



Pravila tekmovanja na Bitstamp EPICENTER ONLINE 3

Valorant

Pripravila: Nuša Klepec

Datum: 14.2.2022



Slovenska pravila

1. SPLOŠNA PRAVILA IN POGOJI SODELOVANJA

1.1. Pogoji sodelovanja

- Vsaka ekipa je sestavljena iz 5 igralcev.
- Vseh 5 igralcev je 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 morajo sestavljati **vsaj 3 igralci s slovenskim državljanstvom**. Ostala dva igralca pa Morata imeti 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 best of 1**. Število zmag/porazov bo odločalo o tem, katere ekipe napredujejo v izločilni del tekmovanja. V primeru izenačenega števila zmag v skupini, se upošteva head-to-head rezultat. Natančno število ekip v posamezni skupini in število ekip, ki napredujejo iz vsake skupine, je odvisno od števila sodelujočih ekip in bo določeno ter komunicirano po zaprtju prijav.
- **Izločilni del:** izločilni del bo potekal po sistemu **enojne izločitve best of 3**.
- 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 2021 pred začetkom tekmovanja na Discordu.

2.2. Administratorji

- Administratorja turnirja sta Nuša Klepec (nusa@spid.si, Discord: PlagueRat#4105) in Rudi Ogris (rudi@spid.si, Discord: Ogris#8702).
- 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, 5.3. 2022 – skupinski del

- 11.00 – začetek skupinskega dela (bo1)
- 15.00 - 17.00 – uradna pavza za vse
- 17.00 – nadaljevanje tekmovanja do zaključka vseh iger

Nedelja, 6.3. 2022 – izločilni del

- 11.00 – začetek izločilnega dela (bo3)
- nadaljevanje odvisno od števila ekip in bo komunicirano na Discordu (pred finalom zagotovljena pavza 1 h)

2.4. Časovne omejitve in zamujanje

- Igralci morajo biti pripravljeni v roku 15 minut od predvidenega začetka igre. Če ekipa v tem času ni pripravljena na igranje, izgubi igro.
- Če ekipa zamudi:
 - 5 minut -> izgubi ban mape
 - 10 minut -> izgubi možnost izbire strani
 - 15 min -> izgubi igro
- Ekipe imajo pravico do 15 minutne pavze med posameznimi igrami.
- 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 Valorant, 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. Format: 5v5

3.2. Mape

- Bind
- Haven
- Split
- Ascent
- Icebox
- Breeze
- Fracture



3.3. Nastavitve serverja

Lobby: Custom

Mapa: odvisna od tega, katera je bila izbrana v procesu izbiranja map

Način: Standard

Server: Frankfurt 1

Nastavitve:

- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win by Two: On

V nastavitvah igre mora biti možnost 'blood' izklopljena.

V primeru, da imajo igralci napačne nastavitve, bo igra ustavljena in resetirana. Vse runde, ki so se odigrale z napačnimi nastavitvami, bodo razveljavljene.

4. PRAVILA IGRANJA

4.1. Pred igro

- Vsak igralec mora imeti svoj Valorant račun.
- Vse igre se bodo začele po urniku, razen v primeru, da administrator določi drugače.
- Nastavitve morajo biti takšne, kot je navedeno v poglavju NASTAVITVE V IGRI.

4.1.1. Izbira mape

Ekipa A – je ekipa, ki je na Toornamentu zapisana prva (zgornja ekipa)

Ekipa B – spodnja ekipa

BO1:

Ekipa A – izloči eno mapo.

Ekipa B – izloči eno mapo.

Ekipa A – izloči eno mapo.

Ekipa B – izloči eno mapo.

Ekipa A – izloči eno mapo.

Ekipa B – izloči eno mapo.

Izbrana je mapa, ki je ostala.

Ekipa A izbere stran.

