Quake Champions Community Tournament Rule Set

Tournament Director: John - Discord ID SweetJohnnyCage#8763

Tournament Operator: Battlefy
Tournament Sponsor: id Software, Bethesda Softworks
Tournament Support: Discord: https://discord.gg/yWtqmTR

1. **Player Behavior and Names**

    1.1. Any racist, sexist, hate-speech, or otherwise inappropriate behavior will not be tolerated. Players that do not follow this rule will be banned from the tournament immediately. Player names must not include derogatory or inappropriate words. Whether or not a username qualifies as inappropriate is solely up to the discretion of the tournament administration team

2. **Technical Issues**

    2.1. Players are solely responsible for their own internet connection and game. In the event of a disconnect during a duel match, the following rules apply with regard to remakes

    - If no champions have been eliminated, the game will end and be remade
    - If the player who is ahead by 1 champion or more disconnects, the game will end and the be remade.
    - If the player who is behind by 1 champion or more disconnects, they will lose that round. The game will be remade and the remaining rounds will be played.
    - In the event of a remake, all selected Champions will be kept the same.

    2.2. In the case of an error with the Quake Champions client, the administration team will decide upon further steps

3. **Tournament Eligibility and Participation Requirements**

3.1. For Open Tournaments, all players from their respective regions are eligible to play in the Quake Champions Community Cups, regardless of their in-game rankings. Players may only enter into one of either the North America or Europe tournaments, not both. The tournament(s) you enter must be in accordance to the continent in which you reside.

3.2. For Amateur Tournaments, all players from their respective regions are eligible to play in the Quake Champions Community Cups, provided they are ranked 1950 (Diamond 3) and below. Unranked players are NOT eligible to enter Amateur Tournaments. Players must have completed their 10 placement matches in order to be eligible for Amateur Tournaments.

3.3. If a player is ranked higher than 1950 in ANY game mode, they are not eligible to participate in ANY Amateur tournaments. For example, if a player has a Duel rank of 2100, but a 2v2 rank of 1200, they are NOT eligible to enter an Amateur tournament, regardless of game mode.

3.4. Players may only enter into one of either the North America or Europe tournaments, not both. The tournament(s) you enter must be in accordance to the continent in which you reside.

3.5. There is a **minimum age** for participation in this tournament. You must be at least 18 years of age by the tournament start date in order to participate in this tournament

3.6. 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.

3.7. Players must use the Quake Champions account they registered with. A player found using an account other than the one they registered with will be disqualified from the tournament, and possibly barred from competing in other Battlefy tournaments.

3.8. **Additional registration fields** are required for this tournament. Players who do not fill in the registration fields may be disqualified from the event at the discretion of the tournament administration team

3.9. **Registration** for the tournament will occur at https://battlefy.com/quake. 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.

3.10. **Tournament check-in** is required in for this tournament. Tournament check-in will occur 60 minutes before the start of the tournament. Tournament check-in is accessed from the tournament page.

3.11. **Match communication** with opponents will occur on the Battlefy match page for each respective match.

3.12. **General Tournament support** will occur on the official tournament discord support server. Please post tournament questions in the designated support channels in the discord support server.

3.13. **Match support** can be accessed by selecting “report match dispute” on the Battlefy match page. In addition, an admin should be consulted in the tournament support chat. An administrator’s decision is final.

3.14. **Score Reporting** will occur on the Battlefy platform. The winning player should report the score of the match after it has been played. It is recommended that screenshots of end game screens be taken to be used in the event of a dispute.

4. Tournament Structure

4.1. Players will be seeded in each tournament bracket according to their current in-game Ranked Points, drawn at the time of bracket creation.

4.2. Quake Champions Community Cup tournaments on Battlefy will be double-elimination.

- All winners/upper bracket & Grand Finals matches will be Best of 3
- All losers/lower bracket matches will be Best of 1

5. Tournament Schedule

5.1. Battlefy will be hosting Quake Champions tournaments throughout 2018. Please check www.battlefy.com/quake for tournament dates.

- Battlefy and its partners have sole discretion in changing the competition dates, format, and rules at any time.

6. Playing a Match

6.1. The player to the left of the VS on the match page is considered the higher seed in the match.

6.2. Players will add each other to their friends list in-game and create a party with each other

6.3. Both players must agree on which server to play on. If players cannot agree on a server, the following servers must be used by default:

- NA Tournaments - Dallas
- EU Tournaments - Frankfurt

6.4. The high seed will create a lobby according to the game settings listed above and invite the low seed.

6.5. The host of a tournament match will create a lobby with the following settings

- Duel
    - Game Type: Duel
    - Win Condition: Best of 5
    - Time Limit per Round: 5 Minutes
    - Map Pool:
        - Awoken
        - Blood Covenant
        - Blood Run
        - Corrupted Keep
        - The Molten Falls
        - Ruins of Sarnath
        - Vale of Pnath
- 2v2
    - Game Type: 2v2 TDM Ranked
    - Score Limit: 50 Frags
    - Time Limit: 15 Minutes
    - Map Pool:
        - Awoken
        - Blood Covenant
        - Blood Run
        - Corrupted Keep
        - The Molten Falls
        - Ruins of Sarnath

