





Official Rulebook

# 1. General rules

The King of Battles - KB International Championship henceforth is being referred to as “tournament” and admins, organizers, official streamers and observers as “staff”.

All players are expected to have read and understood the rules before entering the tournament.

Since this tournament awards points for the ESL Pro Tour, all players must abide by and be eligible to play according to the official rules as stated in the EPT rule book also.

The staff of the tournament reserves the right to change the rules in case circumstances demand it. All decisions made by the staff are final and not disputable.

Each player picks a race (i.e. Protoss, Terran, Zerg or Random) at the beginning of the tournament and can not switch before the end.

The map pool for the event is as follows: Submarine LE, Deathaura LE, Pillars of Gold LE, Oxide LE, Lightshade LE, Romanticide LE, Jagannatha LE.

## 1.1. Requirements

Players have to be 16 years or older at least 24 hours before the first qualifier starts to be eligible to play in this tournament.

Players have to be Diamond league or above in order to compete.

## 1.2. Nicknames and aliases

The name a player signs up with on Challonge has to be the same as he/she uses on Starcraft 2. Staff reserves the right to demand a nickname change if the nickname is (including, but not limited to):

- defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, racist, sexist, homophobic, inciting hatred, or offending against good manners
- resembling or is identical to the name of a brand or a trademark, no matter if registered or not
- protected by third party rights if the user has no written permission to use it
- resembles or is identical to staff names
- a barcode

## 1.3. Server choice

### 1.3.1. EU Qualifier

EU qualifier default server is EU.

### 1.3.2. NA Qualifier

EU vs NA default server is NA East.

SEA/KR vs NA default server is NA West

NA vs NA default server is NA Central

SEA/KR vs EU default server is NA Central

### 1.3.3. KR Qualifier

KR qualifier default server is KR.

### 1.3.4. Main Event

#### 1.3.4.1. Agreements

The preferred solution is always for two players in a best-of-X series to agree upon a server or combination of servers. In that case, they can play on any servers they like, including servers that do not appear as "allowed" on the Default Servers Cross-Table (see 1.3.4.4). The Cross-Table will only come into play after two players have not been able to find an agreement.

If the players have found an agreement about servers, they should share it together with an admin, so that at a later point there cannot be any confusion. If no admin was involved or one

player was not involved in the sharing, Alpha X will not be able to enforce any agreement and will instead fall back to the "no agreement has been found" rules.

#### 1.3.4.2. Definitions of Locations

The following locations are how the world is split up for this topic, in mostly east-to-west order. If you cannot find your own location among these, please reach out to the administration.

- OC (Oceania): Australia, New Zealand and Oceania
- CN (China): Mainland China
- NEA (North-East Asia): Japan, Korea, Mongolia
- SWA (South-West Asia): All Asian countries that extend further west than the western-most part of India
- SEA (South-East Asia): Rest of Asia (including India)
- EUE (Europe East): All European countries that do not extend further west than the western-most part of Poland
- EUW (Europe West): Rest of Europe
- AF (Africa): All African countries
- LA: All American countries except USA and Canada
- NAC (North America Central): Manitoba, Ontario, Saskatchewan (Canada) & Arkansas, Illinois, Indiana, Iowa, Kansas, Kentucky, Minnesota, Nebraska, North Dakota, Ohio, Oklahoma, South Dakota, Texas, Wisconsin (USA)
- NAE (North America East): East of those
- NAW (North America West): West of those

#### 1.3.4.3. Location of a Player

Playing from inside your Region: If a player is playing from inside the (sub-)region that the match is for, his location is equal to his actual physical location. For global competitions or the global parts of a competitions, this is the case for all players

Playing from outside your Region: If a player is playing from outside the (sub-)region that the match is for, his location used for the Default Server choice will not be his physical location. Instead, the Location for the Default Server choice must be selected by that player from all available Locations inside the region of the match. Below is a table that shows which Locations are available in each region

| (Sub-)Region | Locations |
|---|---|
| KR | NEA |
| OC | OC, NEA, SEA, SWA |
| TW | SEA |

| | |
|---|---|
| CN | CN |
| EU | EUE, EUW, AF |
| LA | LA |
| NA | NAE, NAC, NAW |

Example: Player X has a Spanish passport but is living and currently situated in Dubai. Based on his passport and opposed to his residency, he selects to play in the sub-region of Europe. He has the choice between the two available Locations “EUW” and “EUE” and picks his Location as “EUE”, because that is the closest allowed to his physical location and should give him the least disadvantageous servers.

#### 1.3.4.4. Default Servers Cross-Table

If the players in a match could not agree on which server(s) to use, the Cross-Table is to be used in the following way:

a) For all except the “remaining” map (which was not picked by either player in the Pick/Ban process), the player that did not choose the map gets to choose any server out of the “allowed” servers listed in the Cross-Table for a matchup between the two Locations in question.
b) b) For the “remaining” map (which was not picked by either player in the Pick/Ban process), player “B” from the Pick/Ban process gets to choose any server out of the “remaining map” servers listed for a matchup between the two Locations in question.

