

# PaceMan Rules

Effective date: 7th July 2024

- All runs submitted must be done by yourself, and must be associated with your own accounts. This means you cannot share access codes, nor can you create an access code that is linked to any account you do not own.
- All completions must be done **while streaming on your live account** (either main or alt). If not live for the whole duration of the run, the completion will not be submitted by the tracker and may be removed if it is submitted anyway.
- All runs **must have Any% category** selected, this is to ensure completions are autoretimed.
- You are strongly encouraged to **have VODs enabled** on your Twitch account. If any completion is deemed suspicious it will most likely be removed if we cannot review the run on your Twitch channel.
- All pace submissions or completions must be sent via an unedited version of the official PaceMan tracker. Any attempt to circumvent this will result in a permanent ban.
- Please follow [SRC Minecraft Any% ruleset](#), if you don't your run may be removed.
- Pace Baiting is not allowed. This is when a player intentionally does a first portal when they don't have enough resources and have no effective ways of getting more resources (ie 1 rod + 1 pearl) at a pingable pace just to get viewers.