

ASUS ROG Winter 2014 Starcraft II Tournament Rules

Online Qualifiers

1. Information

1.1 Game

The tournament will be played on StarCraft II: Heart of the Swarm.

The latest available game version (patch) will be used.

1.2. Tournament format

The tournament will contain a maximum of 256 players.

The tournament will be played with a double elimination bracket if 32 or less players check-in. If more than 32 players check-in, the tournament will start with a single elimination bracket and turn into a double elimination bracket

- on the third round (Ro16) if the first round contains a maximum of 64 players.
- on the sixth round (Ro8) if the first round contains a maximum of 256 players.

All matches are best-of-3.

The tournament will end when the top four players are determined.

1.3. Qualified players

The top four players will qualify for the ASUS ROG Winter 2014 StarCraft II tournament.

Note that only the tournament slot is provided, travel and accommodation expenses are not covered.

1.4. Schedule

The online tournaments start on 15:00 CET on Sunday December 29 and 17:00 CET on Monday December 30.

Check-in starts an hour before the tournament.

1.5. Administrators

Players should always address the administrators in a polite and respectful way.

An administrator has the final say in all matters.

Under extreme circumstances administrators reserve the right to change the rules.

2. General Rules

All players must have read and understood these rules before entering the tournament. Not understanding or not knowing the rules, are not valid excuses for breaking them.

2.1 Requirements

Each player must have a personal Battle.net account in Master or Grandmaster league on any server.

Players are required to announce their Battle.net profiles in the tournament system for admins to confirm their current ladder league.

2.2. Server

All games must be played on the European Battle.net server.

2.3. Equipment

No macro functions on keyboards/mice are allowed to be used in any tournament games.

2.4. Timekeeping

Should a player be late (less than 15 minutes) for the start of a tournament match, the player will forfeit the first game of the match.

Should the player be more than 15 minutes late for the start of a tournament match, the player will forfeit the whole match.

The players are allowed a 3 minute break between the games in a tournament match.

Administrators reserve the right to change these timings if circumstances require it.

2.5. Disconnects and computer failure

If a game is interrupted by a computer, network or software failure the game will be resumed using the Recover Game function. The game time is set 5 in-game seconds before the disconnect.

Neither player is allowed to view the replay or details page (e.g. build order tab) of the game before it is fully finished.

2.6. Complaints

If a player wants to make a complaint about a game result, the player has to tell the administrator

assigned to the match, before the next match starts.

If a player wants to object a game result ruled by an administrator, this has to take place before the next game.

2.7. Replays

After every game, both players must save the replay of the game.

2.8. Maps

The tournament map pool includes the following maps:

- Alterzim Stronghold TE - GHLight (Ryan Schutter)
- Bel'Shir Vestige LE - GHLight (Ryan Schutter)
- Derelict Watcher TE - GHLight (Ryan Schutter)
- Frost LE - GHLight (Ryan Schutter)
- Polar Night LE - GHLight (Ryan Schutter)
- Star Station TE - GHLight (Ryan Schutter)
- Yeonsu LE - GHLight (Ryan Schutter)

Every tournament game will be played on maps from the tournament map pool only.

If the players are required to create the game for themselves, both players have to check that the game is played on the right map and on the correct version of the map. If neither of the players complains about the map version in the first 5 minutes of the game, the game will be played on the selected map unless an admin decides otherwise.

2.9. Map picks

Before each match both players veto out two maps out of the map pool one by one in turns, leaving three maps to be played.

The player who made the first veto picks the first map to be played out of the remaining maps. The other players then picks the second map. The third map (if needed) is the last map that remains.

If the players can not decide who starts the map vetoes, the player who is visually higher up on the bracket starts.

2.10. Punishments

Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified.

Bad behaviour towards other players, casters or the administrators may result in a disqualification.

3. In game rules

3.1. Chatting

No excessive chatting is allowed in the game. If the need to chat occurs the players must be straight to the point and polite. Ideally the only chat in each game will be at start up and when a player surrenders the game.

No chat is ever permitted from a player to an outside party during a tournament match, or from an outside party to the player, unless the outside party is an administrator.

Typing "gg" after 30 seconds means surrendering. If you type it the game might be considered forfeit even if you wish to continue playing.

3.2. Game settings

Each tournament game is played with the following options:

- Map Options
 - Mode: Faster
 - Locked Alliances: Yes
 - Game Privacy: Normal or No Build Order
- StarCraft II Options
 - Window mode: Fullscreen or Fullscreen (Windowed)
 - Automatic Replay Save: ON
 - Online status: Busy
 - Toast Notifications: OFF

3.3. Bugs and Misuse

No abuse of gamebreaking bugs is allowed in any tournament match. Normal mechanics that can be considered bug-like are naturally allowed (such as mineral walk, pylon walk). If you are unsure about some mechanics, ask an administrator.

3.4. Observers and Streaming

No observers are allowed in any tournament games, except for approved streamers and administrators.

Streams are required to add a minimum of 5 minutes of delay to their broadcast.

Players may not watch or listen to any streams of the tournament while playing.

3.5. Pausing

If a player must pause the game due to technical difficulties the player must if possible tell the opponent about this before pausing.

If a game is paused without a reasonable explanation such as a technical difficulty the game might result in a forfeit.

3.6. Racepicking

The same rules for picking a single race apply for picking Random as well.

Each player signs up to the tournament with one set race. If a player wants to change the race before a match, an administrator must be notified, and the new race must be played throughout the whole match.

As soon as a player joins or creates a game he is to choose his playing race.

3.7. Draws and stalemates

If a player deliberately plays for a stalemate, administrators hold the right to decide the outcome of the game.

If there is a natural stalemate the game will be replayed.