

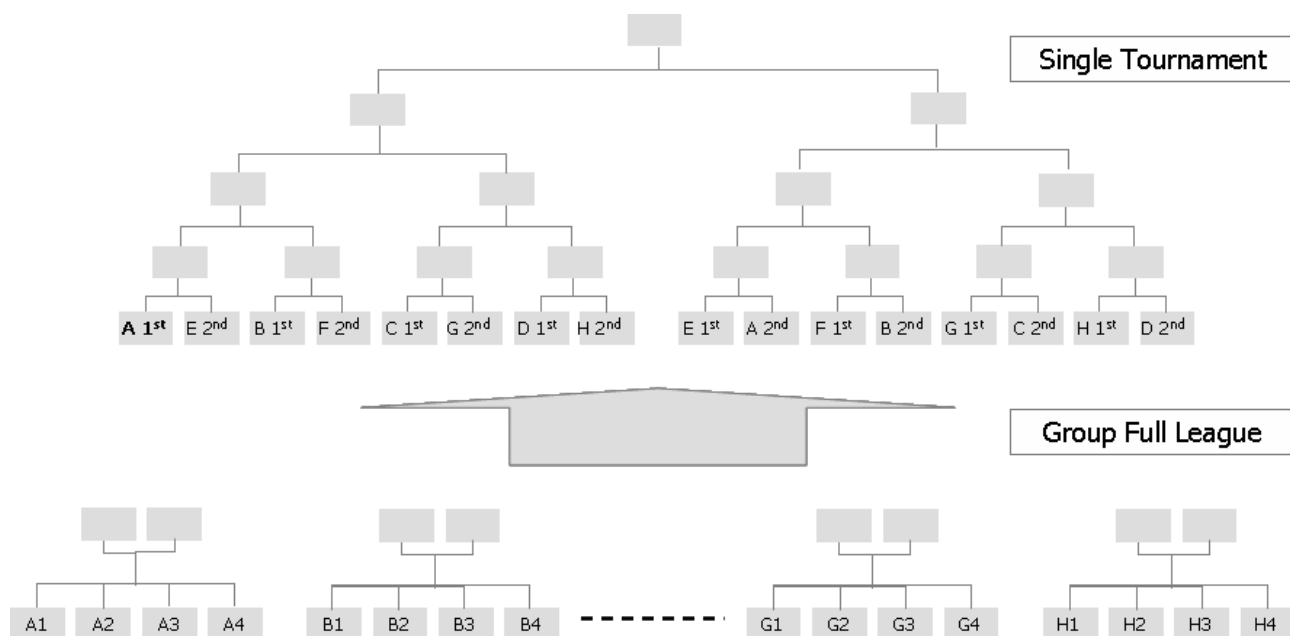
# **WCG 2010 Grand Final Tournament Regulations**

**2010. 09. 07**

**World Cyber Games Committee**

## 1. Tournament Structure

- 1) ONLY English version of official games and operating system software will be used at the WCG 2010 Grand Final in Los Angeles, USA.
- 2) Tournament Structure
  - A. The all WCG 2010 games will be played as group full league and then single elimination tournament.
  - B. The number of groups, the number of players & qualifiers in a group, and the number of players in the single elimination tournament will be decided depending on the final number of participants.
  - C. Following is an example of tournament structure where we have 8 groups, 1<sup>st</sup>&2<sup>nd</sup> place qualifying, and 16 person single elimination tournaments.
    - \* Promotional game titles are an exception. ('Quake Wars Online', 'Lost Saga', 'League of Legends')



## 2. Regulations in the Tournament Area

**\* WCG will not provide a separate practice zone at the WCG 2010 Grand final**

- 1) Basic Guideline
  - A. All participants should abide by the rules included in this document and uphold the highest level of sportsmanship as representatives of their respective countries.
  - B. Players whose actions serve to disgrace his/her reputation and his/her country's national honor shall be disqualified by the WCGC.
  - C. Player may only participate in one and only one official title at the Grand Final. If a player has won participation rights in more than one event at the National Final, he must select one game. All players should be fully aware of the rules related to his/her game event (title).
  - D. All players should pay attention to the referees' instructions and comply with them.

