

TGII PARTLY CLOUDY



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Quake Live rules



## 1. Match Rules

### 1.1. Before the match

1.1.1. Game type is Duel, and is played in a best of 3 maps format

1.1.2. The Grand Final will be played in a best of 5 maps format

1.1.3. The time limit for each map is 10 minutes

1.1.4. If the score is even after the 10 minutes, it will go into 2 minute overtime intervals until one player has a better score.

### 1.2. Map choice

1.2.1. 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.

### 1.3. Map list

- Lost World
- Furious Heights
- Aerowalk
- Hektik
- Toxicity

1.4. The screenshot function must be activated before each match starts.

1.5. All players have to record demos form their matches in the QL tournament at The Gathering 2011

1.6. It is not allowed to leave a match before the time limit is over. You also have to play the entire time, and cannot leave the computer while the match is being played.

## 2. Servers

2.1. Questions regarding servers can be sent to Game directly at The Gathering, or to [game@gathering.org](mailto:game@gathering.org) before the tournament starts.

2.2. Players is allowed to play on their own servers if both players agree on which server they will use.

2.2.1. The server has to be chosen before the match has started.

2.2.2. When the match is started there is no going back on server choice unless there are severe problems with the chosen server.



### 3. **Penalty points**

3.1. No player can exceed 10 penalty points. 10 or more will result in a ban from the tournament

3.2. Admins can give penalty points to participants, even when it does not clearly state the rule broken is in the rule set.

3.3. Admins can also give penalty points for breaking the general rules at The Gathering

3.4. Penalty points given from a admin can vary from 1 to ten.

### 4. **Disconnects**

4.1. Disconnects the first 3 minutes of the match, will give an automatic restart of the match.

4.2. 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.

4.3. 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.

### 5. **Configs og HUD**

5.1. Players are free to use your own configuration files and manipulate your HUD as long as no unfair advantage is gained.

5.2. Please consult the admin team prior to your match to see whether your changes are O.K. to use.

### 6. **Spectators**

6.1. 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.

### 7. **Participants Not Showing**

7.1. If a player isn't at the eSport area when the match is scheduled to start, the first map will go to the other player

7.2. If a player isn't at the eSport are before 10 minutes after the game is scheduled to start, the match will be given to the other player in a Walk Over.

### 8. **Interview**

8.1. All players must be ready to give an interview before and after the matches are played.

8.2. Special rules about the interview because of agreements with player organizations do not apply to The Gathering



**9. Demo and Replay Rights**

- 9.1. The Gathering reserves the right to play, and/or upload to the The Gathering site, all demos that are recorded in a The Gathering arrangement.
- 9.2. No player can in retrospective claim that the demos or pictures belong to others than The Gathering