

## StarCraft®: Brood War™

- ❑ **Game Version: StarCraft®: Brood War™ v1.16.1**
- ❑ **ESRB Rating: Teen (Age +13)**
  - Anyone born after Sep. 30<sup>th</sup> 1997 will not be allowed to play.
- ❑ **General**
  - Competition Method : 1 vs. 1
  - Game Length : Until the winner is determined
  - If the game becomes a stalemate and there is no action for an extended period of time during the match and the winner cannot be clearly determined, the match is restarted at the sole discretion of the referee.
  - Game Winner: The player who completely destroys the opponent or if the opponent surrenders
  - WCG may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data
- ❑ **Game Settings**
  - Competition Mode : Melee
  - Race Selection: Free Choice, Random is allowed. (Players must notify their race selection to the referee before the start of the match. If a player changes the race without referee's permission, the player may be given a warning or lose by default at the referee's sole discretion.)
  - Game Speed : Fastest
  - Online Maps(Battle.net): Blue Storm, Python, Tau Cross
  - Offline Maps: Outsider\_SE, Tau Cross, Destination, Fighting Spirit, Match Point (\* Each map may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)
  - After the match is over the players must save the replay file. If the replay file is not saved, the player may be given a warning or be disqualified at WCG's sole discretion.
- ❑ **Intentional Use of Game/Program Bugs: A warning at the minimum or Loss by Default**

- Any other intentional practice that is determined as unfair and/or usage of a program bug, at the sole discretion of the board of referees, can result in a warning at the minimum or disqualified for the offending player.
  - Allied Mine: A Terran user allies with the opponent right at the time that he is planting mines with his vulture units in order to force delayed reaction of the opponent units. (Allying with an opponent during a match is unusual and is not allowed.)
  - Flying Drone: A Zerg user uses a drone bug to make it fly around right after the match starts. (Zerg's drone is a ground unit and should not be able to fly around. This breaks the game balance, so it is not allowed.)
  - Terran Building Crushing: Destroying or making ineffective interceptors, cocoons, air units, dark swarms, anti-matter disruption web, etc using Terran building's ability to float and land.
  - Lurker Burrow Bug: Intentionally burrowing a hydra that is changing into a lurker under a building.
  - Engineering Bay Bug: Using Terran's engineering bay hack, floating and landing the engineering to destroy structures.
  - Templar Bug: A Protoss user uses a bug to force a templar unit, which normally cannot fly, to be able to fly.
  - Worker Bug: When a Terran user right clicks on a unexplored area with an SCV that is carrying some minerals or vespene gas, then lifts the command center and lands it while at the same time issuing a cargo command, allowing the SCV to patrol areas that are completely blocked off.
  - Worker Grouping Bug: Attacking with a grouping of worker units that looks like a single unit.
  - Zerg Unit Grouping Bug: Making multiple units look like lesser number of units using Zerg's burrow.
  - Waypoint Bug: With shift-key pressed down, right-clicking multiple times on the Vespene Geyser and then clicking the opponent's HQ to patrol areas that is completely blocked off.
  - Worker Rubbing Bug: When opponent's units are blocking the entrance, clicking the HQ at the same time as cargo command is issued allows the worker to go through the units and patrol the area.
- ❑ **Disconnections**
- Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.

- Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss.
  - When any disconnection occurs:
    - 1) If a disconnection occurs within 3 minutes from the start of the match, the match must be restarted.
    - 2) If a disconnection occurs after 3 minutes from the start of the match, one of the following solutions may be adopted:
      - If both players agree to a match restart, the match will be restarted.
      - If the players cannot reach an agreement, the winner will be determined by a referee after the analysis of the match replay.
      - If the winner cannot be decided by analyzing the match replay, the players must agree to a match restart or forfeit the match.
- ❑ **Unfair play**
- The following actions will be considered unfair play:
    - 1) the use of any cheat program and/or map hack program.
    - 2) an intentional disconnection
    - 3) the use of any settings exceeding the standard and permitted settings
    - 4) any “unnecessary chatting” during the match.
 

“Unnecessary chatting” means any chatting other than the cases listed below:

      - i. greeting messages between the players;
      - ii. repeat of “P” to request for a pause during a stage match;
      - iii. a signal for the loss (i.e.: ‘gg’, ‘GG’, or any other message that the referee can use to decide the winner);
      - iv. chatting between players that does not violate the unsportsmanlike behavior clause;
      - v. any message that the referee can judge as part of the game.
    - 5) clearly allowing one's opponent to win a match.
    - 6) if a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion.
    - 7) unsportsmanlike behavior or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).
    - 8) the use of a program bug that is determined by the board of referees as being

unfair.

- Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.
- During the course of the National Championship, the board of referees may determine other actions to embody unfair play.

#### □ **Final provisions**

- The above-mentioned rules may be amended in the following cases:
  - 1) Should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game;
  - 2) Should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
  - 3) Should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
  - 4) Should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.