



SAVANNA FIGHT NIGHT

**RULES AND
REGULATIONS**

I. CERTAIN DEFINITIONS

- "**Fight Card**" – A list of all Sets that are to take place on a given edition of SFN.
- "**FT2**" – First to two; a Set in which one Player must win two Matches before the other to win.
- "**FT3**" – First to three; a Set in which one Player must win three Matches before the other to win.
- "**FT5**" – First to five; a Set in which one Player must win five Matches before the other to win.
- "**Judge**" – An individual recruited by the Organisers to monitor play during a Fight Card.
- "**Main Event**" – The feature set on a given Fight Card.
- "**Match**" – A contest between two Players in which one Player must win three sixty-second rounds against the other to win.
- "**Non-organiser**" – Any individual who is not an employee, member or representative of Savanna FGC.
- "**Organiser**" – An employee, member or representative of Savanna FGC.
- "**Player**" – An individual who has registered themselves to compete in SFN.
- "**Player Equipment**" – Hardware used to play Tekken, such as a gamepad or arcade controller, as well as accompanying accessories such as earphones and headphones.
- "**Savanna FGC**" – TEKKEN Two-Five-Four Gaming and Ace Pro Gaming, any official partners or sponsors of SFN, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.
- "**Set**" – A group of multiple Matches, in which one Player must win three Matches (FT3) or five Matches (FT5) before the other to win.
- "**SFN**" – Savanna Fight Night, a fighting game championship series organised by Savanna FGC.
- "**SFN Rules**" – The rules and regulations outlined in this document, which govern SFN.
- "**SFN Venue**" – The location at which a given edition of SFN is taking place (including online).
- "**TEKKEN 254**" – Savanna FGC's operations concerning the Tekken community, including but not limited to the "TEKKEN 254" logo, website and social media platforms.
- "**Title Game**" – TEKKEN 7 on the PlayStation 4 and/or PlayStation 5.
- "**Undercard**" – All Sets preceding/supporting the feature set, i.e. the Main Event, on a given Fight Card.

2. COMPETITION FORMAT

2.1. GENERAL

- All **Sets on the Undercard** shall be played on a **FT3 basis**. A FT3 consists of a **minimum of three and a maximum of five Matches**; winning a FT3 constitutes **winning three Matches** against the opponent.
- The **Main Event** shall be played on a **FT5 basis**. A FT5 consists of a **minimum of five and a maximum of nine Matches**; winning a FT5 constitutes **winning five Matches** against the opponent.
- All **Matches** shall be played to **three rounds of sixty (60) 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 Player Equipment** as there may be none provided at an SFN Venue.
 - All standard gamepads and arcade controllers (e.g. arcade sticks or Hitbox controllers) are permitted. Macro functions (e.g. turbo buttons) and wireless controllers, except for DualShock 4 and DualSense controllers, are not permitted.

2.2. ELIGIBILITY

- SFN is **open to individuals who are eighteen (18) years of age or older** on the day of a given Fight Card. Players must be able to provide a copy of their birth certificate, identification card or passport as proof of eligibility during Player identification prior to the start of a given Fight Card.
- Players shall be entitled to a monetary allowance for competing on a given Fight Card, with Set winners earning a bonus. Exact amounts to be distributed to Players as allowances shall be determined at Savanna FGC's sole discretion.
- **Organisers may also compete** in SFN but shall only be **eligible to claim eighty percent (80%) of any allowances earned**. The remaining twenty percent (20%) shall be awarded to their opponent on a given Fight Card.

2.3. RANKING AND CHALLENGES

- **Players may issue challenges to other Players at any rank** to appear on a given Fight Card. All challenges shall be placed on the **Pending List**, which shall be made available for Players to view on the TEKKEN 254 website.
- Savanna FGC reserves the right to determine which challenges shall feature on a given Fight Card by scheduling the given Fight Card with challenges from the Pending List, or through whichever other means Savanna FGC deems appropriate. In scheduling a given Fight Card with challenges from the Pending List, **priority shall be given to players who did not appear in the previous edition** of SFN.
- Players shall be **ranked on a lineal basis**. This means that:
 - **Should the winner of a Set be the higher-ranked Player**, both Players shall maintain their previous ranks; no changes shall be made to the rankings.
 - **Should the winner of a Set be the lower-ranked Player**, they shall inherit their opponent's rank, with their opponent and all other Players below them until the Player's previous rank dropping by one place.
- A Player **shall only be eligible to appear on the Main Event** of a given Fight Card **should they be amongst or playing against one of the top five ranked Players** on the SFN rankings prior to that Fight Card.
- Following the completion of each Fight Card, updated rankings shall be published on the TEKKEN 254 website.

