



## GENERAL RULES

**Team & Player Handles:** Handles containing any of the following will not be tolerated: profanity, racism, sexism, drug use, or general vulgarity. Teams or Players found with offensive Handles will be contacted by the Official and asked to edit their Handle to something more appropriate. If a Team or Player is found to be using a Handle that is deemed offensive after being asked to have it changed by an Official, that Team/Player will be issued a Warning. If the rule is violated a second time, that Team/Player will be Disqualified from the Tournament and no refund will be issued. Team Handle changes are allowed at any time during the registration process, but are limited to 1 change per Tournament and the Team Handle cannot be changed once the Team becomes an Approved Team.

**Sportsmanship:** All Players will be required to uphold and observe a universal level of sportsmanship. Any unsportsmanlike action which includes but is not limited to (racism, profanity, rude acts, vulgar acts, acts of belligerence, and disrespect of an Official) may be reviewed and is grounds for Team or Player Disqualification by an Official.

# Rulings on unsportsmanlike actions are subject to the Official's interpretation. If a Player or Team found in violation of this rule the following actions may happen:

1. Major or minor infractions as judged by an Official: Warning
2. Severe or repeated major infractions as judged by an Official: Disqualification

Any accusations of unsportsmanlike conduct by a Team must be brought to the attention of the Official immediately following the Match in which the alleged action has occurred for investigation by presiding Official.

**Dispute Rights, Requirements, and Guidelines.** Disputes are a serious issue and to ensure that the Tournament is run in a just and fair manner, all Disputes are taken seriously and ruled upon by an Official within 1 hour of receipt of the Player provided and/or Official requested information related to the Dispute.

**Dispute Process:** A Team has the right to Dispute any Player(s) or Team that they feel is in violation of these Game Play Rules. All Disputes must be filed within 10 minutes following the completion of the Match with the presiding Official. A Match must be reported regardless of whether a Dispute is being filed. If a Dispute is filed too late, the Dispute will be disregarded. When the Official has made the ruling, the Official will contact both Teams involved in the Dispute and present those Teams with the details of the ruling.

**Dispute Submission Detail:** If you suspect a Player of cheating, be prepared to list exactly where you think this

occurred in the Match. Please supply as much detail to provide the Official with the most accurate information possible.

**Evidence Requests:** If a Dispute has been filed, Officials will contact all Players/Team(s) involved in the Dispute. The parties involved will then have 15 minutes to submit all requested evidence to the Official in charge of the Dispute.

**Discussion of Disputes:** Disputes should only be handled in private between the Officials and those Teams/Players directly involved. Raising a Dispute as a public matter for the purpose of appealing, criticizing, or complaining about the verdict may result in Player or Team Disqualification and/or Match Forfeit, depending on severity and malicious intent as determined by the Official.

**Exploitation of Rules:** If a Team attempts to manipulate or exploit these Game Play Rules in any way other than for its intended use, Officials reserve the right to make a final ruling on the rule in question for the given Match and/or Dispute.

#### **Additional Rules**

- Protests can only be filed by the team leader (i.e.: a competitor that represents the team)
- If a competitor does not agree to any rules, he/she can express his/her protest to a Marshal before the completion of a match. Any intentional refusal to connect to the match server can result in a default loss for that team with the decision to be made at the sole discretion of the organizer.
- If a rematch is decided by the head organizer, the team that does not follow this decision will be subject to disqualification.
- No player shall be allowed to game twice the same game.
- If the team is incomplete there shall be no match. The team will be disqualified.