

Lake Charles Scion eSports

Thanksgiving Open 4

Featuring Super Smash Bros.: Project M

Updated October 7th, 2014

Hosted by Lake Charles Scion

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 Lake Charles Toyota Scion, 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 November 17th, on which date at 4:30PM 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 and refunding all registration fees.

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. Brawl with Project M 3.02 Mod, one Nintendo Wii game console with SD Card, two Nintendo OEM GameCube wired controllers, one 27" Zenith Curved Screen CRT TV, 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 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. Each house hardware setup will be assembled at a specific location and assigned a number, hereinafter referred to as "Game Station 1-8." 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 three character "IRL" first, middle, and last initials. No nicknames, clan tags, or any other character combination will be allowed. 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. Immediately following the completion of a round, a 10:00 minute break timer begins. 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 5:00 minutes to report to the game station to participate in the second game of the match. As tournament games are best two out of three, two 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 and deliver it to Lake Charles Toyota on or before November 23rd to be eligible. 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 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.

On their registration form or by email, each player should indicate to our staff whether they would prefer to play in the Amateur or Pro Division. The amateur division will be for casual players and the prizes will be Scion swag and other e-sports related gear, and the pro division will be for the more serious players and these players will be playing for the cash prizes. Both tournaments will be played out exactly the same way.

Check-in will begin at 12:00PM November 23rd, and all players must be on site by 12:45PM and must be present at their first game time or they will be at risk of being disqualified and replaced with a stand-by player.

b.) NAME REQUIREMENTS

Players will play under their real life first and last name and will input their first, middle, and last initials,

so there is no need for name appropriateness regulations.

4.) PLACEMENT PHASE:

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

a.) PLACEMENT GAMES

For both the Amateur and Pro divisions the placement phase will involve each player (maximum of 24 per division) playing a series of four matches against four randomly selected opponents. 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 10:00 minute/5 stock 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 1:00PM for the Pro Division and approximately 3:00PM for the Amateur Division, and once it begins there will be no stoppages in play save for the timed 10:00 minute breaks at the conclusion of each round. Approximately 4:00 hours is the 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.

At 12:45PM the Placement Round will be populated by all represented teams and each matchup will be assigned a Round Number and a Game Station. Each matchup will be played according to the Round schedule. Once the 10:00 minute game has concluded and a winner has been decided, each player or their representative is to report the outcome to the Tournament Staff. Once all games are reported, the countdown to the next round will begin.

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 there will be free food and drinks, as well as other games going on around the dealership and on the main stage. Depending on schedule adherence, there will be up to a 45:00 minute time limit to this break, at the conclusion of which, the event will be reconvened and tournament seeding will be announced. The event now moves into the Tournament Phase.

b.) PLACEMENT PHASE SCHEDULING

The Placement Phase for the Amateur Division will begin at 3:00. This is to accommodate players who may be able to attend the event but cannot make it promptly at 1:00PM. Any players who would prefer to play their placement games starting later in the day should contact tournament staff as soon as possible and will only be able to participate in the Amateur Division, however they will still have a chance to play up to potentially win the tournament, albeit against very long odds. A player who no-shows for their placement games but arrives late will be allowed to accept a seed at the bottom of

the Amateur Division tournament if there is a spot available and they desire to stay in the tournament. Players who intend to compete in the Pro Division must appear at their scheduled times to play in placement or they will be disqualified from the Pro Division.

c.) TOURNAMENT SEEDING METHODOLOGY

At the conclusion of the Placement Phase, the players will be seeded for the tournament. A scoring algorithm based on the player's win/loss/draw record and the win/loss/draw record of the player's opponents will be the primary consideration in seeding. This algorithm has been used and proven very effective at previous events. The hosts reserve the right to protect an arbitrary number and rank of seeds to fill with teams based on registration order if they see fit to do so.

Due to the relatively small number of games played per player compared to number of players, it is conceivable that several ties will occur. Since every player will not play every other player as is the case in a true Round Robin, and thus will have been matched unfairly against opponents, ties between players at the conclusion of the Placement Phase will be broken using a "strength of schedule" method. A score will be calculated for each of the tying players using the following scoring method, which are then compared to break the tie:

Each win in Placement will count for two (2) points.

Each draw in Placement will count for one (1) point.

Each loss will count for no points.

Each win by each of the tying player's 4 opponents will count for two (2) points.

Each draw by each of the tying player's 4 opponents will count for one (1) points.

Each loss by each of the tying player's 4 opponents will count for no points.

The player score will be tallied up and divided by the "perfect score" situation player score, which is 8 (4 wins x 2 points), and the opponents scores will be tallied up and divided by the "perfect score" situation opponent score which is 24 (4 opponents x 3 wins x 2 points). The player score portion is calculated at a fraction of 2/3 of the player's final matchmaking score, and the opponents score is calculated at a fraction of 1/3 of the player's final matchmaking score.