BO3:

Ekipa z višjim seedom se lahko odloči, če bo ekipa A ali ekipa B. V igrah, kjer ekipe nimajo seedov (npr. polfinali in finali), se višji in nižji seed določita z metom kovanca.

Ekipa A – izloči eno mapo.

Ekipa B – izloči eno mapo.



Ekipa A – izbere mapo za prvo igro.
Ekipa B – izbere stran, na kateri bodo začeli v prvi igri.
Ekipa B – izbere mapo za drugo igro.
Ekipa A – izbere stran, na kateri bodo začeli v drugi igri.
Ekipa A – izloči eno mapo.
Ekipa B – izloči eno mapo.
V tretji igri, če do nje pride, se igra mapa, ki je ostala.
Ekipa A - izbere stran za tretjo igro.

- Vsaka mapa je lahko izbrana samo enkrat. Če je mapa izločena, je nobena stran ne more izbrati.
- Po končanem izbiranju map, kapetana ekip napišeta v lobby, da je ekipa pripravljena. Igra se ne sme začeti preden sta pripravljeni obe ekipi.
- Igra se mora začeti v roku 15 minut od predvidenega začetka igranja.

4.2. Med igro

- Če katera izmed ekip ne izbere vseh agentov v času 'character selection-a' in se igra vrne v lobby, je igro potrebno začeti od začetka.
- Če se je igra pričela, preden sta obe strani napisali, da sta pripravljeni, ima ekipa, ki ni bila pripravljena, pravico zahtevati remake pred začetkom 1. runde.
- Če kateri od igralcev ni pravočasno connectan v igro, lahko ekipa zahteva remake pred začetkom 1. runde.
- Če se je igra začela na napačni mapi, je potrebno narediti remake.
- Potek remake-a: vsi igralci zapustijo igro. Ekipi takoj začneta z naslednjo igro. Oba kapetana morata ponovno napisati, da je ekipa pripravljena. Če katera od ekip ne bo pripravljena v roku 5 minut od remake-a, bo diskvalificirana. Remake se lahko naredi samo enkrat na igro, po tem se mora igra nadaljevati, tudi če težava/napaka ni bila odpravljena.

4.3. Po igri (pošiljanje screenshotov)

- Ko se igra zaključi, morata kapetana ekip narediti screenshot rezultata in ga prilepiti v Discord kanal #screen-shot rezultatov. Za poročanje rezultatov uporabite naslednji format:
ekipa A 13:7 ekipa B

5. PREPOVEDI

5.1. V igri

- Vsi agenti, orožja, sprayi, skinny, buddie-ji in mape, ki so v času poteka tekmovanja



onemogočeni v drugih načinih igranja (npr. unrated, rated), so prepovedani za uporabo tudi na turnirju.

5.2. Nastavitve

- Nastavitev 'blood' mora biti izklopljena.

5.3. Goljufanje

Prepovedano je goljufanje, spreminjanje datotek igre, izkoriščanje bugov ali uporaba kakršnih koli third-party aplikacij, ki bi ekipi omogočila nepošteno prednost.

Uporaba kakršnih koli cheatov je popolnoma prepovedana. Uporaba cheatov se kaznuje s takojšnjo diskvalifikacijo ekipe. Prepovedani so:

- ESP
- radar hacki
- wallhacki
- speed hacki
- aim hacki
- hitbox manipulacija
- kakršna koli oblika teleportacije, ki v igri ni mogoča
- izkoriščanje bugov za pridobivanje prednosti pred nasprotniki

Karkoli, kar se razume kot bug, bo raziskala ekipa administratorjev in na licu mesta presodila, ali gre za kršitev. Pri odločanju bo ekipa upoštevala predhodne kršitve, klasifikacijo bugov, predhodno komunikacijo, vpliv na potek igre in namenskost.

