xbox. The tournament taking place on Ubisoft's Rainbowsix Vegas 2 will give you the chance to not only play some fun matches and meet some great teams but also help raise money for Charity while you're at it, and there's more. You will also be in with a chance to win some cool prizes along the way including Official Limited Edition coloured Xbox360 controllers. What more could you want!

With an Entry Fee* of only £20 per team you've nothing to lose and plenty to help the NSPCC & Save the Children win.

Funds raised will be split 50/50 between the **registered charities NSPCC (National Society for the Prevention of Cruelty to Children) and Save the Children

*This is a minimum donation; if you or your team wish to donate more we would be gladly accept.

Game: Rainbowsix Vegas 2
Where: Xbox Live

Tournament Rules Team: 4 vs. 4
Game mode: Attack & Defend
Respawns: NO
Round Duration: 10 minutes
Restrictions: NONE

Note: Max Players - We kindly ask the match host to set the room to 10 players, in the event a match referee is required we can enter the match without the need for a server restart.

Scoring:

Each round is worth ONE point
A round equals one attack or defence of the map thereby the attack and defence of each map equals 2 rounds and is worth a maximum 2 points.

Each match will be played to the first to 5 win by 2 - First team to earn 5 points with a clear lead on their opponent team of 2 points i.e. 5-3. Where there is no 2 point lead teams will continue to the next map until there is a 2 point lead OR the score reaches a cap of 9 i.e. final score 9-8

This is an elimination tournament, lose the match and your team is out!

The Team

Each team may comprise of no more than 4 players
The team captain is responsible for registering the team
On registering your team the captain will be required to submit a one off donation of £20, this covers the entire 4 player team.
On entering the tournament ALL team member's gamertags must be submitted
Gamertags must be of the exact spelling including correct spaces where appropriate.
Your opponent team captain may request a player leave the server if their gamertag does not match that listed on the team roster.

Substitutes:

Teams may play ONE substitute player ONLY in any given match.
Substitutes may be any player of the teams choice with exception to players already listed on the roster of other participating teams.
Maximum ONE substitute per match, if your team is 2 players down you may only substitute one player and play 4 vs. 3

Player Dropping

In the event of player/s dropping the host will restart the match with exception to the following:

- Once the first kill has been recorded the game will continue (with exception to an early mass server drop i.e. ALL players not just one team)
- Prior to the first kill but in the event the same player/s drop from the server repeatedly (i.e. have already dropped twice in the same or previous games) the game will continue in their absence.
- Once the first minute of play has passed.

Match Fixtures:

Round one match fixtures will be selected by random draw.

Teams will also be drawn into home or away status.

Match fixtures and their subsequent scores will be announced on G40 and participating community sites.

Team captains will be notified when this information is available by email

Stage one Fixture's will be announced on Thursday 17th April 2008. Each week thereafter fixtures for each stage will be announced on Fridays.

Matches must be played by the following Thursday from the date of fixture confirmation i.e. Match fixture announced Thursday 17th April, match must be played and scores reported by Thursday 24th April 2008.

On announcement of fixtures team captains must agree a mutually suitable match time.

Where possible teams should agree the match host at this time, although teams should remember this could be subject to change for reasons beyond players control.

Map Selection:

The away team will have first choice of map to be played

The home team will have choice of starting spawn on the first map played.

Each map & spawn choice thereafter will alternate between teams i.e. first map the away team picks while home team select starting spawn, map 2 the home team selects while the away team selects starting spawn, map 3 away team selects, home team picks starting spawn and so on until match ends

The Match:

Having agreed a mutually suitable match time & day to be played before the schedule deadline both team captains must ensure ALL team members are aware of the date & time they need to be online & the opposing team captain gamertag for their match.

Teams must be online and ready to play their match at the time agreed promptly.

In the event one team has not arrived within 15 minutes of the agreed time the match will be called a forfeit and the team failing to show will be removed from the tournament. For this reason it is important that if you or your team are unable to join the server due to issues beyond your control that you message the opponent team's captain a.s.a.p. to notify them of the problem allowing both captains to address the issue, suggest an alternative host etc. In the event the captain does not respond request an on call match referee to intervene.

Once both teams are in the server teams should mute all players on opponent teams to allow both team captains ONLY to communicate without issue and or interference.

Lag Test: Prior to the match beginning the non host team may request a lag test to run on a test map for no more than 2 minutes.

Match Referees:

Details of match referee gamertags, what dates/ times they will be available and suitable methods of contact will be published in advance of match schedules.

If team captains have any concerns with their match or opponent team they may call upon a match referee for support.

If/ when required a match referee may observe any match without prior warning.

Glitching/ Cheating

Glitching and or cheating will NOT be permitted.

We appreciate that some glitches can be accessed by 'accident', in the event of such an 'accident' the player & team will be advised of the action witnessed and given a warning. If said accidental glitch causes the team responsible to gain an advantage the map will be replayed after a warning has been issued to both team and player. There are no second chances, if such an 'accident' should happen again the team will face immediate disqualification from the tournament. NO EXCEPTION!

Please remember the spirit of the event, ultimately everyone is here to have fun and help raise money for charity so play nice and Have Fun!

**NSPCC Registered Charity No. SC037717
Save the Children Registered Charity No. 1076822.

REGISTER NOW!! The event is sponsored by Ubisoft & Xbox and this means we are able to support the event with some great prizes. Not only will the winning team win some awesome prizes thanks to Ubisoft but we're also offering every participant the chance to win a prize from our goodies bundle which includes.....

- 14 Xbox360 titles
 - 10 Limited Official Xbox360 Coloured Controllers
 - 2 Pink Carry Bags (each includes a pink Xbox360 Controller)
 - 2 Halo3 Presentation Cases
- Discuss this in our Forums