

BRACKET SEEDING

All players in the tournament will be seeded based on Sri Lanka eSports Association (SLeSA) Rankings which are determined by the performance displayed by players in previous Gamer.LK Ranked Tournaments. This increases the likelihood that players who performed “better” in previous tournaments not to meet each other early in the bracket.

MATCH PLAY

These rules will be in effect while a single Match in the tournament is being played. If you are playing in a GLK-Ranked tournament, be sure to study this section carefully, especially if you have no prior tournament experience.

CHOOSING SIDES

When both players are at the game console, they must come to an agreement which side of the machine they will play on (who will sit on 1p and who will sit on 2p)

If an agreement cannot be reached, a coin toss will determine who gets to pick their side. But it is advised to come to a friendly conclusion to avoid conflicts.

CHOOSING CHARACTERS AND STAGE

There are 3 methods for choosing characters.

1. Standard Selection
2. Double Blind Selection
3. Side and Character Courtesy

If the players do not discuss the method of character selection, it should be understood that the Standard method is being used. If the players cannot come to an agreement on the method of character selection, the referee will apply the double blind method.

STANDARD SELECTION

Both players choose their characters whenever they want. This is a free for all. Players pick who they want and go.

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 Double Blind, the player on the left side (1p) decides which character and variation they will choose and whispers his selection to the Judge.

The Judge then signals the player on the right (2p) to pick his character and variation.

Once the player on the right (2p) has finished, the Judge 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. A player is in no way required to do so.

STAGE SELECTION

Each player can select the stage they want to play. If the selection of players is different, the game will randomly pick a stage from their selections.

After choosing character and stage players jump straight in to button check game.

BUTTON CHECK

- Before going to the 1st game of the match it is mandatory to have a button check round.
- Players must check and confirm to the referees that all the buttons in his controller are working properly.
- 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.
- Players at no circumstances are allowed to change controller preset 1. It must remain as the default preset.
- Players are not allowed to change presets created by other players who already played.
- If the number of custom presets exceeds 3, there will be no space for another preset.
- In this case the referee must take a decision to overwrite a preset which will be not used or rarely used in the future matches.
- After checking all the buttons players are not allowed to change character, variation or stage.
- After both the players have confirmed that they have configured their controllers, the referee will give permission to start the 1st game of the match.
- Under any circumstances the player is not allowed to complain after the button check that his configuration is wrong. If a player finds that his configuration is wrong inside a game, he may pause and change his configuration at the cost of the game.
- Pauses regarding button configuration issues count for immediate forfeit of the current game.

PLAYING THE MATCH

- Once button check is completed, the players should begin the first Game in the Match with the referee's permission.
- The following rules go into effect once matches are being played.
 - The Match is 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 referee.
- In between games each player is given a combined 1minute 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.
- Interval between 2 games is 1minute.
- 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 in same conditions or choose whatever character or variation he desires.
- A player who lost the match due to a penalty will not have this privilege. He will have to follow the rules for his last game which was not decided by a penalty.
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- In case of a character select, no restrictions are put to the stage for the following match. Players are allowed to pick any stage they like and the game will randomly pick a stage if the choices differ.

Whilst in game the players must at all-time adhere to the referee's warnings.

- If the referee asks to stop a game for a reason he deems correct players must pause and heed the referee.

REPORTING RULE VIOLATIONS

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

- It is the responsibility of the players in the Match to detect all Match Rule violations and report them to a referee immediately.
- All non-game play rule violations must be reported to a referee before the Game starts (e.g. the winner switching the character after winning one Game in a Match).
- 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.
- 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).
- Stopping a Game in progress to erroneously report a rule violation (e.g. your opponent has you in a frame trap situation, which is allowed) automatically results in the forfeiture of the game by the player who stopped the game.
- Rule violations must be reported at the time they occur. Otherwise, they will be ignored.
- A referee is allowed to report any rule violations on behalf of a player.
- If a referee 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.
- The only people allowed to stop a Game to report a violation are the referee and the players. Anyone else (e.g. a spectator) stopping a Game (for any reason) will receive a warning and will be forced to leave the spectator's area.
- 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.
- Match interruptions beyond the players control (e.g. the game crashes or freezes) will be dealt directly by the referee. 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.

