**Main rules**

Section 1 and Section 2 are indicated on the tournament page

Section 1 - the format: 1x1\2x2, Bracket SE\DE, Number Best of and etc.

Section 2 - the requirements for tournament participants

The remaining sections are listed below. In the event of a conflict, the description of the tournament is more significant in relation to the rules below.

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# Match format

* 1. Map selection:
     1. The first player is higher in the grid (A). He is the first to ban or pick the map. The second player is lower in the grid (B). He is the second to ban or pick the map:
        1. Bo1: Ban - AB AB AB, Pick - A
        2. Bo3: Ban - AB AB, Pick - BA B
        3. Bo5: Ban - AB, Pick - BA BA B
        4. Bo7: Pick - AB AB AB A
     2. Pick from the maps of the current season (if the maps is not indicated on description of the tournament)
     3. The one map cannot be played twice in the one match
     4. Any games should be on a stream at the stage of the semi-finals and finals (or with the permission of the judges without a stream)
  2. Lobby
     1. Find the opponent on the StarCraft channel
     2. Invite an opponent to a group and create the lobby
     3. Choose a race and ask the opponent about his readiness. According to the readiness of the players - start the game.
     4. If you can’t find an opponent: write in the chat of the StarCraft channel and in the chat of the tournament page his nickname in the tournament grid or nickname in StarCraft. If the opponent did not answer for 10 minutes, then write to the PM judge that the opponent was not found
     5. Technical defeat to the lost player if the referee cannot find the required player

# Prohibited

* 1. to insult anyone, including trolling
  2. to use of programs affecting the gameplay
  3. to change the race during the tournament
  4. to use unreadable nickname
  5. unsportsmanlike behavior: watching the broadcast of your game during a match, receiving tips, etc. It is determined by the judges of the tournament.
  6. to using Bugs
  7. to adding strangers to the lobby. Are allowed only players, referees or caster
  8. to disable the game history in the settings (only the order of actions can be disabled)
  9. participate in a non-primary account without providing the administration a link to the primary account
  10. for violation: a warning, ban from the tournament, ban from any tournaments of the organizer

# Technical problems

* 1. If one of the players is disconnected, during the first 3 minutes of the match for reasons beyond the control of the player, the match is replayed on the same map
  2. If one of the players is disconnected, after 3 minutes of the match, for reasons beyond the control of the player, the referee decides to continue the match from a replay or replayed on the same map

# Complaints Procedure

* 1. The player must inform the referee of the tournament via PM in StarCraft in a case of suspicion of violation of the tournament rules
  2. The player has the right to appeal the results of the game in case of disagreement with the result of the game. The complaint is accepted by the judges of the tournament within 5 minutes from the end of the game
  3. The decision of the judges and the administration is final and not subject to discussion in any situation of the tournament, including those not specified in the rules. Discussion of the decision of the judges may cause the player to be excluded from the player’s participation in the tournament, as well as the refusal to participate in any other tournament

# Information for casters

* 1. Anyone can broadcast
  2. The caster must notify the tournament administrator or judges before the tournament. Get an answer with no objection to the stream
  3. The caster should add his broadcast to the tournament page and write the referee nickname in StarCraft
  4. It is advisable to indicate in the broadcast title the full name of the tournament in accordance with the tournament page during the broadcast of the tournament
  5. The broadcast should be set to a broadcast delay of 2 minutes
  6. Players have the right to stream their games without delay, but in this case, claims from the streaming player based on the results of the game are not accepted
  7. Contact the tournament referees via PM in StarCraft in case of problems with entering the lobby