Specifični bugi, vezani na agente – Cypher

- Uporaba kamer na način, da niso vidne ali uničljive, se šteje kot izkoriščanje buga. Vse kamere morajo biti uničljive in vidne s strani obeh ekip.
- Kamere ne smejo biti nameščene na mestih izven meja mape

V primeru dilem ali vprašanj se obrnite na administratorja turnirja.

6. PRAVILA MED IGRO

6.1 Prekinitve igre in pavze

Tehnična pavza

Igra se lahko pavzira samo v naslednjih primerih:

- Disconnect igralca
 - Tehnične težave na strani katere od ekip
 - Na zahtevo administratorja
- Ekipa, ki želi pavzo, mora to najprej sporočiti nasprotnikom v all-chat in navesti razlog za pavzo.



- Pavza med igro **ni mogoča, kadar so igralci v combatu ali po tem, ko je bil Spike plantan.**
- Med pavzo **se igralci ne smejo premikati po mapi.** Ko sta obe ekipi pripravljene, se igra lahko nadaljuje.
- Vsaka ekipa ima dovoljeno **skupno 5 minut pavze na mapo.**
- Pavza se sproži tako, da igralci pritisnejo tipko Esc in pod možnostjo 'cheats' izberejo 'pause match timer'.

Taktična pavza

- Vsaka ekipa ima **dvakrat** na mapo pravico **do 60 s time-outa (taktična pavza).** V primeru overtime-a ima vsaka ekipa pravico še do ene taktične pavze dolge do 60 sekund.
- Pavza se sproži tako, da igralci pritisnejo tipko Esc in pod možnostjo 'cheats' izberejo 'pause match timer'.
- Taktična pavza se lahko sproži *samo po koncu runde.*
- **Kakršna koli zloraba pavze in neupoštevanje pravil se bo kaznovala z diskvalifikacijo ekipe.**

6.2. Pritožbe

- Če se igralec ali ekipa želi pritožiti v zvezi s potekom ali rezultatom igre, mora o tem obvestiti administratorja **pred začetkom naslednje igre.**

6.3. Kaznovanje

- Goljufanje, neupoštevanje pravil ali nespoštljiva komunikacija z administratorji ter drugimi igralci se kaznuje s takojšnjo diskvalifikacijo ekipe s turnirja.
- Vsakršno nastavljanje rezultatov, neresno igranje ali načrtno izgubljanje se kaznuje z diskvalifikacijo celotne ekipe.
- Deljenje računov ali prevzemanje identitete drugih igralcev se kaznuje s takojšnjo diskvalifikacijo celotne ekipe s turnirja in po presoji administratorjev tudi prepovedjo igranja na SPID.si turnirjih za določen čas.

6.4. Streamanje in opazovalci

- Zunanji opazovalci niso dovoljeni, razen uradnih SPID.si oseb in observerjev.
- Med igranjem igralci ne smejo gledati ali poslušati uradnega streama svoje igre.
- Igralci po koncu igre na streamu ne smejo predčasno izdati rezultatov igre ali pisati komentarjev na streamu pred koncem igre.
- Igralci ne smejo prenašati svojih iger s tekmovanja na svojih kanalih.
- Vsaka kršitev bo kaznovana z diskvalifikacijo celotne ekipe.

6.5. Zamenjave igralcev



- Vsaka ekipa ima lahko enega rezervnega igralca, ki ne sme hkrati igrati 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.

7. PRIMERNO OBNAŠANJE IN ŠPORTNI DUH

- Spoštujte vse sodelujoče v turnirju, tako igralce kot administratorje in drugo osebje.
- Do drugih se obnašajte tako, kot želite, da bi se oni obnašali do vas.
- Igrajte pošteno in bodite iskreni.
- Ne uporabljajte diskriminatornega jezika – prepovedani so komentarji, ki diskriminirajo glede na nacionalnost, raso, spol, religijo, spolno usmerjenost ali osebna prepričanja.
- Prepovedano je preklinjanje, grožnje in uporaba nasilnega jezika.
- Prepovedano je nadlegovanje soigralcev ali kakršna koli dejanja, ki bi pri drugih igralcih povzročila občutek neprijetnosti ali ogroženosti.
- Ne delite svojih osebnih informacij in informacij o drugih igralcih.
- Ne prevzemajte identitete drugih igralcev.
- Uporabljajte samo svoj račun in ga ne posojajte drugim.
- Ne spammajte v chatu ali v VOIP.

