

WESG_APAC_SC2 RULE BOOK

Table of Contents

01 - CONDUCT OF PLAYERS

02 – TOURNAMENT FORMAT

03 – GAME CLIENT SETTING

04. TOURNAMENT MAP

05. GAME REGULATIONS

06. WINNER-DECIDING METHOD

07. SERVER & DISCONNECTION ISSUES

08. CHANGE OF RULES

01. CONDUCT OF PLAYERS

- All participating players may not use violence, threats, or physical or non-physical intimidation to any other person including the players, referee and the audience
- Chatting during the match is prohibited other than few sportsmanship expressions such as "gl", "hf", "gg", "pp".
- Player may not pause the game unless it's a critical technical situation. All other situations you must type "pp" to request a pause to the referee.
- All participating players must only use StarCraft2 game client and any other software program forbidden by Blizzard cannot be installed without the approval of the Organizers.
- All participating players may not use any bugs inside of the games that may favor a player intentionally.
- All participating players must only use the provided Battle.net accounts.
- All participating players may not gamble that are involved directly / indirectly related with the match, the result of everything related with APAC WESG tournament
- When you are approached by a person for match fixing, you must report the incident to the Organizers and must not agree to match-fixing

02. TOURNAMENT FORMAT

-Qualifier format is Group Stage divided into four (4) groups, Round-Robin Best of three (3).

-Playoff from Round of eight (8) will be single elimination Best of five (5) format.

-Win points will be given for each win. Win 1point, Loss 0point.

-The 1st and 2nd place of each group will advance into the playoff

-The 1st and 2nd place of the group will be decided from the total points won from winning.

-When two players have the same win points in the same group, the player with more total won will advance.

-If two players tie in the win points, winner will be made through head to head rule.

--If the two players have the same win points and they tied before, another Best of three (3) will decide the winner of the match (Bo3 map selection format)

--Round of eight (8) format

-Round of eight (8) Single Elimination : 1st and 2nd place from the groups advance and drawing will be held on site.

* 1st place from each group will come out and draw in the order of group A, B, C and D.

When the 2nd place players draw for Ro8, they may not face their 1st place player that was in the same group from the group stage. 2nd place drawings will also go in the same order from Group A to D

--Tie breaker for the 5th place : After the Ro8, the four (4) players that lost will proceed a Best of 5 match.

Matches will be proceeded in order as it is written in the Round of 8 Bracket.

-Semifinals Single Elimination : Winners from Round of eight (8) will advance into the Semifinals

-3rd & 4th place matches : the two loser teams from Semifinals will have a match

-Finals : the two winners from the semifinals

03. GAME CLIENT SETTING

-GAME VERSION: STARCRAFT2 LATEST VERSION: LEGACY OF THE VOID

-ALL MATCHES WILL BE HELD IN Battle.net Asia SERVER OR SEA SERVER

-MATCH FORMAT & SPEED: 1:1 MELEE, FAST

-ALL PLAYERS MUST TURN OFF THE NOTIFICTIONS AND SET THEIR STATUS TO "BUSY"

-ALL PLAYERS MUST TURN OFF THE 'ONLY RECEIVE MESSAGES FROM FRIENDS' OPTION

-ALL PLAYERS MUST TURN ON 'AUTO-SAVE REPLAYS'

-ALL PLAYERS MUST WAIT FOR THE APPROVAL OF THE REFEREE TO START THE MATCH FROM THE TOURNAMENT ZONE.

04. TOURNAMENT MAP

-The following ladder maps the available for the tournament:

Apotheosis

Dasan Station

Frost

Frozen Temple

Galactic Process

King Sejong Station

New Gettysburg

-The loser from the previous game will choose one map from the maps not played.

- Selecting BO3 Map : Organizers will select first map at random and the loser from the 1st map will select the map for the second game. Then the loser of the second match will select the map for the third game.

- Selecting BO5 Map : Organizers will select first map at random and the loser from the 1st map will select the map for the second game. Then the loser from game two (2) will select the map for game three (3) , the loser from game three (3) will select the map for game four (4) and the loser from game four (4) will choose the last map for game five (5).

-Played map may not be selected again.

05. GAME REGULATIONS

1) There will be a rematch for the following situations:

- a. Unexpected server crash/down or maintenance
- b. In-game system error
- c. When unknown bug or unintentional bug happens
- d. Pause of game due to power outage or network problem
- e. When the game becomes impossible to decide the winner of the match

2) The followings will not be accepted for a rematch:

- a. problems caused from using personal programs (exp: client shut down)
- b. Personal cable problem
- c. Personal equipment (PC/Mouse/Keyboard, etc.) problem

3) Game Pause

- a. Player may pause the game twice during a match.
- b. Player must type P before pausing and must notice the Organizers right after.

- c. If the pause is unreasonable, then the player will lose the ability to pause again and may receive a warning from the referee
- d. Maximum time to reconnect after a pause is ten (10) minutes.
- e. Game will resume after pausing for ten (10) minutes.

06. WINNER-DECIDING METHOD

-When the opponent types "gg" or when all the buildings of the opponent is destroyed, the player will win a game.

-The race that the player uses must be the same as the player provided to the referee.

For the following situations, the game can end as a draw without a Stalemate Detection:

-When both players agree to end in a draw

-When there is a natural stalemate that referee needs to check

-When both players can not destroy the opponent's building

-When the game ends from a Stalemate Detection, there may be a winner depending on the decision of the referee.

-For the draw games that came from both players or the referee, there will be a rematch on the same map until there is a winner.

07. SERVER & DISCONNECTION ISSUES

-When there is a connection problem with the server, Organizers has the right to re-schedule the matches

- When a player disconnects from the game without the approval of the referee that creates a situation where the player can't reconnect to the game, the game will result as a Loss.

- When a player disconnects from the game without the approval of the referee that creates a situation where the player can't reconnect to the game, the game will result as a Loss.

-During game, if an issue is caused from the network or the PC connection, referee may decide to have a rematch.

08. CHANGE OF RULES

-WESG APAC has the right to revise the guideline and the right to prohibit a player from participating in the tournament due to a severe/special situation.

-WESG APAC Organizers and referees may make a decision that violates the rules of the rulebook during certain situations.

- WESG APAC Organizers and referees may make a decision that may not be specified in the rulebook during special situations.