



TOURNAMENT RULES

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RULES

1. TOURNAMENT BRACKET

The tournament bracket used (single elimination/double elimination) will be decided by the Gaming Manager and announced publicly before the tournament starts.

2. TOURNAMENT COMMUNICATION

All teams and players are required to join the [Nerd|Otaku Group](#) and follow the [Nerd|Otaku Page](#) to stay up-to-date with the latest information regarding the game and the local community.

3. PLAYER COMMITMENT

- 3.1. By submitting a registration for a **Nerd|Otaku** tournament, all players acknowledge without limitation to comply with the rules set herein and especially with the decisions made by the Tournament Staff.
- 3.2. All competitors are expected to know and understand all the rules described here. Not knowing that a rule existed or that it was in place will not be considered as an acceptable reason for breaking said rule.
- 3.3. A player's name, icon, profile picture or logo may not contain any of the following: profanities, obscene language, gang affiliation, drugs, sexual material, offensive material, slander of the Organizer, **Nerd|Otaku** or it's administration, partners, or sponsors.

4. TITLE RULES

NBA2K

The tournament version to be played will always be the most up to date version for the playing platform

- Game Mode: Play Now
- Difficulty: Hall of Fame
- Quarter Length: 5 minutes
- Game Speed: Default
- Teams Allowed: Only NBA teams (no All-Time, Classic, or custom rosters).

STREET FIGHTER

The tournament version to be played will always be the most up to date version for the playing platform.

- Double Elimination
- Default settings
- 2/3 Rounds per Game
- 2/3 Games per Set
- 3/5 Games for top 6 finals
- Winner of prior game must keep same characters
- Loser of prior game may switch characters and
- Random stage select (players may opt for an agreed stage)

5. CHOOSING SIDES

Playing side will be decided by the assigned tournament referee.

6. CHOOSING CHARACTERS, STAGE, GAME MODE & VERSION

There are three methods for choosing characters:

i. Standard Selection ii. Double Blind Selection iii.

Side and Character Courtesy

If the players do not discuss the method of character selection, it should be understood that the Standard Selection method is being used. If the players cannot come to an agreement on the method of character selection, the Tournament Staff will enforce the Double-Blind Selection method.

Standard Selection

Both players choose their characters freely, whenever they want. This is a free for all. Players may pick up whoever they wish and proceed to the game. Once either player chooses a character, neither is allowed to request that the Double-Blind Selection or any other method to be used.

Double-Blind Selection

Either player must explicitly ask for the Double-Blind Selection method before either player chooses a character. When a player request for the Double-Blind Selection method, the player on the left side (**1p**) decides which character they will choose and whispers his selection to the Tournament Staff. The Tournament Staff then signals the player on the right (**2p**) to pick his character. Once the player on the right (**2p**) has finished, the Tournament Staff makes sure the player on the left (**1p**) sticks to his original choices.

Side And Character Courtesy

As a courtesy, the player who received his choice of which side to play on (**1p vs. 2p**) can elect to choose his character first. This is strictly a courtesy and not mandatory. A player is in no way forced to do so.

Stage Selection

If the tournament organizers are not enforcing a certain stage, each player must select the random stage selection option at stage selection. The game will then randomly pick a stage from their selections. If both the players are not content to play in the selected stage for a valid reason deemed fit by the Referee, they may opt to repeat the above process to pick another stage. (Ex – Some players might have sensitivity to certain light patterns and experience difficulties in certain stages) After choosing character and stage players jump straight into button check game.

Game Mode & Version

Game mode will be “Tournament Mode”. Each player is given a chance to create a custom variation for their character from available options in game. Game version will be the latest updated version on the playing platform.

7. BUTTON CHECK

- 7.1. Before going to the first game of the match, it is mandatory to have a button check round.
- 7.2. Players must check and confirm to the referees that all the buttons in his controller are working properly.
- 7.3. If the button arrangement is different for the player, he must choose and modify a different controller preset via in-game menu to his liking.
- 7.4. Players are not allowed to use any Macro tools for their input devices.

- 7.5. After both the players have confirmed that they have configured their controllers, the referee will give permission to start the first game of the match.
- 7.6. After checking all the buttons, players are allowed to go back to the character selection stage and select a new character and stage according to the above-mentioned criteria.
- 7.7. Players must jump straight on to the first match afterwards.
- 7.8. Under any circumstances, the players are not allowed to complain, after the button check that his configuration is wrong. If a player found that his configuration is wrong inside a game, he may pause and change his configuration at the cost of the current game.
- 7.9. Pauses regarding button configuration issues count for immediate **forfeit** of the current game.
- 7.10. A player may request a quick button check for matches following the first match only and only if a character change was done.

