

# ASSEMBLY Winter 2013 Starcraft II Tournament Rules

## **1. Information**

### **1.1 Game**

The tournament will be played on StarCraft II: Wings Of Liberty.

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

### **1.2. Tournament format**

The tournament will contain a maximum of 16 players.

The tournament will consist of a GSL style (double elimination) group stage and single elimination playoffs.

Group matches are best-of-3. Playoff matches are best-of-5, except for the final which is a best-of-7.

#### **GSL style groups**

In round 1. the four players in the group are divided into two pairs who play each other. The winners and losers of these matches face off in the round 2 where the winner of the winner's match advanced from the group. In round 3 the winner of the losers match and the loser of the winners match play each other to decide which one of them is the second player advancing from the group.

#### **Round robin groups**

If a player is unable to attend the event or play the group stage, and a suitable replacement is not found, the 3-player group will be played in Round Robin format (all vs all). In a case of a tie situation:

- Tie situations are solved one criterion at a time, until all tie situations are solved.
- If more than two players are tied, and a certain criterion involves all the players but only solves a part of the tie situation, that part is resolved and the resolution starts over from criterion 1 for the remaining players.
- The criterion in priority order:
  1. Mutual match
  2. Map score difference in all games in the group
  3. Map score difference in mutual games
  4. Won maps in all games in the group

5. Won maps in mutual games
6. Tiebreaker games (bo3)

### **1.3. Schedule**

All times mentioned are local time, EET (CET+1).

- Friday 22. February
  - 14:00 Groups A & B warmup
  - 15:00 Groups A & B R1
  - 16:00 Groups A & B R2
  - 17:00 Groups A & B R3
  - 18:00 Groups C & D warmup
  - 19:00 Groups C & D R1
  - 20:00 Groups C & D R2
  - 21:00 Groups C & D R3
  
- Saturday 23. February
  - 11:00 RO8 A & B
  - 12:15 RO8 C & D
  - 13:30 RO4 A
  - 14:45 RO4 B
  - 16:30 Bronze
  - 18:00 Final

### **1.4. 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.

### **2.2. 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 match.

The players are allowed a 5 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 and the game is heavily favoured to the extent that the game would definitely have been won by one player an administrator may rule the game in favour of said player.

### **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:

- WCS Cloud Kingdom LE (Blizzard)
- WCS Daybreak LE (Blizzard)
- WCS Ohana LE (Blizzard)
- WCS Entombed Valley (Blizzard)
- #GSL Akilon Flats (Lysergic)
- #GSL Whirlwind SE (null)
- DF Atlas (null)

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 vetoes

The player starting the map picking process will be either decided through an administrators coin flip or randomized in advance. In a best of X match, the players remove a map from the pool one by one until X maps are left. Then the players take turns picking the map order from the maps that are left, starting from the first map that will be played.

### **Example: Players T and Z play a best of 5 (bo5) match**

1. Player Z is determined to be the first to veto.
2. Player Z removes Atlas
3. Player T removes Whirlwind
4. Daybreak, Cloud Kingdom, Ohana, Entombed Valley and Akilon Flats are left.
5. Player Z picks Akilon Flats as the first map
6. Player T picks Cloud Kingdom as the second map
7. Player Z picks Daybreak as the third map
8. Player T picks Ohana as the fourth map
9. Entombed Valley is played fifth if necessary

## 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 game must be played in Faster mode.

Every player must set their online status to Busy.

Every player must turn off notifications.

#### **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.

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.