



COMPETITION RULES & REGULATIONS

Version 1.0

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1. Introduction

The following document outlines the rules and protocols surrounding the tournament. Alongside this, players and teams competing in the tournament are required to abide by the [RL Oceania Player Code of Conduct](#).

Tournament Administrators reserve the right to make competitive rulings at any point during the tournament.

Any behaviour that breaches the following rules and regulations is punishable by, but not restricted to:

- ❖ Game disqualification.
- ❖ Series disqualification.
- ❖ Removal from the tournament.
- ❖ Temporary or permanent suspension from all Skrimzworld and RL Oceania events.
- ❖ Temporary or permanent suspension from all Skrimzworld and RL Oceania digital forums and platforms.

2. Definitions

GAME - A single 5 minute period of gameplay.

SERIES - A set of either three (3), five (5), or seven (7) games where the winner is determined by the team that achieves the majority of game wins.

MATCH SERVER - A server in which hosts the private match for each tournament match.

PLAYER - An individual competing in the tournament.

TEAM - A group of three (3) core players, additionally one (1) substitute, competing in the tournament.

SKRIMZWORLD - The organisation in which this event is sanctioned under.

TOURNAMENT ADMINISTRATOR - An individual who is arranging and supervising the online component of the tournament.

TOURNAMENT - The competitive period of events between event start and conclusion.

BRACKET - The tournament progression for teams.

DOUBLE ELIMINATION BRACKET - Opening stage within the tournament, prior to the Finals Bracket.

FINALS BRACKET - Final stage within the tournament.

3. Tournament Format and Schedule

1. Double Elimination Bracket - December 16th

- a. Seeding for the Double Elimination Bracket will be seeded by a panel of seeders based on The JBL Quantum Grand Slam 2023, The Gauntlet Season 5, and previous other independent tournament results.
- b. Matches during Round 1 of the Upper Bracket will be a best of 3 (bo3). All other remaining matches will be best of 5 (bo5)
- c. Top Six (6) Teams will qualify for the Finals Bracket.

2. Finals Bracket - December 17th

- a. The Two winning teams from the Upper Semi-Finals of the Double Elimination Bracket will Automatically progress to the Semi-Finals of the Finals Bracket. The Two losing teams from the Upper Semi-Finals of the Double Elimination Bracket will face off against the winners of the Lower Bracket.
- b. All matches will be a best of 5 (bo5) until the Grand Final, which will be a best of 7 (bo7)

4. Prizing Distribution

Prizing for the tournament is as follows.

1. Prize Pool

1st Place	\$750 AUD
2nd Place	\$450 AUD
3rd Place	\$150 AUD
4th Place	\$150 AUD

Note:

Following the conclusion of the tournament, payment information will be requested by Tournament Administrators from the winning teams. Teams have 30 days to provide the aforementioned details.

5. Registration Restrictions

The following restrictions apply to all individuals and teams who wish to participate in the tournament.

1. Roster Regulation

- a. All registered teams must state their core roster (three players) and alternate player if required on Start.gg when registering to compete in the tournament.
- b. All teams are permitted to state one (1) alternate player to the roster. This must be done prior to the commencement of the tournament.
- c. Only players who have been registered to a team are permitted to compete. Teams are not permitted to compete with non-registered players.
- d. Coaches, managers or any additional support staff including substitutes are NOT permitted to be in the lobby at any time.

2. Player Eligibility

- a. The tournament is open to all players currently residing in the Oceanic Region ONLY.
 - i. The Oceanic region is defined as: Australia, Fiji, French Polynesia, Indonesia, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Norfolk Island, Palau, Papua New Guinea, the Philippines, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu, and Wallis and Futuna.
- b. **All participants MUST be 13 years of age or older to participate in any Skrimzworld Event.**
 - i. Tournament Administrators reserve the right to request confirmation of age from any competing player in the form of a government provided ID. All details must match Start.gg account details.
 - ii. Failure to provide sufficient information will result in disqualification or removal from the tournament.

