

1.1. BATTLEFY RULES

1.1.1. Applicability of Rules

- 1.1.1.1. You acknowledge your acceptance of these rules by
 - 1.1.1.1.1. Signing or accepting a player participation form for this Tournament.
 - 1.1.1.1.2. Registering and participating in any game that is part of this Tournament.
- 1.1.1.2. If you (or your parent or legal guardian) do not accept these rules OR you do not meet the Tournament Eligibility Rules listed in Section 2.6, you may not participate in this Tournament.
- 1.1.1.3. The tournament administration team has the sole discretion to override the terms of this rule set or create new terms at any time.

1.1.2. Participation Requirements

- 1.1.2.1. Registration: Players must complete registration before the start of the tournament in order to participate in the tournament. It is recommended that players register well in advance of the start time of the tournament in the case of additional requirements and/or technical errors.
- 1.1.2.2. In Game Name: Each player is responsible for submitting the correct in game name to the Battlefy platform, and to update it in the case that it changes in game. If a player does not input the correct in game name, they may be disqualified from the tournament.
- 1.1.2.3. Additional registration fields, if requested, are required for this tournament. Players who do not fill in all the registration fields may be disqualified from the event at the discretion of the tournament administration team.
- 1.1.2.4. Match communication with opponents will occur on the Battlefy match page for each respective match.
- 1.1.2.5. Tournament support will occur on the Battlefy match page in the private match chat for each respective match
- 1.1.2.6. Score Reporting will occur on the Battlefy platform. The winning player should report the score of the match immediately after it has been played. It is recommended that screenshots of end game screens be taken.

1.1.3. Player Behavior and Names

- 1.1.3.1. Players may not use racist, sexist, hate-speech, or otherwise inappropriate language or behavior.

- 1.1.3.2. Player names must not include derogatory or inappropriate words.
- 1.1.3.3. Unsportsmanlike behavior or player names may result in a forfeit of a Game/Match, or Ban from the tournament.
- 1.1.3.4. Whether or not an incident violates the rules of the tournament is solely up to the discretion of the tournament administration team.

1.1.4. Disqualification

- 1.1.4.1. The violation of any of the conditions in the rule sets may result in disqualification from the tournament as determined by the tournament administration team.
- 1.1.4.2. Any form of cheating or use of macros may result in a Ban from the tournament.
- 1.1.4.3. Use of any third party software that performs multiple key presses (macros) or gives players extra information not normally provided by the game client are strictly forbidden.
 - 1.1.4.3.1. Does not include VOIP software such as Discord/Skype; keyboard or equipment drivers/software or any software required to be installed by the Tournament Organizers.
- 1.1.4.4. Cheating, use of restricted third party software or macro use accusations must be verified by a Tournament Administrator. A Match Issue must be submitted immediately, along with proof, screenshot or video, of the cheating. For all cheating claims, the burden of proof is on the accuser.
- 1.1.4.5. Pro players or any players that represent a team or brand may be excluded from the tournament at our sole discretion.

2. BT GAMING CHAMPIONSHIP - SUPPORTING STAND UP TO CANCER RULES

- 2.1. Tournament Operator: Battlefy
- 2.2. Tournament Partner: BT - Supporting Stand Up To Cancer
- 2.3. Tournament Support: Click "Report Match Issue" on your match page to alert an admin. They will join your private match chat
- 2.4. Tournament Director: John Gallagher
- 2.5. Tournament Admins: Nigaol, Turtel, Leyra, MCploxx, Crime, Broly, iStayFree_, rugalfury, Doig, Luke
- 2.6. Tournament Eligibility

