Pravila tekmovanja na Bitstamp EPICENTER ONLINE 3

Rocket League

Pripravila: Nuša Klepec
Datum: 21.2.2022

Slovenska pravila

1. SPLOŠNA PRAVILA IN POGOJI SODELOVANJA

1.1. Pogoji sodelovanja
- Vsaka ekipa je sestavljena iz 3 igralcev.
- Vsi 3 igralci so ustrezno in pravočasno (do 3. marca 2022) prijavljenih na spletni strani.
- Vsaka ekipa ima lahko **največ enega rezervnega igralca,** ki ne more hkrati igrati za drugo ekipo. Tudi rezervni igralec mora biti do 3. marca prijavljen na spletni strani.
- Ekipo morata sestavljati **vsaj 2 igralca s slovenskim državljanstvom.** Tretji igralec pa mora biti iz ene od sledečih držav: Hrvaška, Madžarska, Avstrija, Italija, Srbija, Bosna in Hercegovina, Severna Makedonija, Kosovo.

Ne glede na državo bivanja in brez zgornjih omejitev se lahko turnirja udeležijo vsi igralci, ki so bili udeleženci preteklih EPICENTER LAN offline dogodkov.

2. SPLOŠNE INFORMACIJE

2.1. Format tekmovanja
- Tekmovanje je sestavljeno iz skupinskega dela in izločilnega dela. Natančno število ekip v skupini bo določeno po zaprtju prijav.
- **Skupinski del:** sestavlja od 4 do 6 ekip v skupini, ekipe igrajo **vsaka z vsako serijo bo5.** Zmagana serija ekipi prinese eno točko. Število točk oz. število zmaganih serij bo odločalo o tem, katere ekipe napredujejo v izločilni del tekmovanja. V primeru izenačenega števila točk v skupini, se upoštevajo rezultati iz vseh serij.
- **Izločilni del:** v izločilni del bo napredovalo 8 ekip. **Četrfinale** poteka v **formatu BO5, polfinale in finale pa v formatu BO7.**
- Ta format velja, če se prijavi vsaj 16 ekip. Administrator si pridržuje pravico do spremembe formata v primeru nezadostnega števila ekip ali v primeru, ko bi sprememba formata vplivala na optimalnejši potek tekmovanja. V primeru sprememb bo administrator pravočasno obvestil sodelujoče ekipe.
- Seznam ekip in natančen urnik tekmovanja bo objavljen 5. marca 2022 pred začetkom tekmovanja na Discordu.

2.2. Administratorji
- Administrator turnirja je Nuša Klepec (nusa@spid.si, Discord: PlagueRat#4105).
- Igralci se morajo do administratorja obnašati spoštljivo.
- Administrator ima zadnjo besedo pri vseh odločitvah in konfliktih.
- V skrajnih primerih si administrator pridržuje pravico do spremembe pravil.

2.3.   Predvidena časovnica

Sobota, 5. marec 2022
11:00 – začetek skupinskega dela (round robin bo1)
15.00 – 17.00 – uradna pavza za vse
17.00 – nadaljevanja tekmovanja do zaključka skupinskega dela

2.4.   Časovne omejitve in zamujanje
- Igralci morajo biti pripravljeni v roku 10 minut od predvidenega začetka igre. Če ekipa v tem času ni pripravljena na igranje, izgubi igro.
- Ekipe imajo po končani seriji iger pravico do 15 minutne pavze.
- Administrator si pridržuje pravico do spremembe časovnih omejitev, če je to potrebno.

2.5.   Komunikacija
- Vsa komunikacija z administratorjem in ekipami bo potekala na SPID.si Discord serverju: https://discord.gg/WAVWmr6.
- Ob pridružitvi na server v kanalu #check-in izberete Rocket League, kar vam dodeli ustrezen role za turnir in omogoči vpogled v kanale ter komunikacijo z administratorjem in ostalimi tekmovalci.
- Komunikacija z administratorjem in drugimi tekmovalci mora biti v vseh primerih spoštljiva.

3.   NASTAVITVE V IGRI

3.1   Platforma
Dovoljene so vse platforme (PC, PS, Switch, Xbox).

3.2.   Osnovne nastavitve igre
Server: Europe
Game Mode: Private Match
Size: 3 on 3
Match Time: 5 minutes
Max Time Limit: 11 minutes
Cross-platform play: Enabled
Mapa: Stadium

3.3.   Igralčeve nastavitve
Dovoljeni so vsi avtomobili, vključujoč DLC avtomobile.

4.   PRAVILA MED IGRO

4.1. Zahteve igralcev
- Vsak igralec mora imeti kopijo Rocket League igre.

4.2. Prekinitve povezave in tehnične napake
- Če ima katera od ekip tehnično težavo, se lahko naredi remake, če se obe ekipi strinjata.
- Če se eden od igralec disconnecta, ga je potrebno počakati za naslednjo igro.

4.3. Pritožbe
- Če se želi igralec ali ekipa pritožiti glede rezultata, mora obvestiti administratorja pred začetkom naslednje igre.

4.4. Kaznovanje
- Če igralec načrtno sabotira, se neprimerno vede ali se žaljivo obnaša do administratorja ali drugih ekip, sledi diskvalifikacija.
- Vsakršno nastavljanje rezultatov, neresno igranje ali načrtno izgubljanje se kaznuje z diskvalifikacijo celotne ekipe.

