

TGII PARTLY CLOUDY



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StarCraft 2 tournament rules



1. Information

1.1. Tournament format

1.1.1. The tournament will contain 64 players

1.1.2. The tournament will be divided into two stages. First a group stage with sixteen groups of four players, and then a final bracket with single eliminations.

1.1.3. In the group stage each group will be played in Round Robin format, each match being a best of three game. The two top players of each group will move on to the final bracket

1.1.4. In a case of a tie situation

1.1.4.1. Tie situations are solved one criterion at a time, until all tie situations are solved.

1.1.4.2. If more than two players are tied, and a certain criterion involves all the players but only solves a part of the tie situation, that part is resolved and the resolution starts over from criterion 1 for the remaining players.

1.1.4.3. The criterion priority order:

1.1.4.3.1. Mutual Match

1.1.4.3.2. Map score difference in mutual games

1.1.4.3.3. Map score difference in all games in the group

1.1.4.3.4. Won maps in mutual games

1.1.4.3.5. Won maps in all games in the group

1.1.4.3.6. Tie breaker Games (bo1)

1.1.5. The final bracket will be a single elimination bracket with each match being best of out three games (bo3).

1.1.6. The grand final and the bronze match will be best of five games (bo5)

1.2. Prizes

- 1st. 30 000 NOK ~ 3850 €
- 2nd. 10 000 NOK ~ 1300 €
- 3rd. 5000 NOK ~ 650 €



1.3. Schedule

- All times mentioned are GMT+1. The Gathering starts on Wednesday 20.4

1.4. Administrators

- 1.4.1. Players should always address the administrators in a polite and respectful way.
- 1.4.2. An administrator's call can be appealed to the game chief.
- 1.4.3. The game chief can at any stage during the event change the rules.

2. General Rules

2.1. All players must have read and understood these rules before entering the tournament. Not understanding or knowing the rules are not valid excuses for breaking them.

2.2. Servers

- 2.2.1. All games must be played on the European Battle.net server.
- 2.2.2. All warm up games on the tournament computers must be played on European Battle.net server.

2.3. Equipment

- 2.3.1. No eating is allowed anywhere in the tournament area.
- 2.3.2. Each player is responsible for bringing their own equipment. Equipment provided on site is a computer and a monitor
- 2.3.3. No macro functions on keyboards/mice are allowed to be used in any tournament games. On arrival, each player has to install any equipment drives onto the computer.

2.4. Game Preparations

- 2.4.1. When scheduled, an administrator will tell the player which computer to use.
- 2.4.2. No usage of any tournament computer is allowed except during warm up games and tournament matches unless authorized by an administrator.
- 2.4.3. After the match the players has to leave the computer to make way for next player, unless administrator says different.



2.5. Timekeeping

2.5.1. The starting time of any tournament match is not flexible, if a payer only arrives to the tournament area five minutes before the tournament match is supposed to start, the payer will not get more than five minutes to warm up.

2.5.2. Players should arrive at least one hour prior their match. All players should inform that they are arrived to GameInfo which is located next to the game tournament area.

2.5.3. Should a player be late (less than 15 minutes) for the start of a tournament match, the player will forfeit the first game of the match.

2.5.4. Should a player be more than 15 minutes late for the start of a tournament match, the player will forfeit the match.

2.5.5. The players are allowed a 5 minute break between the games in a tournament match.

2.5.6. Administrators reserve the right to change these timings if circumstances require it.

2.6. Disconnect and computer failure

2.6.1. If the game is interrupted by a computer failure and the game is heavily favored to the extent that the game would definitely have been won by one player an administrator may rule the game in favor of said player

2.6.2. If a game disconnects for another reason and the game is heavily favored to the extent that the game would definitely have been won by one player an administrator may rule the game in favor of said player.

2.7. Complaints

2.7.1. If a player wants to make a complaint about a game result, the player has to tell the administrator assigned to the match, before the next match starts.

