



# CIRCUIT

## RULES AND REGULATIONS



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## Competition format

### General

- All **sets** shall be played on a **first-to-three** basis. A set consists of a **minimum of three and a maximum of five matches**; winning a set constitutes **winning three matches** against the opponent.
- All **matches** shall be played to three rounds of sixty seconds each. A match consists of a **minimum of three and a maximum of five rounds**; winning a match constitutes winning **three rounds** against the opponent.
- Players are advised to **bring their own PS4 controllers/arcade sticks** as there may be none provided at tournament venues.

### Points system and tiebreakers

- Players shall be ranked based on their performances in tournaments over the course of the season to determine the top three to win prize money and the bottom three to be relegated, as well as establish seeds for the first tournament of the next season.
- Players shall be ranked by the following criteria in the following order:
  - i. **Most points** accumulated
  - ii. **Least tournaments** played
  - iii. **Most tournament wins**
  - iv. **Most second-place finishes**<sup>1</sup>
  - v. **Most third-place finishes**<sup>2</sup>
  - vi. **Most fourth-place finishes**<sup>3</sup>
  - vii. **Most top 6 finishes**<sup>4</sup>
  - viii. **Most top 8 finishes**<sup>5</sup>
  - ix. **Most top 12 finishes**<sup>6</sup>
  - x. **Most 12<sup>th</sup>-plus finishes**<sup>7</sup>
  - xi. **Most sets won**
  - xii. **Most matches won**

<sup>1</sup> Eliminations at the grand final in the knockout stage

<sup>2</sup> Eliminations at the losers' final in the knockout stage

<sup>3</sup> Eliminations at the losers' semi-final in the knockout stage

<sup>4</sup> Eliminations at the second round of the losers' bracket in the knockout stage

<sup>5</sup> Eliminations at the first round of the losers' bracket in the knockout stage

<sup>6</sup> Third-place finishes in the pool stage

<sup>7</sup> Fourth-place (and below) finishes in the pool stage

- At the end of a tournament, points shall be awarded to players as follows:

Position	Points	Position	Points
<b>First</b>	40	<b>Top 6</b>	16
<b>Second</b>	35	<b>Top 8</b>	8
<b>Third</b>	30	<b>Top 12</b>	4
<b>Fourth</b>	24	<b>Top 16</b>	1

- **Points shall not be awarded to players who fail to appear** for a tournament.
- Ongoing rankings shall be published on TEKKEN 254's Facebook and Instagram pages at the end of each tournament.



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## Ranking, seeding and draws

- The first season of the TEKKEN 254 Circuit shall consist of **four tournaments**, running over a period of **9 weeks beginning 27 January 2018**.
- Based on their performance at a tournament, **each player shall be awarded anywhere between 1 and 40 points** (see “Points system and tiebreakers” above). Players shall be **ranked on total points** accumulated over the course of the season.
- For the first tournament of the Circuit (January 2018), seeding shall be done **based on performances at previous TEKKEN 254 tournaments** as well as on a **first-come-first-served basis of registration**.
- Seeding for the February, March and April tournaments shall be done **based on rankings after the previous month’s tournament** (e.g. February seeding will be done based on results of January tournament).
- Prior to each tournament, a random draw shall be conducted, and its results published on TEKKEN 254’s Facebook and Instagram pages.
- Players shall be **divided into four pots based on their current ranking** (e.g. 1<sup>st</sup> to 4<sup>th</sup> = Pot A, 5<sup>th</sup> to 8<sup>th</sup> = Pot B, 9<sup>th</sup> to 12<sup>th</sup> = Pot C, 13<sup>th</sup> to 16<sup>th</sup> = Pot D).
- **Each group** shall be **drawn in the “ABCD” format**, meaning that **players in the same pot will not face each other in the group stage** of the tournament.



## Pools and Top 8 stage

(Kindly refer to the definitions of “sets” and “matches” in the first page for this and following sections)

- Players shall be drawn into **four pools** from a random draw prior to the tournament.
- All pools shall be completed in the **round-robin format**; each player shall play against every other player in the pool once.
- To determine who progresses to the knockout stage, players shall be **ranked by most sets won**. If two or more players finish the pool stage with an equal number of set wins, they shall **then be ranked by most matches won**. If two or more players also finish with an equal number of match wins, **(a) playoff set(s) shall be played** to determine who finishes in first/second/third place.
- All knockout stage brackets shall be completed in the **double-elimination** format. At the end of the pool stage, **the top two players** from each pool shall **progress to the top 8** knockout stage, with **those in first place going to the winners' bracket** (2 losses for elimination) and **those in second place going to the losers' bracket** (1 loss for elimination).
- The winner of the winners' final shall face the winner of the losers' final in a grand final.
  - Should the **winners' winner beat the losers' winner** in the first set of the grand final, they shall be **declared the champion**.
  - Should the **losers' winner beat the winners' winner** in the first set of the grand final, the losers' winner shall **reset the bracket**. This means that the winners' winner will be down to one loss and a second set will be played; the **winner of the second set** shall be **declared the champion**.