6. Tournament Procedure

1. Tournament Dates

a) Day 1

- i) [Double Elimination Bracket](#) - Saturday - December 16th

b) Day 2

- i) [Finals Bracket](#) - Sunday - December 17th

Note: All events commence from 5pm AEDT // 3pm AWDT // 7pm NZDT

2. Tournament Protocol

- a. Prior to the commencement of the Skrimzworld Cup 2023, all players and teams must be registered on Start.gg.
- b. All teams that have registered for the event will be required to be in the [Skrimzworld](#) Discord Server, where all information regarding registrations, matches, and brackets will be communicated.
- c. All teams and individuals must follow the Match Protocol, until they have either been eliminated from the competition or have won the final series.

3. Match Protocol

a. Entering the match

- i. At the commencement of the series, details for the corresponding match will be allocated by Start.gg. Teams are required to follow instructions stated by Start.gg or by Tournament Administrators.
- ii. Players must await all players to join the lobby before commencing the series.
- iii. ONLY the CORE LINEUP are permitted to be in the lobby during a series. Alternates must not be spectating within the lobby during an active series.
 1. If found in breach of doing so, this will be treated as a form of cheating and can result in disqualification from the event.
- iv. During broadcasted matches, teams will be required to await direction from Tournament Administrators prior to commencing the series.

b. Rehosts

- i. Between Games in a Series, teams may request that the Match Server be re-hosted on the same server region and details due to connection-related issues.

c. Reporting Scores

- i. After a Series is completed, both teams must submit the Series result to Start.gg or a Tournament Administrator. Taking a screenshot of the results or saving the replay of the match is strongly recommended in the case of a dispute.
 1. If a dispute occurs, both teams must submit proof of their claim to avoid an automatic forfeit of the Game/Series.
 2. Any teams or players found to be submitting false or doctored results receive sanctions outlined in Section 1.

d. Technical Pauses

i. Prior To or During a Series

1. A team may take up to **8 minute total pause period** once the series is deemed started, to either have their player resolve technical difficulties, or replace said player by any registered member of the team.
 - a. Series is deemed started, through start.gg marking match as "Called" for Check-in OR Tournament Administrator has instructed teams to join the lobby if match is broadcasted.
 - b. Once d.i expires - d.ii is then enforced.

ii. If a Timer Expires

1. If at any point D.I expires from its total allocation, the following takes place = **+1 Map Lost**.
2. An additional timer will then commence of 3 minutes, where a team must return or fill the field with a roster of 3 players, failure to do so will result in a **Series Disqualification**.
3. Teams are NOT permitted to play with 2 players or less, teams must compete with a roster of 3 players to be eligible.

e. Match Start Times

- i. This competition will utilise a rolling schedule, where players and competitors will be required to be ready to compete earlier than estimated with the original schedule.
- ii. Match start time will be rounded up to every 5 minute mark. For example, if a match becomes available at 5:26pm AEDT, the match start time will be set to 5:30pm AEDT.

f. Match Restarts

- i. If a player falls subject to technical difficulties within the first minute of a game and no goals are scored, the game is to be restarted.
- ii. If a player falls subject to technical difficulties during a game, following either one minute of gameplay OR a goal is scored, the game is required to continue.
 1. Broadcasted series will be paused due to in-game abilities, but the timer as stated in "Technical Pause d.i" will be enforced.

g. Substitutions

- i. A "Substitution" is defined as changing the player line-up after a Series has started. Substitutions may only occur between games in a series, and teams are limited to one player change per game. Additionally, this is only possible if the team has a pre-registered substitute. Substitutions need to be done when a map is NOT ACTIVE.

h. Best of 7 Timeouts

- i. During a best of 7 (bo7) series, each team will be permitted to utilise ONE (1) timeout during the series following the conclusion of a game. The timeout must be called for immediately after the conclusion of the game and stated to an Tournament Administrator to be registered.
- ii. The duration of the timeout will be two (2) minutes.
 - 1. This will include the end of the current map rollover clock = 1 minute + 1 minute of the new map.

i. Observers

- i. In-game observers are not permitted during the event, with the exception of Tournament Administrators, or other approved observers.

