RULES FOR THE QUAKE LIVE TDM CHAMPIONSHIP

DREAMHACK WINTER 2011

§1. Introduction

These are the rules for the Quake Live TDM tournament at DreamHack Winter 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 mail. Send Team name and players (nick + full name) to esport at dreamhack.se. Last signup date will be 17th of November (17/11).

All registered players must check in on-site at DreamHack in order to participate in the tournament. The teams must show up at the Tournament area no later than 09:00, 24th of November (24/11). If a player fails to check in on-site that spot will be reopened for other players.

§2.1 Responsibilities

Upon arrival at DreamHack each player in the team 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.

§4.1. Client setup

The latest official release of QUAKE LIVE, always available at www.quakelive.com will be used for the tournament. 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.

- Keep in mind that the computers don't have an PS2-plug. So if you are using a PS2 keyboard / mouse you need to bring your own USB-adapter.

- 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

Teams are expected to show up one (1) hour before their group or playoff matches to set up their gear and warm up. The players are responsible for setting up their own gear and are expected to be ready to start when the admins ask them to. If a team delays the game the team will first get a default maploss or secondly a default loss for the entire game.

$4.3 Changing players

Teams are not allowed to change players during a match. The same 4 players has to play all 3(2) maps in one match. Changing players between matches are allowed.

§5. Server settings

Default QUAKE LIVE gameplay settings will be used, including 20 minutes timelimit.

§6. Client rules

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.

• cl_timenudge must be set to 0.

• Password must be set to "" (to prevent unexpected disconnects).

• The use of cheats, wall-hack, third-party-tools or timer scripts are strictly forbidden and will result in an immediate disqualification.

§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 three (3) 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.

§9.1 Map pool

• Hidden Fortress

• Grim Dungeons

• Dreadful Place

• Deep Inside

• Purgatory

§9.2 Group stage map picking procedure

1. Low seed starts to pick a map from the pool.

2. High seed then picks one of the remaining maps.

- If a third map is needed:

3. High seed removes one of the remaining maps.

4. Low seed then picks one of the remaining maps.

A map may not be picked or removed twice.

§9.3 Playoffs stage map picking procedure

1. Winner of a coin-toss chooses if he wants to be Team1 or Team2.

2. Team 2 starts to pick a map from the pool.

3. Team 1 then picks one of the remaining maps.

- If a third map is needed:

4. Team 2 removes one of the remaining maps.

5. Team 1 then picks one of the remaining maps.

A map may not be picked or removed twice.

§10. Technical Failures

In the unlikely event of a server 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 teams have equal frag count the map is restarted and the teams 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.

§10.1 Client Crash

In the case of a client crash a timeout is immediately called by the team and an admin is contacted. The player who crashed reconnects and the game continues.

§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 31 October 2011.