



UNSW ESports Club

Contenders Cup T2 2024

Tournament Update

Welcome and for those of you returning, thank you for your continued support and interest in the Contenders Cup.

For Term 2, we are offering signups (both team and solo) for the following games:

- Rocket League
- Teamfight Tactics
- Overwatch 2
- VALORANT (Prime and Amateur)

Tournament Summary

We will be running tournaments in a one or two-day format. Each two-day tournament will feature one day for the 'group-stage' and the other for the 'finals'.

A maximum of 16 teams may sign up for each game. For Teamfight Tactics, a maximum of 48 players can play.

Each team must designate or will be designated a captain. These captains will have extra duties to perform to ensure our competition runs smoothly. All captains will be contacted regarding these duties on a date closer to their tournament, but it is the captain's duty to ensure their team is ready to play at their designated times.

Schedule

All games will be played online through the respective game servers unless otherwise specified.

Game	Date		Time
Rocket League	Week 3 Saturday	15th June 2024	2PM-5PM, 6PM-late
Overwatch 2	Week 3 Sunday Week 4 Sunday	16th June 2024 23rd June 2024	2PM-5PM, 6PM-late 2PM onwards
Teamfight Tactics	Week 4 Saturday	22nd June 2024	2PM-5PM, 6PM-late
VALORANT Amateur	Week 5 Saturday Week 6 Saturday	29th June 2024 6th July 2024	2PM-5PM, 6PM-late 2PM onwards
VALORANT Prime	Week 5 Sunday Week 6 Sunday	30th June 2024 7th July 2024	2PM-5PM, 6PM-late 2PM onwards



Location: [UNSW ESports Club Discord Server](#)

Stream: Matches will be streamed on [UNSW ESports Twitch](#)



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Contenders Cup Direct Contacts

Executive Role	Name Discord Name	Email
President	Ricky ricoro_	enquiries@unswesports.com.au
VP (Events)	Huda hururashi	



1. General Tournament Information

- All participating members must be registered in the UNSW ESports Club Discord to access the team channels and the voice channels.
- All members MUST use the correct corresponding voice channels in the UNSW ESports Discord during their matches.
- The UNSW ESports executives have the right to provide a warning (alongside an appropriate penalty on a per case basis) before disqualification from the tournament and if deemed necessary, ban from the server.
- Any participant found misusing any Discord pinging permissions will receive a penalty before disqualification from the tournament and if deemed necessary, ban from the server.
- Evidence of fraud/deception/cheating will result in disqualification from the tournament, results voided and forfeiture of prizes for the offending team. The offending player themselves will additionally be banned from participating in UNSW Esports competitions and teams for a time determined by the severity of the offense.
- All times listed in this document and our promotions are AEST (Sydney time).
- Communications regarding entry to the competition will be sent to all solo players and only the captains of team entrants. All teams will be finalised within 24 hours of registration closing and all entrants should expect to receive a direct message via Discord informing them of their entry before the end of this period.
- Teams will be seeded as per our internal scoring system, this may lead to certain teams having byes at different stages.
 - Though a bye may be scheduled it is the responsibility of the teams to ensure they are ready to play at any time over the course of the day should the situation change.
- Those players who sign up to the competition using the solo form will be sorted into teams based on skill level (attempting to satisfy friend preferences where possible).
 - To ensure teams have an adequate time-frame to prepare for the competition, teams will be organised only after enough solo entries have been received to form at least two teams. From these entrants the teams will be formed balancing the average skill level of both teams to the most even point possible.
 - This has been determined to be the fairest method to form even teams whilst also giving the teams adequate time to prepare themselves and practice should they choose to.
- Should any games come to a draw, where possible a point score will be used to determine a winner.
- Any UNSW ESports executives who wish to participate in a competition cannot be involved with the management of the respective game.
- Terminology used in this competition:
 - Match - Each map played, including both attack and defence where applicable
 - Game - Each set of matches played between two teams ending with a winning result
 - Round - Each set of games taking place at the same time



