



**TRICK
OR
TREAT
TOURNAMENT**

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RULEBOOK

General information

All players of **Deadlock: Trick or Treat** players must always follow these rules. By registering or participating in the tournament, participants confirm their understanding and agreement with its guidelines.

Organizers reserve the right to add, change, or delete rules. Changes will be announced in advance on the [relevant tournament channel](#). Organizers also have the right to make decisions in situations not covered by the rules in order to ensure fair play, equal conditions, and sportsmanship.

1. Right to participate (players)

1.1. Players from the RF and RB, as well as players from the temporarily occupied territories, are not allowed to participate in the tournament.

1.2. Only players who have passed verification are allowed to participate in the tournament. All information regarding the verification process will be provided later in the tournament Discord. The verification date is specified in section [6](#).

2. Right to participate (tournament)

2.1. All players must join the official [Discord Ukraine Community](#).

2.2. The team must consist of at least 6 main players.

2.3. The team has the right to make **1 replacement** during the entire tournament, by notifying the Administration no later than 24 hours before the match.

2.4. Teams can provide their own logo for broadcasts, otherwise the standard one will be used.

3. Esports ethics

3.1. All tournament participants are required to follow the rules of respect and sportsmanship. Any disrespect, provocation, or actions that may create tension among participants are unacceptable.

3.2. It is prohibited to use the following in profiles and during participation in the tournament:

- texts written in Russian
- symbols or statements that may cause political controversy or provocation;
- offensive, discriminatory, or degrading images or statements.

3.3. The organizers reserve the right to request changes to the profile, and in case of refusal or repeated violation, to remove the player from further participation in the tournament.

4. Tournament format

4.1. The tournament is held in a double elimination format (a bracket with elimination after two losses).

4.2. All matches are played in a **Best-of-One (Bo1)** format

4.3. The final match is played in a **Best-of-Three (Bo3)** format.

5. Prize money

5.1. Link to the bank account for contributions is provided by the organizers in the [official telegram channel](#).

5.2. Terms and conditions for prize payments:

- Prizes cannot be paid to bank cards of countries under sanctions.
- The format and method of prize payment are discussed individually with each team.
- Prize payments are made **without taking into account the commission for transferring funds between different banks** (the commission is paid by the recipient).

6. Dates

- 6.1. Tournament dates: November 1, 2025 – November 2, 2025
 - 6.2. The verification start date is starting from the opening of registration for the tournament. Verification is done on Discord.
 - 6.3. Last day of registration: October 30, 2025.
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7. Broadcasts

- 7.1. Players and streamers broadcasting tournament matches are required to set a minimum broadcast delay of **2 minutes**.
 - 7.2. The organizers have the right to determine penalties for violations of this rule.
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8. Tournament administration

- 8.1. The administration is responsible for organizing and supervising each match and has the final say in disputed situations.
- 8.2. Only the manager or captain of the team has the right to contact the Administration regarding rules or disputed issues.
- 8.3. Official communication channels during the Tournament:
 - [Discord Server](#);
 - Personal communication between the manager/captain and the Administration. Discord administrators of the tournament: @bizzi @mikola.07 @klim776 @roooombaa @digitalhug @xedlies;
 - Communication in All Chat is strictly limited and should be kept to a minimum.

8.4. The administration has the right to ignore messages sent outside of official communication channels or from individuals who are not managers or team captains.

9. Disciplinary penalties and fines:

9.1. Lateness

- The Tournament schedule is mandatory.
- Teams are required to join the lobby 5 minutes before the start of the match.

9.2. Being late is punishable

- 35 minutes — technical defeat in the first map;
- 60 minutes — technical defeat for the entire match.
- Repeated technical defeats may result in disqualification.

9.3. Pause / Disconnect

- Each team has up to 10 minutes of pause time during the game.
- Pauses are only permitted for technical reasons, which must be reported to the administrator.
- The use of pauses during the draft is prohibited.
- The administration may penalize abuse of pauses.

9.4. Cheating

- The use of cheats, third-party programs, or macros is strictly prohibited and will result in technical defeat.
- In severe cases, players may be disqualified or banned from future tournaments.

10. Deadlock Rules:

- 10.1. Use of bugs may result in technical defeat.
- 10.2. The administration considers all cases of bug abuse individually.
- 10.3. If a team writes “GG” during a match, it is considered a voluntary defeat.
- 10.4. Players are responsible for their actions: random selection of a hero/item is a reason to restart the match **only with the permission of the administration**.
- 10.5. If there is a failure, crash, or force majeure, the administration decides whether to restart.
- 10.6. All decisions regarding map restarts are reserved for the tournament administration.

11. Draft

- 11.1. Before the start of the match, the administration determines which team is **Heads** and which is **Tails**.
- 11.2. The draft will take place on this [website](#). The choice between **Amber Hand** (First Pick) and **Sapphire Flame** (Second Pick) is determined automatically by flipping a coin using the Discord bot **Coinflip Bot** (command **/flip**).

12. Lobby rules

- 12.1. Server: all matches must be played on the Warsaw server.
- 12.2. Lobby settings:
 - Cheats Disabled;
 - Visible to Everyone.

12.3. In case of violation of these rules, the organizers reserve the right to cancel the results of the match or disqualify the team.

13. Force Majeure Circumstances

13.1. This section has been introduced due to possible attacks on Ukraine's energy infrastructure, which may cause scheduled or emergency power outages. Such circumstances are beyond the control of organizers and participants, and they may affect the tournament schedule.

13.2. In case of power outages that make it impossible to hold matches, the organizers have the right to:

- Reschedule games to another time or day;
- Adjust the tournament schedule;
- Temporarily suspend the tournament until infrastructure is stabilized.

13.3. All schedule changes due to force majeure circumstances will be announced in the tournament's Discord/Telegram channel.

14. Verification

14.1. Players' Steam accounts must be public.

14.2. Verification will be carried out by moderators on Discord.

14.3. Leave your verification request in the appropriate [channel](#).