- E. Players participating in the tournament should wait in designated waiting areas in the tournament area between matches and prepare for his/her next game to ensure smooth tournament progress.
  - F. Players must understand and follow the announced tournament timetables and match schedules.
  - G. Be aware that the scheduled match time is the match starting time, not including any time for match preparation. If a player does not arrive on time, a referee can disqualify the corresponding player.
  - H. The match schedule may be adjusted depending on the tournament operations. It is the player's responsibility to stay in the venue and listen for referees' instructions.
  - I. Players are not allowed to have personal electronic devices (mobile phones, pagers, radios, MP3 players, etc.) in the tournament area or on stage. If the device is not for communication but just a personal electronic device, the player may be allowed to keep the device upon the referee's preliminary confirmation that it is not considered harmful to the tournament. Players found to have unauthorized personal electronic device within the tournament area or on stage may be penalized with warning or forfeiture.
  - J. WCG recommends players to bring their own mice, keyboards, headphones, and any other peripherals to simulate their own best playing environment.
  - K. WCG will provide mice, keyboards and Microsoft Xbox 360 official game controllers except headphones with at least 30 minutes notice. No mouse pad will be available, so please bring your own.
  - L. The setup and care of any personal equipment are the player's sole responsibility. If it is not possible to use the personal equipment for any reason, the players must use WCG provided equipments.
  - M. WCG will not be responsible for performance issues related to peripherals.
  - N. Players agree that WCG cannot be held liable for loss, theft, and/or damages of personal equipments.
  - O. When installing personal equipments, the players must remove and place WCG provided equipments at a location specified by the referee. If the equipments are damaged and or lost due to the player's fault, the player must pay compensation for any damages caused.
  - P. Players can confirm match brackets and records via the tournament process board or the computerized system in the venue.
  - Q. Players cannot use internet without referees' permission.
  - R. Players may not bring food into the tournament area.
  - S. In case of drinks, players are permitted to bring bottled water and/or non-alcoholic beverage with cap into the tournament area.
- 2) Pre-match Preparation
- A. Players must sit in the seat assigned to them by a referee.
  - B. If any system problem occurs during setting of personal equipment or during pre-match practice, the player must notify a referee for resolution.

- C. Each player must select his/her recording option according to the instructions provided by a referee. (on a game event/title basis)
  - D. If players take seat after the designated time, the time is taken away from the warm-up time.
  - E. The warm-up for each title is decided by the referee, and if a referee decides that no such time is needed, the match may start immediately.
  - F. Players must set up personal equipment within 10 minutes of the referee's notification for set up, except for the delays caused by broadcasting or technical issues. A warning may be given for overtime, and if the player is found to be delaying the match for non-technical reasons, the referee may declare the match forfeit.
  - G. A player who has completed his/her pre-match preparation should wait in his/her seat until the match begins.
  - H. A player who is not present at the tournament area until the match starting time could be disqualified by the judgment of a referee. In this case, the opponent will win that match by default.
- 3) During a Match
- A. At the end of pre-match preparation, a player should inform a referee of his completion of preparation, and then confirm the notices provided by the referees.
  - B. Each match will begin after each player is given the "go" signal by a referee.
  - C. If the match is started without the referee's permission, the referee may stop the match at any time.
  - D. Any kind of communication is not allowed between players and others (team leaders, referees, and other players) during a match. For Counter-Strike, Lost Saga, Quake Wars Online and League of Legends, communicating with other players according to the rules is allowed.
  - E. At the end of each match, the players must receive recognition and permission from a referee before leaving their seats. If a player violates the above rule, the completed match will result in his/her forfeit.
  - F. Players who have finished a match should show the last screenshot to a referee and remain in their seats until instructed to leave.
  - G. The winner of the match must save replay file according to the referee's directions. (On a game event/title basis) If the replay file is not saved intentionally, the referee may declare a disqualification and change the result of the match.
  - H. Players may not transmit replay files created during the tournament operation in any shape or form to outside sources. If a player is found to be in violation of this regulation, all of that player's matches will be declared loss by disqualification.
  - I. Speakers are not to be used. However, in stage matches, speakers will be used for live broadcasting, but players will not be able to hear sound from these speakers.
  - J. Any discussion, comments, acts related to the opponent's game are prohibited.
  - K. After the match, players should confirm their next match time, and wait in the 'Players Lounge' or other waiting area.