8. OSTALO

8.1 Dovoljena programska oprema

- Dovoljeni so programi glasovne komunikacije kot sta Discord in Teamspeak. Niso pa dovoljeni overlayi v komunikacijskih programih.

8.2. 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:
- Tekmovanje poteka na drugem patchu in so potrebne modifikacije pravil za zagotavljanje fair playa
- Se med potekom tekmovanja odkrije nov bug
- 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 5 players.
- To reserve your participation in the tournament, a team must have 5 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 3 players with Slovenian residency**. Other two players must be residents 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 events.

2. GENERAL INFORMATION

2.1. Tournament Format

- The tournament format will be a group stage followed by a single elimination bracket. The exact sizes of groups and the number of games will be determined by the tournament administration shortly after signups have closed and will be communicated to all players during the tournament briefing.
- **Group Stage** (from 4 to 6 teams per group, depending on the number of the teams) matches will be in the form of a **Best of 1** match format. Wins/losses will be taken into account when deciding who qualifies through the groups. In the event of a tie, head-to-head result will decide which team advances to the playoff stage. **(Administrator is allowed to change the format due to insufficient number of teams. If such change happens, administrator will communicate to all players during the tournament briefing).**
- The groups will be followed by a **single elimination stage**. All games are **Best of 3**.
- List of teams competing and exact timeline of the games will be communicated to the teams on Discord on 4th of March 2022.

2.2. Administrators

- Tournament Administrators are: Nuša Klepec (nusa@spid.si, Discord: PlagueRat#4105) and Rudi Ogris (rudi@spid.si, Discord: Ogris#8702).



- 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. Schedule

Saturday, 5.3.2022 – group stage

11:00 – the beginning of group stage (round robin best of 1)

15:00 – 17:00 – official break for all competing teams

17:00 – continuation of the group stage

Sunday, 6.3.2022 – elimination stage

11:00 – the beginning of elimination stage (BO3)

- the exact schedule varies on the number of the teams and will be communicated on Discord in time

2.4. Timekeeping

- Players must be ready within 15 minutes of the match start time. All the players have to be in the lobby before the time limit goes down. If a team is not ready then the match is forfeited:
If the team is:
5 minutes late - they lose a map ban
10 minutes late - they lose a privilege to pick the side
15 minutes late - the match is forfeited
- Players are allowed a 15 minute break between tournament matches.
- Administrators reserve the right to change these timings if circumstances require it.

2.5. Communication

- All communication with administrator and teams will be held at SPID.SI Discord Valorant channel: <https://discord.gg/WAVWmr6>
- After joining the server, choose Valorant in the #check-in channel. That will 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.

3. GAMEPLAY SETTINGS

3.1. Format: 5v5

3.2. Maps



- Bind
- Haven
- Split
- Ascent
- Icebox
- Breeze
- Fracture

3.3. Server setup

Lobby: Custom

Map: depending which map has to be played from the map pool

Mode: Standard

Server: Frankfurt 1

Options:

- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win by Two: On

Settings: Blood must be disabled in the game settings.

In the event of an incorrect rule set, the match should be stopped and reset. Previously played rounds with incorrect format will not count towards the match outcome.

4. MATCH RULES

4.1. Before the match

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

4.1.1. Map choosing

Team A –the team mentioned first in the match on Toornament page (team on the top)

Team B – the team on the bottom

BO1:

- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map



- Map 7 is the only map remaining
- Team A picks a side

BO3:

The better-seeded team will decide if they are either Team A or Team B. In semi-finals and finals, where seeding is not provided, the higher and lower seed are decided by a coin flip.

