

# QUAKECON® 2011

## INTEL® QUAKE LIVE DUEL INVITATIONAL MASTERS TOURNAMENT RULES

---

Compliance with all tournament regulations is a mandatory condition of participation in QuakeCon. It is your responsibility to be aware of and understand the regulations. If you have any questions in regards to regulations we ask you to contact us or our on-site Tournament Director.

The Tournament Director makes the final decision in any ruling. Any rule may be altered at any time at the discretion of the Tournament Director. Decisions that are not specifically supported, or detailed in the QuakeCon Tournament Regulations, or that goes against these rules may be taken to preserve fair play and sportsmanship. All decisions dictated by the Tournament Director are final.

*By registering and participating in the event, each participant agrees to be bound by the rules of the event and all Tournament Regulations.*

### Contents

1	Tournament Regulations.....	2
2	Intel Quake Live Duel Invitational Masters .....	2
2.1	Tournament Structure .....	2
2.1.1	Tournament Game.....	2
2.1.2	Tournament Size .....	2
2.1.3	Eligibility and Seeding.....	2
2.1.4	Server Settings .....	2
2.1.5	Map Pool .....	2
2.1.6	Fair Play Rule .....	3
2.1.7	Timeouts.....	3
2.1.8	Technical Failures.....	3
2.1.9	Final Check-in.....	3
2.1.10	Player Meeting.....	3
2.1.11	Warm-up.....	3
2.1.12	Tournament Stages .....	3
2.1.13	Prize Distribution.....	5

2.2	Client Settings and Customization .....	5
2.2.1	Quake Live Account Details .....	5
2.2.2	Menu, Console Commands, and Cheating.....	6
2.2.3	Custom HUDs.....	6

## 1 Tournament Regulations

The Intel Quake Live Duel Invitational Masters is an official tournament of QuakeCon 2011. As such, all regulations noted in the QuakeCon 2011 Tournament Regulations apply. Participants of the Intel Quake Live Duel Invitational Masters are required to be aware of and understand the regulations.

## 2 Intel Quake Live Duel Invitational Masters

QuakeCon will feature the top QUAKE LIVE professionals in their own exclusive tournament. 24 of the world's best QUAKE LIVE players will face-off for \$14,000 through group stages with each match played in a best-of-three-games format. The two players left standing will go toe-to-toe in a single elimination, best-of-five-games blow-out with \$8,000 for the champion.

### 2.1 Tournament Structure

#### 2.1.1 Tournament Game

The latest available release of QUAKE LIVE, available at <http://www.quakelive.com> will be used.

#### 2.1.2 Tournament Size

The Intel Quake Live Duel Invitational Masters will consist of up to twenty-four (24) professional Quake Live players.

#### 2.1.3 Eligibility and Seeding

Eligibility and seeding will be determined by a committee of qualified individuals consisting of tournament staff and select community individuals.

#### 2.1.4 Server Settings

- Duel gametype
- Ten (10) minute timelimit
- Two (2) minute overtime periods

#### 2.1.5 Map Pool

- Aerowalk
- Furious Heights
- Hektik
- Lost World
- Toxicity

### **2.1.6 Fair Play Rule**

Participants are expected to play by their full capacity at all times. Deliberately losing will not be tolerated and will result in disqualification.

### **2.1.7 Timeouts**

Each player may call up to three (3) timeouts per map for technical reasons. Players are not allowed to call any timeouts for tactical reasons; doing so may result in a map loss or score penalty.

### **2.1.8 Technical Failures**

In the unlikely event of a server crash, client crash, or other technical failure (deemed as such by the Tournament Director), the appropriate measures will be decided on an individual basis.

#### **2.1.8.1 Full Restart**

If neither player has scored, the map may be completely restarted with a full ten (10) minute timelimit if time permits. No previous match data will be used to determine a match victor.

#### **2.1.8.2 Continued Restart**

If either player has scored, the map may be restarted using a timelimit equal to the time that was remaining on the clock when the players were disconnected. Player scores from both portions of the map played will be appended to form the final map scores.

### **2.1.9 Final Check-in**

All participants must check-in to the tournament area before final check-in on Thursday, August 4<sup>th</sup> at 12:00 noon.

### **2.1.10 Player Meeting**

Following check-in, all participants will be required to attend a Players' Meeting on Thursday, August 4<sup>th</sup> at 12:30pm.

### **2.1.11 Warm-up**

Following orientation, all participants will have no more than one (1) hour to setup their gear and warm-up prior to any scheduled matches.

### **2.1.12 Tournament Stages**

The tournament will consist of three stages: Group Play, Playoffs, and Finals: Group Play

#### **2.1.12.1 Group Play**

Players will be divided into six (6) groups, with four (4) players in each group. Players will compete in Round Robin heats within their designated group. Matches during the Group Stage will be played in best of three (bo3) format.

