## Pravila tekmovanja na EPICENTER ONLINE 2020

## **Fortnite**

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#  **English rules**

1. **GLOBAL TOURNAMENT RULES, TERMS AND CONDITIONS**

**1.1. Eligibility**

* Each team must consist of 3 players.
* Each team member must be a **PC player and have Mayhem** leaderboard tracking software **installed** and **running during the entirety of the tournament** to be eligeble to track placements and kills of the specific team properly. Download Mayhem here: <https://mayhem.gg/>
* All team members must verify their Fortnite accounts using the Yunite bot on the Spid.si Discord server.
* To reserve your participation in the tournament, a team must have 3 players signed up to their specific team.
* Each team may have **one substitute player**, who cannot play for any other team. Substitute player must also must be locked when registrations close and may not be added later.
* Each team must have **at least 1 player with Slovenian residency**. Other two players must fulfill at least one of the following:
- be resident of the country from the Balkan region
- be resident of the one of sovereign countries (Austria, Italy, Hungary)
- already competed at previous EPICENTER LAN events
1. **GENERAL INFORMATION**

**2.1. Tournament Format**

* Mayhem Arena Trios,
* Each elimination: +2 points,
* 1st place: +14 points,
* 2nd place: +8 points,
* 3rd place: +6 points
* 4th–17th place: +3 points
* 10 rounds.
* List of teams competing and exact timeline of the games will be communicated to the teams on Discord on 15th of August 2020.

**2.2. Mayhem**

* After getting verifed for the tournament, players will get access to a discord channel with a link to the Mayhem Playground.
* The Mayhem Epicenter Online x Spectralis Playground consists of chats and a game lobby. The Fortnite party leader must create an identical party in the Mayhem lobby to track kills & placements properly.
* All party members must have Mayhem installed and running during the tournament.
* The hosts / staff (marked with special colors / tags on Mayhem) will announce that a new round queue has opened up with the Yunite bot in the Discord server before the round start in the Mayhem Lobby.
* Complaints / reports can also be sent in the dedicated channels there.

**2.3. Yunite**

* All party members must get their Fortnite accounts verified using the Yunite bot.
* After party members verify, they'll be able to see a new chat where they'll be able to queue for tournament rounds by clicking on the reaction emoji.
* The party leader must add the Yunite bot on Fortnite and invite it to the lobby, after the bot jons, the party leader must set the bot as party leader. The bot will then set the custom code and leave the party.
* There will be a menu showing the party queue progress in the discord chat.

**2.4. Administrators**

* Tournament Administrator is: Swagter, Discord: (Swagter#0001) & other Spectralis staff members that will be available in the Mayhem lobby during the tournament.
* Players should always address the administrators in a polite and respectful way.
* An administrator has the final say in all matters.
* Under extreme circumstances administrators reserve the right to change the rules.

**2.5. Schedule**

 - The first round starts at approx.:

 - After the 5th round there is a 15 minute break.

 - Players have 5 minutes before each round to requeue.

**2.6. Timekeeping**

* Players must be ready 15 minutes before the first round start time.
* If there aren't at least 81 players ready in each lobby then the round is postponed until the staff decide to continue without the required player count.
* If the team is late for a certain round they can't participate in that specific round.
* After every round the teams have 5 minutes to requeue for the next round after a new code is set in the Yunite chat. The queue for next round may be ready instantly after the previous round finishes.
* There is a 15 minute break after the 5th round.
* Hosts and administrators will wait max two minutes, if a certain team has problems queueing for the round.
* Administrators reserve the right to change these timings if circumstances require so.

**2.7. Communication**

* All communication with administrator and teams will be held at SPID.SI Discord Fortnite channel: <https://discord.gg/WAVWmr6> & the Mayhem Playground which you can find in the Discord channel, if verified.
* Request your tournament admin to give you the respective role, so you can view the channels about tournament and communicate with other teams.
* Players should always address the administrators and other competitors in a polite and respectful way.
1. **GAMEPLAY SETTINGS**

**3.1. Format:** Mayhem Arena Trio

**3.3. Server setup**

Lobby: Custom
Mode: Arena Trios

1. **MATCH RULES**

**4.1. Before the match**

-Each player must have a personal Fortnite account.
- Tournament round will start as scheduled unless decided otherwise by adminstrators.
- The server has to be set up as written in GAMEPLAY SETTINGS.

- All players must have anonymous mode disabled.

**4.2. During the match**

- No Toxic Behavior

- Players must be respectful of other players, Event Organizer, Event Administrators, spectators, and sponsors (as applicable).

- Each player is expected to play within the spirit of the Game and these Rules at all times during any Event match.  Any form of unfair play is prohibited by these Rules, and may result in disqualification from participation (or further participation) in the Event.  Examples of unfair play include the following:

- Collusion (as defined below), match throwing or fixing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any match or Event.

