

Lake Charles Scion eSports

CyPhaCon 2015 eSports Open

Featuring Super Smash Bros. Wii U

Updated April 9th, 2015

Hosted by Lake Charles Scion eSports

RULES AND REGULATIONS

The information contained in this document combined with that noted on the official Tournament Bracket will constitute the Rules and Regulations of the E-Sports Tournament, hosted on the premises of the Lake Charles Civic Center by Lake Charles Scion.

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1.) LEGAL:

This event is intended for participants age 16 and older and as such, a zero tolerance policy for illicit substances will be in effect. Possession of any alcohol, tobacco, and any other age-restricted substance, as well as any illegal substance, or a firearm, knife, or weapon of any kind, will be grounds for immediate removal from the premises, forfeiture of all paid fees and prizes, and if prohibited by law, prosecution to the fullest extent possible under the law.

Vulgar or offensive attire, visible evidence of intoxication or influence of any behavior altering substance, use of profanity including any hateful, obscene, offensive, racist, sexual, or violent words in any context, will not be tolerated and will also be grounds for dismissal from the event without warning.

By registering for the event the player consents to allow the use of his or her name, photographed image, team name, and any information contained in his or her registration form, by the Hosts for any purpose, promotional or otherwise, at any time and in any form. If the player does not wish to consent to these terms, he or she should not register for this event, or if already registered, should withdraw immediately with written statement denying these terms of consent.

NOTICE TO PARENTS: We intend to provide a safe, positive, and entertaining environment for all attendees; however we cannot accept responsibility for the whereabouts, activities, associations, etc. of any of the participants, spectators, or other individuals. Minors are the sole responsibility of their legal guardian at all times during the event. Please see the PARENTAL CONSENT FORM if your child is under 18, as you are required to review and sign that waiver for them to be allowed to participate. No one under 16 years of age will be allowed into the event unless they are accompanied by their parent or legal guardian, and no one under 18 years of age will be allowed into the event without prior written consent from their parent or legal guardian.

The hosts reserve the right to change the terms of these Rules and Regulations, including but not limited to matchmaking methodology, game format, bracket structure, schedule, prize content, and team eligibility, times, date, content, and implied consents, at any time and without notice, up to and including April 17th, on which date at 5:00PM the official and finalized Rules and Regulations will be posted at the tournament site for the review of teams checking in.

The hosts claim no affiliation or cooperation with Nintendo or any of their related companies or subsidiaries in the planning or promoting of this event. This tournament is for recreation only and is not for profit as the expenses to host the tournament far out-weigh the revenues from registration fees, we are not charging any fee for spectators, we are using only legally purchased and owned copies of the game and we are not using any of Nintendo's online services. As such our event should not fall under any commercial violation of copyright or terms of use. In the event of a disagreement between any of these parties, the hosts will immediately concede to Nintendo's stated terms, including if necessary, cancelling the event.

2.) LOGISTICS:

This tournament will be played in its entirety on the hardware provided unless specifically approved by tournament staff before play begins. Each game will be played on Super Smash Bros. for Wii U, one Nintendo Wii U game console with OEM GameCube wired controller adapter, two OEM GameCube controllers, one 40" 1080/60i Sony HDTV, together herein after referred to as "House" hardware. Custom controllers will be allowed, but must be inspected by the Game Admin once a player has checked in, before the tournament begins. No modifications to the standard Nintendo GameCube controller provided by the hosts will be allowed. No add-ons, mods, or other software will be allowed, whether Nintendo sanctioned or not. No extra peripherals of any type will be allowed for communication, monitoring, control, etc. Custom controllers will be allowed in accordance with details described in subsequent sections. Each house hardware setup will be assembled at a specific location and assigned a number, hereinafter referred to as "Game Station 1-4." Game Station 1 will be the designation for the Main Stage hardware. Games played on Games Station 1 will be eligible to be broadcast and commentated to the live studio audience and streamed live on our twitch.tv channel. All game stations will be on the main arena floor.

No players will login to their personal online accounts at any time or for any reason during the tournament. Each player at each game station will be allowed to input their initials or handle. Any name deemed inappropriate by the game admin will be grounds for immediate disqualification. Each player will be permitted to setup their control scheme, sensitivity, etc. before the game begins. Any customizations must be done before the official game time, during the break before the game. Time to test control setups will not be allowed so should therefore be practiced on and memorized by each player before the tournament.

