Tournament Rules

Nijmegen Student StarCraft League 2012

February 29, 2012

Contents

1 General tournament rules

1.1 Participation

The Nijmegen Student StarCraft League is open to all students of the Radboud University Nijmegen and the Hogeschool Arnhem Nijmegen. Participation is free. Candidate participants are subject to the following requirements:

- They have to be a student of the Radboud University Nijmegen or Hogeschool Arnhem Nijmegen during the entire course of the tournament, and have to provide proof of this when asked.

- They are required to facilitate their own access to Battle.net services.

- They have to completely fill out and submit the 'sign-up form' on the NSSL-website (nssl.nl). The deadline for subscribing is April 1st, 2012.

- Players are required to stick to the tournament format and rules as described in this document.

1.2 Prizes

The top three players will be presented with a trophy and several prizes, which will be specified on the website. Bear in mind that the tournament is purely for fun, so there will be no cash prizes.

1.3 Administrators

The tournament will be regulated by tournament administrators (as specified on the website), who will monitor whether all games are played according to the rules. Players are asked to settle any disputes amongst themselves. However, if they cannot, the tournament administrators will have the final say.

Be aware that the tournament rules are subject to change, and that any issues not covered by the rules will be decided by the administrators.

2 Tournament Format

2.1 Format

The tournament will be played in two phases:

1. Group stages in which every player is randomly assigned to a group of between 3 and 6 players. The player plays a best-of-three[1] (BO3) match against each of their group members. The two players with the highest results advance to the next phase (either a second group stage or the elimination bracket, depending on the number of participants).

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[1]In a best-of-three match, the first player to win two games wins.

2. Single elimination bracket, wherein the top two players of each of the last group stages' groups are seeded. The highest ranked players of each group will not face each other in the first round of the bracket. Each match in the bracket is a best-of-three, except for the semi-finals and the finals, which are best-of-five[2] (BO5) matches.

The number of group stages and the size of the elimination bracket depends on the number of participants:

- 16-24 players: 1 group stage with 4 groups of between 4 and 6 players. 8 player single elimination bracket.

- 25-48 players: 1 group stage with 8 groups of between 3 and 6 players. 16 player single elimination bracket.

- 49-96 players: 2 group stages. The first with 16 groups of between 3 and 6 players. The second with 8 groups of 4 players. 16 player single elimination bracket.

- 97-192 players: 2 group stages. The first with 32 groups of between 3 and 6 players. The second with 16 groups of 4 players. 32 player single elimination bracket.

- 193-384 players: 2 group stages. The first with 64 groups of between 3 and 6 players. The second with 32 groups of 4 players. 64 player single elimination bracket.

Except for the semi-finals and the finals, all games will be played by individual appointment between the players. See 'playing games' (section 3.1) for details.

2.2   Tiebreakers

The first and second places in each group are decided by the number of best-of-three matches won. If this results in a tie the next deciding factors are (in this order): the number of individual games won (more is better), the number of individual games lost (less is better) and match result between the two players. If this still does not resolve the tie, all players affected will have to play a tie-breaker best-of-one against each other. If it is a three-way tie, the first match-up will be randomly drawn. In each case the loser of their last game may pick the map.

2.3   Schedule

The group stages will be held from April 1st to May 15th (2012). In case of two group stages, the deadline for the first group is April 29th. The single elimination bracket will run from May 15th, with the semi-finals and finals taking place

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[2]In a best-of-five match, the first player to win 3 games wins.

on June 7th.

Each player will receive an e-mail specifying all the details of their group and schedule once the sign-ups have been closed.

2.4   Maps

The map pool for the tournament consists of the following eight maps (all are from the Blizzard Ladder):

1. Tal'Darim Altar LE

2. Antiga Shipyard

3. Metalopolis

4. Entombed Valley

5. Korhal Compound LE

6. Shakuras Plateau

7. The Shattered Temple

8. Cloud Kingdom LE

The first game of each match will be played on Tal'darim Altar LE, after which the loser of each game picks the map for the next game. A map may not be played more than once in a series.

