



# **I Introduction**

This is the official rulebook document for Bellum Gens Elite Stara Zagora 2024.

Bellum Gens Elite (BGE) Stara Zagora 2024 - is a global StarCraft 2 esports tournament organized by Bellum Gens and the Bulgarian StarCraft League (BSL), and will be referred to as "the tournament," and the BGE team as "the organizers."

Please note that the competition administration has the final say, and in exceptional cases, decisions may be made that are not explicitly covered or may even contradict this document to maintain fair play and sportsmanship.

## **II General Rules**

### **1. Registration / Player Information**

#### **1.1. Eligibility**

1.1.1. All participants must read, understand and accept the Terms and Conditions of the Rulebook before registering for the tournament.

1.1.2. Players who do not agree to these Terms and Conditions are not eligible to participate in the Tournament and should not complete the registration form.

1.1.3. It is MANDATORY for participants to fill out the additional information form during registration. Additional Information Form:

1.1.4. Agreement to these Terms and Conditions is confirmed during registration by checking the box "I agree to the Terms and Conditions, including the Privacy Policy."

1.1.5. To participate in the tournament, the player must be 16 years of age or above.

1.1.6. Only players that have achieved Grand Master on the accounts they have registered to play are eligible to participate in the Global Open Qualifier.

1.1.7. The organizer reserves the right to terminate the participation of any participant in the tournament at any time if they do not comply with these Terms and Conditions, or if there is evidence that they have agreed to the Terms and Conditions in violation of the previous points.

## **2. Account and Personal Information**

2.1. All players must play with the account they have provided in the Information Form

2.2. Using alternate accounts like barcodes, borrowed accounts or smurf accounts is prohibited.

2.3. Mandatory information for Participants, including their personal data, must be submitted during the registration period.

### **2.4. Nicknames**

2.4.1. The nickname you register with must match your in-game nickname.

2.4.2. The organizers reserve the right to request a change of nickname if it contains, but is not limited to:

- Defamatory, offensive, insulting, vulgar, obscene, anti-Semitic, racist, sexist, homophobic, hate-inciting, or morally offensive words
- Resembling or identical to a brand name or trademark, whether registered or not
- Protected by third-party rights without written permission to use it
- Resembling or identical to the names of the organizers
- Barcode

### **2.5. Race Selection**

2.5.1. Each player must register his main and his off-race (if he wants to off-race) and can change races inside of a series before each map.

2.5.2. Otherwise, players can not pick a race if they hadn't previously specified that they will use it.

## 3. Tournament Overview

### 3.1. General Information

3.1.1. All players must adhere to the specified settings and rules. Any agreements between players that differ from these rules are not allowed or tolerated.

3.1.2. The tournament will be held in two parts: Open Qualifiers and LAN Main Event in Stara Zagora, Bulgaria.

**3.1.3. The Open Qualifiers will be held on the 20-th and 21-st of July.**

**3.1.4. The LAN Main Event will be held between the 4-th and 8-th of September and will feature a total of 16 players - 8 invited players and 8 qualified players.**

3.1.5. An additional set of rules will be added for the Main Event.

### 3.2. Prize Pool

3.2.1. The minimum guaranteed prize pool for the tournament is 10 000 EUR.

3.2.2. The prize pool will be distributed among the 16 players that reached the Main Event of the tournament as it follows:

1st place - 3000 EUR  
2nd place - 1950 EUR  
3d place - 900 EUR  
4th place - 600 EUR  
5/6 - 425 EUR  
7/8 - 350 EUR  
9-12 - 300 EUR  
13-16 - 200 EUR

### 3.3. Map Pool

3.3.1. The Tournament will be played on the concurrent StarCraft 2 ranked map pool. The map pool might vary between Open Qualifiers and Main Event depending on when StarCraft 2 will be introduced to a new Map Pool.

## 4. Open Qualifiers

4.1. There will be two Open Qualifiers for the tournament. One Global Open Qualifier and One Bulgarian Open Qualifier.

## 4.2. Open Qualifier Map Pool

- Alcyone LE
- Amphion LE
- Crimson Court LE
- Dynasty LE
- Ghost River LE
- Goldenaura LE
- Oceanborn LE
- Post-Youth LE
- Site Delta LE

## 5. Accommodations

5.1. Players that qualify for the tournament through the Open Qualifier will receive hotel room coverage from organizers.