Both players are required to be present at the designated game station to start a round. If both players are not present 3:00 minutes prior to the next round start time the match will be declared a forfeit for the no-showing player. If the first game of a multi-game tournament match is declared a forfeit, the forfeiting player has 3:00 minutes to report to the game station to participate in the second game of the match. Regardless of the number of games in the tournament match, two consecutive forfeits constitute a loss of the round by rule and elimination from the tournament.

3.) REGISTRATION/CHECK-IN:

a.) REGISTRATION PROCESS

Each player must completely and honestly to the best of his or her ability fill out the registration form on or before April 17th to be eligible. No registrations after the initially published registration deadline of April 6th will be guaranteed the Scion eSports discounted rate into CyPhaCon. The registration form will be the official representation for the player, and will determine the registration order if and when registration order is used for seeding, door prize eligibility, or any other purpose throughout the event.

As players are registered they will be logged in our system, added to the Challonge.com event, and invited via email to sign-in and accept the Challonge invite. Only once a player is logged on the Challonge event will he/she be considered to have completed a valid registration process. Creating a sign-in and accepting the invite on Challonge is not required, but will be necessary if you wish to receive match notifications, follow results, be eligible to make match predictions, etc.

Check-in will begin at 9:45AM April 18th, and all players must be present at their first game time or they will be at risk of being disqualified and replaced with a stand-by player if the tournament roster is full.

b.) NAME REQUIREMENTS

Your in-game name must not violate any terms in these Rules and Regulations, specifically but not limited to, those regarding use of profanity including any hateful, obscene, offensive, racist, sexual, or violent words in any context. Players will be referred to by their real life first and last name for all other interactions.

4.) PLACEMENT PHASE:

There will be an opening placement phase to determine seeding into the Pro and Amateur Division tournament brackets.

a.) PLACEMENT GAMES

The placement phase will involve each player (maximum of 64) being randomly seeded into one of eight divisions of eight players, and playing a series of seven matches against the players in that division (a round robin). The rules for the games will be identical to those described in the tournament section, with the exception that instead of best-of-threes, the matches will be single games, and any draw for any reason, such as a tie score when time expires or a suicide move, etc. will be entered into the record as a draw and no sudden death will be played.

The placement phase will begin promptly at 10:00AM, and once it begins there will be no stoppages in play save for the scheduled breaks at the conclusion of each round. Approximately 8:00 hours is the maximum expected duration of the Placement Phase, although the exact time depends on how the rounds play out and how quickly we are able to reset for the next round. As we are trying to adhere to a strict schedule, there will be no tolerance for late starts, and the offending players will be credited forfeits without warning in lieu of delaying the start of a round.

Once all Placement Rounds are complete, there will be a break in play while the results are verified, records are calculated, and the tournament bracket is prepared. During this time players are encouraged to congregate around the main eSports stage as other games will be going on and results will be announced soon. Depending on schedule adherence, there will be up to a one hour time limit to this break, at the conclusion of which, the event will be reconvened and tournament seeding will be announced. The break will end no later than 6:30PM. The event now moves into the Tournament Phase.

b.) PLACEMENT PHASE SCHEDULING

Games for Group A of the Placement Phase promptly at 10:00AM. Games for Group B will begin at 11:00AM, Group C at 12:00PM, etc. until all group round robins are completed. The hosts reserve the right to restructure the number of groups based on the number of players that register. A request by a player to be placed into a certain group will be honored so long as there are spaces available in that group and there are enough players for the group to be viable. Players who intend to compete must appear at their scheduled times to play in placement or they will be disqualified.

c.) TOURNAMENT SEEDING METHODOLOGY

At the conclusion of the Placement Phase, the players will be seeded for the tournament. The top two finishers from each group will be seeded into the double elimination tournament. The third place finisher from each group will be designated the alternate in the event either of the top finishers in their own group no-show or are disqualified before the first round. The first place finishers in each group will play first round games against the second place finishers from another group. The top finishers from each group will be seeded as far away from each other as possible in the tournament bracket.

All eight of the first place finishers will be seeded based on their win-loss-tie record in placement phase, then all eight of the second place finishers will be seeded based on their record. Ties in record between first place finishers will be broken by comparing the records of the second place finishers in their group, and ties in record between second place finishers will be broken by comparing the records of the first place finishers in their group.

