

BYOC '09 General Rules

Table of Contents

- Motivation
- Official Terms
- Registration
- Bracket Seeding
- Match Play
 - Choosing Sides
 - Playing the Match
 - Reporting Rule Violations
 - Reporting Equipment Failure
- Rule Enforcement and Disqualification
 - Match Forfeiture
 - Yellow Cards
 - Red Cards
 - Example Rule Violations
- Additional Rules
- Indemnification

Motivation

Tournaments are about more than just winning. They are an opportunity to meet people from different region and different walks of life who share the passion for the game. They also serve as a meeting ground where you can finally hang out with friends from thousands of miles away who you might have only talked to online. Nevertheless, a major part of tournaments is about determining an eventual champion. We all have a competitive spirit within us, otherwise we wouldn't be attending tournaments in the first place. As the stakes are raised, so is the pressure to perform.

This document is an attempt to strictly codify every rule that will be in effect at the tournament. Our goal is not to make things overly complicated, but rather to make sure everyone is treated fairly. In the event of a conflict, strict adherence to these rules will ensure that things don't become personal and everyone can have a good time. All tournament competitors are responsible for knowing these rules in advance.

Terminology

The following terms will be used in this document, around the website, and at the tournament itself.

Bracket	A flow chart indicating who should play whom at any point in the tournament. The completely deterministic nature of a bracket ensures fair play.
Match	A pairing between two people/clan in the bracket. The two people play each other until a winner is determined.
Game	A Game is just what you think it is... a single game between 2 players/clans. Make sure you understand the difference between a Match and a Game!
The Director	The person ultimately responsible for running the whole tournament.
Admin	The Director has a lot of people helping him. These people usually watch over Matches and help to resolve conflicts. Thus, those people are called Admin. They are tournament officials. While they can help to resolve conflicts, the Director is the ultimate authority in making sure the rules are enforced.

Registration

- All participants must register online in advance of the tournament date. See the schedule for more details.
- Entry fees are non-refundable.

Bracket Seeding

All players in the tournament will be "randomly seeded". To the best of our ability, we will place players in the bracket in a manner that is totally random so there's no chance of any partiality or favours. This increases the likelihood that you will play against players whom you have not played against before.

Match Play

These rules will be in effect while a single Match in the tournament is played. If you are playing in the tournament, be sure to study this section carefully, especially if you have no prior tournament experience.

• **Choosing Sides**

When both players are at the game console, they must come to an agreement which side of the machine they will play on.

If an agreement cannot be reached, a coin toss will determine who gets to pick their side.

• **Playing the Match**

- Once sides and characters/teams have been chosen, the players should begin the first Game in the Match.
- The following rules go into effect once a Game ends
 - The Match is over when either player wins.
 - Once a player has won the required number of games, the winner of the Match should report the result to the admin.

• **Reporting Rule Violations:** At some point during the tournament, a player may violate either the tournament rules or the rules for a particular game in a tournament. The following rules apply toward rectifying rule violations.

- It is the responsibly of the players in the Match to detect all Match Rule violations and report them to an Admin immediately.
- All non-game play rule violations must be reported to an Admin before the Game starts (e.g. player using any cheat or banned item).
- Players are not allowed to stop a Game in progress to address a non-game play related rule violation. Stopping a Game in progress to report a non-game play rule violation will result in the forfeiture the round on the part of the person stopping the game.
- The only time a player is allowed to stop a Game to report a rule violation is when that violation occurs during the middle of the match.
- Stopping a Game in progress to erroneously report a rule violation automatically results in the forfeiture of the round by the player who stopped the game.
- Rule violations must be reported at the time they occur. Otherwise, they will be ignored. An Admin is allowed to report any rule violations on behalf of a player.
- If an Admin stops a game to mis-report a rule violation, the Game is replayed with both players picking the same characters, order, and side. No one is disqualified.
- The only people allowed to stop a Game to report a violation are the Admin and the players. Anyone else (e.g. a spectator) stopping a Game (for any reason) will receive a mandatory Red Card (see Rule Enforcement and Disqualification).
- If a player accidentally or intentionally stops his game for any other reason, he will be forced to forfeit the round. Example includes accidentally pressing the start button on his controller to pause the match, unplugging his or his opponent's joystick, etc. If the game cannot be restarted from the exact point of interruption, the player is forced to forfeit the Game.

- Match interruptions beyond the players control (e.g. the game crashes or freezes) will be dealt with directly by the Admin. All best attempts will be made to resume the round from where it left off. If that cannot be accomplished, the Game will be replayed with both players picking the same characters and modes.
- **Reporting Equipment Failure:** Video game hardware has a tendency to break down during tournaments. Buttons or joysticks will occasionally break down in the middle of a match, leaving the player on the broken side at a significant disadvantage. The following rules will be used in the event of a breakdown.
 - In the event of an equipment failure, the player has an option to stop the Game in progress to obtain a replacement.
 - If a Game is stopped in progress, the reporting player must forfeit the current round.
 - New equipment must be immediately available. If replacement equipment cannot be obtained in a timely manner, the player must continue to play on their current equipment or forfeit the **Match**.
 - Once replacement equipment is obtained, the player is given the rest of the round to configure their buttons and test the new equipment.
 - A player may opt to switch out equipment between Games at no penalty. When this occurs, the player will be given ample time to configure his buttons before the next Game begins.

Rule Enforcement and Disqualification

Unfortunately, sometimes things get out of hand. Rules occasionally get violated for a variety of reasons; accidentally, maliciously, or even out of ignorance. The following rules are designed to deal with rule violators in a way that ensures everyone is treated fairly. **These rules WILL be enforced!** Know the consequences for your actions ahead of time.

