

Katowice Royale @ IEM Katowice 2019

Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in our competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,

The Katowice Royale @ IEM Katowice 2019 Admin Staff

Communication during the main event

TeamSpeak will be used during live matches, for up to date lobby information and to communicate with your team mate.

Prize Money

All prize money should be paid out within 90 days from the completion of the event.

Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to setup before the first match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.

Phones, smart watches and other technological wearables must be kept in the player's equipment bag during live games, admins will make sure this happens and no exceptions can be made.

Internet access

Internet access is available for Fortnite specifically. The only software that may be found installed on your tournament PC is Fortnite and TeamSpeak. Any other software may not be downloaded or installed or a severe punishment may be applied. Some exceptions can be made at the tournament admins discretion for example a necessary hardware driver.

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Streaming

Player streaming is allowed. Participants will have to use OBS with a minimum delay of 2 minutes. All participants have to make sure everything works before the start of the first game. The admin team won't be able to support players with issues regarding their stream. Every streaming player has to make sure they have their streaming key available.

Warm Up Period

Warm up time is planned for each morning assuming no technical issues. The scheduled broadcast start time takes precedence over warm up.

Publisher Bans

The league administration reserves the right to refuse players who have standing bans from the game publisher to take part in our tournaments.

Winners Ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

Netiquette

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with up to six minor penalty points.

Players and other members of the team may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the event, ESL or its affiliates, or Fortnite, as determined in the sole and absolute discretion of the event.

Insults, Spamming and other Offensive Behaviour

All cases of insults, senseless spamming, excessive unsportsmanship, or other types of similar (offensive) behaviour occurring during the tournament will be punished.

Depending on the nature and severity of the offensive behaviour the penalty will be assigned to the player or to the team and may range from a warning to multiple penalty points to disqualification.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in immediate expulsion of the player and if necessary the appropriate authorities will be notified.

Definitions and Scope of Punishments

Punishments are given for rule violations, they may be either minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by the lead admin.

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Minor penalty points are given for minor incidents such as minor insults, spamming, unsportsmanlike behaviour, etc. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player.

Major penalty points are given for major incidents such as repeated minor incidents, hostile behaviour, forfeiting games, deceiving admins, etc. Every major penalty point deducts ten percent (10%) of the overall prize money received by the team or player.

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition.

Event Rules

- Every player must wear closed shoes, no sandals or flip flops are allowed.
- All players should wear their team jerseys. If they don't have team jerseys, ESL will provide player jerseys.
- It is not allowed to display any branding related to fast food, energy drinks, adult content, tobacco and betting companies. These will be taped off if necessary.
- No hats or any headwear are allowed to be worn during tournament games.
- You must bring your own mouse, keyboard, mouse pad and in-ear headphones. These in-ear headphones will be worn under our official tournament headsets that cancel noise and must be worn at all times during a live game.
- Players are not allowed to move from their desks while still in an active lobby to avoid disturbing players that are still alive.
- Players are expected to be ready to play 10 minutes before the official scheduled start time. Players are free to have a comfort break for 10 minutes in-between games. There will be a longer break after the 2nd game.
- If any players are not present at the scheduled start time, the game will continue without that team, they will be forced to quit out of the game immediately. The score for this team will be counted as a 0 and one (1) major penalty point will be awarded. If any team fails to appear for a lobby on time 3 times, they will be disqualified from the tournament.
- The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalized. Any team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future ESL events.
- Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban from ESL tournaments.

Team and Player Names

Only registered team members are allowed to play for a team. Playing in any games with a ringer is prohibited and anyone caught doing so will be disqualified immediately. Players and teams must compete under their officially registered team names and Nicknames during all official games. ESL has the right to refuse the use of certain nicknames.

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Game Version

All players will be participating on the latest patch.

Technical Issues

Teams and players must report any technical issues they have immediately. Failure to report an issue before the start of a game will not result in a game restart, it is the responsibility of the player to ensure their set-up is complete.

Schedule:

- Friday, 1st March: Solos
- Saturday, 2nd March: Duos
- Sunday, 3rd March: Duos

Points will accumulate throughout both days of duos

Custom Match Settings

TO BE ANNOUNCED

Ranking Points

- Solos:
 - Each kill is worth 5 points
 - Placement points:

Placement	Points
1	65
2	58
3	56
4	54
5	52
6	50
7	48
8	46
9	44
10	42
11	40
12	39
13	38
14	37
15	36
16	35
17	34

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18	33
19	32
20	31
21	30
22	29
23	28
24	27
25	26
26	25
27	24
28	23
29	22
30	21
31	20
32	19
33	18
34	17
35	16
36	15
37	14
38	13
39	12
40	11
41	10
42	9
43	8
44	7
45	6
46	5
47	4
48	3
49	2
50	1
51+	0

- Duos:

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- Each kill is worth 5 points
- Placement points:

Placement	Points
1	65
2	56
3	52
4	48
5	44
6	40
7	38
8	36
9	34
10	32
11	30
12	28
13	26
14	24
15	22
16	20
17	18
18	16
19	14
20	12
21	10
22	8
23	6
24	4
25	2
26+	0

Substitute Players

No substitute players are allowed.

Disconnects

In the case that a player(s) disconnects during a match, the team must continue to play the match.

Tiebreaker

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Tiebreakers will be determined in the order presented here:

1. Total points scored
2. Total Victory Royales in the round
3. Total eliminations in the round
4. Average placement across any matches in the session
5. And finally a Coin Flip.

Rehosting

A re-host can only be done with admin initiation. Disconnects and lag issues will only qualify for a re-host if the issue affects a significant amount of players, barring any unforeseen situations.

Communication & Support

If anyone has any issues, then you should contact a admin immediately .

Admin Decisions

All participants must adhere to the decisions and rules of the tournament organizers and admins. All decisions are final, except in cases where the option to appeal is clearly stated.

Conversations, either verbal or written, between organizers, admins, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.

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