



QUAKECON® 2017

QUAKE II DUEL 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 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 II Duel

The QUAKE II Duel Tournament will feature 1 vs. 1 competitions with as many as one hundred twenty-eight (128) players competing in a single elimination bracket and best-of-three games format. Top ranking players (top three) who come out on top will share prizes of \$10,000.

1.1 Tournament Overview

Game: QUAKE II
Format: Single Elimination Tournament
Modes: 1 vs. 1
Max Players: One hundred twenty-eight (128) Players
Prize Pool: \$10,000
Dates: August 25, 2016

Last Updated April 18, 2017

1.2 Sign-ups

Registration for the Quake II Duel Tournament is on-site registration only. Interested parties should visit our community competition area on-site at QuakeCon in the BYOC hall from 10:00 a.m. to 6:00 p.m. CT on Thursday August 24th to inquire about participation availability. Players must be BYOC badge holders and show a government issued identification upon tournament registration, or sign-up to use one of the six walk up and play stations available by reservation on a first come first serve basis.

1.3 Participants

Up to one hundred twenty-eight (128) BYOC players. Eligibility will be first come first serve.

1.4 Tournament Venue

The QUAKE 2 Duel Tournament will be held August 25, 2017 in Dallas, TX, USA in the BYOC at the Gaylord Texan Resort.

1.5 Final Check-in & Player Meeting

All participants must check-in to the community competition area by Friday, August 25th at 10:00 am CT. 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.

1.6 Tournament Stages

The QUAKE II Duel Tournament will consist of a Single Elimination bracket with best of three maps format. Players must play from their seat in the BYOC, or use one of the six walk up and play stations available by reservation on a first come first serve basis.

1.7 Tournament Details

1.7.1 Map Selection

The QUAKE II duel tournament will utilize **Best of Three(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.

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

1.7.2 Server Settings

- Server: quake2
- Server Mod: OpenTDM - 1v1
- Fraglimit: none
- Timelimit: 10 minutes
- Powerups: off
- BFG: off
- Overtime: 2 min
- Map Pool: q2dm1, q2dm3, q2rdm2, ztn2dm3, and aerowalk

1.8 Prize Distribution

\$10,000 in prize money:

1. First Place: \$5,000
2. Second Place: \$3,000
3. Third Place: \$2,000

2 Winnings

2.1.1 US Tax Forms Required for Participation

All tournament winners must submit an appropriate tax form in person 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 II Account Name Policy

Player names, Clan names, and Clan tags must be static for the duration of the QUAKE II duel tournament. Inappropriate names must be changed before participation in QuakeCon tournaments.

3.1.2 Menu, Console Commands, and Cheating

3.1.2.1 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.

3.1.2.2 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.

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

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

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

3.1.2.6 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.

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

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

3.1.2.9 No Automated team says.

3.1.2.10 No enemy skin changing depending on health/armor/weapon.

3.1.3 Custom Configs and Files

3.1.3.1 Players will only be allowed to have altered config, hud, and crosshair files.

3.1.3.2 Players must use either the R1Q2 or Q2PRO game client.

3.2 Demos and Screenshots

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

3.2.2 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 Technical Failures

In the unlikely event of a server crash, client crash, or other technical failure (deemed as such by the Tournament Director), there will be a full restart and no previous match data will be used to determine a match victor.

3.5 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.

3.6 Responsibilities

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

3.6.2 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.

3.6.3 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.

3.7 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.

3.8 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 Administration

4.1 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.

4.2 Community Competition Manager

CC Manager is 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.

4.3 Community Competition Director and Organized Play Senior 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.

4.4 Community Competition Stage

Tournament winners will be required to receive their awards on the Community Competition Stage immediately following the end of their final match.

4.5 Tournament Media Coverage

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.