

ELKC Official Rules

Servers

In regards to PC, servers will be provided by ExtremeLANKC for all tournaments and team captains will be informed what server they will be playing on for each match. The servers will be maintained and updated by ELKC staff during the tournament.

In regards to Console events, hosting will be provided by the team selected at random using ALP. Captains will pick the person on their team that will be the host during the match. These consoles will be set and maintained on settings as directed by ELKC staff that will control the game play during the tournament.

Server Settings

Server settings can be located on ALP, ExtremeLANKC website or can be requested at event

Teams

The maximum number of players on a team's roster is set by the tournament being played. Team members are to be registered on the roster in their entirety before the match begins. All teams must use team tags to identify members during the match. Team Captains are to fill out the Team Roster Form and are responsible to attend team meeting when called for by officials.

ALP

In regards to PC, all players must create an account on our Autonomous LAN Program (ALP) and signup with their team. Team captains are responsible to make sure all players are registered and ready to go 1 hour before the tournament as teams will be locked down at that time. ALP is a program designed for tournaments and maintains the brackets, seeding and is maintained by the staff at ELKC.

In regards to Console, Team Captains must submit names to officials using the Team Roster Form so that brackets may be created using ALP. Team captains are responsible to make sure all players are registered and ready to go 1 hour before the tournament as teams will be locked down at that time. ALP is a program designed for tournaments and maintains the brackets, seeding and is maintained by the staff at ELKC.

Failure to Report

All team members must be present at the time designated by tournament official. Any team member failing to be on the server/host will result in your team either playing without the missing player, forfeiting the match or disqualified from the tournament depending on the circumstances. Disputes will be brought to the attention of the tournament official whose decision will be final.

Tournament Play

In regards to pc tournaments the option of choosing sides first is determined by a coin toss. Team Captains will call the coin toss. The person winning the coin toss will chose the side and the loser will draw for the map.

In regards to console tournaments team hosting will play as Red. Official settings and gametype are available for viewing on the website and officials will make them available during the event.

Before Match Start

Players should be connected to the server/host within 10 minutes of Team Captains notification. When all players are connected captains are to ensure all players connected are from their respective team's roster. If there is a player found to be not on the roster and is in the server, the player must disconnect from the server prior to the match start time.

Match Play

It is the responsibility of both teams to ensure that the server/host is running the correct server settings. Once a match begins and there is a dispute about the server/host settings after the completion of the round/match, it will not be considered by the Tournament Admin's. Once both teams have announced through captains of their readiness, the server admin will issue a map restart command.

Round

Rounds will be depended on the tournament in play. Check server settings prior to the match to understand what the number of rounds it takes to complete a match prior to the start of the tournament. Players will stay in the match until all rounds are completed. No one is to leave the area in between rounds as the tournament must be played until all rounds are completed and the match is finished. Any team member who is leaves in the middle of a match will not be allowed to rejoin the match until the completion of the round or the team will forfeit the round if the start is delayed by a member leaving the match.

In the event of a tie breaker, check with the tournament official for instructions on completing the match.

Version

Matches will be played on the latest official release of at match time. The tournament admin will announce any changes to game version if needed.

Players on the Server

Teams should have the minimum number of players on the appropriate server prior to each match. If a team wishes to play with fewer players, we encourage it as long as it is done in a mature fashion. No tournament will be held up on the account of a player or team not being at their appointed place or time. Team Captains will ensure their players are ready or will either play short a player or forfeit that round as determined by tournament officials.

Substituted Players/Rejoining

Due to the nature of gaming it is possible for players to be disconnected and dropped from a server. Should this happen the dropped player may rejoin. However, upon joining the server the player must rejoin their team's side immediately. Failure to rejoin the server in a time of 1 minute will subject the team to continue the round without that person.

If a player encounters technical problems with hardware or software they are free to troubleshoot and rejoin the round as it is being played. **The match will not stop for troubleshooting.** The player also has the option of dropping from the round. Should the problem be corrected he may rejoin the match on the next round that he was dropped from. There will be no substitution of players during a match. Matches will not restart because a player was dropping from a round as it is up to participants to have equipment properly running prior to the match.

Scoring

Results are to be reported by either the WINNING or LOSING team's Captain as soon as the match is completed to the tournament official, screenshots will be required if there is a dispute in the final score for pc tournaments. Console officials will verify the scores from the host at the completion of a match.

Server Crashes

With the inability to restart a server with exact ticket numbers, server crashes will be handled in the following manner: If the server crashes in the first portion of a round, the entire round will be replayed. If the server crashes in final portions of a round, it will not be replayed. Should a server crash Team Captains will report the results up until the crash to tournament officials who will make the determination to restart based on the events prior to the crash.

Bug Exploits/Cheating/Game Modifications

Teams must not profit from any player cheating or exploiting a bug in the game. Because of the difficulty of defining when and how a bug is being exploited, if something 'little odd' or is something that has been accepted by the community as part of the game (such as bunny-hopping in the Quake series of games) but may be considered exploiting or cheating by other players, it needs to be cleared before the start of the tournament by the tournament admin.

If the team captains have any doubt whatsoever about whether something that the team or a player in the team is using that may be considered a bug exploit or cheating, they should clear it with a Tournament Admin before it is used. Failure to do this is no excuse.

Cheating does not really need to be defined. Any attempt to gain an unfair advantage is cheating. This includes modifying the game files, running memory resident cheats, or anything else beyond the normal scope of the game. In plain English, unless it is an authorized patch, part of the original game, or something pre-approved by tournament administrators, it is NOT LEGAL.

Exploiting' refers to exploiting a bug in the game itself to gain an advantage. This may take the form of setting a variable to a value that gives an unexpected result, using a 'hole' in the map that was not expressly designed to gain access to an area etc. Anything beyond what the programmers intended is considered a bug, and using a bug to gain an advantage is considered an exploit.

Any team or player found to be cheating, using game exploits and/or game modifications will be disqualified from the tournament. If need be that player will be asked to leave the event and could be banned from future events based on a case by case basis. Teams having a player that is cheating, using game exploits and/or game modifications will have their score forfeited and disqualified from the rest of the tournament.

Sportsmanship

Players are expected to conduct themselves in match play with a professional and courteous attitude towards other players and admin's at all times. Unsportsmanlike behavior consists of constant text spamming, taunting and direct insulting. It also includes any negative or disrespectful attitude and/or actions to other players and admin's.

Any unsportsmanlike conduct reported to the admin's and if verified can lead to a verbal warning, removal of player or disqualifying of team based on severity to warrant such actions. Severe and gross misconduct may even lead to being banned from future events. Said resolutions will be entirely at the discretion of the admin and will be final.

Disputes

If you are disputing the loss you must report it to the tournament official after the end of match. All disputes will be handled by the captains first reporting it, and the tournament official dealing with it. If you feel any bias has occurred, you may contact the Admin, and he will be happy to help you with your concern.

Once a match has started, it is understood that both teams agree to the terms of the match (Server Settings, Rosters, etc). If there is a disagreement of match terms AFTER round/match completion, the disagreement will be disallowed. All participants must be familiar with these Rules and Regulations and it will be understood that you agree to them by participating in our events. Anyone who disagrees with the Rules and Regulations will not be allowed to participate. At no time should a participant argue with any guest, staff, or admin about our Rules and Regulations. Any guest that is considered disruptive will be escorted from the event and/or banned from future events as determined by the Admin.

Handle all issues, disputes, and matches with maturity. You are representing your team and do so in a respectable, calm and polite manner.