



**The Gathering 2010  
Quake Live  
Information and Rule-set**



## **Before the match**

Game type is Duel, and is played in a best of 3 maps format, the time limit for each map is 10 minutes, with 2 minute overtime intervals, if the score is equal after the allotted time.

## **Match Rules**

### ***Mapchoice***

The left player in the match details starts tossing a map, afterwards the other player tosses a map. The three remaining maps will be played, the left player in match details may decide which map will be played first, the other player picks the second map. The last map will be used as decider map if it's needed.

### ***Maplist***

- qzdm6 (Campgrounds)
- qzdm13 (Lost World)
- qztourney7 (Furious Heights)
- qztourney9 (House of Decay)
- ztntourney1 (Blood Run)

### ***Servers, and choice***

Servers will be provided by The Gathering and the password will be announced by a match admin before the start of the match. All matches have to be played on servers most suitable for both players.

### ***Multiple Server Match***

Sometimes players cannot agree to play on a specific server, because they can't find a fair server. Those matches will be played on two servers, while on each player's server choice the opponents map is being played. If a third map is needed it will be played with 5 minutes time limit on both already played servers and the score is added to decide a winner.

### ***Penalty points***

No player can exceed 10 (ten) penalty points. 10 (ten) or more will result in a ban from the tournament. Admins can give penalty points to participants, even when it does not clearly state the rule broken is in the ruleset. Admins can also give penalty points for breaking the general rules at The Gathering. Penalty points given from an admin can vary from 1 (one) to ten (ten).



## **Under the Match**

### ***Disconnects***

These are the rules that handles the cases of disconnects, and what to do in any stage of the match when they occur.

#### ***Disconnects in the first 3 minutes of a map***

Between the third and seventh minute the map will be restarted with the remaining time played again, both players spawn and the match will be played until the normally remaining time is played (e.g. a player drops after 4 minutes, than the map is replayed after restart until 6 minutes have passed). The score of both played parts are added afterwards.

#### ***Disconnects between 3:01 and 6:59 of a map***

Between the third and seventh minute the map will be restarted with the remaining time played again, both players spawn and the match will be played until the normally remaining time is played (e.g. a player drops after 4 minutes, than the map is replayed after restart until 6 minutes have passed). The score of both played parts are added afterwards.

#### ***Disconnects in the last 3 minutes of a map***

Disconnects in the last three minutes of the map are depending on an admin decision. The admin can decide whether the remaining minutes/seconds are played after a restart of the map or if the score at the time of disconnect counts as final result.

### ***Custom HUD and configs***

Players are free to use your own configuration files and manipulate your HUD as long as no unfair advantage is gained. Please consult the admin team prior to your match to see whether your changes are O.K. to use.

### ***Spectators***

Spectators are not allowed, only admins and authorized coverage partners are allowed to spectate matches.

Players are not allowed to forward the password to any external person.

### ***Spamming Ingame***

3 (three) minor penalty points will be awarded if the chat function ingame is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the matchadmins.

### ***Participants Not Showing***

This will result in a default win for the other participant.



## **Matchmedia**

### ***Screenshots***

All players have to make screenshots of each map and have to keep them until the end of the tournament. They also have to upload them to each match within 24 hours after the match has been played.

### ***Demos***

All players have to record demos from their matches. They have to those recordings until the end of the tournament.

Replays have to be uploaded on the match site until 24 hours after the match has been played.

### ***Leaving a game***

It is not permitted to leave the match until time is out on the last map. Neither is it allowed to stop playing before time is up. Failure to adhere to this rule may be penalized with up to two(2) minor penalty points.

### ***Continuing a disrupted game***

If a game was disrupted for whatever reason, and had to be restarted at a later stage, then the score from the previous part of the match will stay, and the match will be continued with however much time was left on the map.

### ***Interview***

Each team must have nominated one participant to be available for pre and post match interviews. All solo players must also be available for pre and post match interviews.

### ***Demo and Replay Rights***

The Gathering reserve the right to play, and/or upload to the TheGathering site, all demos that are recorded in an The Gathering arrangement.