2.5   Replays & Commentating

Every game's replay must be saved and sent in together with the match results (see section 3.1). Make sure to number the replays so that the order in which the games were played is clear. These replays may be used for casting purposes, i.e. they may be commentated and posted on the website. If a player objects to their replays being used they should send an e-mail to contact@nssl.nl.

2.6   Semi-finals & Finals

The semi-finals and finals will be played on June 7th in the 'Collegezalencomplex' of the Radboud University. The matches will be streamed live to lecture hall CC2, where an audience can enjoy a live casting of the games. Details about the casters and prizes will be provided at a later date.

3 Gameplay rules

3.1 Playing games & submitting results

Players receive all necessary information about their fellow group-members by e-mail, as well as a deadline for submitting their results. During the group phase players are to plan their own matches (which will all be best-of-three). The winner of any match should send its result to results@nssl.nl, *with the replays attached.*

It is the responsibility of each player to play their games and submit the replays on time (only the winner of each BO3 has to send in the replays). If a match is not played on time, both players will receive no points for it. In specific cases the administrators may rule otherwise.

3.2 Chatting

No excessive chatting or abusive language is allowed during the games. Chat should be limited to expressions of sportmanship at the start of the game, and the typing of 'GG' at the end of the game to indicate surrender. Typing 'GG' after the first minute of the game without the intention of immediately surrendering may lead to disqualification.

3.3 Game settings

Players are allowed to play at whichever graphics settings they like. However, the following settings are mandatory:

- Each game must be played on 'faster' speed.

- 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.

3.4 Observers

Any game played for the tournament may only have the two players in it. No observers or referees are allowed, unless they are tournament administrators.

3.5 Pausing

Pausing the game should only be done in emergencies. Any player who pauses the game is required to immediately specify why they paused the game. No-one may unpause the game unless both players have indicated that they are ready to

continue. Any pause of longer than 10 minutes will result in a loss for the player who paused the game (administrators may rule differently in specific cases).

3.6 Racepicking

While signing up for the tournament each player specified which race (including random) they will be playing during the tournament. Players are not allowed to switch races, unless they have notified their opponents well in advance and they have agreed to the switch. Under no circumstance may a player switch race during a best-of-three series.

3.7 Draws

In case of a draw the game has to be replayed.

3.8 Disconnects

In case of a disconnect, the game must be replayed unless one of the players had such a distinct advantage that he/she would very likely have won the game. In that case the game is won by the player who was ahead. If players can't decide if this is the case, an administrator will decide.

3.9 Cheating

No cheating is allowed. Any player caught cheating will be disqualified from the tournament immediately. If a participant is suspected of cheating, their replays may be scrutinized to look for signs of unfair play.

3.10 No-show

If during the group stages a player does not show up (i.e. is not available at the agreed upon time, or does not respond to requests for the planning of the game) for two matches or more, they will be disqualified from the tournament. Any matches that were played against the disqualified player are no longer constitutive of anyones group score.

   If a player does not show up for a match in the elimination bracket, they automatically forfeit the match and the opposing player wins. However: in the semi-finals and finals no auto-wins are allowed. In stead, if a player does not show up for the semi-finals, one of the four players who were knocked out during the quarter-finals will take their place. Which one is determined by their group results from the last group stage (see section 2.2 in case this results in a tie). Likewise, when a winner of a semi-final decides to drop out of the tournament or does not show up for the final, their place will be taken by one of the knocked-out semi-finalists (again: the one with the highest score in the group stages).

3.11 Disputes

In case of any problems, players are asked to solve them in friendly conversation. If they are unable to resolve the dispute, they should contact the tournament administrators who will resolve it for them.

3.12 Disqualification

Players who do not comply to the tournament rules, use abusive language during games or exploit bugs in the game, may be disqualified from the tournament by the tournament administrators.