- Example: Suppose a player loses a Game during his Match. During the middle of the next Game, he notices that his opponent changed character (a rule violation, since his opponent won the previous Game). Since the player did not notify a referee immediately after the violation occurred, the player must live with the situation. If he stops the Game now, he will be forced to forfeit the Game.
- Example: During your match you observe that your opponent is using a game play bug (Infinite combo, unusual super meter building, etc.). You must pause the game in that round and report the violation to a judge. If the round was over when you pause and report you will have to forfeit the game in which you've paused.
- Example: A player is up 1 round to 0 against his opponent when he accidentally kicks the power-strip, turning the console off. Since this is an unauthorized stoppage of play, the player is forced to forfeit the game.

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.

- In the event of an equipment failure, the player has the option to stop the Game in progress to obtain a replacement.
- If a Game is stopped in progress, the reporting player must forfeit the current round.
- New equipment must be immediately available. If replacement equipment cannot be obtained in a timely manner, the player must continue to play on their current equipment or forfeit the Match.
- Once replacement equipment is obtained, the player is given the rest of the round to configure their buttons and test the new equipment. If the player gains an undue advantage by doing so (e.g. charging an abundance of super meter, getting out of a block string, etc.), they must forfeit the Game.
- A player may opt to switch out equipment between Games at no penalty. When this occurs, the player will be given ample time to configure his buttons before the next Game begins.

- It is common courtesy of the opponent player to pause the match if his opponent's controller malfunctions. But he cannot be forced to do so.

COACHING

A coach is allowed to give instruction to a player before the start of the match and in between games. (Inside the 1 minute interval in-between games)

SPECTATING

- Spectators must have a clearance distance from the players.
- 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.
- Any spectator who obstructs the players or are refusing to follow the referee's instructions will be removed from the tournament premises.

RULE ENFORCEMENT AND DISQUALIFICATION

Unfortunately, sometimes things get out of hand. Rules occasionally get violated for a variety of reasons; accidentally, maliciously, or even out of ignorance. The following rules are designed to deal with rule violators in a way that ensures everyone is treated fairly. These rules will be enforced! Know the consequences for your actions ahead of time.

- Every participant starts off the tournament with a clean slate.
- Referees must report each rule violation to the organizer immediately.
- Any penalty regarding rule violation needs to be taken with the consent of all the referees and the organizer.
- They have the discretion to rule the violation as level 1 or level 2.
- Consequences for each violation are explained below

- Level 1 Breach
 - The Level 1 breach will always also be accompanied by Game Forfeiture.
 - When Game forfeiture is issued, the participant automatically loses the Game in dispute (not the Match... the Game. Know the difference!).
 - The other player automatically gains a point for the match. He is not required to play a replacement.
 - If no Game is in dispute at the time the forfeiture is awarded (e.g. the forfeiture was issued while the participant was waiting to play), the participant automatically forfeits his next Game.
 - Recommended Circumstances for Issuing a level 1 breach
 - Inability to locate the participant at the time of his Match
 - Violation of Match rules during the Match
 - Minor misconduct during a tournament (e.g. disruptive behavior, failing to obey the instructions of the judges, etc.).
 - Excessive stalling/misconduct during a Match (e.g. repeatedly “accidentally” picking the wrong character, taking a bathroom break between games in a Match).
- Level 2 Breach
 - A player is immediately disqualified from the tournament after a level 2 breach.
 - Recommended Circumstances for Issuing a level 2 breach
 - Physically harming another tournament participant (smacking, punching, etc.).
 - Major Misconduct (e.g. theft, causing a disruption which delays the tournament, racial slurs or excessive trash talking, punching, or slamming the screen or joysticks, excessive trash talking, etc.)
 - Excessive physical contact with the other player during a Match (e.g. kicking out his stool)
 - Disturbing an ongoing match and halting the tournament progression.
 - Example Rule Violations
 - Player A is in a Match against Player B. During the middle of a Match, Player C who is not a part of the match claims that Player B is cheating and demands that the Match be stopped. After repeated (and loud) protesting by Player C, a Judge is forced to stop the Match. Player C is issued a level 2 breach for disrupting a tournament match regardless of the actions of Player B.