## 6. Global Open Qualifier (GOQ)

### 6.1. Qualifier Settings & Dates

**6.1.1. The Global Open Qualifier** will be played on **July 20th** and will be a **Single-Elimination Bracket**.

**6.1.2. Seven (7) players** will be **qualified** for OFFLINE MAIN EVENT.

6.1.3. Players that reach the Round of 4 (Ro4) will QUALIFY.

**6.1.4. Players that lost in the Round of 8 (Ro8) will play an ADDITIONAL Ro4 Single-Elimination Bracket where winners will QUALIFY for MAIN EVENT and losers will play a final LOSERS MATCH between them for the final qualification spot.**

### 6.2. Seeding

6.2.1. Players that currently have EPT ranking will be seeded according to them.

6.2.2. Players that currently do not have EPT ranking will be bottom seed.

6.2.3. The Tournament Bracket will be seeded in the traditional way: top seed plays against last seed, second top seed plays against second to last seed, etc.

6.2.4. Bottom seed players with no EPT ranking will be randomized to fit the last corresponding seeding slots.

## 6.3. Match Settings

6.3.1 All Matches will be played in a Best of 3 (Bo3) format.

## 6.4. Match Servers

6.4.1. The default servers for players on the same server region are:

- Europe: Default game server
- Americas: US Central server
- Asia: Korea server

6.4.2. If players wish to select a different game server instead of the default, both parties must agree on the choice, and the tournament administration must approve the change. If there is any disagreement between the players and they can not reach a final agreement - decision is made by administrator and the administrator decision is final.

6.4.3. The StarCraft 2 Default Server Cross Table will be taken into consideration when players from two regions collide:

<https://docs.google.com/spreadsheets/d/1HL4Rdu8a-sM1hcypIODRtuPSxXdbIUTXPMJUvFMe1EQ>

## 6.5. Veto

**6.5.1. The higher seeded player decides who to go first in the veto process.** The first player to pick/ban will be represented by "A" and the second player to pick will be represented by "B" in the example below. The Decider Map will be represented by "C".

6.5.2. The Best-of-3 Veto Process will be like this:

**-ABAB +AB -AB C**

6.5.3. Player A and B ban 2 maps each. Then they pick 1 map each. Then they ban 1 map each and the remaining map is the decider.

6.5.4. Players should screenshot the veto and send it to the admin before the match.

## 6.6. Lobby Settings

6.6.1. The lobby can be created by either player but should apply the following criteria:

- Category: Melee
- Mode: 1v1
- Game Duration: Infinite

- Game Speed: Faster
- Locked Alliances: Yes
- Game Privacy: No Match History
- Lobby **MUST BE CREATED** using Custom Game Mod - **Observer PlusPlus**

## 6.7. Referees and Observers

6.7.1. All BGE Admins will receive the Referee role while in lobby. All broadcasters have to use the Observer role while in lobby.

## 6.8. Match Results & Replays

6.8.1. Winner of the match should report results in the StarCraft 2 in-game chat channel [/j BGE2024](#), report results in the Bellum Gens Discord #open-qualifier-results server and send replays to a BGE Admin when requested.

6.8.2. Replays files should be named like this: **BGE\_Ro32\_Nickname\_vs\_Nickname\_Map\_1**

## 6.9. Win Conditions

6.9.1. The match will follow standard StarCraft 2 win condition - destroy all enemy buildings.

6.9.2. If a player chooses to surrender, he may do so only from the "Surrender" option in the in-game menu.

6.9.3. Typing "gg" does not mean surrender and if your opponent types it but does not actually quit the game - you should continue playing until you have achieved a win condition.

## 6.10. No Show

6.10.1. If a player is not ready to play after 15 minutes have passed since match start, they should be reported as a no-show to Admin.

6.10.2. The 15 minute countdown starts when both players have finished their previous matches and are ready to play.

## 6.11. Forfeit & Disqualification

6.11.1. Forfeiting a match will lead to disqualification of the player from the open qualifier.

6.11.2. If there is a technical issue that persists longer than the allowed 15 minute technical break, and the player that is experiencing these technical issues shows a lack of effort to resolve/report the problems to admin, then the current Map of the series will be forfeit. If the

current Map is not the final Map, then the No-Show timer starts and if the player does not return by the timer's end, the full series is forfeit.

6.11.3. To minimize delays during the open qualifier, the organizers can disqualify players from the tournament. This action will only be taken when a player demonstrates a lack of genuine effort to complete their matches or engages in deliberate stalling.

6.11.4. Furthermore, disqualification may be imposed for any other conduct deemed by the admin team as necessary to uphold the integrity of the tournament.

## **7. Bulgarian Open Qualifier**

### **7.1. Qualifier Settings & Dates**

**7.1.1. The Bulgarian Open Qualifier** will be played on **July 21st** and will be a **Single-Elimination Bracket**.

**7.1.2. One (1) player** will be **qualified** for OFFLINE MAIN EVENT.

7.1.3. The Champion of the bracket will QUALIFY.

### **7.2. Seeding and MMR Requirements**

7.2.1. All Bulgarian players that are in or above Diamond league can apply for Bulgarian Open Qualifier.

7.2.2. The seeding will be highest MMR vs lowest MMR, second highest MMR vs second lowest MMR, etc.

### **7.3. Match Settings**

7.3.1. All games until Round of 4 (Semifinals) will be played in a Best of 3 (Bo3) format. Semifinals and Grand Final will be played in a Best of 5 (Bo5) format.