- All prizes must be collected in-person at UNSW premises by prize-winners within two weeks (14 days) of collection being made available.
 - Failure to collect prizes within the collection period without reasonable notice will be considered as forfeiture of prizes.
 - Forfeited prizes will be relinquished to the UNSW ESports Club for use in other society events such as but not limited to giveaway prizes
 - All UNSW Students must collect their prizes in-person unless in extraordinary circumstances and with notice given. Extraordinary circumstances include but are not limited to:
 - International UNSW Students studying from overseas
 - Domestic Students studying from an area where it would be unreasonable to travel to UNSW in order to pick up prizes (eg. >2 hour one-way car trip and no in-person classes at UNSW during the week)
 - UNSW ESports Club is not able to post prizes to prize-winners
 - The winning team of each game must collect their prizes at the same time to accommodate a photo-op for record purposes and possible distribution to social media pending team approval
- Finals for each game must be played with all player face cams switched on.
 - This will be conducted on either Discord or Zoom depending on the technology availability of each team.
 - Face cam video will not be stored or shared to any party other than the Contenders Cup tournament organisers.
 - Each players face cam must remain on for the entirety of the Finals of each game:
 - If face cam video drops out during the game, every reasonable effort must be made by each player to restore their face cam as soon as possible
 - Failure to maintain face cam video in absence of reasonable exceptions will result in the disqualification of the player
- Any questions regarding information in this document or queries about the Contenders Cup in general can be given to our Contenders Cup Direct Contacts or any other Executives.



2. Official Rules and Regulations

2.1 Player and Team Eligibility

All participants – including streamers, casters and watchers, must abide by the [UNSW Student Code of Conduct](#), [UNSW Arc Clubs Handbook](#), [Discord Community Guidelines](#), [Discord Terms of Service](#) and [Twitch Community Guidelines](#). All staff and attendees will be held accountable according to the professional standards.

- These competitions are open to any university students, tertiary students and recent graduates, all entrants of a team must provide valid information.
- Each team MUST have more than 50% of UNSW Students playing during the match. e.g. For CS2 and VALORANT, at least 3 team members must be UNSW students. This will be checked.
- **WINNING TEAMS CANNOT BE COMPRISED OF MORE THAN 50% OF THE PAST ROSTER INCLUDING SUBSTITUTES FOR 2 TERMS.** For example, for games consisting of 5 players (e.g. VALORANT, CS2, Overwatch 2), only 2 members can stay on the same team. For Rocket League, the whole team must disband.
- Should the identity of a participant on the day not match the information provided upon signing up, the player in question will face consequences and the results of any games that have been played may need to be adjusted.
 - The executives are not inhuman, and we will try to clarify with players regarding any information entered incorrectly. We want all players to enjoy the competition as much as possible, however we do place a strong emphasis upon player honesty.
 - We maintain a zero tolerance policy for account sharing in this tournament and the executives reserve the right to withhold providing teams their prizes should there be reasonable suspicion.
 - Smurfing does not exist in this tournament! Players of all competitive levels are welcome to join so long as they do not intentionally withhold information from the executives regarding their true/highest current competitive ratings.
- All players must play on the account they sign up with. Any player found playing on an account that is not registered will face consequences including but not limited to a forfeiture of the game(s) played.
- Players/Accounts that are banned or become banned after signing up (whether in-game or at a tournament or higher level e.g. ESIC) will not be allowed to play.
 - Should players find themselves unable to play for any other reason they may contact VP (Events) (**hururashi**) or one of the other executives to organise additional arrangements.
- There are no rank limitations for any players or teams, players of all skill levels are welcome to join, except where specified.
- All participating members must provide accurate and correct information in the sign-up forms.
- All participants must ensure that their ID's and in-game names are appropriate.
- Players with inappropriate aliases, handles or avatars will not be allowed to compete.



- We have the right to bar certain players from joining the tournament in extreme cases where the executive team believes that allowing the individual into the competition will not be in the spirit of Contenders Cup. This can be due to a combination of factors such as but not limited to; the level of competition the individual plays at, study status, age. In the small chance that a player on your team is barred from competing we will always provide a detailed explanation. You will also have the ability to appeal the decision in which our team will review the presented information and either - Allow the player to participate OR reaffirm that the player will not be allowed to participate.