8. PLAYING THE MATCH

- 8.1. Once button check is completed, the players should begin the first Game in the Match with the Tournament Staff's permission.
- 8.2. The following rules go into effect once matches are being played:
 - > The match is considered over when either player wins the required number of games.
 - > Once a player has won the required number of games, the winner of the match should report the result to the Tournament Staff.
 - > Between each game, each player is given a combined 2-minute interval.
 - > If there are still games to be played, the player who lost the game has the option of switching sides (**1p vs. 2p**) for the next game.
 - > The player who won the game does not have the option of switching sides. He must stay on the same side if the loser does not want to switch.
 - > The player who won the last game is required to keep the same character and variation for the next game.
 - > The player who lost the last game is allowed to either restart the match with the same conditions or choose whoever character or variation they desire.
 - > A player who lost the game due to a penalty will not have the above option. He will have to follow the rules for his last Game, which was not decided by a penalty.
 - > In case of a character select, stage selection will follow the above-mentioned default rule.
 - > While in-game the players must at all-time, adhere to the Tournament Staff's warnings.
 - > If the Tournament Staff asks to stop a game for a reason, he deems correct players must pause and heed the Tournament Staff.

9. REPORTING RULE VIOLATIONS

At some point during the tournament, a player might violate either the tournament rules or the rules for a particular game in a tournament. For example, a player might switch his character after he won the previous game (a tournament rule violation). The following rules apply toward rectifying rule violations...

- 9.1. It is the responsibility of the players to detect all match rule violations during their matches and report them to a Tournament Staff immediately.
- 9.2. All rule violations committed prior to game play must be reported to the Tournament Staff before the game starts (e.g., the winner switching the character after winning one game in a match). A player may report such violations by pausing a game before it starts.
- 9.3. Players are not allowed to stop a game in progress to address a non-game play related rule violation. Stopping a game in progress to report a non-game play rule violation will result in the forfeiture of the game on the part of the person stopping the game.
- 9.4. The only time a player is allowed to stop a game to report a rule violation is when that violation occurs during the middle of the match (e.g., obstruction to a player to press buttons).
- 9.5. Stopping a game in progress to erroneously report a rule violation (e.g., your opponent has you in a frame trap situation, which is an in-game tactic allowed) automatically results in the forfeiture of the game by the player who stopped the game.
- 9.6. Rule violations must be reported at the time they occur. Otherwise, they will be ignored.
- 9.7. The Tournament Staff is allowed to report any rule violations on behalf of a player.
- 9.8. If the Tournament Staff stops a game to misreport a rule violation, the game is replayed with both Players picking the same characters, variations, and stages. No one is penalized.
- 9.9. The only people allowed to stop a game to report a violation are the Tournament Staff and the players. Anyone else (e.g., a spectator) stopping a game (for any reason) will receive a warning and such persons will be forced to leave the match/spectator area.
- 9.10. If a player accidentally or intentionally stops his game for any other reason, he will be forced to forfeit the game. Examples include accidentally pressing the start button on his controller to pause the match, unplugging his or his opponent's joystick, etc. If the game cannot be restarted from the exact point of interruption, the player is forced to forfeit the game.
- 9.11. Match interruptions beyond the players control (e.g., the game crashes or freezes) will be dealt directly by the Tournament Staff. All best attempts will be made to resume the round from where it left off. If that cannot be accomplished, the game will be replayed with both players picking the same characters, variations, and stages.

10. REPORTING EQUIPMENT FAILURE

Video game hardware has a tendency to break down during tournaments. Buttons or joysticks will occasionally break down in the middle of a match, leaving the player on the broken side at a significant disadvantage. The following rules will be used in the event of a breakdown.

- 10.1. In the event of an equipment failure, the player has the option to stop the game in progress to obtain a replacement.
- 10.2. If a game is stopped in progress, the reporting player must forfeit the current match.
- 10.3. New equipment must be immediately available. If replacement equipment cannot be obtained within 5 minutes, the player must continue to play on their current equipment or forfeit the match.

- 10.4. Once replacement equipment is obtained, the players are given the rest of the game to configure their buttons and test the new equipment.
- 10.5. A player may opt to switch out equipment between matches at no penalty. When this occurs, the player will be given a total 5 minutes to find and configure his buttons before the next game begins.
- 10.6. It is common courtesy of the opponent player to pause the match if his opponent's controller malfunctions. However, he cannot be forced to do so.

11. SPECTATING

- 11.1. Spectators must have a clearance distance from the players.
- 11.2. It is the responsibility of the referee to make sure that the spectators remain at a safe distance where their movement will not obstruct players.
- 11.3. Any spectator who obstructs the players or are refusing to follow the referee's instructions will be removed from the tournament premises.