5.) TOURNAMENT PHASE:

Tournament play will begin at approximately 6:30PM. Once the staff is prepared to begin the Tournament Phase, a 5:00 minute countdown will begin. After 5:00 minutes, the presentation of the Tournament Bracket will begin. At this time the seeds will be announced, as well as the Round and Game Station assignments. Once the announcements are complete, the players will have 5:00 minutes to make their preparations and report to their assigned game station for the commencement of the Tournament Phase. The games of the Tournament Phase will be divided between Saturday evening and Sunday afternoon. Tournament play will conclude around 3:30PM Sunday April 19th.

a.) TOURNAMENT MATCH RULES

NOTE: Tournament Match Rules are based heavily on, but not necessarily identical to, the APEX 2015 Ruleset.

Each match in the Tournament Phase will consist of either a best of three or best of five (depending on the round) series of 6:00 minute/2 stock games.

All matches will be played out on the aforementioned house hardware. Allowed controllers include WiiU Pro Controller, GameCube Controller, Wii Remote & Nunchuk, Nintendo 3DS handheld consoles. Custom controllers and control settings are allowed, but controllers modified to enhance performance are not. No turbo buttons, programmable macro functions, etc. "Touch/feel preference" modifications such as removing the springs from shoulder buttons or replacing a thumbstick with a different thumbstick are permitted. Any controller other than the house provided one must be immediately ready to plug in and play at game time. No modifications or changes to a controller will be allowed once gameplay has begun. The only alternative for a player who is not satisfied with the operation of their custom controller will be to switch immediately to the house provided controller. Any custom controller is subject to inspection by the Game Admin at any time throughout the event.

No player will make any modifications to the software or use personal hardware such as SD card or handheld console, etc. No amiibos or custom move sets will be allowed. Any player caught cheating or in any way using modified game files will be immediately disqualified and banned from future events.

The following in-game settings will be used.

- * Items set to "off"
- * Equipment set to "off"
- * Sound Effects and Music set to default.
- * Mewtwo is banned.

Controller port is determined by Rock Paper Scissors if it can't be agreed upon. The pause feature will be left enabled so that if there is a problem the game can be paused and the Game Admin can be notified. In the event that a pause is needed both players' characters should be idle and both players should consent to pausing the game. Pausing during a match, if not okayed by the Game Admin, will result in the loss of one stock for the pauser.

Quitting out of a match before it is over will result in a loss for the quitter. If time runs out, the person with the most stock left (or least % if they are equal) wins. If the % is equal as well, the players will play a 3:00 minute/1 stock tie breaker game, with the same characters on the same stage. If the match goes to sudden death due to a suicide move, the player who initiated the move wins. No excessive stalling will be tolerated. No coaching will be allowed during a match. Consulting someone between matches is allowed as long as it doesn't delay the next match. Maximum time allowed between games of a series is one minute. Any excessive delay will result in a forfeit by the delaying player.

In the event that the game crashes or the TV/Wii U Console loses power in the middle of a match, that match will be restarted from the beginning with the same characters and stage. If a player uses a known glitch to intentionally crash the game or otherwise manipulate the situation to make the game unfinishable, that player may be forced to forfeit the match or be disqualified at the Game Admin's discretion.

b.) TOURNAMENT STRUCTURE

The tournament will be a double elimination tournament including the top 16 finishers in the Placement Round. In the event that there are more or less than 16 players due to the number of players registered, or disqualifications, etc., the tournament will be populated by alternate players as explained in the aforementioned sections.

All tournament rounds up to and including the Winners' Bracket Semi-Finals and Losers' Bracket Semi-Finals will be best of three. Winners' Bracket Finals, Losers' Bracket Finals, and Grand Final will be best of fives.

All the tournament rounds will play out in the order announced at the start of the tournament, until the only game left is the championship game. When all other rounds are played and there are only two teams remaining, the two players eliminated in semi-final rounds will play a match to determine the 3rd place finish. At the conclusion the 3rd place game, the Championship Round will be played in the same style as the rest of the tournament games.

c.) CHARACTER AND STAGE SELECTION

Herein describes the character and stage selection structure. Note that procedure from match 1 differs from matches 2, 3, and so on.

c1) Match 1 (starting match of a set):

As stated, Paper Rock Scissors will be conducted to determine port priority. Winner wins port 1, and

loser takes part 2. Both players select their character simultaneously. If one or both players request it, a tournament administrator is available for a double-blind character pick.

Banned Characters:

Mewtwo

For selecting stages, only Starter stages may be selected. The starter stages are listed below. Stage striking is conducted by the following: Player 2 bans one stage, Player 1 (the winner of PRS) selects of the two available stages.

