



QUAKECON® 2016

QUAKE LIVE® DUEL MASTER CHAMPIONSHIP RULES

Compliance with all tournament regulations is a mandatory condition of participation in Quakecon's Quake Live® Duel Master Championship. 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 go 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.

1 QUAKE LIVE Duel Masters Championship

The QUAKE LIVE Duel Masters Championship will feature known professionals and top QUAKE LIVE competitors in an exclusive tournament. Up to thirty-two (32) of the world's best QUAKE LIVE players, hand selected by tournament staff from the open online registration, will face-off in the 1 vs. 1 duel for \$25,000 in a double elimination bracket, with each match played in a best-of-five-games format. With two competitors remaining, thousands will gather to watch as these two best-of-the-best survivors go head-to-head in a single elimination, best-of-five-games throw-down with a \$12,000 check written to the champion.

Last Updated February 18, 2016

1.1 Tournament Overview

Game: Quake Live- the latest available release of the game
Format: Group Stage and Double Elimination Tournament
Modes: Duel
Max Players: Thirty-two (32) Players
Prize Pool: \$25,000
Dates: August 4-7, 2016

1.2 Sign-ups

Players with professional or extensive Quake Live experience interested in receiving an invite to the Quake Live Duel Masters Championship must apply in advance via online registration. Eligibility will be determined by the tournament staff from online applicants. Players can register for the QUAKE LIVE Duel Masters online between now and April 26th at <http://quakecon.challonge.com/tournaments/signup/iPehnfPD65>

1.3 Participants

Up to thirty-two (32) professional or semi-professional players. Eligibility will be determined by a committee of qualified individuals consisting of tournament staff and select community individuals.

1.4 Tournament Venue

The QUAKE LIVE Duel Masters Championship will be held August 4-7, 2016 in Dallas, TX, USA in the Wedgwood Ballroom at the Hilton Anatole Hotel.

1.5 Early Check-in & Warm-up

Warm-up time will be made available to all participants who check-in at the tournament area with their gear on Thursday, August 4th between 8:00am and 9:30am.

1.6 Final Check-in & Player Meeting

All participants must check-in to the tournament area by Thursday, August 4th at 9:45 a.m. Following check-in, all participants will be required to attend a Player Meeting to review the tournament rules and address player questions and concerns. All gear and equipment must be setup prior to the scheduled Player Meeting.

1.7 Tournament Stages

The QUAKE LIVE Duel Masters Championship will consist of the Group Stage and the Double Elimination Playoff Duel finals.

1.7.1 Group Play

Players will be divided into eight (8) 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. All thirty-two (32) players advance to the Playoff stage

1.7.2 Play-off Stage

The Playoff Stage will be played in a thirty-two (32) player Double Elimination bracket. All matches will be played in a bo5 format. Group play performance will determine seeding of the Playoff stage of the tournament.

1.8 Tournament Details

1.8.1 Group Play Map Selection

The QUAKE LIVE Duel Masters Championship will utilize Bo3 Drop, Drop, Pick, Pick map selection format:

1. Winner of a coin-toss (Player 1) chooses the first map to be dropped from the map pool.
 2. Loser of a coin-toss (Player 2) chooses the second map to be dropped from the map pool.
 3. Player 1 chooses the first map to be played in the set.
 4. Player 2 chooses the second map to be played in the set.
 5. The remaining map will be used as a tiebreaker in the event of a tie.
- A map may not be picked or removed more than once per match set.

1.8.2 Playoff Stage Map Selection

The QUAKE LIVE Duel Masters Championship will utilize **Best of Five (Bo5)** Drop, Drop, Pick, Pick, Pick, Pick map selection format:

1. Winner of a coin-toss (Player 1) chooses the first map to be dropped from the map pool.
 2. Loser of a coin-toss (Player 2) chooses the second map to be dropped from the map pool.
 3. Player 1 chooses the first map to be played in the set.
 4. Player 2 chooses the second map to be played in the set.
 5. Player 1 chooses the third map to be played in the set.
 6. Player 2 chooses the fourth map to be played in the set.
 7. The remaining map will be used as a tiebreaker in the event of a tie.
- A map may not be picked or removed more than once per match set.

