

# Electronic Sports World Cup 2006 Quake 4 rules & regulations

## Table of Contents

|  |   |
|--|---|
| ARTICLE 1 – GENERAL INFORMATION .....  | 2 |
| ARTICLE 2 – COMPETITION STRUCTURE..... | 2 |
| TOURNAMENT FORMAT.....                 | 2 |
| MATCH FORMAT .....                     | 2 |
| ARTICLE 3 – GAME SETTINGS .....        | 2 |
| ARTICLE 4 - ELIGIBILITY .....          | 3 |
| ARTICLE 5 - RESPONSIBILITIES .....     | 3 |
| ARTICLE 6 – TOURNAMENT PROCEDURE ..... | 4 |
| NOTIFICATION.....                      | 4 |
| SETUP AND WARM-UP.....                 | 4 |
| MATCH PROCEDURE .....                  | 4 |
| ARTICLE 7 – RULES VIOLATIONS .....     | 5 |

ADDITIONALLY (*in German*)

## 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 Quake4 is a preliminary tournament which takes place from 28.04.2006 to 30.04.2006 at Interlaken, Switzerland.

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: Double Elimination Bracket*

**2.02** The structure is made of a Double elimination bracket. In each match, participants play each others in a *best-of-three match* (see Rule 2.10-2.19). The winner of a match advances in a “winners” bracket, losers continue in a “losers” bracket when they have lost one match. Participants are eliminated when they have lost 2 matches. During the grand final, the champion of the “losers” bracket must win 2 consecutive matches against the champion of the “winners” bracket. An extra match may be played between the losers of the “losers” bracket semi-finals in order to establish the 5<sup>th</sup> and 6<sup>th</sup> place.

### MATCH FORMATS

2.12 A “best-of-three match” is played in two or three games. Each game is played on a different map. the players can successively cross out one map of the pool, they don't want to play. The map that remains at the end will be played. The match ends when a player has won two games.

2.13 The score of a match is determined by the number of games won by each player.

## ARTICLE 3 – GAME SETTINGS

3.01 The competition uses the “Quake 4” video game and opposes two players.

3.02 The following game settings will be used by default:

- Mode: 1v1
- Time limit: 15 minutes
- Frag limit: none

- Forced re-spawn: 5 seconds
- Overtime: 2 minutes
- Power-ups: none

3.03 The following maps will be used in the competition:

- Phrantic
- Galang
- Pro-bliptourney1
- The Lost Fleet (TMP2)
- Monsoon

## ARTICLE 4 – ELIGIBILITY

### PRELIMINARIES

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

- The player must be duly registered by the tournament organization.
- The player must be at least 12 years old. Players that are not 18 years old or more must provide a parental authorization (see Appendix A)
- The player must not participate in more than one preliminary's final. Players that have already participated in a preliminary's final automatically become ineligible for all other preliminaries' finals.
- The player must have the nationality of the preliminary's country. If the preliminary covers more than one country, the player must have the nationality of one of the countries represented in the preliminary. If the player has more than one nationality, he has to decide which country he will represent and may not change afterwards.

### GRAND FINAL

4.02 A player is eligible to participate in the grand final provided he fulfills all the following conditions:

- The player must be duly registered by the tournament organization.
- The player must be at least 16 years old. Players that are not 18 years old or more must provide a parental authorization (see Appendix A)
- The player must have participated in only one preliminary's final.
- The player must have qualified or obtained an auto-berth for the grand final.
- The player must have the nationality of the preliminary's country, and the same nationality that he represented during the preliminary.

## ARTICLE 5 – RESPONSIBILITIES

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

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

- Players agree to fulfill 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 The notification indicates the time and the place at which the players are requested to be present in order to play their official matches. This notification schedule is described in the tournament schedule and is provided at the beginning of the tournament. Players are advised to be present and ready a few minutes before the schedule to avoid any unpredictable delay.

6.02 Players must be ready on their computer or console (as defined in the game settings) at their notification schedule in order to play a match session. A match session includes one or more matches as defined in the tournament schedule.

### **SETUP AND WARM-UP**

6.10 Players must play on the computer or console (as defined in the game settings) designated by the tournament officials.

6.11 Players are expected to bring their own following accessories:

- Mouse
- Mouse pad
- Keyboard
- Computer
- Monitor

6.12 Players are responsible of the good installation and functioning of their accessories. This includes providing and installing the adequate drivers when necessary, and providing the adequate type of cables or adapters when necessary. Tournament officials may possibly help the players with technical issues but may not delay the tournament schedule for such reasons.