#### **2.1.12.2 Group Play Map Selection**

Group Play will utilize bo3 Drop, Drop, Pick, Pick map selection format:

1. High Seed chooses a map to drop from the map pool.
2. Low Seed chooses a map to drop from the map pool.
3. Low Seed picks the first map to be played in the set.

4. High Seed picks the second map to be played in the set.
5. In the event of a tie, the remaining map will be used as a tie breaker.

A map may not be picked or removed more than once per match set.

#### 2.1.12.3 *Group Play Advancement*

A win in the Group Stage is awarded three (3) points, losing results in zero (0) points.

Top two (2) players from each group advances to the Playoffs, according to the Group Ranking guidelines.

Four (4) additional players determined by the Community Choice Award Poll will advance to the Playoffs. Any ties in poll results will be decided according to the Group Ranking guidelines.

#### 2.1.12.4 *Group Ranking Guidelines*

Following the Group Stage players will be ranked according to the following:

1. Group Ranking Order (points awarded from bo3 wins)
2. Fewest maps lost
3. Average point spread
4. Total frag count
5. Random order

#### 2.1.12.5 *Playoff Stage*

The Playoff Stage will be played in a sixteen (16) player Single Elimination bracket until two (2) players are remaining. All matches will be played in a bo3 format.

#### 2.1.12.6 *Playoff Stage Map Selection*

Playoffs will utilize bo3 Pick, Pick, Drop, Drop map selection format:

1. Winner of a coin-toss chooses to be Player 1 or Player 2
2. Player 1 picks the first map to be played in the set.
3. Player 2 picks the second map to be played in the set.
4. Player 2 chooses a map to drop from the map pool.
5. Player 1 chooses a map to drop from the map pool.
6. In the event of a tie, the remaining map will be used as a tie breaker.

A map may not be picked or removed more than once per match set.

#### 2.1.12.7 *Playoff Stage Advancement*

- Winners of each group from the Group Stage will be placed against a randomly chosen runner-up in another group in the first Playoff round.
- The first twelve (12) players eliminated in the Playoffs, are eliminated from tournament play.
- The two (2) players eliminated in the Semi-Finals stage of the Playoffs, will proceed to the Bronze Final.

- The two (2) victors of the Playoffs Single Elimination bracket will proceed to the Grand Finals.

#### 2.1.12.8 *Bronze and Grand Finals*

Matches played in the Bronze and Grand Finals will be played in a best of five (bo5) format.

#### 2.1.12.9 *Finals Map Selection*

Bronze and Grand Finals will utilize bo5 Pick, Pick, Pick, Pick map selection format:

1. Winner of a coin-toss chooses to be Player 1 or Player 2
2. Player 1 picks the first map to be played in the set.
3. Player 2 picks the second map to be played in the set.
4. Player 1 picks the third map to be played in the set.
5. Player 2 picks the fourth map to be played in the set.
6. In the event of a tie, the remaining map will be used as a tie breaker.

A map may not be picked more than once per match set. No maps may be dropped in the Grand Finals map selection process.

#### 2.1.13 **Prize Distribution**

- First Place: \$8,000
- Second Place: \$4,000
- Third Place: \$2,000

## **2.2 Client Settings and Customization**

### 2.2.1 **Quake Live Account Details**

Participants will be required to have an active Premium or Pro Quake Live account. Player names, Clan names, and Clan tags must abide by all Quake Live Terms of Use. Inappropriate names must be changed before participation in QuakeCon tournaments.

## **2.2.2 Menu, Console Commands, and Cheating**

- 2.2.2.1 *Players may use the in-game GUI or console for configuration settings. All options available via the in-game menus are authorized for use in tournament play.*
- 2.2.2.2 *Device drivers which permit players to see through walls, or enable any form of transparency not intended by id Software, are strictly forbidden and grounds for immediate removal from the tournament.*
- 2.2.2.3 *Players may use alias binding, however, no alias may be used which assists players in determining spawn times, or performing any action which in any way inhibits the ability of an opponent to perform a legal action in the game.*
- 2.2.2.4 *Except for control drivers and device settings, no commands are allowed outside the game or in the command line.*
- 2.2.2.5 *Except for control drivers, custom HUDs, and device settings, no alteration, deletion, or addition of files is permitted.*
- 2.2.2.6 *Your player model and colors must remain the same throughout the course of a match.*
- 2.2.2.7 *Any commands or combination of commands that allow seeing through walls, player warping, message spamming, auto-aim, radar, or similar action will be considered cheating and grounds for disqualification.*
- 2.2.2.8 *Questions regarding setting of variables and commands and how they relate to cheating should be brought to a tournament official before your first match.*
- 2.2.2.9 *There is zero tolerance for cheating. If a participant is caught cheating, they will face disciplinary actions up to and including disqualification from competition.*

### **2.2.3 Custom HUDs**

Custom HUDs will be allowed, but only following verification and approval from tournament administrators. Custom Player HUDs should not relay additional information beyond what is available on the official Small, Normal, or Large Player HUDs.