Starcraft II Tournament Rules
Vectorama 2012

1. Information

1.1. Tournament format

The tournament will contain a maximum of 32 players.

The tournament will be divided into two stages, a group stage and a final bracket.

In the group stage each group will be played in Round Robin format, each match being a best of three game (bo3).

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).

The final bracket will be a double elimination bracket with each match being best out of three games (bo3). The grand final will be best of five games (bo5) where the score will start as 1-0 for the player coming from the winners bracket.

The number of players in each group and the size of the double elimination bracket will be determined on site after the final player count has been confirmed.

1.2. Prizes

- 1st: 800 $ + a slot in ASUS ROG Summer 2012 tournament
- 2nd: 400 $
- 3rd: 200 $
- 4th: 100 $

1.3. Schedule

All times mentioned are EET. The tournament starts on Friday 8th of June and tournament matches start earliest at 10:00 o'clock.

The schedule will be adjusted on site depending on the number of players.

Friday 8.6.2012

- 10:00 Group play starts
- 20:00 Group play ends

Saturday 9.6.2012

- 10:00 Playoffs start
- 18:00 The grand final
- 20:00 Playoffs end

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.

All warm up games on the tournament computers must be played on European Battle.net server.

2.3. Equipment

No eating is allowed anywhere in the tournament area.

Each player is responsible for bringing their own equipment. Equipment provided on site is a computer and a monitor.

No macro functions on keyboards/mice are allowed to be used in any tournament games.·

On arrival, each player has to install any equipment drivers onto the computer.

2.4. Game Preparations

When scheduled, an administrator will tell the player which computer to use.

No usage of any tournament computer is allowed except during warm up games and tournament matches unless authorised by an administrator.

After the match the player has to leave the computer to make way for the next player, unless administrator says different.

2.5. Timekeeping

The starting time of any tournament match is not flexible, if a player only arrives to the tournament area five minutes before the tournament match is supposed to start, the player will not get more than five minutes to warm up.

Players should arrive at least one hour prior their first match. All players should inform that they are arrived to the info desk located at the venue.

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.

2.6. Disconnects and computer failure

If a game is interrupted by a computer failure and the game is heavily favoured to the extent that the game would definitely have been won by one player an administrator may rule the game in favour of said player.

If a game disconnects for another reason and the game is heavily favoured to the extent that the game would definitely have been won by one player an administrator may rule the game in favour of said player.

2.7. 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.

2.8. Replays

After every game, both players must save the replay of the game.

All replays need to be sent in to tournament administrator after the match is finished.

2.9. Maps

The tournament map pool includes the following maps:

- MLG Antiga Shipyards - MLGmaps
- MLG Shakuras Plateau - MLGmaps
- GSL Daybreak (Official) - LeaveItDENCH
- Dreamhack ESV Cloud Kingdom - hugge
- Dreamhack GSL Metropolis - hugge
- Tal'Darim Altar LE - Blizzard
- ESL Entombed Valley - ESL

Every tournament game will be played on maps from the tournament map pool only.

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 3 (bo3) match

1. Player Z is determined to be the first to veto.
2. Player Z removes Antiga Shipyards
3. Player T removes Shakuras Plateau
4. Player Z removes Tal'Darim Altar
5. Player T removes Entombed Valley
6. Daybreak, Cloud Kingdom and Metropolis are left.
7. Player Z picks ESL Metropolis as the first map
8. Player T picks Cloud Kingdom as the second map
9. Daybreak 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, administrators or the audience 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 game must be played in Faster mode.

Every player must set their online status to Busy.

Every player must turn off notifications.

Every player must use full screen.

The automatic replay saving functionality must be enabled.

3.3. Bugs and Misuse

No abuse of gamebreaking 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.

No player is allowed to look at the opposite player at any time during a tournament match.

3.4. Observers and Streaming

For streamed games, the two team colours must be Red and Blue. If the players cannot agree on who gets which colour, an administrator will randomly pick for them.

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. After pausing the player must let an administrator know.

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 changethe race before a match, an administrator must be notified, and the new race must beplayed throughout the whole match. The administrator must be told at least 30 minutes before scheduled match start, or as soon as the previous match ends.

The administrator will then tell the opponent.

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, administrators hold the right to decide the outcome of the game.

If there is a natural stalemate the game will be replayed.