2.7.2. If a player wants to object to a game result ruled by an administrator, this has to take place before the next game.

2.8. Replays

2.8.1. After every game, both players must save the replay of the game.

2.8.2. All replays need to be sent in to the tournament administrator after the match is finished.

2.8.3. Official tournament replay package will be made, until they are published, no replays from the tournament are allowed to be shared with the public.



2.9. Maps

2.9.1. The tournament map pool includes the following maps: Shakuras Plateau, Xel`Naga Caverns, Shattered Temple, Typhon Peaks, MLG iCCup Testbug v1.1, TSL3 GSL Terminus RE v1.0 and Tal'Darim Altar – Ladder version.

2.9.2. Every tournament game will be played on maps from the tournament map pool only.

2.9.3. The player starting the map picking process will be either decided through an administrator's coin flip, or randomized in advance. In a best of X match, the player removes a map from the pool one by one until X maps are left. Then the players take turns picking the maps that are left, starting from the first map that will be played.

- Example: Player X and C play a best of 3 (bo3) match
- Player X is determined to be the first to veto
- Player X removes Shakuras Plateau
- Player C removes Lost Temple
- Player X removes ICCup Testbug
- Player C removes Xel`Naga Caverns
- Re Pawn, Metalopolis and Scrap Station are left.
- Player X picks Re Pawn as the first map
- Player C picks Scrap Station as second map
- Metalopolis is played third

2.10. Punishments

2.10.1. Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified

2.10.2. Bad behavior towards other players, administrators or the audience may result in a disqualification

3. In Game Rules

3.1. Chatting

3.1.1. No excessive chatting is allowed in the game. If the need to chat occurs the players must be straight to the point and polite. Ideally the only chat in each game will be at start up and when a player surrenders the game

3.1.2. No chat is ever permitted from a player to an outside party during a tournament match, or from an outside party to the player, unless the outside player is an administrator.

3.1.3. Typing “gg” after 2 minutes means surrendering. If you type it, the game might be considered forfeit even if you wish to continue playing.



3.2. Game Settings

- 3.2.1. Each game must be played in Faster mode
- 3.2.2. Every player must set their online status to Busy
- 3.2.3. Every player must turn off notifications
- 3.2.4. Every player must use full screen

3.3. Bugs and Misuse

3.3.1. No abuse of game breaking bugs is allowed in any tournament match. Normal mechanics that can be considered bug-like are naturally allowed (such as mineral and pylon walk). If you are unsure about some mechanics, ask an administrator.

3.3.2. No player is allowed to look at the opposite player at any time during a tournament match.

3.4. Observers and Streaming

3.4.1. For streamed games, the two team colors must be Red and Blue. If the player cannot agree on who gets which color, an administrator will randomly pick for them.

3.4.2. No observers are allowed in any tournament games, except for approved streamers and administrators.

3.4.3. Players may not watch or listen to any streams of the tournament while playing.

3.5. Pausing

3.5.1. If a player must pause the game due to technical difficulties the player must if possible tell the opponent about this before pausing. After pausing the player must let an administrator know.

3.5.2. If a game is paused without a reasonable explanation such as a technical difficulty the game might result in a forfeit.

3.6. Racepicking

3.6.1. The same rules for picking a single race apply for picking Random as well.

3.6.2. Each player sign up to the tournament with one set race. If a player wants to change the race before a match, an administrator must be notified, and the new race must be played throughout the whole match. The administrator must be told at least 30 minutes before scheduled match start, or as soon as the previous match ends.

3.6.3. The race you pick for a best of X game has to be played throughout the series.

3.6.4. As soon as a player joins or creates a game he is to choose his playing race.



3.7. Draws and stalemates

- 3.1.1. If a player deliberately plays for a stalemate, administrators hold the right to decide the outcome of the game
- 3.1.2. If there is a natural stalemate the game will be replayed.