

Lake Charles Scion eSports

## **Thanksgiving Open 4**

### **Featuring StarCraft II: Heart of the Swarm**

Updated September 9th, 2014

Hosted by Lake Charles Scion

#### **RULES AND REGULATIONS**

The information contained in this document combined with that laid out in Blizzard's Battle.net Terms of Use will constitute the Rules and Regulations of this event hosted by the Lake Charles Toyota Scion Division of E-Sports.

- 1.) FORMAT OVERVIEW
- 2.) LEGAL
  - a. General Legal Statements
  - b. Notice To Parents (of minors under 18)
- 3.) LOGISTICS
  - a. Battle.net Remote Rounds
  - b. On-Site Live Rounds
  - c. Tournament Time Limit Contingency
- 4.) REGISTRATION/CHECK-IN
  - a. Registration Process
  - b. Team Name Requirements
  - c. Travel Arrangements
- 5.) SEEDING
- 6.) BATTLE.NET REMOTE ROUNDS - RULES AND PROCESSES
- 7.) ON-SITE LIVE GAMES ROUNDS – RULES AND PROCESSES
  - a. Pro Tournament
  - b. Amateur Tournament
- 8.) PRIZES
  - a. Awards Presentation
  - b. Prize Descriptions
  - c. Legal
- 9.) EVENT SCHEDULE
- 10.) CONTACT INFORMATION

#### **1.) FORMAT OVERVIEW:**

The StarCraft 2 tournament format is still under review.

To participate you must be at least 16 years of age (under 18 requires parent/guardian consent) and have a unique Battle.net ID. No employees of Lake Charles Toyota Scion, Toyota Motor Sales USA, or Blizzard Entertainment will be allowed to participate in the Pro tournament.

## **2.) LEGAL:**

### **a.) GENERAL LEGAL STATEMENTS**

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, Battle.net ID, 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 the consents explicitly allowed by signing.

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 November 17<sup>th</sup>, on which date no later than 5:00PM the official and finalized Rules and Regulations will be posted at the tournament site for the review of players checking in.

The hosts claim no affiliation or cooperation with Blizzard, or any of their related companies or subsidiaries in the planning or promoting of this event, outside the cooperation stated explicitly in the Grant of Tournament License and Tournament Agreement. This tournament is for public relations only and all expenses, including prizes are paid for by the Host and event sponsors. As such our event should not fall under any other 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 Blizzard's stated terms, including if necessary, cancelling the event.

### **a.) 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.

### **3.) LOGISTICS:**

The opening rounds of the tournament will be played using the custom game mode of Battle.net. All games will be 1v1 Melees played on the retail version of StarCraft II: Heart of the Swarm (patch 2.0.10.)

A unique Battle.net ID is required to participate and must be used by each player in each game in which they participate. Each player must have played sufficient games in 2014 Season 4 to have been placed into a league. Seeding into the tournament will be based on League and Points.

#### **a.) BATTLE.NET REMOTE ROUNDS**

Under review.

#### **b.) ON-SITE LIVE ROUNDS**

Players must report to the facility and check in no later than 12:30PM on November 23<sup>rd</sup>. Each player should be present and ready at the designated game station 5:00 minutes before the designated start time for their match. If a player is not present 3:00 minutes prior to the next round start time the game will be declared a forfeit. If the first game of a multi-game tournament match is declared a forfeit, the forfeiting player has 5:00 minutes to report to the game station to participate in the next game of the match. As tournament matches are best two out of three, two forfeits constitute a loss of the round by rule and elimination from the tournament.

No assistance of any kind will be allowed for players during a game; however, players will be allowed up to two team members who, if registered in advance, will be given VIP access and be allowed to provide assistance and coaching between rounds. Players playing for organized e-Sports teams should have a representative of their team contact our e-Sports director for team considerations.

Multiple players playing for a formally organized e-Sports team will be seeded away from each other in the bracket, to the extent possible without affecting any other player's seed priority.

#### **c.) 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 once we go live on November 23<sup>rd</sup>. 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 games, number of games per match, and length of breaks.

Any adjustments to the tournament structure will be announced publicly and will be made at a pre-determined review point (immediately following a complete round of play). As each of these times

approaches, the tournament progress will be reviewed and compared to the planned schedule.

#### **4.) 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 and deliver in person or by e-mail/fax to Lake Charles Toyota on or before November 23<sup>rd</sup> for a player to be eligible, or by November 1<sup>st</sup> to guarantee themselves a seed. No alternates or substitutions of players will be allowed.

If a player has completed the registration process for the Pro tournament by the Early Registration deadline of November 1<sup>st</sup> they will be guaranteed a place in the tournament, up to the first 32 participants. After the Early Registration deadline has passed or 64 players have registered, the remaining 32 spots will be awarded to the players with the highest ranks on Battle.net.

As players are registered they will be logged in our system, added to the Challenge.com event, and invited via email to sign-in and accept the Challenge invite. Only once a player is logged on the Challenge event will he/she be considered to have completed a valid registration process. Creating a sign-in and accepting the invite on Challenge is not required, but will be necessary if you wish to receive match notifications, follow results, be eligible to make match predictions, etc. Once the maximum number of 64 players is reached, additional registrations will be held in a standby queue to be entered in the event that a previously entered player withdraws or is disqualified, or falls under the lowest eligible battle.net ranking based on the ranks of the players registered after November 1<sup>st</sup>.

##### **b.) NAME REQUIREMENTS**

Each player's Battle.net ID must be appropriate in accordance with Blizzard's Terms of Use. Additionally, the hosts reserve the right to deem a player's name to be inappropriate for any reason. If the player's name is valid according to Blizzard but not according to the standards of the host, the player will be allowed to play under an alternate Battle.net ID, to be arranged in coordination with tournament staff.