        - Tempest Shrine

6.6. All Duel and 2v2 winners/upper bracket & Grand Finals matches will be Best of 3. Before the start of every winners and Grand Finals match, players will perform a Map & Champion Veto in the Battlefy match chat. Instructions are as follows:

- Low seed bans a Champion. Both players are prohibited from selecting this Champion for the duration of the match.
- High seed bans a Champion. Both players are prohibited from selecting this Champion for the duration of the match.
- High Seed vetoes a map
- Low seed vetoes a map
- High seed selects the first map
- Low seed selects the second map
- High Seed vetoes a map
- Low seed vetoes a map
- The remaining map will be the third map if the match reaches 3 maps.

6.7. All Duel and 2v2 losers/lower bracket matches will be Best of 1. Before the start of every losers bracket match, players will perform a Map & Champion Veto in the Battlefy match chat. Instructions are as follows.

- Low seed bans a Champion. Both players are prohibited from selecting this Champion for the duration of the match.
- High seed bans a Champion. Both players are prohibited from selecting this Champion for the duration of the match.
- High seed vetoes a map
- Low seed vetoes a map
- The process repeats until 1 map is remaining. This is the map that the match is played on

6.8. Players must begin playing their matches within 10 minutes of the matchup being available.

- If a player or team is unable to begin playing their match within 10 minutes, the match will be considered forfeit and the offending team will be removed from the remainder of the tournament and all possible prizes will be forfeit.
    - When a team is removed from the remainder of the tournament, any subsequent matches against this team will be scored as a Bye for their future opponents.
- If both teams are unable to start the match within 10 minutes, the score will be considered a double-loss and all possible prizes will be forfeit.

- When both players or teams are removed from the remainder of the tournament, any subsequent matches against either of these players or teams will be scored as a Bye for their future opponents.

7. Streaming

7.1. Players are permitted to stream their matches if they wish to. Battlefy encourages broadcasters to add a delay of at least 2 minutes to their stream to prevent their opponents from gleaning match information from the stream.

8. Prizing

8.1. Participants in the following **countries** are not eligible to receive prizes for this tournament:

- Syria
- Sudan
- North Korea
- Cuba
- Iran
- Crimea Region of Ukraine

8.2. Cash prizing will be distributed by Battlefy on behalf of id Software/Bethesda via PayPal

8.3. Prizing for Battlefy Quake Champions Community Tournaments are as follows:

- Open Duel
  - 1st Place - $70
  - 2nd Place - $55
  - 3rd Place - $35
  - 4th Place - $20
- Open 2v2
  - 1st Place - $140
  - 2nd Place - $110
  - 3rd Place - $70
  - 4th Place - $40
- Amateur Duel
  - 1st Place - 20 Reliquaries
  - 2nd Place - 10 Reliquaries, 6 Chests
  - 3rd Place - 6 Reliquaries, 6 Chests

        - 4th Place - 4 Reliquaries, 4 Chests
        - 5th Place - 3 Reliquaries, 2 Chests
        - 7th Place - 2 Reliquaries, 2 Chests
    - Amateur 2v2
        - 1st Place - 40 Reliquaries
        - 2nd Place - 20 Reliquaries, 12 Chests
        - 3rd Place - 12 Reliquaries, 12 Chests
        - 4th Place - 8 Reliquaries, 8 Chests
        - 5th Place - 6 Reliquaries, 4 Chests
        - 7th Place - 4 Reliquaries, 4 Chests

8.4. Disqualified players are not eligible to receive prizes

8.5. Prize distribution is subject to Battlefy receiving the information requested of each player at the conclusion of the tournament

9. Penalty & Disqualification

9.1. The violation of any of the conditions in this rule set may result in disqualification from the tournament

9.2. The tournament administration team has the sole discretion to override the terms of this rule set at their discretion

9.3. The tournament administration team has the sole discretion to also administer penalties should any rules be violated.

- First time offenders may be given a Yellow Card for violating any rules outlined above. Yellow Cards will serve as a warning to players or teams.
- Subsequent offenses by the same player or team may cause them to be given a Red Card. Any team or player that is issued a Red Card will automatically forfeit any eligible prizes from the tournament they are participating in. Red Card holders will also be prevented from entering any Battlefy Official Quake Champions Community Tournaments for a period of at least 4 weeks after they receive a Red Card.
- Red Cards do not necessarily need to be preceded by Yellow Cards. The administration team may determine that an offense warrants a Red Card even though the offending player or team does not currently have a Yellow Card.