GCup - by Juri, p40lo & Weatherstation

Set of rules

If you find any errors, questions, or problems with these rules, please contact the tournament management via Discord (Juri#6199) or by email (service@gcup-tournament.de)

Discord Server: http://gcup.team-guardians.de/

If there are incidents that are not stipulated in this set of rules, the tournament management has the full decision-making power to implement new rules and decide how this incident is punished.

§1. General

It is assumed by all players and members on the Discord server and in private chats to behave well and to talk fair and respectful with fellow human beings. If there are problems, a player or the whole team can be punished with disqualification from the tournament. A maximum of 3 teams is allowed per organization or clan.

§1.1 Registration

The team must register on https://gcup-tournament.de/registration/

to participate in the tournament. With the registration this set of rules is automatically accepted. The Discord Tag and a tabstats link of the account that is used for this tournament is needed for every player.

If a team disbands, leaves the tournament or is being kicked out or banned form the tournament during the registration phase and the tournament phase it will **not** be refunded! Once the entry fee arrives on our Paypal-account the team is correctly registered for the tournament and the money won't be returned.

The only cases where the money will be returned to the teams, is if to much money is sent to us (only the part which is not required for the entry fee will be returned) or if the tournament must stop and being cancelled for some reason.

It is your responsibility that the correct amount of money arrives to us. If there are any transaction fees lowering the amount of money we receive, we will contact you and you will have to send the remaining part again to validate your registration.

§1.2 Players

Each team may have a maximum of 10 players. If a player is kicked out or a new one is added, this must be reported to a tournament admin with a support ticket with the information that is also needed for the other players (discord tag and the tabstats link). If a player is added afterwards, he is not allowed to play for 24 hours. A maximum of two new players can be added every week until the number of 10 players is reached.

§1.3 Casting

The players and casters are allowed to stream the games, but they must have a time delay of 3 minutes. Only casters/Cup staff members are allowed to stream in spectator mode.

§ 2 tournament

§ 2.1 Appointments

The fixed weekdays for the playdays are set on wednesday and thursday. Every playday the teams must play one match each.

If a team does not appear at the given time, 15 minutes must be waited and if the team still hasn't appeared the game will result as a forfeit win for the other team.

The Division Stage will be BO2, the quarterfinals and semi-finals will be BO3, and the final will be as a BO5 with map advantage for upper bracket winner.

On agreement of both teams the match can be rescheduled to another day of the same calendar week.

§ 2.2 Blocked content

The operators who are not allowed in the Pro League are banned, i.e., the newest operator/s and bugged operators.

Currently blocked Operator: Azami

allowed skins:

-Pilot Program Skins (Rogue, G2, Faze etc.)
-Pro League Gold Sets
-All E-Sport Skins (E-Sports Sets)
-Default Skins

All the other uniforms, headgears and gadget skins not included in this list are not allowed (All weapon skins and charms are allowed).

If a blocked content is used and the team has no rehosts left, the player must be killed before having any impact on the round (placing gadgets, killing enemies...).

Case 1: If during a match someone notices that blocked contents are being played, the game must be rehosted (one rehost per team) and all the rounds where this contents where played will have to be repeated or if it's the first round where they are used the player can just be teamkilled. If after the match within the protest deadline of 24h someone notices that blocked contents where played (except rounds where the player was teamkilled) you will have to send proofs (screenshots, streams...) of every round these contents were used by a team to the management. If the proof is evident all the proven rounds will be counted as a win for the team which didn't use the blocked contents. (Both teams can send in proofs)

Case 2: If after a rehost cause of blocked contents the same team uses blocked contents again this team loses the game instantly 0:7 (if there must be a second rehost cause the other team has blocked contents for the first time then see case 1). If someone notices within the protest deadline of 24h after a match where a rehost for blocked content was used, that the blocked contents were used by the same team another time after the rehost (of course it must be proven) the team loses the game 0:7.

§ 2.3 Ping
The ping limit is 100ms. As soon as a player has a continuously high ping (for several rounds) this must notified to him and his team. The affected player must then immediately fix the problem, also using a Rehost. If this is not possible, this player may no longer play, and a substitute may only be used when changing maps. So, the team continues to play with 4 players until the next map change.