4. Game Play Specific Rules

a. Game Settings

- i. Game Mode: "Soccar"
- ii. Team Size: 3v3
- iii. Bot Difficulty: No Bots
- iv. Region: Oceania
- v. Mutators: None
- vi. Joinable By: Name and Password

b. Approved Arenas

- i. Aquadome
- ii. Beckwith Park
- iii. Beckwith Park (Midnight)
- iv. Champions Field
- v. Champions Field (Day)
- vi. Deadeye Canyon (Oasis)
- vii. DFH Stadium
- viii. DFH Stadium (Day)
- ix. DFH Stadium (Stormy)
- x. Estadio Vida
- xi. Forbidden Temple
- xii. Mannfield
- xiii. Mannfield (Night)
- xiv. Mannfield (Stormy)
- xv. Neo Tokyo
- xvi. Sovereign Heights
- xvii. Urban Central
- xviii. Urban Central (Dawn)
- xix. Urban Central (Night)
- xx. Utopia Coliseum
- xxi. Utopia Coliseum (Dusk)
- xxii. Wasteland
- xxiii. Wasteland (Night)

c. Controllers

- i. All standard controllers, including mouse and keyboard, are legal.
- ii. Macro functions (e.g. Turbo buttons) are not permitted.

7. Code of Conduct

The following Code of Conduct aims to ensure that players uphold the values which help maintain the integrity of the community. The following code applies to individuals who participate in any Skrimzworld Tournament, past or present, or become a member of the Skrimzworld associated social media platforms.

1. Player Conduct

- a. All players must conduct themselves in a way that is at all times with the general principles of personal integrity, honesty, and good sportsmanship.
- b. Players must be respectful of other Players, Tournament Administrators, and other community members.
- c. Players are strongly advised to not engage in any form of harassment or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity prior, during, or following the tournament's conclusion.
- d. Each player is expected to play to the best of their ability at all times during the tournament. Any form of unfair play is prohibited by these guidelines, and may result in disciplinary action.

Examples of unfair play include the following, but not limited to:

- i. Collusion and/or match fixing.
- ii. Hacking and/or otherwise modifying the intended behaviour of the game client.
- iii. Using any kind of cheating device, program, or similar cheating methods to gain a competitive advantage.
- iv. Use of macro keys or similar automated in-game actions.
- v. Impersonating another player or falsely playing as the intended registered player.
- vi. Intentional disconnect from the tournament without legitimate reason.
- vii. Betting or gambling on your individual, the team, or opponent's performance during the tournament.

2. General Conduct

All participants must be respectful of the Tournament Administrators and any other staff involved in the competition, tournament organisation, sponsors, partners, teams, players, attendees, and any other participants at all times. Participants must not use obscene gestures, language, or offensive comments, including but not limited to;

- a. Hate Speech or inappropriate behaviour
- b. Violent or physical aggression or behaviour
- c. Harassment of any kind
- d. Discriminatory words, phrases, or gestures
- e. Trolling
- f. Any "sound-alike" or "look-alike" words or phrases that reference these topics. Any other type of conduct deemed inappropriate at the discretion of JBL Quantum Admins.

Any conduct that is deemed to be in violation of this Rulebook, or in association with Rocket League Terms and Conditions, is punishable and may result in disqualification and permanent removal from all associated Skrimzworld and RL Oceania events.

8. Licensing

THIS TOURNAMENT IS IN NO WAY SPONSORED, ENDORSED, OR ADMINISTERED BY, OR OTHERWISE ASSOCIATED WITH, PSYONIX LLC. THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS TOURNAMENT IS BEING PROVIDED TO TOURNAMENT ORGANISER AND NOT TO PSYONIX LLC.

PARTICIPANTS MUST BE AT LEAST THE AGE OF 13 AND ARE NOT CURRENTLY SERVING A DEVELOPER SANCTIONED EVENT/LEAGUE BAN OR A SKRIMZWORLD BAN TO PARTICIPATE IN THIS EVENT.

CHANGE LOG

- 26 NOV 2023 : Version 1 - Drafted