



Official Event Rules

StarCraft 2 HoTS Tournament

Event Structure:

- Max Teams: 60
- Players per Team: 1
- Brackets: 2
- Format: Double Elimination

Seeding:

- Amateur Bracket will consist of: Bronze - Gold Ranked Players*
- Pro Bracket will consist of: Platinum - Grand Master Ranked Players*

*All players must be ranked in order to participate. Be honest and fair, if you're a Diamond posing as a Bronze (smurfing) you will be disqualified from the tournament. Remember these LAN's are for fun and lets keep it that way :-)

Match Rules Fast Version:

- Normal Win Conditions: Best of 5
- Semi-Finals and Finals Win Conditions: Best of 5
- Time limit: None

Settings - All Games

1. Category = Melee
2. Mode = 1v1
3. Game Speed = Faster

Maps:

- Akilon Wastes
- Neo Bifrost
- Cloud Kingdom
- Daybreak
- Entombed Valley
- Newkirk City

- Ohana
- Neo Planet S
- Star Station
- Whirlwind

General Rules:

1. The latest official Patch version will be used throughout the Event.
2. In the case of a Computer/Monitor malfunction, the Game will be restarted from the time of malfunction.
3. If a Game is started without the approval of a Referee it will be restarted.
4. If a Player fails to report to their Station within 5 minutes of the announcement, they will Forfeit the 1st Game. 10 minutes after the announcement, a Player will Forfeit their Match. If both Players Forfeit their Match, the higher seeded Player will win the Match.
5. Players may be disqualified if they leave their Station without their Referee's permission, or are otherwise unable to play. Referees may set a time limit for a Player who has requested that they be allowed to leave their Station, however, Referees may also deny a Player's request to leave their Station. Players may be disqualified if they haven't returned by the end of the Referee's set time limit.
6. In order to dispute Game results, Players must notify their Referee that they would like to Protest the Game. In order to dispute Match results, Players must notify their Referee that they would like to Protest the Match. Players must notify their Referee of their intent to Protest a Game before a new Game has begun. Players must notify their Referee of their intent to Protest a Match before the Match's Score Sheet has been submitted to the Tournament Admin.

Gameplay:

1. No Pausing a Game without Referee's permission. If an issue arises that requires a Pause, Players should contact their Referee immediately. Referees may approve or deny a Player's request to Pause the Game. Pausing a Game without Referee's permission will result in a Warning. If a Player receives a 2nd Warning they will Forfeit their current Game (See Gameplay Rule #15).
2. Players may not look at an opposing Player's Monitor or projected screen.
3. Players may not chat in-game unless they are engaging in pre-game sportsmanship or surrendering the Game.
4. Players must disable Toast Notifications in the Battle.net options.
5. Players must set their status to Busy.
6. Breaking any of Gameplay Rules # 2-5 will result in a Forfeit of the Game.
7. Any sign of cheating may result in a Forfeit of the Game, disqualification from the Event, and ejection from the venue.
8. The Map for Game 1 of each Match will be selected by the admins and announced prior to the Event.
9. The loser of a Game must select the Map for the next Game.
10. No Map may be played more than once in the same Best of 5 Game Match, Best of 7 Game Match, or in the Finals.
11. The loser of a Game may select a different Race for the next Game.
12. Players who quit out of a Game before it has ended, without Referee's permission, will

lose the Game.

13. Players who are disqualified prior to the start of a Game will not be allowed to play in the Game. Players who are disqualified during a Game must quit out of the Game. Players who are disqualified won't receive any Rank Points for their ranking in the Event.
14. The higher seeded Player must host all Games in a Match. However, if a Match is broadcast, an observer will host all Games in the Match.
15. Only admin staff members may connect to the server as an observer. Inviting someone to observe a Match without Referee's permission will result in a Warning. If a Player receives a 2nd Warning they will Forfeit their current Game (See Gameplay Rule # 2).
16. If a Player loses their connection to the Host during a Game, the Game must be replayed.
17. If an observer loses their connection to the Game, but both Players remain in the Game, the Game must continue.
18. The higher seeded Player must play as the Red team and the lower seeded Player must play as the Blue team.
19. If all Minerals on the Map have been consumed and no Units or Structures have been killed for 5 minutes, the Game will be replayed.

Rule Changes:

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Players are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Players must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.