Tournament Logistics
1.) Size of field:
   A maximum of 18 bands will be allowed to compete.

2.) Pre-registration:
   Bands may pre-register at www.hcimg.org. In order to complete pre-registration, all
   band members must pre-register online.

3.) Check-in and Start time:
   Pre-registered bands that check in no later than 15 minutes prior to the start of
   competition will be ensured their spot to play. The field will open up to any other non
   pre-registered teams no later than 4:15 pm. Play will begin at 4:30. After 5:30 pm, no
   new bands will be allowed on the field.

Competition Format and Rules:

1.) A Team:
   One entry in is defined as a band of two to four players, all of whom must be present
   throughout the competition and must both be present at check-in. At no time may
   there be a switch in players. Switching partners is illegal and will result in
   disqualification of the band. Further, no player may belong to more than one band.

2.) Format:
   Two Rock Band setups will be dedicated to the Skill competition. The tournament
   director will allocate bands to setups as they become available.
   Each band will be given the opportunity to play two songs. Bands choose song and
   player difficulty levels at their own discretion – although difficulty levels will affect
   scoring.

   After each band has played two songs, each band’s score for both songs is added
   together and the top two bands advance to the finals of the skill competition. Then the
   audience will be polled to determine the two finalists in the performance competition.

3.) Scoring:
After playing a song, a band’s score is given by the common score provided by the game times a score multiplier. The score multiplier is given by

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1.25 \times (# \text{ players using “expert” difficulty}) + 1.00 \times (# \text{ players using “hard”}) + 0.75 \times (# \text{ players using “medium”}) + 0.50 \times (# \text{ players on “easy”})
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4.) Audience Polling:

The audience polling mechanism is as follows: All participating bands will assemble near the competition area. A competition official will point to each band in turn and solicit applause for the indicated band, allowing 30 seconds to pass before moving on to another band. The other tournament officials will then hold a closed vote to ascertain which two bands received the most applause, and which band received the most applause. If the vote is not unanimous on the choice of top two bands, the competition official will again ask the audience to applaud the three bands that received the highest number of votes, after which the other tournament officials will hold a final vote.

5.) Performance competition finals:

The finals of the performance competition will take place immediately after the finalists are decided. Both bands will play one song, after which the audience polling mechanism will be used to decide a winner. If the tournament officials were able to reach a unanimous verdict for the band that received the most applause coming into the finals, that band may choose the order of play. Otherwise, the order will be chosen randomly.

6.) Skill competition finals:

The finals of the skill competition will take place after the finals for the performance competition. Both bands will play one song, and the band with the highest score will win. The bands must play the same song. The choice of song is to be mutually agreed upon by the two bands. If no agreement can be reached in a reasonable time, the competition director will choose. The band with the highest score coming into the finals may choose the order of play.

7.) Competition Timing

Due to time constraints, we need to get through everything relatively quickly. Bands may not leave the area and will be disqualified if they do.

Protests

1.) All protests will be heard by the tournament director, designated prior to the start of the tournament. The decisions of the tournament director are binding and final.
Miscellaneous

1.) Unsportsmanlike conduct:
   Please be respectful of those playing around you. Our event is meant to be a fun event and we would really not like to have to kick you out. Anyone not complying with our sportsmanlike conduct policy will be disqualified and ejected from the event.

2.) Hardware Malfunction:
   In the event that there is a hardware malfunction, please notify the nearest staff member as soon as possible. Should a console freeze during play or suffer from other technical difficulties, play will halt and the malfunction will be rectified, after which the band that was interrupted will be allowed to start playing from the beginning of the song. It is not permissible to change songs after a malfunction. Faking hardware malfunction is considered unsportsmanlike conduct and grounds for disqualification and ejection.