



## ***Namibian Electronic Sports Association***

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### **Tekken National Tournament 2019 Game Rules**

Please make sure that you have read and understood the Game Rules.

#### **1. NAME OF THE TITLE**

- 1.1. Title: Tekken7
- 1.2. Platform: PlayStation 4
- 1.3. Patch used as available at date of Tournament.

#### **2. PARTICIPATION**

- 2.1. Participation allowed for any person, regardless of gender, race or disability.
- 2.2. Persons under the age of 18 must sign the parental consent forms beforehand with their parent/guardian.

#### **3. METHOD OF THE MATCHES**

- 3.1. Game Format: Double Knockout
- 3.2. Tournament Players: max 32
- 3.3. Matches will be held in the following rounds:
  - 3.3.1. Round 1
  - 3.3.2. Round 2
  - 3.3.3. Round 3
  - 3.3.4. Quarter Finals
  - 3.3.5. Semi Finals
  - 3.3.6. Finals
- 3.4. Rounds 1 to 3 will be based on Best-of-1
- 3.5. Quarter Finals and Semi Finals will be based on Best-of-3
- 3.6. Finals will be based on Best-of-5

#### **4. CONFIGURATION OF MATCHES**

- 4.1. Settings
  - Game mode: VS mode
  - Timer: 60 Seconds
  - Each Game: 5 Rounds
  - Stage: Random

#### 4.2. Side Selection

- Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively. If Players cannot agree, they will play Coin toss to determine who picks their side. This applies from Qualifiers to Finals.

#### 4.3. Match Procedure

- Players select their sides.
- Players select their characters (blind pick) and
- The Players play the Match
- After the match both players are to sign the tournament Bracket card, if applicable, otherwise scores will be recorded digitally and players need to confirm physically with the Tournament Officials.

#### 4.4. Permitted Controllers

- All standard fight sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers other than DualShock 4 are not permitted. Players that use DualShock 4 but do not un-sync their controller after the Match are subject to disqualification at the discretion of Tournament Officials.

#### 4.5. Ties

- Since a game cannot end in ties, when the 60 seconds runs out, whoever has the most remaining health will win the round. In case of double K.O. of the final round, you should start a new game and whoever wins first fight - wins the round and the entire game.

#### 4.6. Match Obligations

- Players are responsible for familiarising themselves with the tournament brackets and knowing when they have to participate. All players are required to be ready for their matches 5 minutes prior to the start of the matches. After start time, a player has 5 minutes to arrive after which that player will be disqualified unless another verdict is given by the referee in charge of the games.
- Players may not voluntarily forfeit a Match without prior authorization from Tournament Officials and, even with authorization, are subject to further penalties for forfeiting.
- The referee has to declare the chosen characters that will be played during the next match.

#### 4.7. Match Disruptions

- Pauses  
If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits the current Round.
- Restarts  
Tournament Officials may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish.

- Stalling  
Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Officials.

#### 4.8. Coaching

- Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.

#### 4.9. Cheating

- Any cheating, as determined by the Tournament Officials in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

#### 4.10. Result

- After finishing a match, player shall confirm it with referee.
- The result not confirmed by referee shall not be counted.

### 5. FORBIDDEN BEHAVIOUR

- 5.1. If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion.
- 5.2. In case of situations listed below, the referee may give a warning to players as disciplinary action.
  - When uses custom skin set of characters.
  - When the game is paused, players shall not contact people outside until the referee permits it.
- 5.3. In case of situations listed below, the referee may give a forfeit to players as disciplinary action.
  - When uses a bug notified to be banned before the match.

### 6. MALFUNCTION

- 6.1. When the console or controller malfunctions, the player shall report it to the referee by raising a hand.
- 6.2. In the situations listed below, relevant set shall become void, and a rematch of the set shall be conducted.
  - In the case of unidentified bugs or unintentional occurrences of bugs.
  - When the decision of a win/loss is impossible to decide by the progress of the match.

### 7. CHANGE OF RULES

- 7.1. These regulations were drawn up with reference to "IESF Competition Regulation\_WC 2018\_amended. Match Rules <Tekken 7>", and may be altered in the following cases:
  - Rules are subject to change after the release of new patches.
  - Upon discovery of other unreasonable factors.

- 7.2. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.
- 7.3. Should a change of rules be required during the course of a running tournament, all players involved in the said title will be gathered and notified of the changes. Any matches currently running will need to be concluded before such change of rules shall take place.
- 7.4. Any change of rules during or before a match must reflect one of the following natures:
  - 7.4.1. A change in rules to promote fair and equal competitive opportunities for all involved esports athletes
  - 7.4.2. A change in rules to ensure the smooth running of the current tournament in the event that participation of athletes are affected by any external forces

## **8. TERMS AND CONDITIONS**

- 8.1. NESA Terms and Conditions apply.
- 8.2. Right of Admission Reserved.
- 8.3. The referee/ official's decision is final.