3. MATCH PLAY

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

3.1. OFFLINE MATCHES

- **"Tournament settings" must be enabled** in the Title Game prior to beginning play. This can be done by selecting "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 Section 4 below 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 **game of rock-paper-scissors (FT2)** overseen by a Judge shall determine who gets to pick their side. Players are then **committed to the same side for the entirety of the Set**.
- The **use of character presets is permitted**, but the **use of character customisations is not permitted**. Should customisations be available on a given gaming console and a Player is found to have picked a custom outfit for a Match, the **Players shall be required to abandon the Match and return to character select**, where they shall **pick the same characters with default outfits**.
- The **first stage selection prior to the start of the set must be random**. If the first stage selection is found to be manual, the **Players shall be required to abandon the match and return to stage select** with the same characters.
- Either Player may also request **double blind character selection**. This involves **each Player secretly informing a Judge of their character choice for the first Match**. Both players are to then select their characters, with the Judge validating their character selections. **If a Player fails to select their character as communicated to the Judge, they will be forced to forfeit the first Match**.
- Once sides and characters have been chosen, the Players shall begin the first Match in the set. At the end of a Match:
 - **The loser of the Match may change their character** for the next Match but **must use random stage select** if this option is chosen. 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 may also manually change the stage** on which the previous Match was played but **must continue with the same character** if this option is chosen.
 - If the **winner of the previous Match is found to have switched characters or stages for the next Match**, the **Players shall be required to abandon the Match and return to character select**, with the winner continuing with the same character from the previous Match and the loser making any desired changes.
 - **A Match that ends in a draw** as determined by the Title Game **must be replayed with the same characters on the same stage**.

- The Set ends once one Player wins three Matches (FT3) or five Matches (FT5) against the other. A Judge shall be present to monitor the Set and report the final result.

3.2. ONLINE MATCHES

- The entirety of the Set must be played in the private online lobby mode (i.e. "Player Match") of the Title Game, with the lobby hosted by an Organiser who will act as the Judge.
- Players may pick whichever side they prefer to play in prior to each Match.
- The use of both character presets and character customisations is permitted.
- The first stage selection prior to the start of the set must be random. If the first stage selection is found to be manual, the Players shall be required to abandon the match and return to stage select with the same characters.
- Once sides and characters have been chosen, the Players shall begin the first Match in the set. At the end of a Match:
 - The loser of the Match may change their character for the next Match but must use random stage select if this option is chosen. The winner must continue with the same character for the next Match.
 - The loser of the match may also manually change the stage on which the previous Match was played but must continue with the same character if this option is chosen.
 - If the winner of the previous Match is found to have switched characters or stages for the next Match, the Players shall be required to abandon the Match and return to character select, with the winner continuing with the same character from the previous Match and the loser making any desired changes.
 - A Match that ends in a draw as determined by the Title Game must be replayed with the same characters on the same stage.

The Set ends once one Player wins three Matches (FT3) or five Matches (FT5) against the other. The Organiser hosting the lobby shall be present to monitor the Set and report the final result.

4. VIOLATIONS

It is the responsibility of Players to detect Match play rule violations and report them to a Judge as soon as they occur. Untimely reports shall be ignored, and no action will be taken.

- Non-gameplay violations (such as the winner of a Match switching sides, characters and/or stages for the next Match) **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 Player pausing/stopping the Match.
- **Players may take a break for a maximum of one (1) minute in between matches** before initiating a rematch or proceeding to the character select screen or stage select screen. **Should a Player require more time for breaks, an Organiser must be notified prior to the beginning of the Fight Card**. Failure to initiate a rematch or proceed to the character select screen or stage select screen within one (1) minute of the end of the previous Match, without prior notification to an Organiser, shall result in the **forfeiture of the next Match** for the violating Player.
- **Players are not allowed to receive coaching during a Match**. Any Player found to be receiving or have received information that may give them an unfair advantage over their opponent or directly influence the result of a Match during play will be **forced to forfeit the Match**. However, a Player **may consult with one (1) designated coach and look at data before a Match and for a maximum of one (1) minute 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 Player pausing/stopping the Match.
- **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**.
- The **inevitable defeat rule** applies for all Fight Cards. 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**, including but not limited to a power outage or equipment failure, **will be dealt with by Judges, Organisers and/or SFN**

Venue staff. If the round cannot be resumed from the point of interruption, the Match will be replayed under the same conditions.