### **7.4. Additional Settings**

7.4.1. All rules that apply from row 6.4. to 6.11. apply here as well.

## **8. In-Game Settings**

### **8.1. Illegal Actions and Software**

8.1.1. Engaging in actions that provide an unfair advantage, such as using “hacks” and software, exploiting bugs or glitches is strictly prohibited. Intentional use of such during a tournament will result in disqualification and might result in a permanent tournament ban.

### **8.2. Lag and Technical Issues During Gameplay**

8.2.1. Each player is entitled to use up to three pauses during a Match, which must not exceed a total of 15 minutes. The only acceptable reason for using a pause is lag or technical issues and the reason should be reported to Admin asap.

### **8.3. Player Dropping**

8.3.1. If a player drops from the game, the game could be restarted from the in-game option "recovery from replay". If this option is used, the match will continue once all the players are connected and in-game.

8.3.2. If a player drops but fails to return in the allowed technical break time, it could lead to a map/match forfeit.

### **8.4. Pausing the Game**

8.4.1. When pausing a game, players must declare the reason for the interruption and estimate its duration. Resumption of the game is permitted only after receiving confirmation from the opponent by the player who initiated the pause. Violations of this rule are considered unsportsmanlike conduct and may result in a re-host using the "recovery from replay" feature.

8.4.2. Pauses exceeding 15 minutes require approval from the admin team. Requests for extension must be justified and submitted to the admin team for consideration.

## **III Code of Conduct**

### **9. Insults and Offensive Behaviour / Spamming**

9.1. Players should demonstrate respect towards BGE staff, the media, audience, sponsors, and other participants. They must preserve the honor of competitive gaming, BGE, and their affiliates in all communications, whether during gameplay or through chats, messages, comments, and social media.



9.2. Players are required to represent themselves in the best and most sportsmanlike manner possible. Any behavior that violates decency or undermines the authority of the Tournament, the Organizer, or other participants is strictly prohibited. Unacceptable behavior includes, but is not limited to:

- "Trolling"
- Use of offensive or profane language
- Use of demeaning and discriminatory speech
- Intentional delay of matches and tournament schedule
- Unsportsmanlike conduct and disrespect towards the Organizer or other players
- Advocating political or religious views
- Use of hacks and/or cheats of any kind, as well as other programs or methods that could undermine the integrity of the games, and any other form of cheating will result in immediate disqualification from the Tournament for the entire team, including the offending participant, and a ban from participating in all future tournaments for the offending participant.
- Hate speech, offensive behavior, or verbal abuse based on sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation, whether online or in person.
- Spamming, raiding, hijacking, or inciting disruptions on streams or social media platforms.
- Posting or threatening to post others' personal information ("doxing").
- Unwelcome sexual attention, including sexual comments, jokes, and advances.
- Advocating for or encouraging any of the above behaviors.

9.3. The Organizer reserves the right to deny participation in the Tournament to individuals with a poor reputation related to violations of the above points or for whom there is evidence of prior violations.

9.4. Violations may lead to exclusion from current tournaments, penalties such as forfeiture of winnings, and potential disqualification or banning from future BGE events.

9.5. Severe incidents, such as extremist statements, threats of violence, sexual harassment, stalking, severe insults, or pornographic content, may result in more severe penalties, up to and including disqualification.

## **IV Personal Data Privacy Policy**

10. This Privacy Policy (hereinafter referred to as "the Policy") regulates the way the Organizer manages personal data processed in connection with the Tournament.

11. The processing of personal data is an integral part of the organization of the Tournament due to the need to identify the Participants and communicate between them and the Organizer.

12. The Policy is an integral part of the General Terms and Conditions. By expressing their agreement with the General Terms and Conditions, the Participants expressly agree with the Policy.

13. If you do not agree with the Organizer collecting and processing your personal data or the personal data of your child, you should not fill out a registration form and you/your child do not have the right to participate in the Tournament.

14. The Organizer carries out its activities in connection with the organization and conduct of the Tournament in accordance with the Personal Data Protection Act and Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data (GDPR).

15. According to the GDPR, "personal data" is any information that relates to a natural person and through which it can be directly or indirectly identified.

16. As an Administrator of personal data, the Organizer has the right at any time to require the Participants to identify themselves and to verify the authenticity of each of the circumstances and personal data declared during registration.

