ASUS ROG Winter 2014 Starcraft II Tournament Rules

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 32 players.

The tournament will consist of two dual tournament group stages and single elimination playoffs.

All matches are best-of-5 except the final which is a best-of-7 match.

Dual tournament 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 (bo1)

1.3. Schedule

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

- Friday, January 1st, 2014
    - 14:00   Group Stage 1, Round 1
    - 15:30   Group Stage 1, Round 2
    - 17:00   Group Stage 1, Round 3
    - 18:30   Break
    - 19:30   Group Stage 2, Round 1
    - 20:30   Group Stage 2, Round 2
    - 22:00   Group Stage 2, Round 3

- Saturday, February 2nd, 2014
    - 14:00   RO8 A
    - 15:30   RO8 B
    - 17:00   RO8 C
    - 18:30   RO8 D
    - 20:00   RO4 A
    - 21:30   RO4 B
    - 23:00   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.

Players are required to bring their own keyboard, mouse, headphones and other peripherals to the event. A PC and a monitor will be provided by the organizer.

Players are responsible for their own equipment.

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 the game will be resumed using the Recover Game function. The game time is set 5 in-game seconds before the disconnect.

Neither plays is allowed to view the replay 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.

Players are not allowed to view replays of the tournament which don't include themselves while they are still participating in the tournament.

2.8. Maps

The tournament map pool is the current Ladder map pool with GHLight maps. It includes the following maps:

Map name	Publisher	Link
Alterzim Stronghold TE - GHLight	Ryan Schutter	starcraft://map/2/155882
Daedalus Point - GHLight	Ryan Schutter	starcraft://map/2/158361
Frost LE - GHLigh	Ryan Schutter	starcraft://map/2/155885
Habitation Station - GHLight	Ryan Schutter	starcraft://map/2/155879
Heavy Rain LE - GHLight	Ryan Schutter	starcraft://map/2/158260
Polar Night LE - GHLight	Ryan Schutter	starcraft://map/2/155886
Yeonsu LE - GHLight	Ryan Schutter	starcraft://map/2/155888

GHLight maps can be found from the **Custom Games** section with the search term "GHLight".

Alternatively, you may choose the Ladder version of the map and create it with the **GameHeart Extension Mod** (starcraft://map/2/152907).

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 Heavy Rain
3. Player T removes Daedalus Point
   - Alterzim Stronghold, Frost, Habitation Station, Polar Night and Yeonsu are left.
4. Player Z picks Habitation Station as the first map
5. Player T picks Yeonsu as the second map
6. Player Z picks Frost as the third map
7. Player T picks Polar Night as the fourth map
8. Alterzim Stronghold 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 tournament game is played with the following options:
- Map Options
  - Mode: Faster
  - Locked Alliances: Yes
  - Game Privacy: 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 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.

3.4. 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 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.