RULES FOR THE QUAKE LIVE CHAMPIONSHIP
DREAMHACK SUMMER 2011

§1. Introduction
These are the rules for the Quake Live 1on1 tournament at DreamHack Summer 2011. All contestants are expected to have read and understood the rules stated in this document. The tournament will be divided into a group-stage and a single elimination playoffs-stage.

§2. Registration
All players must register in advance via the tournament website, http://playdh.com. All registered players must check in on-site at DreamHack in order to participate in the tournament. The player must show up at the Tournament area no later than 09:00 CET, 18 of june (18/6). If a player fails to check in on-site that spot will be reopened for other players.

§2.1 Responsibilities
Upon arrival at DreamHack the player are obligated to sign a player contract containing prizes and media responsibilities.

§3. Seeding
Participants will be seeded in pools by the administrators of the tournament. A player will either have the seeding of Top, High, Mid or Low. Each group in the group stage will have one (1) randomly selected player from each seeding pool. The seeding, once published is final. If a player and/or manager complaints about the seeding, the player may be kicked out from the tournament.

§4. Client setup
The latest official release of QUAKE LIVE, always available at www.quakelive.com will be used for the tournament. You will need to have an premium or pro account.
   Players are expected to bring the following to the tournament:

- Mouse + Mouse pad
- Keyboard
- Headset
- Drivers for peripherals stored on a USB-stick or CD-ROM.

Note that we are using the public available version of the QUAKE LIVE client, participants will be able to use the config stored with their account.

§4.2 Warmup
Each player will have one (~1) hour to set up their gear and warm up before the group stage and the playoff stage. The player are responsible for setting up their own gear and are expected to be ready to start when the admins ask them to. If a player delays the game the player can get a default loss for one map or the entire game.

§5. Server settings
Default QUAKE LIVE gameplay settings will be used, including 10 minutes timelimit and 2 minutes overtime periods.

§6. Client settings
Players may modify their client as they like as long as it does not give the player an unfair advantage over others. Administrators have the final call to decide if a setting is allowed or not. If a player is unsure he/she should ask an administrator beforehand.

- cl_maxpackets must be set to 125
- rate must be set to a minimum of 25000
- snaps must be set to a minimum of 30
- cg_autoaction must be set to 3

§7. Group stage

Players will be divided into 4 groups, with 4 players in each group. Top2 from each group will advance into playoffs. A Win in the group stage is awarded 3 points, losing results in 0 points. Matches during the group stage will be played in a best of three (3) format.

§7.1 Group ranking order

1. Number of points.
2. Number of maps lost.
3. Internal encounters
4. Internal frag difference
5. Frag difference
6. Random order.

§8. Playoff stage

The playoff stage will be played in a Single Elimination bracket. All matches will be played in best of five (5) maps.

§8.1 Playoff drawing

Winner of each group will be placed against a randomly chosen runner up in another group. Players who faced each other in the group stage will not be drawn against each other in the first playoff round. The drawing is a final decision and will not be changed.

§9. Map pool

- Lost World
- Furious Heights
- Aerowalk
- Hektik
- Toxicity

§9.1 Group stage map picking procedure

1. Winner of a coin-toss chooses if he wants to be Player1 or Player2.
2. Player 2 starts to remove a map from the pool.
3. Player 1 then removes one of the remaining maps.
4. Player 1 then picks one of the remaining maps.
5. Player 2 then picks one of the remaining maps.
6. In the event off a tie, the last map will be used as a tiebreaker.

   A map may not be picked or removed twice.

§9.2 Playoff stage map picking procedure

1. Winner of a coin-toss chooses if he wants to be Player1 or Player2.
2. Player 1 starts to pick a map from the pool.
3. Player 2 player then pick one of the remaining maps.
4. Player 1 then picks one of the remaining maps.
5. If a 4th map is necessary, Player 2 picks one of the remaining maps.
6. If a 5thmap is necessary, the remaining map is played.

A map may not be picked or removed twice.

§10. Technical Failures
In the unlikely event of a server or a client crash the following rules apply:

- If the map have been played for less than one (1) minute the map is restarted and the player scores are reset.
- If both players have equal frag count the map is restarted and the player scores are reset.
- If more than one minute are played in a map and the frag count are not equal the map is restarted, time limit set to the amount of minutes that was left when the server or client crashed. The frag count each player had when the failure happened will be added to the final score of that map afterwards.

§11. Timeouts
Players are allowed to call an unlimited amount of timeouts for technical reasons. Players are not allowed to call any time outs for tactical reasons; doing so may result in a map loss.

§12. Administrators
There are two types of administrators: Game administrators (GA) and Head administrators (HA). GA:s are available to solve any conflicts and give support to the players. They have the authority to give out default losses of both maps and single matches in the event of an incident conflicting with these rules. The decision of a GA can only be overruled by a HA.
HA:s decisions are final and can even overrule the rules stated in this document. HA:s have the authority to give out default losses for single maps and matches. HA:s can also ban a player from the tournament if deemed necessary.

§13. Fair Play Rule
The players are expected to play by their full capacity at all times. Losing on purpose won't be tolerated and will result in a disqualification. This is up to the Head Admin to decide.

§14. Tournament Area
When registering at DreamHack both players and managers will receive a player badge each. This player badge is needed to enter the Tournament Area.

§15. Disclaimer
DreamHack reserves the right to change these rules at any time.

§16. This document's status
This document was last updated 1 April 2011.