- In the event of Player Equipment failure, the reporting Player may either:
 - **Finish the Match** with the current Player Equipment and **obtain a replacement afterwards**, 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.
- Players **may make changes to their Player Equipment in between Matches**.
- **All Players shall receive a schedule for the next Fight Card** they have confirmed their participation for **at least 24 hours prior** to the start of that Fight Card **via the SFN WhatsApp group** (Players are added upon registration). **Failure to appear for a Match within ten (10) minutes** after its scheduled starting time shall result in the **forfeiture of the Set** for the violating Player.



5. CODE OF CONDUCT

- All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Organisers, SFN spectators and SFN Venue staff. Players must follow all instructions given by Savanna FGC.
 - **Players are expected to play at their best at all times** within SFN and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these SFN Rules, as determined by Savanna FGC in their sole discretion, may be immediately disqualified from SFN and forfeit all allowances and potential prizes.
- Further, Savanna FGC reserves the right, in their sole discretion, to ban disqualified Players from any future Fight Card or other event organized by Savanna FGC.
- Behaviour that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:
 - Interfering with the operation of a Fight Card, SFN or the TEKKEN 254 website;
 - Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Fight Card or SFN, or to annoy, abuse, threaten or harass any other person;
 - Engaging in collusion (e.g. any agreement between two [2] or more Players to pre-determine the outcome of a Match or multiple Matches);
 - Cheating of any sort through any means;
 - Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
 - Offensive, vulgar or obscene usernames, avatars, logos, branding or gamertags;
 - Sexism, ageism, racism or any other form of prejudice or bigotry;
 - Engaging in violence or any activity which is deemed in the judgment of Savanna FGC to be immoral, unethical, disgraceful, or contrary to common standards of decency;
 - Engaging in any activity that is illegal in the Republic of Kenya;
 - Offering any gift or reward to a Player, Organiser, SFN Venue staff or Savanna FGC for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
 - Betting or gambling on your own performance or the results of any Fight Card on SFN;
 - Making any modification to the Title Game that has not been disclosed to and authorised by Savanna FGC;
 - Intentionally using any in-game bugs or so-called "hacks" to seek a competitive advantage;
 - Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or

- otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Using any facilities, services or equipment provided or made available by Savanna FGC or SFN Venue staff to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player, Organiser or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other studio equipment;
- Engaging in any other type of behaviour or conduct deemed inappropriate by Savanna FGC in their sole discretion; or
- Otherwise violating these SFN Rules.

Any Player who violates the Code of Conduct may be disqualified, and Savanna FGC reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

Caution: Any deliberate attempt to damage any website or equipment used in connection with a Fight Card or SFN, tamper with the Title Game or the competition format, or otherwise undermine the legitimate operation of a Fight Card or SFN may be a violation of criminal and civil laws, and should such an attempt be made, Savanna FGC reserves the right to cooperate in the prosecution of any such Player(s) and to pursue all remedies available to them to the fullest extent permitted in equity or under the law.

6. APPEARANCE RELEASE

- By participating in SFN, **each Player hereby irrevocably grants Savanna FGC permission to film, photograph, record and stream the Player's performance in SFN itself and in other SFN-related activities**, including the Player's name, username, logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively known as the "**Appearance**") and **the right, but not the obligation, to distribute, exploit or otherwise use such Appearance**, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity for any purpose, including but not limited to, advertising, marketing and promoting SFN, SFN-related activities, Savanna FGC, the TEKKEN 254 website and future events.
- As between each Player on the one hand, and Savanna FGC, on the other hand, **the Appearance shall be deemed a work-made-for-hire for Savanna FGC prepared as a work specifically ordered and/or commissioned by Savanna FGC, and therefore, Savanna FGC shall be the author and exclusive copyright owner of the**

Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Savanna FGC, then by way of assignment and transfer of present and future copyright and otherwise, **each Player hereby irrevocably grants, transfers, sells and assigns to Savanna FGC, all of their right, title and interest in and to the Appearance throughout the universe in perpetuity.** Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Savanna FGC's ownership of such rights.

- Savanna FGC shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalise or otherwise alter the Appearance for any purpose which Savanna FGC deems necessary or desirable. To the fullest extent allowable under any applicable law, **each Player hereby irrevocably waives any and all so-called moral rights (*droit moral*)**—which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world (including, without limitation, the so called right of paternity [*droit à la paternité*], right of integrity [*droit au respect de l'œuvre*], right of withdrawal [*droit de retrait* or *droit de repéntir*] and/or right of publication [*droit de divulgation*]—they may have in the Appearance, and **agrees that they will make no claim of any kind against Savanna FGC as a result of any of the uses described above**, and irrevocably and unconditionally waives and releases Savanna FGC from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with **such use** including but not limited to any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. **Each Player expressly acknowledges that Savanna FGC and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance.** Accordingly, if under any applicable law, the above waiver or assignment by a Player of moral rights (*droit moral*) is not effective, then **each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.**
- **Savanna FGC shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity.** Savanna FGC shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements as outlined in Section 2.2.

