

ESWC 2010 Grand Final Guitar Hero 5 Regulations

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CHAPTER 1 - GENERAL INFORMATION

ARTICLE 1. ELECTRONIC SPORTS WORLD CUP

The Electronic Sports World Cup (ESWC) is a world-wide video games competition composed of national preliminaries, masters and a grand final event, managed and organized by the Organizing Committee (OC).

ARTICLE 2. ESWC 2010 GRAND FINAL

The Electronic Sports World Cup 2010 is a tournament which takes place from 1st July to 4th July at Paris Disneyland, in France.

ARTICLE 3. REGULATION

The rules and regulations of this competition are decided and written by the Regulation Committee (RC) of Games Solutions. This committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

ARTICLE 4. ENFORCEMENT

By attending this competition, players agree, without limitation or qualification, to be bound by, and to comply with, these rules and regulations. Players agree that the application of these rules and regulations is at the sole discretion of the tournament officials, and that any decision from tournament officials will supersede these rules and regulations.

CHAPTER 2 – TOURNAMENT STRUCTURE

2.01 TOURNAMENT STRUCTURE

ARTICLE 5. TOURNAMENT FORMAT

The tournament uses the following format:

- Step 1: Group stage – 4 groups of 4, two first from each group are qualified for the next step.
- Step 2: Group stage – 2 groups of 4, two first from each group are qualified for the next step.
- Step 3: Playoff – Single elimination bracket – 4 participants.

ARTICLE 6. GROUP STAGE

For step 1 the structure is a group stage organized in 4 groups of 4 participants. In each group, participants meet each others in a best-of-three match. Each match result awards “group points” (hereafter referred as points) as follows: 3 for a win, 1 for a draw, 0 for a defeat. At the end of the group, the following criteria apply orderly to determine the distinct position of each participant:

- a) Higher number of points obtained in all the group matches;
- b) Higher number of points obtained in all the group matches played among the remaining tied participants;
- c) Higher game difference obtained in the group matches played among the remaining tied participants;
- d) Higher game difference obtained in all the group matches;
- e) Higher number of points obtained in tie-breaker matches played among the remaining tied participants (tie-breaker matches are organized specifically for the occasion);
- f) Higher game difference obtained in the tie-breaker matches;
- g) Steps E and F are applied again until no participants are tied anymore.

The two first participants in each group qualify for the next step of the tournament.

Note: Tie-breaker matches may be skipped if the distinction of participants does not imply any further involvement of the participants in the competition (i.e. if they are both eliminated, they may remain tied in the group stage)

ARTICLE 7. GROUP STAGE

For step 2 the structure is a group stage organized in 2 groups of 4 participants. In each group, participants meet each others in a best-of-three match. Each match result awards “group points” (hereafter referred as points) as follows: 3 for a win, 1 for a draw, 0 for a defeat. At the end of the group, the following criteria apply orderly to determine the distinct position of each participant:

- a) Higher number of points obtained in all the group matches;
- b) Higher number of points obtained in all the group matches played among the remaining tied participants;
- c) Higher game difference obtained in the group matches played among the remaining tied participants;
- d) Higher game difference obtained in all the group matches;
- e) Higher number of points obtained in tie-breaker matches played among the remaining tied participants (tie-breaker matches are organized specifically for the occasion);
- f) Higher game difference obtained in the tie-breaker matches;
- g) Steps E and F are applied again until no participants are tied anymore.

The two first participants in each group qualify for the next step of the tournament.

Note: Tie-breaker matches may be skipped if the distinction of participants does not imply any further involvement of the participants in the competition (i.e. if they are both eliminated, they may remain tied in the group stage)

ARTICLE 8. PLAYOFF

For step 3 the structure is made of a single elimination bracket of 4 participants. In each match, participants play each others in a best-of-three match. The winner of a match advances in the next round of the bracket. An extra match may be played between the losers of the semi-finals in order to establish the 3rd and 4th place.

2.02 MATCH FORMATS

ARTICLE 9. SINGLE MATCH

A “*single match*” is played in one game. The winner of the match is the player with the highest score on the selected song.

ARTICLE 10. BEST-OF-THREE GAMES

A “*best-of-three match*” is played in two or three games. The winner of a game is the player with the highest score on the selected song. The match ends when a player has won two games.

ARTICLE 11. TIE-BREAKER MATCH

A tie-breaker match is played as a “*single match*”.

CHAPTER 3 – GAME SETTINGS

ARTICLE 12. GAME VERSION

The competition uses the game “Guitar Hero 5” on XBOX 360 and opposes two players.

ARTICLE 13. GAME SETTINGS

The following game setting will be used by default:

- Difficulty: Expert
- Character: Free Choice

ARTICLE 14. SONGS LIST

The following songs will be used for the tournament:

- 21st Century Schizoid Man

- Deadbolt
- The Spirit of Radio\
- Lust For Life
- Younk Funk
- Saturday Nights Alright (For Fighting)
- Brainstorm
- Wolf Like Me
- Scatterbrain
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CHAPTER 4 - RESPONSABILITES

ARTICLE 15. ELECTRONIC SPORTS CHARTER AND RESPONSABILITIES

Players agree to comply with the Electronic Sports Charter and to respect the following rules:

- Discrimination leading to unfair treatment of any individual is strictly prohibited.
- Players agree to comply with these rules and regulations.
- Players agree to accept the decisions of tournament officials.
- Players agree to not use any unlawful or unfair proceedings.
- Players agree to respect the spirit of fair play and non violence.
- Players agree to fulfill their commitment within the limit of their means.
- Players agree to not mislead or dupe tournament officials by any means.
- Players agree to not interfere or communicate with other competitors playing an official match.