Example:

Player A's Placement record is 4-0-0, the record of the 4 players they beat are all 3-1-0 (losing only to Player A)

Player B's Placement record is 4-0-0, the record of the 4 teams they beat are all 2-1-1 (losing to Player B, and drawing with another player.)

2/3rds of Player A's score and Player B's score will be 8/8 (1.00), because they're both 4-0-0, but Player A will win the tie because their total matchmaking score will be higher, since Player B's opponent score is lower, the 1/3 of their score determined by opponents score is also lower. We feel this method quantifies as accurately as possible the higher difficulty factor of the opponents Player A was randomly seeded against.

d.) SPECIAL STATISTICAL CASES

Any 4-0-0 (all wins) player is guaranteed one of the 4 “one” seeds into the tournament bracket. Any player that is 0-4-0 (all losses) will be disqualified from entry into the tournament phase.

Explanations:

Any player that is 4-0-0 will be guaranteed a one seed in one of the four divisions of the tournament bracket. This is due to the fact that even the best matchmaking system has no ability to effectively quantify the skill of an undefeated player, when compared to another undefeated player, as there is no way to know for sure how strong of an opponent either of the undefeated players could have beaten had they been matched against one. Essentially, when comparing players who are 4-0-0, the matchmaking system is ONLY comparing the skills of the players’ opponents, and not comparing the skill of the players in question at all, which is not the intent of the matchmaking system. The only effective way to seed any potential 4-0-0s is to create an override.

Conversely, using a weighted matchmaking system, it is hypothetically possible for a player with no wins to be seeded high enough to earn a tournament berth. However, this is also an inappropriate application of the methodology for the same reason; in the special case of a player who has zero wins, the matchmaking system is only judging the skill of the team’s opponents, not the skill of the player being scored. In light of this, any player with no wins or draws (0-4-0) will be disqualified from earning a tournament seed.

A spreadsheet has been programmed to do all these calculations based only on input of the game results, but to ensure fairness, each score can be calculated manually if a player so desires.

5.) TOURNAMENT PHASE:

Tournament play for the Pro Division will begin at approximately 5:00PM. 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 Pro Division tournament should take approximately 4 hours to complete. Once the Pro Division tournament is underway, Amateur Division tournament rounds will be scheduled on the fly as stations are available.

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 a “best of three” series of 8:00 minute/4 stock games.

All matches will be played out on the aforementioned house hardware. 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. 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. No custom music, textures or vertex hacks outside of the official team color textures are allowed. No player will make any modifications to the software or use personal hardware such as SD card or console, etc. 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" and "none."
- * Buffer set to off.
- * Sound Effects and Music set to default.
- * Giga Bowser 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 (Ganon's side-B, Kirby/DDD's swallow, holding someone in a grab on a platform as it moves out of the boundaries, etc.), the one who initiated the move wins. No excessive stalling (this includes abusing Jiggs' Rising Pound and Mario's Up-B Walljump) 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.

In the event that the game crashes or the TV/Wii 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 make it unfinishable, that player may be forced to forfeit the match or be disqualified at the Game Admin's discretion.

b.) TOURNAMENT STRUCTURE

The Pro Division tournament will be a single elimination tournament including all 24 players who registered for the Pro Division, as well as options given to the top 8 players from the Amateur Division to play up to Pro for the tournament Phase. Any players at the top of the Amateur Division choosing to play up will be seeded at the bottom of the Pro tournament in the order they finished in the amateur tournament. If any of the 8 players at the top of the Amateur Division choose not to play up, their spots will converted to byes for the highest seeded players in the Pro tournament. This will result in the Pro Division tournament being a single elimination tournament for up to 32 players, but possibly only 24. The Pro Division tournament will feature best-of-three matches up to the semi-finals, the championship will be best-of-five.

The Amateur Division tournament will be a single elimination tournament including any players who did not qualify for, or did not choose to participate in the Pro Division tournament, as well as all players who registered for the Amateur Division, and finally, any players who registered for either tournament but were unable to appear for their placement games. Most likely this will end up being a 16 player single elimination tournament, but it could be possible that it would be up to 24 players, if no Amateur players

decided to play up. In the event that there are more or less than 16 players, the tournament will be balanced with the appropriate number of byes going to the highest seeded players. Matches in the Amateur Division tournament will be identical to Placement Phase matches, i.e. 10:00 minute/5 stock single games and they will be played on a randomly selected stage. Players in the Amateur Division will be allowed to play on any specific stage if they both agree to the same stage.

Once tournament play begins, there will be no changes to the ruleset of any individual game or match, regardless of whether the players agree to the change or not. Execution of all play according to the rules, and any necessary modification of those rules will be the sole discretion of the Game Admin.

