

ASUS ROG Summer 2015 StarCraft II Rules

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1. Information

ASUS ROG Summer 2015 StarCraft II Tournament is a two day tournament held in Helsinki, Finland on July 30-31 with \$15 000 USD and 1800 WCS points in the prize pool. The tournament consists of 32 players from which 16 are invited and the other 16 selected via qualifiers. High quality streams will be provided in English and other languages throughout the tournament on Twitch.

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 32 players.

The tournament will be played with two double elimination group stages and a single elimination playoffs stage.

Group stage matches are best-of-3. Playoff matches are best-of-3 in the quarter finals, best-of-5 in the semi-finals and the final is a best-of-7 match.

In case of a cancellation and a suitable replacement is not found, the 3-player-group will be played in round robin format (all vs all).

1.2.1 Double elimination 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.

1.2.2 Round robin groups

The round robin tie-breaker rules are explained below in case a group will have 3 players and thus played in the round robin format.

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 (for two player situation only)
 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 (bo1)

1.3. Schedule

All times are local time EEST (GMT+3).

- Thursday, July 30
 - 15:00 Group stage 1, Groups 1-8, Round 1, 16 matches, bo3
 - 16:00 Group stage 1, Groups 1-8, Round 2, 16 matches, bo3
 - 17:00 Group stage 1, Groups 1-8, Round 3, 8 matches, bo3
 - 18:00 Break
 - 19:00 Group stage 2, Groups A-D, Round 1 A, 4 matches, bo3
 - 20:00 Group stage 2, Groups A-D, Round 1 B, 4 matches, bo3
 - 21:00 Group stage 2, Groups A-D, Round winners, 4 matches, bo3
 - 22:00 Group stage 2, Groups A-D, Round losers, 4 matches, bo3
 - 23:00 Group stage 2, Groups A-D, Round decider, 4 matches, bo3

- Friday, July 31
 - 14:00 Ro8 A, 1 match, bo3
 - 15:00 Ro8 B, 1 match, bo3
 - 16:00 Ro8 C, 1 match, bo3
 - 17:00 Ro8 D, 1 match, bo3
 - 18:00 Semifinal A, 1 match, bo5
 - 19:30 Semifinal B, 1 match, bo5
 - Break ~30 min
 - 21:30 Final, 1 match, bo7

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.

2.1 Requirements

Each player must have a personal Battle.net account.

The account name must represent the player's official handle or real name.

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.

One mouse click or button press should trigger only one game command.

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.

Replays are not be published without permission before an official replay pack is released.

2.8. Maps

The tournament map pool includes the 2015 Ladder Season 3 maps:

Map name	Publisher	Link
Bridgehead LE	Blizzard	battlenet://starcraft/map/2/181654
Coda LE	Blizzard	battlenet://starcraft/map/2/178112
Dash and Terminal	Blizzard	battlenet://starcraft/map/2/181655
Moonlight Madness	Blizzard	battlenet://starcraft/map/2/181656
Terraform	Blizzard	battlenet://starcraft/map/2/181657
Cactus Valley LE	Blizzard	battlenet://starcraft/map/2/178113
Iron Fortress	Blizzard	battlenet://starcraft/map/2/178114

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.

Streamed games should be created with WCS GameHeart Mod (battlenet://starcraft/map/2/169989).

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 until X maps are left. The removal is done in order: Player A, Player B, Player B, Player A, etc. Then the players take turns picking the map order from the maps that are left, starting from the first map that will be played.

2.9.1 Example

Players T and Z play a best-of-3 (bo3) match

1. Player Z is determined to be the first to veto.
2. Player Z removes Dash and Terminal
3. Player T removes Bridgehead
4. Player T removes Terraform
5. Player Z removes Moonlight Madness
6. Coda, Cactus Valley and Iron Fortress are left in the pool.
7. Player Z picks Coda as the first map
8. Player T picks Iron Fortress as the second map
9. Cactus Valley is played third 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 the start 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. Communication

During a match players may not communicate with anyone except with the opponent and tournament admins.

3.3. 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

3.4. Bugs and Misuse

No abuse of game breaking 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.

3.5. 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.

3.6. 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.

3.7. Race-picking

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.

3.8. Draws and stalemates

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

If there is a natural stalemate and the game ends up in a tie, the game will be replayed from the start.