CHAPTER 5 - TOURNAMENT PROCEDURE

5.01 WARMUP AND SETUP

ARTICLE 16. NOTIFICATION

The notification indicates the time and the place at which the players are requested to be present in order to play their official matches. This notification schedule is described in the tournament schedule and is provided at the beginning of the tournament. Players are advised to be present and ready a few minutes before the schedule to avoid any unpredictable delay.

ARTICLE 17. WITH HARDWARE PROVIDED BY THE ORGANIZERS

Players must be present in the tournament area at their notification schedule in order to start a *match session*. A *match session* includes the players' setup and one or more matches as defined in the tournament schedule. Once their match session is finished, players must leave the tournament area.

ARTICLE 18. IF THE GAME IS PLAYED ON STAGE

Player has to accept the particular stage conditions defined by the organization including but not limited to special lights, cardio-frequency meters, the wearing of specific shirts, the use of proper language in game, and the use of special headphones. Specific accessories are provided by the organization.

ARTICLE 19. SETUP

Players must play on the console designated by the tournament officials. Players are responsible of the good installation and functioning of their accessories. This includes providing and installing the adequate drivers when necessary, and

providing the adequate type of cables or adapters when necessary. Tournament officials may possibly help the players with technical issues but may not delay the tournament schedule for such reasons.

ARTICLE 20. WARMUP

Players have 30 minutes, from their notification schedule, to complete their setup and warm-up, and be ready to play their designated match.

5.02 BEFORE THE MATCH

ARTICLE 21. STRUCTURE AND PLANNING

Matches are played according to the tournament structure and the schedule provided by the tournament officials. Participants are encouraged to keep themselves informed about the schedule in order to avoid any delay or default loss.

ARTICLE 22. SONG CHOICE FOR A SINGLE-GAME MATCH

For a match format in “single-game match” the song choice must respect the following procedure:

- The player A and player B are determined by a coin toss.
- Player A removes one of the X songs.
- Player B removes one of the X remaining songs.
- The referee chooses randomly the song to play from the X remaining songs.

ARTICLE 23. SONG CHOICE FOR A BEST-OF-THREE GAMES MATCH

For a match format in “best-of-three games” the songs choice must respect the following procedure:

- The player A and player B are determined by a coin toss.
- Player A removes one of the X songs.
- Player B removes one of the X remaining songs.
- The referee chooses randomly the three songs from the X remaining songs. The first song drawn will be play first, and the second song drawn will be played after. The third song drawn will be play in case of a tied after the two first songs.

5.03 DURING THE MATCH

ARTICLE 24. MATCH START

An official match may only be started and played when a referee has given the signal to start it. Any match started without approval of a referee will be considered as a non-official match. When a match involves the players to be ready, players have one (1) minute after the signal to be ready and start the match.

ARTICLE 25. COMMUNICATION

During an official match, players may not communicate with people not involved in the match even when there are pauses in the game. People involved in the match are the players and the tournament officials.

ARTICLE 26. MATCH STOPPED

Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by the tournament officials.

ARTICLE 27. MATCH INTERRUPTED

If a game is involuntary interrupted (player crash, server crash, network cuts ...) the tournament officials may or not decide to replay the game.

5.04 AFTER THE MATCH

ARTICLE 28. INVESTIGATION REQUEST

When a player estimates being a victim of rules violations during a match, player is compelled not to stop the game by any means and to properly finish it. Once the match is over, the player may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

ARTICLE 29. SCORE VALIDATION

At the end of the match both players have to report the match score to the tournament officials and sign the report match paper. After signing the report match paper a player can't comeback on the score and ask for an official complaint.

CHAPTER 6 - RULES AND VIOLATIONS

6.01 DEFINITIONS

ARTICLE 30. TOURNAMENT OFFICIALS

Tournament officials are the referees, the tournament director and the competition manager of the ESWC Grand Final 2010.

ARTICLE 31. REFEREE

Each match is controlled by a referee who has full authority to enforce the regulations in connection with the match to which he has been appointed. The referee has the authority to give warnings to a player.

ARTICLE 32. TOURNAMENT DIRECTOR

The tournament is controlled by a tournament director who has full authority to enforce the regulations in connection with the tournament and all matches played in the tournament. The tournament director assigns the referees to each match, has the authority to give warnings, to send off a player, and to take part in the study of the infringement for additional sanctions.

6.02 WARNINGS AND SANCTIONS

ARTICLE 33. INFRACTION

It is forbidden to use button « pause » during a match. If a player use it he will loss the current game, except if the two players agree.

ARTICLE 34.

ARTICLE 35. WARNING

A player may be cautioned and receive a warning if he commits any of the following offences:

- refuses to follow tournament officials instructions
- arrives late at his convocation schedule
- shows dissent by word or action
- uses insulting language and/or gestures
- is guilty of unsporting behavior

ARTICLE 36. SANCTION

A player may be cautioned and be sent off if he commits any of the following offences:

- receives more than one warning
- is guilty of violent conduct
- uses any unlawful or unfair proceedings
- mislead or dupe any tournament official
- is not present at his match schedule
- violates a rule of this regulation

A player sent off immediately loses its current match, or next if not playing, by default loss.

After study of the infringement by the competition manager and the tournament director, a sent-off player may be subject to additional sanctions such as multiple default loss, disqualification of the player, and banishment of next year's competition.

A disqualified participant will automatically lose all his next matches by default and loses all rights and prizes that would have been awarded. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.