## Match play

The following rules shall be in effect before and during play of a single match.

- **Tournament settings must be switched on** in Tekken 7 prior to beginning play. This can be done by going to “Options” from the main menu, then “Game options” in the Options menu and toggling “Tournament settings” on. If tournament settings are not active during play, the rules on pausing outlined in this section apply.
- At the console, **both players must agree on which side** they will play on (who will be player 1 and player 2). If an agreement cannot be reached, a **coin toss** conducted by a judge shall **determine who gets to pick** their side.
- Once sides and characters have been chosen, the players shall begin the first match in the set. Once a match ends:
  - **The loser of the match has the option of switching characters** for the next match. The winner must continue with the same character for the next match, with both players on the same sides for the rest of the set.

- **The loser of the match also has the option of changing the stage** on which the match was played. The players must play the next match on the same stage if the loser does not wish to switch stages.
- **A match that ends in a draw** as determined by Tekken 7 **must be replayed**.
- The **set ends once one player wins three matches** against the other. **The winner of the set must report the result** to a tournament judge in terms of matches won (e.g. the score is 3-0 if the opponent lost the set without winning a single match).

## Violations

It is the responsibility of players to detect match play rule violations and report them to a tournament judge as soon as they occur. Untimely reports shall be ignored and no action will be taken.

- All **non-gameplay violations** (such as the winner of a match switching sides, characters and/or stages for the next match) shall result in the **forfeiture of a round** in the next match for the violator and any **effects caused by the violation reverted** if possible (e.g. referring to the earlier example, changes made by the winner of the match reverted and the loser allowed to make changes if intended).
- Non-gameplay violations **must be reported before the next match begins**. Pausing or stopping a match to address a non-gameplay violation shall result in the **forfeiture of a round** in that given match for the person pausing/stopping the match.
- **Players are not allowed to receive coaching** during play. Any player found to be receiving or have received information that may influence the result of a match during play will be **forced to forfeit a match**. However, players **may look at frame data before and in between matches**.
- Pausing or stopping a match to falsely or mistakenly report a violation shall result in the **forfeiture of a round** in that given match for the person pausing/stopping the match.
- **Collusion** between players is forbidden. Any players deemed by judges to be collaborating to manipulate results during the competition will be **immediately disqualified** and **any prizes** they may have won as a result **will be forfeited** to the next-highest placed player(s).
- **Judges may make note of violations** on behalf of players. However, **if a judge stops a match and erroneously reports a violation, the match shall be replayed** under the same conditions (same sides, characters and stages) and no action shall be taken against the players.
- If a player **accidentally or intentionally pauses or stops a match for any other reason**, they will be **forced to forfeit a round** in that match. **If the round cannot be resumed** from the point of interruption, the player who paused/stopped the match will be **forced to forfeit the entire match**.





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- The **inevitable defeat rule** applies in all tournaments in the Circuit. This means that **if a player legally wins a round but pauses the match** before the round is awarded, **they will still be awarded the win. If there is a dispute** on whether a player's move would have beaten the opponent, **a judge will resume the match and see the result** of the move. **If the round does not end** after the move, the **rules on pausing above apply**.
- **Match interruptions beyond the players' control**, such as a power outage or equipment failure, **will be dealt with by judges or other personnel** at the venue. **If the round cannot be resumed** from the point of interruption, **the match will be replayed** under the same conditions.
- In the event of **equipment failure**, the reporting player may **either finish the match** with the current equipment or **forfeit the round**, pause the match and **obtain an immediate replacement**. Once a replacement is obtained, the player may make control configurations and resume the match. However, **players may to make changes to their equipment in between matches**.
- **Failure to appear for a match within five minutes** after its starting time and **any disruptive behaviour** affecting a match or the whole competition shall result in the forfeiture of a set for the violating player.
- **Abusive language** (other than friendly trash talk), **threats of violence**, **sexually explicit acts** and **physical confrontation** by players **towards anyone else** at the venue will result in **immediate disqualification** from the competition and may also result in eviction from the premises by the venue's personnel.
- **Tekken 254 shall not be liable for any damage** caused to equipment and/or facilities at the venue. Any individual(s) responsible shall provide compensation for any such damage, whose value may be determined at the discretion of the venue's personnel.

Restart Open Menu

Restart Open Menu