1.8.3 Server Settings

- Qcon_Duel Factory
- Timelimit 10 minutes
- No Fraglimit
- 2 minute overtime periods
- Map Pool: Battleforged, Blood Run, Cure, Elder, Furious Heights, Hektik, Sinister

1.9 Prize Distribution

\$25,000 in prize money:

1. First Place: \$12,000
2. Second Place: \$7,000
3. Third Place: \$3,000
4. Fourth Place: \$1,000
5. Fifth-Eighth Place: \$500

2 Winnings

2.1.1 US Tax Forms Required for Participation

All tournament winners must submit an appropriate tax form online to tournaments@quakelive.com before prize money is awarded.

- If you are a U.S. citizen (even if you reside outside the United States) or other U.S. person (including a resident alien individual), use Form W-9 (Rev. 12-2014), Request for Taxpayer Identification Number and Certification, to document your status as a U.S. person.

<http://www.irs.gov/pub/irs-pdf/fw9.pdf>

- If you are a foreign entity documenting your foreign status, documenting your chapter 4 status, or claiming treaty benefits, use Form W-8BEN-E (Rev. 2-2014), Certificate of Status of Beneficial Owner for United States Tax Withholding and Reporting (Entities).

<http://www.irs.ustreas.gov/pub/irs-pdf/iw8ben.pdf>

Failure to submit properly completed tax forms within thirty (30) days of the show will result in forfeiture of any winnings.

2.1.2 Free Agents and Sponsors

All tournament participants will be recognized as free agents. Any monies or prizes won by virtue of participation in the tournament will be paid directly to the tournament participants. In the event that a participant wishes to forfeit their winnings to a sponsor, all appropriate forms and tax documents (Form W-9 for US Taxpayers, Form W-8BEN for Non-US Taxpayers (Individuals), Form W-8BEN-E for Non-US Taxpayers (Entities) must be submitted prior to participation in the tournament.

2.1.3 Tax Responsibilities

Participants are solely responsible for the filing and payment of any taxes required by any government entity on any monies or prizes won by virtue of participation in the tournament.

3 General Rules

3.1 Client Settings and Customization

3.1.1 Quake Live Account Name Policy

Player names, Clan names, and Clan tags must be static for the duration of the QUAKE LIVE Duel Masters Championship. Inappropriate names must be changed before participation in QuakeCon tournaments.

3.1.2 Menu, Console Commands, and Cheating

3.1.2.1 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.

3.1.2.2 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.

3.1.2.3 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.

3.1.2.4 Except for control drivers and device settings, no commands are allowed outside the game or in the command line.

3.1.2.5 Except for control drivers, custom HUDs, and device settings, no alteration, deletion, or addition of files is permitted.

3.1.2.6 Your player model and colors must remain the same throughout the course of a match.

3.1.2.7 Any commands or combination of commands that allow seeing through walls, player warping, message spamming, auto-aim, radar, item timing, or similar action will be considered cheating and grounds for disqualification.

3.1.2.8 Questions regarding setting of variables and commands and how they relate to cheating should be brought to a tournament official before your first match.

3.1.2.9 There is zero tolerance for cheating. If a participant is caught cheating, they will face disciplinary actions up to and including disqualification from competition.

3.1.3 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.

3.2 Demos and Screenshots

3.2.1 Full match demos and end-game screenshots are required for all matches.

3.2.2 QuakeCon servers will force the automated recording of client-side demos.

3.2.3 Demos and end-game screenshots may be made available to the players and public for each individual match once said match has completed and the demos have been uploaded to the website.

3.3 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.

3.4 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.

3.5 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.