§ 2.4 Technical problems
If a player cannot compete due to technical problems (hardware, software, internet connection) then the team must use a substitute, only possible after the map change during mid game. The match will not be postponed due to technical reasons except server problems for both teams. A team must have at least 4 players, if this is not the case, the match is automatically lost. If the team does not appear or does not want to play with only 4 players, the match is also ended with a 0-7.

§ 2.5 MOSS
All players are obligated to use MOSS during the match. If the opposing team requests the Moss files due to proven suspicion of hacking or additional software, the files must be sent to the tournament admins via support ticket. If the moss files of a player or a team are incomplete or not available, then this player or the whole team can be disqualified, or the played match will count as a 0:7 lose.
Admins can require the MOSS files any time to make sure the program is being used.
Abusing moss requests can lead to a disqualification of the requesting team.

§ 2.6 Additional software
All additional programs such as Rapid-Fire Control, Titan One Adapter, Cronus Max Macro, and similar programs are prohibited and lead to the immediate disqualification of the player or team.

§ 2.7 Illegal software
Players are not allowed to use programs that change a game play or use macros, bugs, exploits, and/or modifications. If there is any suspicion of a player cheating, then the protesting team must request the MOSS files by opening a support ticket and supplying proofs.
If a team always requests all Moss files so that one team is disqualified for non-existent MOSS files, this will also be penalized.

§2.8 Map pool
-Clubhouse
-Coastline
-Bank
-Chalet
-Cafe
-Villa
-Oregon

§2.9 Map Ban

For the Map Ban the website Mapban.gg is used. The link will be provided to you at the beginning of the week by one of the admins. Even then, the Map ban should commence approximately 30min before the game starts. If a game is streamed the links will be send shortly before the match start so the casters can stream the ban too. The team leader gets sent the link in the private Discord Channel for the matchups. For Bo2 the ban system will be the following: ban(team1)ban(team2)ban(team1)ban(team2)pick(team1)pick(team2)ignore. For Bo3 and Bo5 we stick to the format given by the website.

§2.10 Lobby settings

A "user game" (online) with the following settings must be created:
Game list settings
- Create a game list: Pro League
- Chat: Team only
- Time of day: day
- HUD settings: Pro League
Match settings
- Number of bans: On
- Ban timer: 15
- Number of laps: 12
- Role change attacker / defender: 6
- Rounds in overtime: 3
- Extension point difference: 2
- Role change extension 1
- Target change parameters: 2
- Type of target change: Rounds played
- Unique attacker spawn: On
- Pick phase timer: 15
- ~~6. Pick phase: On~~
- ~~Timer for 6th pick phase: 15th~~
- Reveal phase timer: 5
- Damage handicap: 100
- 'Friendly Fire' damage: 100
- 'Friendly Fire' reversal: Off
- Injured: 20
- Sprinting: One
- Leaning: One
- Repeat death: Off
Game mode: bomb
- Duration of placement: 7
- Deactivation duration: 7
- Ignition time: 45

- Select defused carrier: On
- Duration of the preparatory phase: 45
- Duration of the action phase: 180

§2.11 Ready status
The match may only be started when everyone has activated the ready status in-game or a player from the team writes "r" or "ready" in the chat.

§2.12 Breaks
There may be a break of a maximum of 15 minutes between each map. If a team does not show up or is not ready after this amount of time it is a free map win for the enemy team. (If evidence: Screens, Videos etc. are provided)

§2.13 Change of player
A maximum of 2 players may be changed per map and only those players who are registered. If the team does not have a minimum of 4 players ready to play the enemy team gets a free win just for the map they cannot play, not the total Match.
For Example, if Team 1 wins the first Map in the group stage and they cannot play the second because two of the players have hardware problems, team 2 gets a free win on the second map (7:0).