4.5. Streamanje
- Uradni prenos tekmovanja bo potekal s strani organizatorja SPID.si na enem od uradnih kanalov.

4.6. Screenshoti in poročanje rezultatov
- Zmagovalna ekipa mora na koncu igre narediti screenshot in ga poslati v #screenshot-rezultatov kanal na Discordu s pripisom rezultata v obliki *Ekipa A 1:0 Ekipa B.*
- Obe ekipi morata shraniti replay igre. Zmagovalna ekipa naj replay prav tako pošlje v Discord channel zraven screenhota.
- Replay najdete v: *C:\Users\uporabnik\Documents\My Games\Rocket League\TAGame\Demos*
- V primeru, da ni replaya, ekipa ne more vložiti pritožbe zoper rezultat.

4.7. Zamenjave igralcev
- Vsaka ekipa ima lahko enega rezervnega igralca, ki ne sme igrati hkrati za drugo ekipo. Rezervni igralec mora biti prav tako ustrezno prijavljen pred zaprtjem prijav.
- Ekipa lahko uporabi rezervnega igralca kadar koli med posameznimi igrami, vendar mora pred začetkom igre o tem obvestiti administratorja in svoje nasprotnike.

5. OSTALO

5.1. Dovoljena programska oprema

- Dovoljeni so programi glasovne komunikacije kot so Discord, Teamspeak in League voice chat. Niso pa dovoljeni overlayi v komunikacijskih programih.

5.2. Spremembe pravil

- Vse odločitve administratorja so končne.
- Administrator si pridržuje pravico do spremembe pravil, v kolikor je to potrebno.

Spremembe pravil se lahko zgodijo (vendar ne izključno le takrat), če:

- Igralci igrajo nepošteno, goljufajo ali na kakršen koli nepošten način vplivajo na rezultate v igri.
- Prihaja do zamud, ki preprečujejo, da bi se tekmovanje zaključilo v predvidenem času.

English rules

1. GLOBAL TOURNAMENT RULES, TERMS AND CONDITIONS

1.1. Eligibility
- Each team must **consist of 3 players.**
- Each team must have **at least 3 players with Slovenian residency.** Third player must be resident of one of the following countries: Croatia, Hungary, Austria, Italy, Serbia, Bosna & Hercegovina, North Macedonia, Kosovo. These conditions and residency limits do not apply to players who had previously competed at one of EPICENTER LAN offline events.
- To reserve your participation in the tournament, a team must have 3 players and signed up to their specific team.

2. GENERAL INFORMATION

2.1. Tournament format and schedule
- The tournament format will be a group stage followed by a single elimination bracket. The bracket will be determined by the tournament administration shortly after signups have closed and will be communicated to all players before the tournament starts.
- **Group Stage** (from 4 to 6 teams per group) matches will be in the form of a **round robin BO5** match format. Winning the series means 1 point for the team. The teams with the most points will qualify to the elimination stage. If there is a tie, the number of won games will be taken into account.
- **Elimination stage will be in single elimination format.**
  Quarterfinals – BO5
  Semi-finals and finals – BO7

2.2. Administrators
- Tournament Administrators is: Nuša Klepec (nusa@spid.si, Discord: PlagueRat#4105).
- 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.

2.3. Timekeeping
- Players must be ready within 10 minutes of the match start time. If a player is not ready then the first game is forfeited.
- Every subsequent five minutes, another game will be forfeited.
- Players are allowed a 15 minute break between tournament games.

- Administrators reserve the right to change these timings if circumstances require it.

3. GAME SETTINGS

3.1. Platforms

Players are allowed to play on all platforms (PC, Xbox, PS, Switch).

3.2. Server/Host Settings
- Server: Europe
- Game Mode: Private Match
- Size: 3 on 3
- Match Time: 5 minutes
- Max Time Limit: 11 minutes
- Cross-platform play: Enabled
- Mapa: Stadium

3.3. Player Settings
- All cars are available for selection, including DLC cars.

4. IN-GAME RULES

4.1. Requirements
- Each player must have a copy of Rocket League.

4.2. Disconnects & Computer Failure
- If one team has technical difficulties, they can remake the game if their opponents agree.
- If a player disconnects during the game, the next game can't be started without him.

4.3. 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 match starts. If a player wants to object a game result ruled by an administrator, this has to take place before the next game.

4.4. 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.

4.6. Observers & Streaming
- Tournament will be streamed on one of official's SPID.si Twitch channels.

4.8 Score Confirmation
- The winning team must send the screenshot and the result of a game into *#results* channel at Discord. The replay of the game must be added as well.
- Replay can be found in: *C:\Users\uporabnik\Documents\My Games\Rocket League\TAGame\Demos*
- Both teams should take the replay of the play. If there is no replay, the team can't make a complaint about the game result.

4.9. Substitutes
- Teams may have as many substitutes listed as the tournament system can allow as part of their team. These substitutes are locked when registrations close and may not be added later.
- Players can be substituted at any time between games. If you are substituting between games in a series you must inform your opponents of the substitution.

5. OTHER

5.1 Allowed & Forbidden Software
- Voice communication tools as Ventrilo, Mumble and Teamspeak are allowed. Any overlay options in communication tools are not allowed.

5.2. Rule Amendments
- All Admin decisions are final.
- 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.