2.2 Player Substitution

- Each team cannot have more than 2 formal substitutes.
- Substitutes can only be registered before the tournament begins. Any substitutes registered mid-tournament will not be allowed to play.
- For teams that will have a player become absent over the course of the competition, we ask that a full team be ready at all times. Rounds will not be delayed for lateness.
- There will be no negotiation regarding a redistribution of prizes should teams have a substitute. Competition prizes will remain the same as advertised regardless of the amount of players in the winning team.
- Teams must ensure that the playing roster with the substitute still complies with the rule of needing more than 50% UNSW Students on each team.
- Substitutes can only represent for one team.

2.3 Player Responsibility

- A schedule will be released prior to the tournament starting, detailing the match starting times.
- All team members must arrive and be ready to play within 10 minutes of the scheduled match starting time. Otherwise, it will be a loss of the first game. After 20 minutes, it will be the loss of the match. We advise team members to arrive 10 minutes earlier to prepare and set up.
- Should dropouts/connection issues occur, players may call for a restart only if the game is within its first minute of play.
 - If the first minute has passed, then an arrangement can be made so long as both teams agree to it. Otherwise, the match will resume as per usual.
- It is the responsibility of the player to inform the executive if there is a change in their Discord ID, in-game name, or summoner name after signing up for the competition.
- All participants are required to uphold, observe and respect a reasonable level of sportsmanship.
- All participants understand failure of following the rules will result in disqualification.
 - This applies not only to the player but their team.
- All matches will be played using the most recent patch of the games on the day of play.



- o Any requests for exception (e.g. abusable bug, glitch, etc.) must be raised with a member of the executive team prior to the commencement of any games on the day.
- All matches will be played using the most recent patch of the games on the day of play.
- Last minute withdrawals from the tournament without notice will be prohibited from entering the next tournament. This will operate on a three-strike system, including sign-ups for different games. This means if you signed up for three different games and failed to show up for all three games, you would have received three strikes.
- o For example, if you withdraw from the tournament last minute without alerting an Executive three times, you will be barred from playing in the next Contenders Cup.

2.4 Captain's Duties

- Captains are expected to organise their team and be the point of contact for the ESports executives, this includes forming group-chats, which is especially important for teams of solos.
- Expectations of a captain:
 - o Organise and communicate with their team in regards to game attendance and match organisation
 - o Behave in a civil manner whilst communicating both with other teams and with the club executives
 - o Uphold themselves to a respectful level, should a captain not display good sportsmanship then they risk their team facing the consequences.
 - o Unless conducted by the executive, it will be the responsibility of the two team captains to organise game hosting and map choices.
 - Games hosted by the executive will be announced just prior to the start of competition.
 - o Post results to the relevant channel following each match played using the following format:
 - Team A vs Team B - Winner: Team ---
(Insert Scoreboard Screenshot)
- It is recommended that captains save either a live-recording or a replay of each game in case a dispute occurs. Disputes may be raised within 48 hours of play (the executive attempts to address all issues as they occur, however we admit there will potentially be disputes that we miss). Any arguments wished to be put forward must be backed with evidence.

2.5 Spectating Attendees

- Games will be observed by tournament officials and streamed through the UNSW ESports Twitch.
- External attendees, including substitutes, cannot spectate the games in-client and without delay in Discord.



- All spectators must ensure they are abiding by the rules.

2.6 Streaming

- Players are allowed to stream their matches on their personal channels only from their point of view.
- It is recommended that streamed games employ at the minimum, a 5-minute delay to avoid stream-sniping. Executives will not rule against stream-sniping.



3. Game Rules

3.1 Rocket League

- There will be a maximum of 16 teams participating.
- The Rocket League Groups Stage and Finals Stage will take place on **Saturday, 15th June 2024** (Week 3).
 - If there are 8 teams or less playing, the bracket will be a Double elimination format, with one group. Otherwise, the bracket will be a Dual Double elimination format, with two groups of 8 teams.
 - Rounds will be played from 2pm-5pm, with a 1 hour dinner break, then finals will be from 6pm-late.
 - If the maximum number of teams join (16) you are expected to play a minimum of 2 games and maximum of 6 games.
 - All games will be BO5 except for the grand finals.
 - Grand finals will be BO7.
- Matches will be hosted by the players and it is up to the Captains to decide which team will be doing the hosting and to make sure the settings are correct.
- Match Settings:
 - Game Mode: Soccar
 - Arena: Mannfield, Champions Field, DFH Stadium (Captains must choose ONE for all matches).
 - Team Size: 3v3
 - Bot Difficulty: No Bots
 - Mutators: Set Series Length to 5 Games, everything else is set to default
 - Match Time: 5 minutes
 - Joinable By: Name/ Password
 - Region: Oceania