##### **c.) TRAVEL ARRANGEMENTS**

Players will be responsible for their own travel and lodging for the tournament. Our agents will be available by email to answer travel and lodging questions, and help make arrangements. We can provide information about air travel, local hotels, etc. Rental vehicles will be available to participants on a first come first serve basis from Lake Charles Toyota Rental Department at a subsidized rate if reserved by a registered participant. A limited amount of funds will be earmarked in the budget as travel subsidies for Grandmasters who are participating in the tournament, and for players who participated in the pro division of the 2013 Thanksgiving Open. We intend to make it as feasible as possible within our means for the highest echelon of players to be able to participate. Any registered Grandmaster level participant or returning player should contact one of our agents as soon as possible to discuss travel assistance.

## **5.) SEEDING:**

Under review.

## **6.) BATTLE.NET ROUNDS – RULES AND PROCESSES:**

The format for the online qualifying rounds will be Group Play. Each of the 64 players will be seeded into a group of four, and “up-down” best of three matches will be played. The top two players from each group will advance to the next round. Some players, by nature of their prominence in the community and/or professional success will receive invitations to the live event, and will only be participating in Group Play for seeding purposes. As registration is still open the number of seeds that will be filled by invitation is not finalized, but the majority of spots in the Ro16 Live Event will be played into, not invited into.

All games played in the Rounds of 64 and 32 will be played remotely on Battle.net. The games will be setup as a best of three series of Custom 1v1s, with game speed set to “Faster” and no handicaps or other custom settings. The games will be played on maps selected from the current Blizzard 1v1 map pool. Each match of each round will be played on a specified map, announced immediately before the beginning of the round. All rules will mirror a standard ladder 1v1. If a game results in a draw, it will be replayed only if all three games in the match are played and the result is one win per player plus the draw. If the result of the first two games is two wins for the same player, the third game is not necessary and the match can be reported. Upon completion of a game, the winning player should save a screen capture of the victory recap screen. Once all the necessary games of a match are complete, the winning player should report the outcome of the game to tournament staff via e-mail. The replay files of all games should be saved and included along with the screen captures of the recap screen in the results e-mail as an attachment. All rules that apply to standard Battle.net ranked ladder games will be in effect during the tournament.

The entire seeding/placement and online play process is under review.

## **7.) ON-SITE ROUNDS – RULES AND PROCESSES**

Due to the time constraints of having the tournament across only one day of live broadcast, there will often be multiple games going on at any given time. Each best of three series will be played on one of twelve designated numbered game stations. There will be staff assigned to assist players in finding their assigned game stations and getting set up to play. All players should memorize or have a written record of their preferred gameplay, video, audio, etc. settings and be familiar and efficient with setting up their personal equipment as excessive time taken preparing for a game will not be tolerated since we will be on a very tight schedule.

Players who register for the pro division but are eliminated in the online qualifying rounds will be allowed to compete at the live event in the Amateur Tournament.

Players are not required to remain at the arena during the entire event, but for logistical reasons we will not be able to attempt to contact players who are off-site for any reason. It is the player’s

responsibility to be ready for each match according to the rules laid out in this document.

a.) PRO TOURNAMENT

Live games will be played using the same settings and map pool as the Battle.net games. Matches in the Winners' Bracket Ro16, Ro8 will be best of three, and the Ro4 and championship match will be best of fives, time permitting. All games will be played on house PCs. Each game station will be equipped with a standard Logitech keyboard and mouse, and a stereo headset; however, a simple USB hub will be available at each game station to accommodate personal gear. Each participant will be allowed to play on his/her own keyboard, mouse, and headset if they desire and have brought the necessary equipment. No other equipment changes will be allowed, and no equipment changes will be allowed during a match, unless agreed upon by the opposing player. Keyboards and mice with programmable keys will be allowed, with the stipulation that such key bindings are done within the StarCraft 2 control customization framework. Macro functions or any programmable key that represents more than one standard keystroke will not be allowed for use in the tournament. Exceptions may be made for players with disabilities requiring modified equipment, but such exceptions must be approved in advance of the event. Such players should contact one of our agents as soon as possible with equipment eligibility concerns. All rules that apply to standard Battle.net ranked ladder games will be in effect during the tournament.

Games within a match will be played back to back, with a maximum of one five minute break per player per match (not per game). As there are multiple games going on simultaneously, and only one set of casters and display equipment in the arena, during the Ro16 and Ro8 a minimum of one game from each round will be selected by a panel of judges to be played on the "center stage" which will be broadcast live and displayed at the arena. The selection will be made based on a subjective assessment of which games will be most likely to display creative, competitive, and entertaining play, not necessarily which players are rated the highest.

b.) AMATEUR TOURNAMENT

The entire amateur tournament structure and concept is under review.

**8.) PRIZES:**

a.) AWARDS PRESENTATION

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

**PRIZES TBD**

Door Prizes/Give-Aways

Many players and fans will receive prizes based on random chance or performance in the event. These prizes will be announced at the event.

b.) LEGAL

By claiming a prize the player consents to allow the use of his or her name, Battle.net ID, 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. All prize winners will be required to stay up to one hour after the event for photographs, interviews, and other PR considerations. If the player does not wish to consent to these terms, he or she may forfeit the prize as above stated. If any member of a team 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.

**9.) EVENT SCHEDULE:**

**(TBD)**

**CONTACT INFORMATION:**

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

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

Any additional questions, comments, or concerns should be directed to Jeremy Corley.

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