- 2.6.1. **Join code:** This engagement is available to BT employees and their families. To receive a join code, please follow the instructions at <https://mydonate.bt.com/events/btfifa2018>
- 2.6.2. **Minimum age:** You must be at least 13 years of age by the tournament start date in order to participate in this tournament.
- 2.6.3. **Tournament check-in** is required in for this tournament. Tournament check-in will begin 60 minutes prior to tournament start time. Players who fail to check in for the tournament will not be allowed to participate.
- 2.7. **Match check-in** is enabled for this tournament. Each time a participant is paired against an opponent on the Battlefy platform, each player must check-in to the match using the Battlefy interface within 10 minutes of the match starting. Players who fail to check in for their match may be disqualified at the discretion of the tournament administration team.
- 2.8. **Leaderboard Points:** Players will earn **3 leaderboard points for each win they accumulate** in each qualifier, and **1 leaderboard point for each loss they accumulate**. For example, if a Player finishes a qualifier with a record of 5 Wins and 1 Loss, they will earn 16 points. If a Player finishes a qualifier with a record of 0 Wins and 6 Losses, they will earn 6 points. Players are permitted to enter as many qualifiers as they wish, but may only enter qualifiers for one platform in one region. Players may NOT enter qualifiers for both Xbox One and PlayStation 4, and they must enter qualifiers in the region in which they work.
- 2.9. Prizing
 - 2.9.1. Please refer to the prizing section of the tournament page for more information
 - 2.9.2. Disqualified or Ineligible players are not eligible to receive prizes.
 - 2.9.3. Prize distribution is subject to Battlefy receiving the information requested of each player at the conclusion of the tournament.
- 2.10. Schedule
 - 2.10.1. The following schedule of dates are subject to change.
 - 2.10.1.1. All tournaments will begin at 1pm BST
 - 2.10.1.1.1. 29th September - First Qualifiers
 - 2.10.1.1.2. 6th October - Second Qualifiers
 - 2.10.1.1.3. 13th October - Third Qualifiers
 - 2.10.1.1.4. 20th October - Fourth Qualifiers
 - 2.10.1.1.5. 21st October - Tiebreaker Tournament & Playoffs Begin
 - 2.10.1.1.6. 25th October - Grand Finals Matches
- 2.11. Streaming

- 2.11.1. Streaming for this tournament is not prohibited.
- 2.11.2. Players and/or Casters are not required to have a delay on their stream.

3. GAME RULES

3.1. Game Settings

- 3.1.1. Any setting not listed below should not be changed from its default state within the private match lobby. The Global settings are to be used for all Game modes unless otherwise specified in the game modes specific section.

3.1.2. Game Mode Specific Settings

- 3.1.2.1. **Game Type:** Friendlies Lobby
- 3.1.2.2. **Half Length:** 6 minutes
- 3.1.2.3. **Controls:** Any
- 3.1.2.4. **Squad Type:** Online
- 3.1.2.5. **Game Speed:** Normal
- 3.1.2.6. **Custom Formations:** Not Allowed
- 3.1.2.7. **Five Defender Formations:** Not Allowed

3.2. Hosting

- 3.2.1. Players listed with the higher seed (lower seed number) will be responsible for hosting the Custom Game and ensure the proper settings above are used.
 - 3.2.1.1. Players who are shown on the left side of the match page will be considered the Higher Seed for Qualifier Tournaments
- 3.2.2. The higher seeded player has choice of home or away.
- 3.2.3. Hosting players should always leave and create a new Custom Game for each game.
- 3.2.4. If the hosting player starts the game with the wrong settings, it may result in a forfeit for the hosting player. If the game is played beyond the first point scored with the incorrect settings then the game is to be played to completion. It is the non-hosting player's responsibility to report the incorrect settings as soon as possible.
- 3.2.5. If the Host incorrectly ends a game, it will result in a forfeit for the hosting player.

3.3. Tournament Setup & Rules

- 3.3.1. **Swiss Qualifiers:** This is a non-elimination format. All players will participate in the same amount of matches as each other. Players will earn leaderboard points for every match they win or lose.
- 3.3.2. **Single Elimination Tiebreaker Tournament:** After winning a match, players will advance to the next round of the Tiebreaker Tournament. If a player loses a match, they

are eliminated from the tournament. This tournament will continue until all 16 slots for Playoffs are determined.

