

World of Warcraft®: Cataclysm™

World Cyber Games 2011 Grand Final – Busan, KOREA

- Game Version: World of Warcraft®: Cataclysm™ (v4.2)**
- Operation System: Windows 7**
- Monitor: 27" LED Monitor (Model Name: Samsung SyncMaster S27A550H)**
- WCG recommends players to bring their own mouse, keyboard headphone and any other peripheral to simulate their own best playing environment.**
- WCG will provide mice, keyboards and headphones with at least 30 minute notice. No mouse pads will be available, so please bring your own.**
- WCG will not be responsible for performance issues related to peripherals.**
- 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.**
- 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.**
- WCG will not provide personal practice areas at the WCG 2011 Grand Final.**

❑ **ESRB Rating: Mature (Age +15)**

- Anyone born after Dec.8th, 1996 will not be allowed entry to the GF

❑ **General provisions**

- Competition Method : 3 vs. 3
- Game Length : 20 minutes
(There is no time limit, so the referee will be checking the time accordingly. If there is no winner after certain time is passed, rematch will be taken place.)
- Map : Random
- 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. 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
- The 'World of Warcraft' tournament shall consist of two parts:
 - 1) a group stage: a round-robin consisting of one match against each group opponent; (best 2 out of 3 games)
 - 2) a knockout stage: single elimination (best 3 out of 5 games)

❑ **Group Stage**

- The draw result for the WCG 2011 Grand Final groups will be announced on Nov. 23, 2011 via the WCG website.
- The Map rotation will be announced on Nov, 25, 2011 via the WCG website.
- The Group Stage is Round Robin. Each team plays one match against each of the other teams in the same group. Winning teams receive three points for a win and losing teams receive zero.
- In the Group Stage, the player has to choose the character for every single game, and submit it to the referees in document. The referees must make sure that the players are using the characters that are priority informed.
- The ranking for Group Stage is decided by the total number of points acquired during group matches.
- The four teams coming first and second in each group qualify for the Knockout

Stage

- In the case of 2 teams having the same number of points, the following rules will be applied in order listed:
 - 1) Head To Head (The winner of the between the two players advances)
 - 2) Number of in-game rounds won during group matches.
 - 3) Rematch
- In case of 3 or more teams having the same number of points, the following rules will be applied in order listed:
 - 1) Head To Head (The winner of the matches between the affected teams)
 - 2) Number of in-game rounds won during group matches between the affected teams.
 - 3) Number of in-game rounds won during group matches
 - 4) Rematch

❑ **Knockout Stage**

- The Knockout Stage of the tournament shall consist of a single elimination tournament.
- In the Knockout Stage, the player has to choose the character for every single game(set), and submit it to the referees in document. The referees must make sure that the players are using the characters that are priory informed.
- The match will be taken place among the 1st, 4th rank team, and 2nd, 3rd rank team

❑ **Tournament Regulation**

- All the matches in the tournament will follow the World of Warcraft Arena regulation.
 - 1) The official regulation will be applied in precedence, if any friction occurs between the official regulation and the World of Warcraft Arena regulation.
 - 2) According to the discretion of the host, if “cheating” especially, “winner fabrication is being exposed, WHATSOEVER the team and team members will be disqualified immediately.
 - 3) Unless the external user interfaces have not violated the terms and agreement of World of Warcraft, it cannot be used.
- Each team members can ONLY participate with a provided account, three characters can be created per account.
- Before the match begins, 15minutes will be given for setting and maintenance. This has to be done with in 15minutes before the match starts.
- The screen must be full screen mode during the tournament.

❑ **Character Settings**

- When the player create the character in arena tournament server (private server for the tournament), the equipment for PvP Season 9 will be provided automatically
- The character setting for preliminary match should be completed within the informed dates. Additional settings on equipments, enchantments and gems can be done through merchants.
- Players should check the characters within the given time. If not, all the responsibility to the consequences will be taken by the player solely.
- All the characters can prepare two talents separately and free to use it but other than two talents, it cannot be changed during the tournament. But for the exceptional case such as patch updates with in the tournament period, players can make claims day prior to match.
- During the tournament, weapons and equipment can be used freely.
- During the match, 5minutes are given in each set for setting the equipment. If this regulation is being violated, the player will be forfeited immediately.
- All the players **MUST** follow the standard screen setting determined by the host.
- During the tournament, character selection within each set is available.
- A player may use one character and the character name should contain A,B,C at the end of each character name. Ex) san_A, san_B, san_C
- During the match, 5minutes will be given for computer setting. If the player exceeds the designated time, the match may forfeited.
- Other than the programs that are provided with in the game, **ALL** the add-on programs are prohibited. (In case of the voice chat program, **ONLY** Ventrilo, and Mumble is available.)

❑ **Unfair Practices Subject to Penalty**

- The following is a list rules and unfair practices. Any player or team caught breaking a rule or performing an infraction will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee:
- When a player has died, he may communicate verbally with other players, but he must remove his hands from his keyboard and mouse until the beginning of the next round.
- If the referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, the team may be given a warning or lose by default at the referee's sole discretion.
- Other than the game clients, uninformed programs to WCG committee are strictly

prohibited

❑ **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 the game is disconnected, players must inform the referee by raising the hand
- When the game is disconnected, before and after knocked down(dead) will be the criteria for referees to make decisions.
- Case 1 : Disconnection occurred before knocked down
 - 1) The specific round will be restarted and do not make any influence to the score.
- Case 2 : Disconnection occurred after knocked down
 - 1) The specific round will be continued and the disconnected player should reconnect and commence the match.

❑ **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.