- Every participant starts off the tournament with a clean slate.
- Admin must report each rule violation to the Director immediately.
- The Director has the discretion to issue one (or more) of the following in response to each rule violation: Match forfeiture, a Yellow Card, a Red Card. Consequences for each violation are explained below
- **Match Forfeiture**
 - When Match forfeiture is issued, the participant automatically loses the Match in dispute (not the Game... the Match. Know the difference!).
 - The other player automatically advances in the bracket. He is not required to play a replacement.
 - If no Match is in dispute at the time the forfeiture is awarded (e.g. the forfeiture was issued while the participant was waiting to play), the participant automatically forfeits his next Match.
 - **Recommended Circumstances for Issuing a Match Forfeiture**
 - Inability to locate the participant at the time of his Match
 - Violation of Match rules during the Match
 - Minor misconduct during a tournament (e.g. disruptive behaviour, failing to obey the instructions of the admin, etc.).
- **Yellow Cards**
 - The first Yellow Card violation in and of itself has no effect. However, a Yellow Card violation will almost always also be accompanied by Match Forfeiture.
 - A 2nd Yellow Card violation **REQUIRES** that the tournament organizer also issue a Red Card
 - **Recommended Circumstances for Issuing a Yellow Card**
 - Excessive stalling/misconduct during a Match (e.g. repeatedly "accidentally" picking the wrong character, taking a bathroom break between games in a Match, excessive

- physical contact with the other player during a Match (e.g. kicking out his stool)).
 - Major misconduct violations during a tournament (e.g. punching, or slamming the screen or joysticks, excessive trash talking, etc).
- **Red Cards**
 - A player is immediately disqualified from the tournament after receiving a Red Card violation.
 - Red Card may be given immediately, without any prior violations, in extreme circumstances.
 - **Recommended Circumstances for Issuing a Red Card**
 - Upon issuing a 2nd Yellow Card.
 - Physically harming another tournament participant (smacking, punching, etc).
 - Excessive Misconduct (e.g. theft, causing a disruption which delays the tournament, racial slurs or excessive trash talking, etc.)
- **Example Rule Violations**
 - Player A is in a Match against Player B. During the middle of the Match, Player C claims that Player B is cheating and demands that the Match be stopped. After repeated (and loud) protesting by Player C, an Admin is forced to stop the Match. Player C is issued a Red Card for disrupting a tournament match regardless of the actions of Player B.
 - Player A is in a heated battle with Player B in the quarter-finals of the Winner's Bracket. After losing the last game in the Match, Player A loses his temper, stands up, and shouts an obscenity. The tournament Director issues a Yellow Card for misconduct. At his discretion, the Director may also issue a Match Forfeiture. If he does so, Player A will be eliminated from the tournament (1 loss to Player B + 1 loss due to the Match Forfeiture). Keep your temper.
 - Player A makes it to the semi-finals of the Winner's bracket. During that Match, he uses excessive trash talking to distract his opponent. Although he wins his Match, the Director issues a Yellow Card for unsportsmanlike conduct. During the finals of the Winner's bracket, Player A stops his Match for a restroom break. This is a mandatory Yellow Card violation. Since this is his 2nd Yellow Card, Player A receives a mandatory Red Card. Player A is eliminated from the tournament even though he has not lost a Match.

Additional Rules

- Any tournament players that are not present when their match is called for pool or semi final matches, without giving staff a valid reason for not being present, will have a period of 2 (two) minutes to report, to their station with the required equipment. After the two minute period has expired, you will be forced to forfeit your Match. This is a ZERO TOLERANCE policy, and friends or staff can't save you.
- Equipment sharing is no longer a valid option for being late to a match. You can take the risk and borrow someone's equipment, but if it is use, and your match is called, you will have 2 minutes to report with valid equipment or be disqualified.
- Anyone visibly intoxicated or otherwise under the influence will be immediately ejected from the tournament, and may be banned. If you do not cooperate immediately, we will not hesitate to contact the local authorities. We have always enjoyed violence-free events, and this a zero tolerance issue. Keep it in the game, or keep it to yourself.
- Collusion of any kind with your competitors is considered cheating. If the Tournament Director determines that any competitor is colluding to manipulate the results or intentionally underperforming, the collaborating

players may be immediately disqualified. This determination is to be made at the sole discretion of the Tournament Director. Anyone disqualified in this manner forfeits all rights to any titles or prizes they might have otherwise earned for that tournament.

- BYOC has a zero tolerance policy toward violence, threats of violence, intimidation, and other forms of thuggery. Any threat of violence or extreme intimidation will result in an immediate and lifetime ban.
- Gambling is prohibited in and/or around the event hall. Any player that gambles on the property will be immediately ejected from the tournament, and may be banned. If you want to gamble, go play at the tables, that is what they are for.

These rules are an attempt to ensure that the tournament runs fairly and as smoothly as possible. However, unforeseen circumstances may require a special response, and for that reason the Tournament Director reserves the right to change any of the tournament rules or remove any player at any time, for any reason, at their sole discretion.

- If you have any questions or concerns, feel free to contact us by e-mail

Indemnification

All tournament participants shall protect, defend, indemnify and hold harmless Xtreme Gaming Pvt Ltd, its affiliated corporations, and their respective officers, directors, shareholders, agents, representatives and employees from and against any and all costs and expenses, damages, claims, suits, actions, liabilities, losses and judgments including, without limitation, attorneys' fees and legal expenses, based on, arising out of or in any way related or connected with the Event or any other matter or activity directly or indirectly related to the Event, including but not limited to libel, slander, disparagement, defamation, copyright infringement, invasion of privacy, piracy, plagiarism, or infringement of any patent, copyright, trademark, trade secret or other intellectual property right of any third party. This obligation shall continue beyond the term of the Event.