- Team A bans 1 map
 - Team B bans 1 map
 - Team A picks Map 1
 - Team B picks side for Map 1
 - Team B picks Map 2
 - Team A picks side for Map 2
 - Team A bans one map
 - Team B bans one map
 - Map 3 is the only map remaining
 - Team A picks side for map 3
- Each map from the map pool can be chosen only once. (If the map is banned, then it cannot be chosen). We suggest taking a screenshot after the map selection is completed.
 - After map selection team captains have to write that their team is ready in the lobby chat. The game should not start before that.
 - The match has to start at the latest 15 minutes after the tournament round started.

4.2. During the match

- If one of the teams will not pick all the agents in the character selection screen and the game goes back to the lobby, the game has to be remade.
- In the case that the game started before writing ready from both sides, the team which did not write ready has the right to call a remake before round 1 of the game starts. (before the countdown in the game of round 1 reaches 0).
- If any of the players are not connected to the game before the counter reaches 0, the team can call a remake and the game has to be remade.
- If the game started on the wrong map, the game has to be remade.
- In order to do the remake, all the players have to leave the match. Start the next game as soon as possible. Both team captains will have to write ready again. If the team is not ready by 5 minutes after the remake, the team which is not ready will be disqualified. Game can be remade only once, the game has to be played in the way it started after the remake, even if the issues will occur.

4.3. After the match (screenshots)



- Once the match finishes, both team captains have to take a screenshot of the results and post it in the #screenshot-rezultatov channel. Please use the following format: *team A 13:7 team B*

5. 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

It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application which would give an unfair advantage against other users.

All cheats are completely forbidden to use under any circumstance. Using any cheat will result in bans and disqualifications. This includes, but are not limited to:

- ESP
- Radar hacks
- Wallhacks
- Speed hacks
- Aim hacks
- Hitbox manipulation
- Teleportation (any kind of teleportation, which is not possible in the game)
- The usage of a bug/bugs to gain an advantage versus your opponents

Anything that can be viewed as a bug or exploit will be reviewed by the admin team and judged on a case-by-case basis. When assessing the appropriate penalty, tournament officials shall take into account past punishments, bug classification, prior communication, impact and intent.

Agent specific bugs - Cypher

- All Cypher camps that cannot be destroyed or seen via utilizing map textures are considered banned exploits. All camps must be destructible, have the ability to be seen by both teams and must not exploit map textures to create a one-way view. Cypher camps cannot be placed outside of map boundaries at any point. A player shall not alter the utility's intended purpose by using map textures, other utility or



weapons to gain competitive advantage. All uses of a Cypher cam to gain an unfair competitive advantage will be considered banned exploits.

6. IN-GAME RULES

6.1 Stoppage of play

Technical pause

The game may only be paused for the following reasons:

- Player drop
- Player disconnect
- Technical issues

- Stoppage of play may be requested at any time for the above reasons. The team initiating a pause must first call the pause in chat.
- A pause **may not be called during combat, or once the Spike has been planted.** Player's may not move around the map when a pause is in effect. Once both teams are ready, the team who paused the match will unpause it.
- Each team will have **5 total minutes of pause time per map.**
- Players pause the game by pressing the Esc key and selecting "cheats".

Tactical pause

- Teams are allowed to call timeouts of **60 seconds in duration two times per map.** In the event of overtime, each team will be granted one 60 second timeout for all of overtime.
- Timeouts can be called via the in-game pause system.
- Timeout can only be called if the round is finished.

- **Abuse of the pause feature may result in disqualification.**

6.2 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.

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.
- As covered in the Tournament Code of Conduct, players are not permitted to broadcast/stream any of their tournament matches.

6.5. Substitutes

- Teams may have 1 substitute listed as part of their team, who cannot play for any other team. They must also be 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.

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.

8.2. 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.