17. What data of yours is collected and processed: The Organizer strictly adheres to the principle of collecting the smallest possible volume of personal data with a view to achieving the set goal.

18.1. The following personal data is collected for the Participants: Three names, phone number, email, game nickname and, if you participate in a video interview - your image;

18.2. The following personal data is collected for the Captains: Three names, phone number, email, game nickname, unified civil number, permanent address, bank account number and, if you participate in a video interview - your image;

19. Regarding persons under the age of 16: According to Art. 8, para. 1 of the GDPR "When applying Article 6, paragraph 1, letter a), in connection with the direct offer of information society services to children, the processing of data on a child is lawful if the child is at least 16 years old. If the child is under 16 years old, this processing is lawful only if and to the extent that such consent is given or permitted by the parent responsible for the child. In this regard, these General Terms and Conditions provide for persons under the age of 16, the consent to the processing of personal data to be given by the parent or the legal representative of the child.

20. Processing purposes: The purpose for which the Organizer collects and processes the personal data specified in the previous item is the organization and conduct of the Tournament, specifically: to identify the Participants; to communicate with the Participants; to transfer the cash prize by bank; to declare the payment of cash prizes to the NRA; to publish promotional video clips, including video interviews and other similar materials with the Participants;

21. Legal basis for processing your personal data: The Organizer processes your personal data based on: Art. 6, para. 1, letter a) of the GDPR - Based on your express consent to provide your personal data in connection with the above-mentioned purposes, specifically in connection with your participation in the Tournament and in special interviews/promotional video clips; Art. 6, para. 1, letter b) of the GDPR - Based on the contractual relations between you and the Organizer, which arise as a result of the acceptance of these General Terms and Conditions and your participation in the Tournament; Art. 6, para. 1, letter c) of the GDPR - Based on the legal obligation of the Organizer to declare to the competent state authorities circumstances related to the Tournament - for example, declaration to the NRA of the payment of cash prizes; Art. 6, para. 1, letter e) of the GDPR - In view of the legitimate interests of the Organizer - due to the need to carry out auxiliary activities related to the Tournament - communication with the Players, recording interviews and other similar;

22. Sending your personal data to third parties or countries outside the EU: The Organizer will not send your personal data to third parties or countries outside the EU. The Organizer would send your personal data to third parties only in the following hypotheses: When publishing and/or broadcasting special and/or promotional video clips of the Tournament, including video interviews or other similar materials with the Participants; To competent state authorities, which by virtue of a normative act have the powers to require the Organizer to provide information, including personal data - court, investigative authorities (police authorities, investigation, prosecution), DANS, supervisory/regulatory authorities; NRA, NSSI and other competent public authorities in fulfillment of an obligation provided for by law; Processing personal data (for example, external accounting, which manages the tax obligations of the Organizer). In these cases, appropriate measures are provided to guarantee the security of personal data;

23. Security and protection of your personal data: The Organizer has taken the necessary technical and organizational measures to protect the security of your personal data.

24. Retention period of your personal data: The duration of storage of your personal data depends on the purposes of processing for which they are collected. Personal data is stored for a period not longer than the one provided for in the relevant regulatory act. Personal data regarding Players who have received cash prizes are stored for a period of 5 (five) years (with regard to the limitation period under the Tax-Insurance Procedure Code), counted from the payment of the prizes, unless tax laws require a longer storage period. The personal data of the other Participants is stored for a period of 6 (six) months, after which it is destroyed.

25. Your rights as data subjects: Every natural person whose data is processed by the Organizer has the following rights:

26.1. right of access to his personal data, including to receive a copy of them;

26.2. right to correct or supplement inaccurate or incomplete personal data;

26.3. right to delete personal data that is processed without a legal basis;

26.4. right to restrict processing - in the event of a legal dispute between the Organizer and the person until its resolution or for the establishment, exercise or protection of legal claims;

26.5. right to object - at any time and on grounds related to the specific situation of the person, provided that there are no compelling legal grounds for processing that take precedence over the interests, rights and freedoms of the data subject, or a court process;

26.6. right to portability - only in case the personal data is processed automatically on the basis of consent or contract;

26.7. right not to be subject to a fully automated decision, including profiling, which has legal consequences for the data subject or affects him significantly.

27. In accordance with the GDPR and the PDPA, the above rights can be exercised by submitting a written application electronically. The application is sent personally by the data subject or by a person authorized by him. The Organizer pronounces on the request of the data subject within a 30-day period from its submission.

28. In accordance with the Personal Data Protection Act and Regulation (EU) 2016/679, any natural person who believes that his right to protection of his personal data has been violated may file a complaint with the Commission for Personal Data Protection at the address: Sofia 1592, Prof. Tsvetan Lazarov Blvd. № 2, website: [www.cpdp.bg](http://www.cpdp.bg).

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