3.5.1 Full Restart - If neither team has scored, the map may be completely restarted if time permits. No previous match data will be used to determine a match victor.

3.5.2 Continued Restart - If either team has scored, the map may be restarted using a time limit 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.

3.6 Personality Rights

By participating in the event, each participant grants to the QuakeCon Organization, together with Bethesda Softworks LLC, a ZeniMax Media company and QuakeCon's sponsors, the right to use the participant's name, image and/or likeness including, but not limited to, photographs, video recordings, and audio recordings for the purpose of advertising or promotional purposes, without further consent or consideration to the participant.

3.7 Responsibilities

3.7.1 Entry Waiver - All event goers, including tournament participants, are required to sign a QuakeCon Waiver and Release of Liability form before entry is permitted.

3.7.2 Tournament Check-In - All tournaments have a Final Check-in time. Failure to arrive at the tournament area prior to the final check-in time will result in a forfeiture of the participant's designated tournament slot.

3.7.3 Match Check-In - Failure to arrive at the tournament area at least 10 minutes prior to the start of a participant's scheduled match will result in a forfeiture of the scheduled match by the participant. This rule will be strictly enforced.

3.8 Conduct

All participants are expected to conduct themselves appropriately at all times. Loud and/or abusive language, excessive swearing, and other forms of disruptive behavior will not be tolerated. The Tournament Director may, in his or her sole discretion, remove any player for violation of this rule.

3.9 Rules Changes and Tournament Rulings

The Tournament Director may, in his or her sole discretion, suspend or modify any rule without further notice if, in their judgment, a modification is necessary to preserve the integrity of the tournament, or to prevent cheating or unfair circumstances.

4 Tournament Area and Administration

4.1 Tournament Area Entry

All participants must present a valid QuakeCon 2016 badge with competitor level access before being allowed entry into the tournament area, or upon request of a tournament administrator.

4.2 Game Administrator

Game Administrators (GAs) are available to solve minor conflicts, give support to the players, and encourage matches to begin on time. They have the authority to issue forfeitures for maps and/or matches. The decisions of GAs can be overruled by a Head Administrator.

4.3 Head Administrator

Head Administrators (HAs) are available to solve major conflicts, give support to the players, and encourage matches to begin on time. They have the authority to issue forfeitures for maps and/or matches, and the authority to disqualify or ban players from tournament play. The decisions of HAs can be overruled by the Tournament Director.

4.4 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 go against these rules may be taken to preserve fair play and sportsmanship. All decisions dictated by the Tournament Director are final.

4.5 Tournament Hardware

Tournament computers and monitors will be provided. Keyboards and mice will be available in limited quantities upon requests. Mousing surfaces and headphones will not be provided, and must be supplied by the participant. If desired, participants may supply their own mouse, mousing surface, keyboard, and headphones. Speakers may not be used in the tournament.

4.6 Tournament Stage

Tournament participants may be required to conduct their matches, in part or in full in either the tournament area or on the tournament stage.

- **No Stage Guarantees** - No tournament matches are guaranteed to be conducted on the tournament stage.
- **Stage Requirements** - Tournament participants will be required to play on the tournament stage when requested. Failure to participate will result in forfeiture of any winnings.

4.7 Tournament Spectating

Tournament spectating is allowed only in the designated spectator area. Spectators may not interact with players during the match and must stay outside of the tournament area. Spectators making excessive noise during the match may be removed from the tournament area.

4.8 Tournament Media Coverage

- **Permitted Coverage** - Media coverage within the tournament area, including but not limited to photography and videography, is only permitted with explicit permission from tournament staff. Under no conditions will flash photography be permitted around the tournament area during matches or pre-game preparations.
- **Required Participation** - Tournament participants may be required to participate in all forms of media coverage, including but not limited to interviews, photography, and videography. Interview segments are required components of the tournament. Failure to participate may result in forfeiture of any winnings.