- Hacking or otherwise modifying the intended behavior of the Game client.

- Playing or allowing another player to play on an Epic account registered in another person’s name (or soliciting, encouraging, or directing someone else to do so).

- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.

- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Epic in order to gain a competitive advantage.

- Using distributed denial of service attacks, swatting, or similar methods to interfere with another player’s connection to the Game’s game client.

- Using macro keys or similar methods to automate in-game actions.

- Intentionally disconnecting from a match without a legitimate reason for doing so.

- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a match or session).

- Utilizing outside assistance regarding the location of other players, other players’ health or equipment, or any other information not otherwise known to the player by the information on his or her own screen (e.g., stream sniping).  For clarity, a player’s receipt of coaching or use of the in-game replay tool does not fall within this prohibition.

- Players may not work together to deceive or otherwise cheat other players during any match (“Collusion”). Examples of Collusion include the following:

- Teaming: Players working together during the match while on opposing teams.

- Planned Movement: Agreement between 2 or more opposing players to land at specific locations or to move through the map in a planned way before the match begins.

- Communication: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing players.

- Item Dumping: Intentionally dropping items for an opposing player to collect.

- Feeding: Intentionally allowing oneself to be eliminated by an opposing player.

- Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

- Any violation of these Rules may result in disqualification from participation (or further participation) in the Event, whether or not that violation was committed intentionally.

**4.3. After the match**

- Players must requeue within 5 minutes after staff sets a new round in the Yunite chat.

- Players have the right to ask for an extra minute of pause time, if an issue occurs with queueing.

- Players should report suspected cheaters and any other problems encountered.

1. **RESTRICTIONS**

**5.1. In-game**- Any Agents, Weapons, Sprays, Weapon Skins, Weapon Buddies, and Maps currently disabled in other game modes are prohibited from use in official matches.

**5.2. Settings**

- Blood must be disabled in the game settings.

**5.3. Cheating**

- The use of prohibited game addons is not allowed and will lead to instant disqualification.

1. **IN-GAME RULES**

**6.1. Stoppage of play**

* The round may on be cancelled for the following reason:
	+ The lobby does not consist of at least 81 players before the game start.
* The round cannot be reset, if a team couldn't connect in time / an error occured on Epic's side.
	1. **Complaints**
* If a player wants to make a complaint about a game result, the player has to tell the administrator assigned to the match, before the next round starts.
* If a player wants to object a game result ruled by an administrator, this has to take place before the next game.

**6.3. Punishments**

* Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified.
* Bad behaviour towards other players, casters or the administrators may result in a disqualification.

**6.4. Observers & Streaming**

* No spectators are allowed in any tournament games, except for approved streamers and administrators.
* Players may not watch or listen to any streams of the tournament while playing.
* Players may not spoil the game results on stream before the match on the stream is finished.
* Players must have at least three minutes of delay while streaming the tournament.

**6.5. Substitutes**

* Teams may have 1 substitute listed as part of their team, who cannot play for any other team. They also must be locked when registrations close and may not be added later. The substitute player may only play, if he's picked to play at the start of the tournament by the team.
* A team cannot be changed after the first round has started.

**7. BEHAVIOR AND SPORTSMANSHIP**

* Show respect to everyone involved in the tournament. This includes, but is not limited to players and staff.
- Treat everyone the same way as you would like to be treated yourself.
- Always show integrity while playing in every tournament, be honest and play fair.
- Do not use any discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation or personal beliefs.
- Do not use any extreme foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.
- Do not make threats of real-world violence or other intended harm to anyone involved in the tournament.
- Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.
- Do not share personal information about yourself or other individuals.
- Do not engage in, request, arrange, or offer illegal activities or materials.
- Do not impersonate other individuals.
- Do not spam, be it in text or VOIP.
- Do not share your account, your account is for your use and your use alone. Do not grant access to your account to anyone else, and do not access anyone else’s account, even with their permission.

**8.**  **OTHER**

**8.1. Allowed & Forbidden Software**

* Voice communication tools as Discord, Ventrilo, Mumble and Teamspeak are allowed. Any overlay options in communication tools are not allowed.

- Mayhem (for leaderboards / announcements).

**8.2. Rule Amendments**

* All Admin decisions are final.
* The number of rounds can change, if difficulties occur.
* It is at the discretion of the Tournament Director to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):
* If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.
* If a game breaking bug is discovered during the course of the tournament.
* If players are suspected or proven to be engaging in unfair play or collusion to fix the results of a game.
* If changes to game settings and/or operations guidelines are necessary due to differences between online and offline tournaments.
* If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion as required by a live venue.