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 single 8:00 minute/4 stock game on Pokemon Stadium 2 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, with the exception that the Championship will be best of five, and the Stage and Character Selection will be played out exactly as described in the APEX 2015 rules linked here:

<http://www.apex-series.com/rules/projectm/>

and as described in the next section

c.) CHARACTER AND STAGE SELECTION

For the multi-game matches in the pro tournament are best of three, the stage for the first two games will be selected by the players, then if a third game is required, it will always be played Pokemon Stadium 2. At the beginning of the first game of the match, the higher seeded player will choose whether to select the stage for the first or second game of the match. If the higher seeded player chooses to select the first stage, they make their selection from the list below, then the lower seeded player chooses their character, then the higher seeded player chooses their character, and the game begins. If the high seed player chooses to defer their selection to the second game, then the low seeded player selects the stage followed by the high seed player choosing a character, then the low seed player chooses their character. For the second game of the match, the sequence is the same, but the players are reversed. Thus each player gets the advantage in stage selection and character selection on the same game, and it is the choice of the high seed player whether they want that advantage in the first or second game. In the event of a 1-1 result from the first two games, a third game will be played with the same rules, however, the stage will always be Pokemon Stadium 2, and the character selection will always be double blind. When a game three occurs, the Game Admin should be waved over immediately to preside over the double blind character selection and observe the game.

Stage List:

Battlefield

Final Destination

Smashville

Pokemon Stadium 2

Dreamland (64)

Fountain of Dreams

Yoshi's Story (Melee)

Yoshi's Island (Brawl)

Pokemon Stadium 1
Lylat Cruise
Wario Ware
Green Hill Zone
Skyloft
Skyworld

Example:

Jack Hollis has received a “three” seed and is facing Alan Mulally, a “seven” seed, in the quarterfinal round. Jack has confidence he/she can pick up a quick win in Game 1, allowing him to play more aggressive and risky in Game 2. Jack, being the high seed, therefore can elect to control the stage and character selection in Game 1. He picks the stage, then Alan picks his/her character, then back to Jack to pick his character. Jack predictably defeats Alan in Game 1. For Game 2, Alan controls the selection. Alan picks the stage, then Jack picks a character, then Alan picks his character. They play Game 2. Surprising Jack with inspired tactics and skill, Alan Mulally scores an epic upset, staying alive for Game 3. The score is balanced, and each player has had their opportunity to take advantage of the strategic high ground, and yet here we are back to dead even for the final game. Game 3 is always on Pokemon Stadium 2, and the players wave over the Game Admin to assist in character selection for Game 3, then begin the game. Despite a valiant effort by Mulally, Jack prevails and defeats Alan, moving on to the semifinal round. Here Jack faces Akio Toyoda, who is a “one” seed. In this game, Akio has the opportunity to control who gets the strategic advantage in which game. Being a more cautious player, Mr. Toyoda decides to play defensively, deferring his advantage to Game 2. Thus, Jack, being the low seed in this game, adheres to the higher seeded players choice and chooses the stage. Akio then chooses his character, followed by Jack. They play Game 1. Akio’s calculating gameplay and intuition are too much for Jack, and despite Jack’s advantageous position (having selected the stage and his character second,) he gives up Game 1 to Toyoda. Now Jack is down 1-0 to Akio, and Akio controls the selection process in Game 2. Akio chooses a stage, followed by Jack’s character selection, then Akio’s character selection. Akio’s remarkable command and understanding of the game is too much for Jack, and he quickly takes the match 2-0. Although there were only two games in the match, Jack concedes with sportsmanship to Akio’s clearly greater skill level, knowing he had the exact same opportunity to win as Akio, and he was bested by someone truly better than himself.

For the championship, to closer align with competitive Smash tradition, the following Stage Selection Methodology will be used:

For Game 1, players will stage strike the starter list in 1-2-2-1 fashion, starting with the higher seeded player. After each game, the winner of the previous match bans 3 stages (Players may counterpick a stage that they previously banned in the set, but may not counterpick a stage on which they won). The player who lost the previous game chooses a stage, then the player who won chooses their character, then the player who lost chooses their character.

Starters:

Battlefield
Final Destination
Smashville
Pokemon Stadium 2
Dreamland (64)
Fountain of Dreams

Counterpicks:

Battlefield
Final Destination
Smashville
Pokemon Stadium 2
Dreamland (64)
Fountain of Dreams

Yoshi's Story (Melee)

Yoshi's Story (Melee)
Yoshi's Island (Brawl)
Pokemon Stadium 1
Lylat Cruise
Wario Ware
Green Hill Zone
Skyloft
Skyworld

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 team members 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:

PRO DIVISION

1st Place: \$250.00
2nd Place: \$100.00
3rd Place: \$75.00
4th Place: \$25.00

PRIZES TBD FOR AMATEUR DIVISION

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.) 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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