§2.14 Rehost
In general: A rehost may only be carried out once per team and map.
Multiple rehosts are allowed by mutual agreement.
The rehost may only be carried out until the end of the drone phase. One team asking for a rehost and leaving the lobby counts as an announcement for a rehost. The hosting team must start a new lobby immediately.
After the start of the action phase the round must be finished.
If the connection is lost again, the team must finish the map in minority.
After a rehost, the previous standing of the game must be set up again with correct stats. (Won rounds and places as well as banned operators).
During every map two tactical timeouts may be carried out by every team. The timeouts cannot last longer than one minute, and the two timeouts cannot be stacked. After one minute the game is automatically restarted without asking for consent of the teams. If a timeout lasts longer than one minute a protest can be opened with evidence of in game text chat.

§ 2.15 Server problems
If the match cannot be carried out due to server problems the Match will be rescheduled.
A planned maintenance must be communicated to the admins, so the match can be rescheduled
If the server crashes during the round, the match will be set up with the settings and statistics which it had before the game crashed. The round history must be restored correctly. If settings should be wrong after the rehost another rehost has to be made.

§ 2.16 Aborted Match
If a match is canceled or getting rehosted a screenshot must be taken and a reason for the rehost must be sent to the tournament management.

§ 2.17 Match result

After a map, the screenshot of the match **must** be sent into the text channel for the match on the Discord Server by both teams. If only one team sends a screenshot, it is assumed that the opposing team agrees. Falsifying the match result will result in disqualification for the whole team.

§ 2.18 Protests

If a team wants to protest, then a discord support ticket must be opened with the reason and detailed evidence. Without evidence the protest will not be accepted. A protest can only be made 24 hours after the match and also by non-players of the current game.

§ 2.19 Tournament Format

The tournament consists of two divisions and a double elimination playoff system. The division system sees two divisions (major and minor) with each containing 12 teams. 6 calendar weeks in which the teams will face each other once for a Bo2 will be played to complete the group stage. Two games will be playday every calendar week, except the last one which will only see the last game of the division stage. The point system will be the one used in pro league. (win 3p, otwin 2p otlose 1p loss 0p). Due to the matches being Bo2 every map will count as a game itself for the point system, so if both teams win a match 7:4 they both get three points. The first 4 teams of the major division will directly enter round 2 of the playoffs while the 5th to 8th placed teams in the major will face the top 4 teams of the minor.

The playoffs will consist of a lower and upper bracket. After round one 4 teams will drop down to round one of the lower bracket, while 8 teams proceed to round two of the upper bracket. After round two of the upper bracket other 4 teams will drop into round one of the lower bracket. After this the playoffs will proceed following the normal double elimination system. Every playoff match will be Bo3. The upper bracket final winner will start the grand final with a map advantage. The grand final will be a Bo5.

§ 3 Penalties

§ 3.1 Team duties

The team and its players are obligated to take care of things themselves, i.e., whether the player data has been entered in full and all are trackable, reading the rules and complying with them, making contact to find an appointment. If this is not observed, the team is getting warned and the second time disqualified.

§ 3.2 Sporting behavior

The best behavior is assumed from all players, this is a fun tournament and absolutely no unsportsmanlike conduct is tolerated. So, everything in connection with trolling, spamming or unsportsmanlike behavior in the discord chats and streams towards players, teams, casters, or management is prohibited. Depending on the severity of what has happened, the management can punish differently, from warning individual players to losing the match. In extreme cases such as racism, sexism, hate speech, or similar statements, the whole team is immediately disqualified because they are responsible for the player concerned. (Dead) Body shooting, t-bagging and all the other actions during the games that are known to be toxic are also prohibited.

All these rules also apply in private chats with the individual players of the tournament.

§ 3.3 Wrong lobby

If the wrong lobby was created and started by the hoster or caster then it must be pointed out. If the hoster and his team do not react, they will automatically lose the entire match.

§ 3.4 No rule violation

If misconduct is noticed, you can still tell the tournament management and they can react and punish as they want, according to their judgement. In general, the management is always right and is allowed to change rules and decide the punishment.
Remember that for every protest you make you have the needed proofs.

Contact details:
Email: service@gcup-tournament.de
Website: https://gcup-tournament.de
Liquipedia page: https://liquipedia.net/rainbowsix/User:GCup
Discord Server: https://discord.gg/QwHgxfG