

Rules for June 11th Tiberian Sun Tournament

1. Tournament Day:

- a. Matches are played over a series of games. Best of 3 for the first round. Best of 5 for the rest of the first day. Best of 7 for Semi finals and finals.
- b. The tournament is seeded such that the more skilled players will have an easier path to the semi-finals.
- c. Check-in will begin at 6pm Eastern on June 11th. Games will begin at 6:15 - 6:30pm. (Check your Timezone <http://www.worldtimebuddy.com/event?lid=5,12,2643743&h=5&sts=24426960&sln=18-19&a=preview>)
- d. After check-in the tournament bracket will be posted online. Watch closely for the link
 - i. Humble or Xme will direct you to join a game hosted by a Designated Spectator.
 - ii. Players will have a maximum of 5 minutes to negotiate map and positions. Any disagreement results in default tournament rules. (See Rule 3)
 - iii. The bracket will be divided into north and south portions. In the first round, games in the north bracket will be played while players from the South bracket will serve as spectator/host. After that, the south bracket games will be played, with north bracket players serving as spectator/host.
- e. The tournament is hosted over the course of 2 days. June 11th is all the beginning rounds. June 18th is the final 2 rounds.

2. Prizes:

- a. Cash prizes will be given out by paypal. If the winners cannot accept paypal we will try to pay out via another method. If you don't need the money and want to support future tourneys, you are welcome to donate the money towards increasing next month's prize.
- b. Paypal sometimes locks accounts so we will pay the winner first and after that money clears we will try to pay out second place then third and so on.

3. Default rules:

- a. The players in individual matches can agree to play any map. If both players do not 100% agree then the map will default to 'Terraces (TL can Exp) (Air Fix)'.
 - i. Xme and Humble suggest you use a fair map like 'Throwback 0.65 (Air Fix)' or 'The Pit [2-4p]' or "Tiberium Desert (2-4)" or 'Dueling Islands'.
- b. The settings for games will be Allies Allowed=on, Bases=on, Crates=off, Harvester Truce =off, Fog = off, Bridges Destroyable = on, Firestorm = off, Multiple Factory = off, MCV Un-deploy = off, Short Game = on, Multi Engineer = on, Build Off Ally = off. Unit = 0, Money = \$10 000, Game Speed = 7
 - i. Players can negotiate game speed. If both players do not agree on a game speed then the default of 7 must be used.

- c. Players can choose starting positions before the of the match. It may be a good idea to play top vs. top or bottom vs. bottom on Terraces. If the players can not agree on a sequence of starting positions then the default will be to random first game and swap spots re for the 2nd game then random 3rd game.
 - d. Time between individual games within a match shall not exceed 10 minutes.
4. Disconnects/Reconnection Errors:
- a. If a player disconnects, other players and spectators should not click cancel or leave the game.
 - i. Spectators will try to determine which player disconnected and the disconnecter will be given a loss.
 - ii. If the server disconnects or the disconnecter could not be determined then the same rules for reconnection errors will apply.
 - b. If a reconnection error happens you must upload your SYNC files to Xme or Humble.
 - i. Spectators will also upload SYNC files after a reconnection to verify SYNC file integrity.
 - ii. If a player modifies their SYNC files (foul play), they will be caught and disqualified.
 - c. If Xme or Humble determines that one player has 100% chance of winning then that player will be given the win.
 - d. If Xme or Humble determines that one player has >75% chance of winning then the game will rematch with an advantage given to the player that was ahead.
 - i. This process is entirely at Xme or Humbles discretion. Some advantages include:
 - 1. The ahead player gets the best spot.
 - 2. The ahead player gets 'X seconds' head start (10 - 20?).
 - e. If Xme or Humble determines that no player has >75% chance of winning then the game will rematch same spots, same map, same sides (GDI or NOD).
5. Bad manners/Cheating
- a. Standard CnCNet harassment policy applies.
 - b. Building under a landing carryall is NOT cheating
 - c. Moving ground units under a landing carryall is NOT cheating
 - d. Preventing a Carryall from landing with another aircraft IS cheating (as far as we know this has been patched)
 - e. Toggling/Wiggling over a cliff with a building is NOT cheating
 - f. Any other form of build anywhere IS cheating
 - g. Any form of "Trainers" or using hacks is cheating
 - h. Getting help from a spectator IS cheating
 - i. Watching a livestream of your game IS cheating.
6. Spectators
- a. Spectators must actively watch the game and not go AFK during games. Spectators must not "tab" out of the game or go to desktop.
 - b. Spectators should not comment on the game with "To All:" messages during the game. (ie, don't spam or annoy the players).

- c. If called upon, all players must be willing to be an impartial spectator for another match.
- d. If you feel like we've assigned a spectator to your match that isn't impartial then Xme or Humble will try to accommodate a trade. No guarantees though.