6.13 Players may not bring, install or use any external software that inter-acts in-game, any form of modification that would alter the game, or any configuration file, unless expressly authorized by a tournament official.

6.14 Players may not change any settings on the hardware, operating system, TV screen or monitor unless expressly authorized by a tournament official.

6.15 Players have 3 minutes, from their notification schedule, to complete their setup and warm-up, and be ready to play their designated match.

### **MATCH PROCEDURE**

6.20 Matches are played according to the tournament structure and the schedule provided by the tournament officials. Participants are encouraged to keep themselves informed about the schedule in order to avoid any delay or default loss.

6.21 At their match schedule, players must be ready to start a match.

6.22 An official match may only be started and played when a referee has given the signal to start it. Any match started without approval of a referee will be considered as a non-official match. When a

match involves the players to be ready, players have one (1) minute after the signal to be ready and start the match.

6.23 During an official match, players may not communicate with people not involved in the match even when there are pauses in the game. People involved in the match are the players and the tournament officials.

6.24 Players are not expected to leave an official game in progress unless it is clearly identified as a defeat recognized by the player, or it has been expressly authorized by the tournament officials.

6.25 If a match is involuntary interrupted (player crash, server crash, network 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 behavior

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
- violates a rule of this regulation

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.

## **ADDITIONALLY** *(in German)*

### **8.03 REGELÄNDERUNGEN**

Die Turnierleitung kann jederzeit die Regeln anpassen oder ändern. Es obliegt dem Spieler sich zu informieren über die Regeln.

### **8.02 DISCONNECT**

Grundsätzlich darf ein Disconnect nicht mutwillig herbeigeführt werden. Eine solche Herbeiführung hat den sofortigen Ausschluss des Spielers zur Folge. Tritt innerhalb der ersten 3 Minuten ein Disconnect auf, besteht grundsätzlich die Möglichkeit eines Neuanfangs. Nach dieser Zeit können die Spieler gemeinsam über einen Neustart oder einen Sieger entscheiden. Kommen sie nicht zu einer gemeinsamen Entscheidung, entscheidet der Turnieradmin anhand des Punktestands über Sieg oder Niederlage.

### **8.04 OVERTIME**

Sollte ein Spiel unentschieden ausgehen, kommt es zu einer Sudden Death Overtime auf derselben Map d.h. der Spieler der den ersten Frag macht gewinnt das Match.

### **8.01 SERVERSETTINGS**

Es gelten folgende Serversettings, wobei Werte, die nicht explizit gesetzt werden, als Standardwerte zu verstehen sind, so wie sie der Server vorgibt:

```
seta si_name "Servername"
seta si_fragLimit "0"
seta si_timeLimit "15"
seta si_usePass "0"
seta g_password "password"
seta net_serverRemoteConsolePassword
"password"
seta si_map "mp/q4dm3"
seta si_gameType "Tourney"
seta si_numplayers "4"
seta si_maxplayers "2"
seta si_minPlayers "1"
seta g_mapCycle "mapcycle"
seta si_mapCycle ""
seta net_clientDownload "1"
seta net_serverAllowServerMod "1"
seta net_LANServer "1"
seta net_menuLANServer "0"
seta net_master4 ""
seta net_master3 ""
seta net_master2 ""
seta net_master1 ""
seta net_clientMaxRate "16000"
seta net_serverMaxClientRate "25600"
seta net_serverMenuDedicated "1"
seta gui_configServerRate "5"
seta sys_lang "english"
seta g_projectileLights "1"
seta g_announcerDelay "1000"
seta g_voteFlags "0"
seta g_gameReviewPause "15"
seta g_gunViewStyle "0"
seta g_showcamerainfo "0"
seta g_armorProtectionMP "0.66667"
```

```
seta si_autobalance "1"  
seta si_shuffle "0"  
seta si_spectators "1"  
seta si_warmup "1"  
seta si_allowHitscanTint "2"  
seta si_allowVoting "1"  
seta si_useReady "1"  
seta g_spectatorChat "0"  
seta pm_crouchbob "0"  
seta pm_walkbob "0"  
seta pm_runbob "0"  
seta pm_runpitch "0"  
seta pm_runroll "0"  
seta pm_bobup "0"  
seta pm_bobpitch "0"  
seta pm_bobroll "0"
```

Die Nutzung des Befehls `pmove_fixed` ist verboten. Werte, die nicht speziell gesetzt werden, sind als Standardwerte zu verstehen. Die Serversettings sind von beiden Seiten vor Spielbeginn zu überprüfen.