- 3.3.3. **Match Type:** Best-of-1 for Qualifiers and Tiebreaker Tournament. Playoffs will be Best-of-3 until Grand Finals, which will be Best-of-5
- 3.3.4. **Default Start Time:** All Round 1 Matches have the same default start time.
 - 3.3.4.1. Swiss Qualifiers: After Round 1, all future rounds will have a unique start time that is dependent upon the time that ALL matches in the previous round are completed.
 - 3.3.4.2. Tiebreaker and Playoffs: After Round 1, all Matches have a unique start time that is dependent upon the time at which the Teams' previous Round results were submitted.
 - 3.3.4.3. Matches must be started by their default start time and played until completion. Postponing matches is only at the discretion of Tournament Administrators.
- 3.3.5. **Double Forfeit for Swiss Qualifiers:** If a Match is not played and neither Player submits a Ticket requesting the Forfeit win, or both Players otherwise Forfeit a Match, both teams will be given a Loss, and neither team will advance to the next round of the Qualifier. All eligible prizes will be forfeit as a result.
- 3.3.6. **Double Forfeit for Tiebreaker & Playoff Tournaments:** If a Match is not played and neither Team submits a Ticket requesting the Forfeit win, or both Teams otherwise Forfeit a Match, the Match win will be awarded to the higher seeded Team who will then be given a Match loss in their next Match.
- 3.3.7. **Seeding:** Teams will be randomly seeded at of the close of Registration. The lowest seed number is the highest ranked player for hosting purposes.
- 3.3.8. **Warm-up:** No warm-up or practice Games are permitted once the Match Start time has begun. If a Match is played before the scheduled time, it will not be considered a warm-up and will count as the official results.
- 3.3.9. **Delays:** Teams may not delay the start of a Match beyond its scheduled start time, without the approval of a Tournament Administrator. Players may delay a Match between Games for up to five minutes. Teams can request that a Tournament Administrator enforce this five minute time limit. After five minutes of a Tournament Administrator enforced delay, if the delaying Team does not have the minimum required Players, they will Forfeit the Match.
- 3.3.10. **Disconnections:** If a player disconnects before the first 30 seconds or first point scored, the game must be restarted. If a Player disconnects from a game after the first 30 seconds or after the first point, the Game will be resumed at the closest possible point. The scores of the games will be combined to obtain the overall game score. If a player disconnected deliberately due to a Penalty, free kick, and/or red card, then that player will forfeit the match.

- 3.3.11. **Weather:** Any player may quit out of the game if the weather condition is raining or snowing. This must be done so before the start of regulation time. If both players proceed to play the match, it is implied that both players agree to play in the set weather condition for their match.
- 3.3.12. **Ties:** In the event the match is tied at the end of the game, the game will proceed into Extra Time and Penalty Kicks, if needed.
- 3.3.13. **Kickoff Glitch:** Kickoff Glitch falls under abuse of in game mechanics. If an advantage is gained such as a goal being scored or an attacking possession achieved, then the player who performed the action will forfeit the Game. If no advantage is gained, the match must continue. Video proof must be provided to a Tournament Administrator for review after the game has ended.

3.4. Reporting Issues

- 3.4.1. **Contacting a Tournament Administrator:** To contact a Tournament Administrator use the "Report Match Issue" button on your Battlefy Match page and report the details in the Match Chat.
- 3.4.2. **No Shows:** No Shows must be verified by a Tournament Administrator.
- 3.4.3. **Reporting Scores:** Winning players must report the Match results within 5 minutes of its completion. Failure to report the Match results on time may result in a Forfeit.
- 3.4.4. **Screenshots:** Both players in a Match should take a Screenshot(s) of each Game's results in case proof is needed for a dispute. Screenshots should be clearly visible and contain the Game Score, all Players on both Teams, and a time stamp. Screenshots may be uploaded to Battlefy during score reporting.
- 3.4.5. **Disputes:** To dispute Game/Match results, Players/Teams must notify a Tournament Administrator that they would like to dispute the results before a new Game/Match has begun.
- 3.4.6. **Dispute Evidence:** If a Screenshot(s) is needed in order to resolve a dispute, it should be linked in the Battlefy Match Private Chat via an image linking site such as imgur. Videos may also be uploaded and linked to a website such as YouTube. The issue must be clearly stated as well as the time in the video in which the issue occurred, and/or what the Tournament Administrators should be looking for in the picture.