Starter Stages:

Battlefield

Smashville

Final Destination/Omega Palutena Temple

Note that Omega Palutena Temple and Final Destination are regarded as equivalent stages. If a player strikes Final Destination, making it illegible for the match, Omega Palutena Temple is automatically ineligible as well, and vice versa.

c2) Match 2, 3, etc. (All following matches within a set):

Once a winner and loser of the previous match have been determined, procedure is as follows until the winner of a set has been declared. Note that stages eligible for all following matches within a set are the following:

Starter + Counterpick Stages

Battlefield

Smashville

Final Destination/Omega Palutena Temple

Lylat Cruise

Duck Hunt

Delfino Plaza

Halberd

Town and City

Procedure for following matches:

- 1) Winner bans 2 stages from the available stagelist
- 2) Loser selects stage from the available stagelist not banned by Winner
- 3) Winner selects character
- 4) Loser selects character
- 5) Match begins

New characters can be selected after any game. No characters are locked-in or excluded from selection as a result of previous use. Playing with any character on the banned characters list will result in a double disqualification regardless of whether both players agree.

d.) TOURNAMENT TIME LIMIT CONTINGENCY

We have made every attempt to foresee and plan for every minute of time that will pass during the course of the event. That being said, there are an innumerable number of variables that will affect the flow of the evening, all of which are not possible to account for. There is a limited acceptable amount of time and hour of the night before which the tournament must be entirely complete. To manage this the hosts reserve the right at any time to add to, eliminate, or restructure the tournament setup in anyway, including but not limited to bracket structure, rules of matches, length of matches, and length of breaks.

Any adjustments to the tournament structure will be made at planned times. These possible adjustment times are immediately following each complete round of tournament matches. As each of these times approaches, the tournament progress will be reviewed and compared to the planned schedule. Any adjustments that need to be made will be made and announced at these pre-determined review points.

e.) AWARDS PRESENTATION

At the conclusion of the Championship Round the prizes will be awarded. All players must be present to accept their prizes. All prize winnings will be forfeited if any violation of these Rules and Regulations are discovered at any time during the event.

PRIZES:

PRO DIVISION

1 st Place:	\$500.00
2 nd Place:	\$400.00
3 rd Place:	\$300.00
4 th Place:	\$200.00
5 ^h Place:	\$100.00

By claiming a prize the player consents to allow the use of his or her name, photographed image, team name, and any information contained in their registration form, by the Hosts for any purpose, promotional or otherwise, at any time and in any form. If the player does not wish to consent to these terms, he or she may forfeit the prize as above stated. If any player chooses to forfeit their prize, they will be protected from the terms of this agreement as it pertains to the prize winnings; however, all players who participated have agreed to the terms of consent for participation.

6.) EVENT SCHEDULE

Saturday:

Placement Phase :

Round Robin Group A: 10AM - 11AM

Round Robin Group B: 11AM - 12PM

Round Robin Group C: 12PM - 1PM

Round Robin Group D: 1PM - 2PM

Round Robin Group E: 2PM - 3PM
Round Robin Group F: 3PM - 4PM
Round Robin Group G: 4PM - 5PM
Round Robin Group H: 5PM - 6PM

Tournament Phase : no later than 6:00PM
Set Round 1 (Winner's Bracket): 6:00PM to 6:15PM
Set Round 2 (Winner's Bracket): 6:15PM to 6:30PM
Set Round 3 (Loser's Bracket): 6:30PM to 6:45PM
Set Round 4 (Winner's Bracket): 6:45PM to 7:00PM - Winners proceed to Top 8
Set Round 5 (Loser's Bracket): 7:00PM to 7:15PM - Winners proceed to Top 8

Tournament play will be suspended no later than 9:00PM and concluded on Sunday.

Sunday:

Set Round 6 (Winner's Semis + Loser's Bracket): 1:15PM to 1:30PM
Set Round 7 & Set Round 8
(Winner's Finals, 3/5 + Loser's Quarters) & (Loser's Semis): 1:30PM to 2:00PM
Set Round 9 (Loser's Finals, 3/5): 2:00PM to 2:30PM
Set Round 10 (Grand Finals, 3/5): 2:45 PM, ending no later than 3:30.

7.) CONTACT INFORMATION

Please visit our tournament website and Facebook page for information and updates about the event.

<http://www.scionesports.com>
<http://www.facebook.com/sciongorilla>

Any additional questions, comments, or concerns should be directed to tournament staff.

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