- Player A is in a heated battle with Player B in the quarter-finals of the Winner's Bracket which is best of 3. After losing the first game in the Match, Player A loses his temper, stands up, and shouts an obscenity. Player A is issued a level 1 breach penalty for misconduct. Then Player A will be eliminated from the tournament (1 loss to Player B + 1 loss due to the Game Forfeiture). Keep your temper.
- Player A makes it to the semi-finals of the Winner's bracket. During that Match, he uses excessive trash talking to distract his opponent. Although he wins his game, he is issued a level 1 penalty for unsportsmanlike conduct. This means he will automatically forfeit the next game.

ADDITIONAL RULES

- Any tournament players that are not present when their match is called for pool/semi- final/final matches, without giving staff a valid reason for not being present, will have a period of 10 minutes to report, to their station with the required equipment. After the 10 minute period has expired, you will be forced to forfeit your Match. This is a zero tolerance policy, and friends or staff can't save you.
- Equipment sharing is no longer a valid option for being late to a match. You can take the risk and borrow someone's equipment, but if it is in use, and your match is called, you will have two (2) minutes to report with valid equipment or be penalized.
- There will be no ties in any tournament. Anyone refusing to play any Match (including the finals) will be disqualified and forfeit all rights to any titles or prizes they might have otherwise earned for that tournament.
- Inevitable Defeat rule is in effect. This is defined as when a player has legally won the round or game (i.e. landed a move that will kill the opponent) but pauses the game before the game awards the round won icon. He will still be awarded the win. The most common occurrence of this rule is when Player 1 lands an X-Ray on Player 2. If there is a dispute over whether the move would have knocked out the other player, a referee will un-pause the match, see the result of the action, and

proceed from there. If the attack does not kill the opponent, then the mid game pause rules are in effect.

- Anyone visibly intoxicated or otherwise under the influence will be immediately ejected from the tournament, and may be banned. If you do not cooperate immediately, we will not hesitate to contact the local authorities. We have always enjoyed violence-free events, and this a zero tolerance issue.
- Collusion of any kind with your competitors is considered cheating. If the Tournament Organizer determines that any competitor is colluding to manipulate the results or intentionally underperforming, the collaborating players may be immediately disqualified. This determination is to be made at the sole discretion of the Tournament Organizer. Anyone disqualified in this manner forfeits all rights to any titles or prizes they might have otherwise earned for that tournament.
- Tournaments have zero tolerance policy toward violence, threats of violence, intimidation, and other forms of violent behavior. Any threat of violence, extreme intimidation, or violence of any kind will result in an immediate and lifetime ban.
- Gambling is prohibited in and/or around the event hall. Any player that gambles on the property will be immediately ejected from the tournament, and may be banned. If you want to gamble, go play at the tables, that is what they are for. If any equipment is damaged during a celebration or altercation the Tournament Organizer will hold the player(s) responsible for the cost of all damages.
- The organizers may want to film, photograph or otherwise record Entrants at any stage of the Tournament and by any means. Entrants shall be deemed to give the Promoter, and its associated companies, licensees and assigns permission to undertake such recording and to.
 - Edit, alter, reproduce, publish and distribute any such photographs, recordings and films or anything derived from them (the "Material") in any medium; and
 - Use the Material, in whole or in part, for any purposes it deems necessary to promote, advertise or exploit the products of the Promoter and/or its associated companies, licensees and assigns, and anything connected with or derived from them in perpetuity and throughout the universe.

These rules are an attempt to insure that the tournament runs fairly and as smoothly as possible. However, unforeseen circumstances may require a special response, and for that reason the Tournament Organizer reserves the right to change any of the tournament rules or remove any player at any time, for any reason, at their sole discretion.