

WarCraft® III : Frozen Throne™

- ❑ **Game Version: WarCraft® III : Frozen Throne™ v1.24.4.6387**
- ❑ **ESRB Rating: Teen (Age +13)**
 - Anyone born after Sep. 30th 1997 will not be allowed entry to the GF.
- ❑ **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 their opponent or if their opponent surrenders
 - Arriving late for a scheduled match may result in a forfeit at the discretion of the Chief Referee.
 - At the end of each match, the players must remain seated, remain at the victory/defeat screen and await a referee to record the results and save the replay. Closing the victory/defeat screen without the replay being saved by a referee may result in a default loss.
 - WCG reserves the right to install additional software and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
- ❑ **Game Settings**
 - 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 the referee's permission, the player may be given a warning or lose by default at the referee's sole discretion.)
 - Game Speed : Fastest
 - Maps : Turtle Rock, Echo Isle, Twisted Meadows, Terenas Stand, Ancient Isle
(* Each map may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)

❑ **Tournament Server Settings**

- Lock Teams : Yes
- Teams Together : No
- Full shared unit control : No
- Random races : No
- Random hero : No
- Observers : Full Observers
- Visibility : Default

❑ **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.