1. DISCLAIMERS AND LIMITATION OF LIABILITY

Each Player knowingly consents to participate in any and all SFN-related activities under their own free will and without duress or undue influence of any third party.

- All Players are expected to look after themselves and their personal belongings at an SFN Venue. By registering for SFN, **each Player hereby releases and holds harmless Savanna FGC from and against any and all actual and potential, known or unknown, suspected and unsuspected claims, demands, causes of action, costs, losses, injuries, liabilities and damages of any kind, including but not limited to mental and/or physical injuries or death and damages to or loss of personal property, due in whole or in part, directly or indirectly, to competing in SFN, attending or participating in any SFN-related activity and/or the use or misuse of any allowance earned or prize won from competing in SFN.**
- By registering for SFN, **each Player hereby releases and holds harmless Savanna FGC from any and all actual and potential, known or unknown, intentional or unintentional damage caused to equipment and/or facilities at an SFN Venue. Each Player also hereby accepts to provide compensation for any such damage if found responsible for said damage, whose value may be determined at the discretion of the SFN Venue staff.**
- **Savanna FGC is not responsible for any incorrect or inaccurate information or other materials on, associated with or utilized as part of the TEKKEN 254 website, and Savanna FGC assumes no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the TEKKEN 254 website or the field of play in the Title Game.** Although Savanna FGC attempts to ensure the integrity of SFN, **Savanna FGC is not responsible for the actions of Players in connection with SFN,** including a Player's attempt to circumvent these SFN Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of SFN. Without in any way limiting the generality of the foregoing, **each Player agrees that Savanna FGC shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:**
 - incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with the Player, Savanna FGC, or otherwise, that may prevent or limit a Player's ability to participate in a Fight Card or SFN or send or receive messages requiring action or response by such Player;
 - any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access,

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- delayed computer transmissions or network connections which may result in alteration of gameplay or affect Match results; and
- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in SFN.

8. DISPUTES

- **These SFN Rules are governed by the national and county government laws that apply to Nairobi City County, Kenya.** Except as otherwise provided herein, any legal suit, action or proceeding arising out of or relating to these SFN Rules, the operation of SFN or otherwise, will be resolved by litigation in the courts located within Nairobi City County, Kenya.

9. INDEMNIFICATION

- **Each Player hereby agrees to indemnify and hold Savanna FGC harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses,** including reasonable outside legal fees and costs relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these SFN Rules.
- The indemnification obligations hereunder shall survive the expiration or earlier termination of the Fight Card and SFN.

10. FORCE MAJEURE

- **Savanna FGC reserves the right to modify, suspend, extend or terminate SFN or any part thereof** if they determine, in their sole discretion, that SFN and/or Fight Card is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of SFN, a Fight Card or any portion thereof as contemplated herein.
- **In the event Savanna FGC are prevented from continuing with SFN by any event beyond their control,** including but not limited to fire, flood, epidemic, earthquake, explosion, labour dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any national or county government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Savanna FGC's control (each a "Force Majeure" event or occurrence), **Savanna FGC shall have the right to modify, suspend, extend or terminate SFN or a Fight Card.**
- **Savanna FGC, in their sole discretion, may require the replaying of any Match, or declare any Match or other phase of a Fight Card or SFN null and void by reason of**

any of the foregoing. In the event Savanna FGC determine, in their sole discretion, that any individual Match or other phase of the Fight Card or SFN, has been tampered with or that the validity of any Match or other phase of the Fight Card or SFN has been compromised for any reason, it may eliminate that Match or other phase of the Fight Card or SFN, and may conduct the Fight Card or SFN on the basis of the remaining Match and/or other phases of the Fight Card or SFN.

II. INVALIDITY

- **These SFN Rules and any other agreements referenced herein constitute the full and complete agreement and understanding between each Player and Savanna FGC in connection with SFN** and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and Savanna FGC with respect to the subject matter hereof.
- **These SFN Rules cannot be modified or amended in any way except by a written instrument signed by Savanna FGC.** The waiver of any term, condition, or breach of these SFN Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these SFN Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these SFN Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein.
- **The use of the neuter pronouns "they", "them", "their" and any variations thereof in these SFN Rules shall be deemed singular or plural and shall be deemed to include the masculine and feminine genders as well,** as the context may permit or require.
- **Headings and bullet points, as well as bolding and italicisation of text, are used in these SFN Rules solely for convenience and ease of reference and shall not be deemed to affect in any manner the meaning or intent** of these SFN Rules or any provision hereof.