#### 4) Stage Match

- A. All participants assigned to stage matches must follow the staff and/or referee's instructions.
- B. Refusal of assigned stage matches without a proper reason will result in an automatic forfeit loss of the match.
- C. It is possible to change the rules without notice in the case of stage matches. However, such match procedure will be carried out after agreement of either players/sides or team leaders.
- D. Setup time for stage matches are decided by the stage manager. The players must follow the stage manager's direction unless there are special circumstances that prevent the player from doing so.
- E. All participants assigned to stage matches must agree to and sign the stage match agreement form.
- F. Players must wear the official stage match uniforms to be provided by WCGC before each stage match.
- G. If headset is required for the event, the player must wear the headset as directed by the referee. The players may not take off the headset at any time during the match.
- H. Players must adjust the sound settings according to the referee and/or staff's directions, and may not change the setting arbitrarily.
- I. WCGC reserves all rights to the contents related to the stage match. Players/teams may not request the rights to the said contents.

### 3. Penalty for unfair play

#### 1) Application of a Red Card System

- A. A player will receive a verbal warning if he/she commits any violation of the rules and regulations.
- B. If the issue is not resolved after a verbal warning, the player may receive a yellow card or red card at the referee's discretion.
- C. The decision of yellow/red card is solely up to the referee's discretion and is not necessarily related to the number of verbal warnings received.
- D. After a yellow card is given, a red card may be given if the same offense occurs.
- E. Receiving a Red Card means immediate disqualification from the tournament.
- F. Not every violation will be applied to this system. Considering the significance of any violation, a Red Card without having previously received a Yellow Card and/or verbal warning could be presented directly.
- G. Verbal warning and yellow card received during full league stays in effect until the end of the Grand Final tournament.

#### 2) Causes for Warning or Disqualification

- A. Player exhibits any behavior that goes against the WCG's spirit of fair play and proper etiquette or any behavior that disgraces the player's honor: the player hurts his/her

- reputation and that of his/her country
- B. Player cheats or provides false information on his/her profile
  - C. Non-permitted trips away from the player's village and/or the WCG 2010 Grand Final site
  - D. Abusive speech and behavior against the tournament staff (referees, etc.) and/or other players
  - E. Disobeying instructions given by the tournament staff
  - F. Any kind of cheat referring to the game rules
  - G. Any intentional defacing, damage and/or modification of the items (console, PC, monitor, keyboard, mouse, headset, etc.) provided for use to players
  - H. Non-conformance with the proper wearing of player identification, uniforms and attachments (ID cards, player bibs, etc.)
  - I. Leaving the tournament site and not returning by 15 minutes before any scheduled match time (includes all circumstances including non-reported injuries and sickness)
  - J. Leaving the tournament area without the referee's permission
  - K. Leaving an assigned seat without a referee's permission
  - L. Refusal of assigned stage match(es)
  - M. Not being present for match(es) at the scheduled match time
  - N. Any other inappropriate behavior, as decided by the referee and/or the operations staff, may result in a warning or disqualification.

#### **4. Right to File a Protest/Objection**

- A. If a player does not agree with a match result, the player must raise an objection to the referee immediately after the match. After the player signs the result sheet, objections will not be accepted.
- B. If a player does not agree with the mediation of a referee, he/she can file a protest to the dispute resolution committee. The decision of the committee will be the result, and thus a player can be disqualified if he/she does not obey the final decision of the dispute resolution committee.
- C. Dispute resolution committee is made up of WCG Tournament Director, Tournament Manager, Head Referee and Chief Referee of the event in question.
- D. Dispute resolution committee makes a final decision after checking the facts.
- E. The player's team leader may represent the player at the dispute resolution committee hearing.
- F. If the player's team leader cannot appear at the appointed time of dispute resolution committee hearing, the player will represent himself.
- G. Both players (team leader) must sign the Agreement of Dispute Resolution as presented by the dispute resolution committee. Neither player (team leader) may raise objection to the resolution once the agreement is signed.