Example: bo5 match in a global playoffs bracket, Frank (from location "EUW") is the high seed and Paul (from Location “NAE”) is the low seed. Both players cannot agree on servers for their match. So they will use the default servers from the Cross Table.

Default Servers Cross-Table:

https://docs.google.com/spreadsheets/d/1HL4Rdu8a-sM1hcypIODRtuPSxXdbIUTXPMJUvFMe1EQ/edit#gid=0

## 1.4. Veto System

Vetoes are as follows (A means player A, B means the other player, C means the remaining map):

- Bo3’s: Vetoes: ABBA then Picks: BAC
- Bo5’s: Vetoes: AB then Picks: ABABC

- Bo7's: Picks: ABABABC

During the qualifiers, the higher seed in the challonge bracket is player A

During the Main Event, the higher ranked player on Aligulac is player A.

# 2. Tournament format

## 2.1. Format of Main Event

### 2.1.1. Participants

The Main Event consists of 16 players:

- 2 Koreans invited according to EPT Korean ranking
- 2 non-Koreans invited according to EPT Circuit ranking
- 6 players from 2 Korean qualifiers
- 3 players from 1 EU qualifier
- 3 players from 1 NA qualifier

### 2.1.2. Group Stage

The Ro16 consists of a 16 player GSL style tournament, with 4 groups of 4 players. Each group has one invited player and 3 qualified players. Each group has 2 Koreans (or players coming from Korean qualifiers) and 2 non-Koreans.

Starting matches per group are Bo3s, then Winner's, Loser's and Decider matchers are Bo5s.

Top 2 of each group advance to Ro8.

### 2.1.3. Playoffs

The Playoff consists of a single bracket from Ro8 to Finals. Two players of the same group are on opposite sides of the bracket and in Ro8, a seed one always confronts a seed two.

Quarterfinals are Bo5, Semifinals and Finals Bo7.

## 2.2. Qualifiers

There are 2 KR qualifiers, 1 EU qualifier and 1 NA qualifier. Each of the 4 qualifiers consists of a double elimination bracket with top 3 qualifying from each. The qualifiers take place via Challonge.

Korean players can only play in the KR qualifiers. Non-Korean players can decide if they want to compete either in the KR qualifiers OR the NA/EU qualifiers.

All matches are Bo3.

The ingame chat channel is: KoB2020 (on all servers).

It is mandatory for players to be in that chat channel on the respective server they compete on.

Discord server invite: https://discord.gg/HvQ7Bda

Admins can grant walkovers in case players are more than 15 minutes late for a match or if a player does not fit the requirements. Those 15 minutes start as soon as an admin gets notified about the issue.

# 3. Prize

Prizes will be paid out via Matcherino.

Prize Distribution is as follows:

- 1st = 26%
- 2nd = 14%
- 3-4th = 8% each
- 5-8th = 5% each
- 9-16th = 3% each

EPT point distribution:

- 1st = 250 points
- 2nd = 180 points
- 3rd-4th = 125 points
- 5th-8th = 75 points
- 9th-12th = 50 points
- 13th-16th = 25 points

# 4. Observing and Streaming

Players may stream their own matches only during the qualifiers and at their own risk. The player alone is responsible for taking precautions against the possibility of stream sniping, e.g. putting a delay on their stream. Stream sniping that occurs on a players stream will not

be prosecuted. If the match is being streamed by the official broadcasting team, staff have to give their consent if the player may continue streaming their point of view.

All games are to be hosted with the WCS Gameheart extension regardless of being streamed or not to prevent unit and building skins from being shown to the players.

Staff cannot be denied from observing and broadcasting matches. Other observers are not allowed in the games.

Official broadcasters must have at least a 120 seconds delay on their stream.

Staff may request that a match is being delayed until they are ready to broadcast it.

Community streams cannot insist on broadcasting a certain series if a stream of their language already covers it. They are allowed to continue broadcasting a series in case an official broadcasting team of their language joins mid series.

During the Main Event, all the series are casted. All the maps are hosted by the staff.

# 5. Lag and Technical issues

If a player is disconnected from a game, the game has to be recovered from the replay. After being disconnected, players are not allowed to watch the replay or check the build order. If the disconnecting player can't reconnect after 15 minutes, they award a walkover to their opponent.

If an official member of the broadcasting crew is causing lags, they will immediately leave the game. If that is the observer, the game is to be recovered from replay to re-invite the observer. The same procedure is to be followed if one of the official broadcasting crew is being disconnected. If the member of the broadcasting crew cannot reestablish their connection within 5 minutes, the match may proceed without them.

# 6. Players behaviour

Each player should be representing him/herself and their team to the best of their abilities. Anything that falls short of that is considered unsportsmanlike and will be penalized depending on the severity. This includes, but is not limited to, excessive trolling, insulting, using derogatory or discriminating speech, purposely stalling the flow of the tournament or other unsportsmanlike behaviour towards other teams, players and staff.

Using third party programs, cheats, bugs or stream cheating will result in an immediate ban from this tournament and all future events held.

Staff reserves the right to reject players from this tournament if they have been banned from other leagues and tournaments due to evidence of cheating or poor behaviour.