

Electronic Sports World Cup 2005 Unreal Tournament 2004 rules & regulations

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Article 1 – General Information

1.01 The Electronic Sports World Cup (ESWC) is a world-wide video games competition composed of national preliminaries and a grand final event, managed and organized by the Organizing Committee (OC).

1.02 The Grand Final of the Electronic Sports World 2005 takes place July 5-10, at the “Carrousel du Louvre”, Paris, France.

1.03 The rules and regulations of this competition are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. This committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

1.04 By attending this competition, players agree, without limitation or qualification, to be bound by, and to comply with, these rules and regulations. Players agree that the application of these rules and regulations is at the sole discretion of the tournament officials, and that any decision from tournament officials will supersede these rules and regulations.

Article 2 – Competition Structure

Tournament format

2.01 The tournament uses the following format:

- Step 1: Group stage – 4 groups of 4 players. Each match is played in best of three. The two first from each group are qualified for the next step.
- Step 2: Group stage – 2 groups of 4 players. Each match is played in best of three. The two first from each group are qualified for the next step.
- Step 3: Single elimination bracket – 4 players. Each match is played in best of three.

2.02a For step 1 and 2, one point is awarded for a match win, no points for a match defeat. If two or more finish equal on points, the following criteria are applied to determine the ranking between the players in question:

- a) Higher number of group points obtained in the group matches played among the participants in question;
- b) Higher number of games won from the group matches played among the participants in question;
- c) Higher number of games won from all the group matches played.

If some participants are still tied after these criteria, Tie-Breaker matches will have to be played among these participants. Tie-Breaker matches are just regular matches with some map selection restrictions. (See rule 3.06)

2.02b For step 3, participants are eliminated as soon as they lose one match. The winners advance in the next round of the single elimination up to the final. An extra match is played between the losers of the two semi-finals to decide the 3rd and 4th place.

Article 3 – Game Settings

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3.01 The competition uses the “Unreal Tournament 2004” video game with the latest released patch or game version, and opposes one player against another.

3.02 The “Gameplay” settings are:

- Gamemode: DeathMatch
- Timelimit : 15 Minutes
- Weaponshaking : off
- Force Respawn : on
- PlayersMustBeReady : on
- Weaponstay : off
- Game Speed : 1.0
- Air Control : 0.35
- Translocator : off
- Enable Player Highlighting : ON
- Use Team Skins : ON
- Tickrate : 40

3.03 The following mutators will be used:

- Anti TCC (last version unless notified otherwise)
- NoAdrenalin
- NoSuperWeapons
- UTcomp (last version unless notified otherwise)

3.04 The following settings will be used for UTcomp:

- Brightskins Mode : UTcomp
- Hitsound Mode: Lineofsight
- DoubleDamage: off
- Map Voting: On

3.05 The map pool is composed of:

- DM-DE-Ironic
- DM-Roughinery-FPS *
- DM-Rankin
- DM-1on1-Lea_ESWC2k5 *

*: Map version that fixes some minor bugs or enhances the speed of the game but that doesn't change the design of the map.

3.06 For each match, the map selection proceeds as follow:

- 1- Player A and B are randomly determined
- 2- Player A chooses the first map to be played from the map pool.
- 3- Player B chooses the second map to be played from the remaining maps.
- 4- If a third game has to be played, a map is randomly determined from the remaining maps.

Article 4 – Player Eligibility

4.01 A player is eligible to play in a preliminary tournament provided he fulfils all the following conditions:

- He is duly registered by the tournament organization concerned.
- He is at least 16 years old and, if not 18 years old or more, has provided a parental authorization (see Appendix A)

Article 5 – Responsibilities

5.01 Players agree to comply with the Electronic Sports Charter, and to respect the following statements:

- Discrimination leading to unfair treatment of any individual is strictly prohibited.
- Attendees agree to comply with these rules and regulations.
- Attendees agree to accept the decisions of tournament officials.
- Attendees agree to not use any unlawful or unfair proceedings.
- Attendees agree to respect the spirit of fair play and non violence.
- Attendees agree to fulfil their commitment within the limit of their means.

5.02 Players agree to not mislead or dupe tournament officials by any means.

5.03 Players agree to not interfere or communicate with other competitors playing an official match.

Article 6 – Tournament Procedure

Notification

6.01 Players must be present in the tournament area at their notification schedule. Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay.

6.02 The notification schedule indicates the time at which the players are requested to be present to begin a match session. A match session includes the player setup such as controlling device installation, configuration and warm-up, and one or more matches, as defined in the tournament schedule. Players must leave the tournament area once their match session is finished.

Setup and Warm-up

6.03 Players must play on the computer and conditions designated by the tournament officials. When played on stage, players have to accept the particular stage conditions such as special lights, cardio frequency-meters, and the use of special headphones provided by the organization.

6.04 The following rules apply only when players have to play on official computers:

- Players may bring and use controlling devices, such as a keyboard or a mouse, provided they bring the adequate drivers for each device.
- Players must provide their own headphones and may not use speakers. In particular cases, players may have to use special headphones provided by the organization instead of their own headphones.
- Players may bring a configuration file at the event but it must respect the game settings regulations; a tournament official may check at any time the configuration file of a player to verify if it is in agreement with the regulations.
- Players are responsible of the good installation and functionality of their devices.

6.05 Players may not run any external software that inter-acts in-game, nor install any form of modification that would alter the version of the video game unless authorized by tournament officials.

6.06 Players may change the brightness setting of the monitor if reasonable values are maintained. However, they may not change the video settings in the Operating System's video card settings.

Match procedure

6.07 Players must play their matches according to the tournament structure and schedule.

6.08 Players must receive the authorisation signal from a referee before joining or starting a match.

6.09 Players may not communicate with external people during the match.

6.10 Players may not leave an official game in progress.

6.11 If a match is involuntary interrupted (player crash, server crash, server network cuts, power cuts ...) the tournament officials may decide to replay or not the match.

Article 7 – Rules Violations

Definitions

7.01 Each match is controlled by a referee who has full authority to enforce the regulations in connection with the match to which he has been appointed. The referee has the authority to give warnings to a player. (See 7.04)

7.02 The tournament is controlled by a tournament director who has full authority to enforce the regulations in connection with the tournament and all matches played in the tournament. The tournament director assigns the referees to each match, has the authority to give warnings, to send off a player, and to take part in the study of the infringement for additional sanctions. (See 7.04 and 7.05)

7.03 Tournament officials are the referees, the tournament director and the competition manager of the Electronic Sports World Cup.

Warnings and Sanctions

7.04 A player may be cautioned and receive a warning if he commits any of the following offences:

- refuses to follow tournament officials instructions
- arrives late at his convocation schedule
- shows dissent by word or action
- uses insulting language and/or gestures
- is guilty of unsporting behaviour

7.05 A player may be cautioned and be sent off if he commits any of the following offences:

- receives more than one warning
- is guilty of violent conduct
- uses any unlawful or unfair proceedings
- mislead or dupe any tournament official
- is not present at his match schedule

7.06 A player sent off immediately loses its current match, or next if not playing, by default loss.

7.07 After study of the infringement by the competition manager and the tournament director, a sent-off player may be subject to additional sanctions such as multiple default loss, disqualification of the player, and banishment of next year's competition.

7.08 A disqualified player will automatically lose all his next matches by default and loses all rights and prizes that would have been awarded. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.