QUANTICA FEST

TEKKEN 8 – Official Tournament Rulebook

Mode: Offline (LAN)
Game: Tekken 8
Platform: Console (as provided by Organising Team)
Event Type: On-Campus Esports Tournament

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1. Tournament Format

1. The tournament will be conducted **offline on campus**.

2. Match format:

   - **Pools & Early Rounds:** Best of 3 (BO3)

   - **Semi-Finals, Finals, Grand Finals:** Best of 5 (BO5)

3. Matches are **1v1 only**.

4. Bracket format and progression will be announced before the event begins.

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2. Player Eligibility & Verification

1. All players must carry a **valid Aadhaar Card and College ID** for verification.

2. Only registered players are allowed to compete. **No substitutions** are permitted.

3. Players must report to the match area **at least 15 minutes before** their scheduled match.

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3. Match Rules (Official Standard)

1. **Round Settings**

   - Rounds to Win: **3**

   - Round Time: **60 seconds**

   - Damage Settings: **Default**

   - Health Recovery & Special Systems: **Default (as per TEKKEN 8 ruleset)**

2. **Side Selection**

   - Player 1 side is decided by **coin toss** or referee decision.

   - The winner of the previous match must **retain their side**.

3. **Match Flow**

   - Once a match begins, **pausing is not allowed**.

   - Players must remain seated until the match concludes.

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4. Character & Stage Rules

1. **Character Selection**

   - All characters are **allowed**.

   - Character switching is allowed **only for the losing player** between matches.

   - The winning player must **lock the same character**.

2. **Stage Selection**

   - Stage selection will be **random**.

○ Any stage with significant gameplay advantage may be restricted at the discretion of the Organising Team.

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5. Controller & Equipment Rules

1. Players may use:

   ○ PS5 controllers

2. Controllers must **not have turbo, macros, or programmable advantages**.

3. Wireless controllers must be **disconnected immediately after the match**.

4. Any damage caused to equipment or college property will be the **full responsibility of the player/team**.

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6. In-Game Rules & Fair Play

1. **Pausing**

   ○ Intentional pausing will result in **round loss or match loss**.

   ○ Accidental pauses must be reported immediately to the referee.

2. **Coaching**

   ○ Coaching is **not allowed during matches**.

   ○ Coaching is permitted **between matches only**.

3. **Exploits**

   ○ Use of glitches, bugs, or unintended mechanics is **strictly forbidden**.

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7. Disconnections & Interruptions

1. In case of **technical failure** before the completion of a round, the referee may restart the round.

2. If a disconnection occurs after significant progress, the decision will be made by the referee.

3. Intentional disconnections will result in **immediate disqualification**.

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8. Player Conduct & Discipline

1. Players must remain at their **assigned stations** until the match is completed.

2. **Physical altercations, verbal abuse, or aggressive behavior** will lead to immediate disciplinary action, including disqualification.

3. Team or player names must not be **offensive, abusive, or hurt religious sentiments or individuals**.

4. Consumption or possession of **intoxicating substances**, including alcohol, is strictly prohibited within campus premises.

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9. Authority & Final Decision

1. The **Organising Team reserves the right to modify rules** if required due to unforeseen circumstances.

2. All decisions made by referees and the Organising Team are **final and binding**.

3. Failure to comply with the rulebook may result in penalties, match loss, or disqualification.

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10. Health & Safety

1. Players must follow safety instructions provided by organisers.

2. Any player feeling unwell must inform the referee immediately.

3. The Organising Team is not responsible for personal belongings lost or damaged.