3.2 Teamfight Tactics

- There will be a maximum of 64 players (8 lobbies) participating.
- The Teamfight Tactics Groups Stage and Finals Stage would commence on **Saturday, 22nd June 2024** (Week 4).
- The tournament will be played on the most recent patch (as of 22nd June 2024). The set that will be played is Teamfight Tactics Set 11: Inkborn Fables.
- One player in each lobby will be assigned Lobby Leader.
 - The Lobby Leader will invite all players in their group and make sure everyone is ready before starting the game.
 - The Lobby Leader must then inform admins that the game has started.
- If the number of players checked-in is not a multiple of 8, excess players (at random) will be placed into the bye lobby if substitute players cannot be found.
 - Players cannot be placed in a bye lobby more than once.
- Players who drop out mid-way through the tournament must notify admins.
- No AFK-ing in any of your matches or you will be disqualified.
- Point system:
 - First Place: 8
 - Second Place: 7
 - Third Place: 6
 - Fourth Place: 5
 - Fifth Place: 4
 - Sixth Place: 3
 - Seventh Place: 2
 - Eighth Place: 1
 - Tiebreakers are determined by the number of first place wins a player has. If that is tied, it is determined by the number of second place wins a player has, so on and so forth.
 - Bye lobby players will receive 4 points.
- No collusion in match chat or in Discord that excessively alters standings/matchfix or targeting specific players. If any collusion or suspected collusion can be identified, this will result in disqualification.
- First place and second place players must take a screenshot of the results and paste it into the 'results' Discord text channel in the Contenders Cup category.



3.3 Overwatch 2

- There will be a maximum of 16 teams.
- All players for Overwatch 2 have to play on **PC only**.
- The Group Stage will take place on **Sunday, 16th June 2024** (Week 3).
 - It will be a Dual Double elimination format, with two groups of 8 teams. These will be Group A and Group B.
 - Teams will play until there are two teams left in each double elim bracket. Upper bracket winner will be seed 1 and the lower bracket winner will be seed 2.
 - Rounds will be played from 2PM-5PM, with a 1 hour dinner break, then 6PM-late.
 - If the maximum number of teams join (16), you are expected to play a minimum of 2 games and maximum of 5 games.
 - Matches/Game Modes will be a BO3 in the following order: Control, Hybrid, Escort. In the case of a tie, the game four tiebreaker will be Push.
- The Finals stage will take place on **Sunday, 23rd June 2024** (Week 4).
 - It will be a Single elimination format.
 - Matches/Game Modes will be a BO5 in the following order: Control, Hybrid, Push, Escort, Flashpoint. In the case of a tie, the game six tiebreaker will be an unplayed Control map.
 - Group A seed 1 will play Group B seed 2 and Group B seed 1 will play Group A seed 2.
 - Finals will begin at 2PM.
- During each Match, the game settings for Overwatch 2 should be the following:
 - Matches will be played on the "Competitive" Ruleset with Skins and Killcam off.
 - Every match will begin with a Control map type.
 - Sprays, Emotes, and Golden Guns are allowed.
- The first map pick is decided by a coinflip, where the winner chooses the first map.
- Subsequent map picks are chosen by the winner of the previous map. The loser of the previous map gets to choose which side they start off playing, if applicable.
- The Map Pool is as follows:
 - Control: Antarctic Peninsula, Busan, Ilios, Oasis
 - Hybrid: Hollywood, King's Row, Midtown, Numbani
 - Push: Colosseo, Esperanca, New Queen Street
 - Escort: Circuit Royale, Route 66, Watchpoint: Gibraltar, Havana
 - Flashpoint: New Junk City, Suravasa



3.4 VALORANT (Amateur)

- Ranked restrictions apply, with a maximum of 1 Diamond (peak, any tier) player on the team and all other players must be Platinum or under.
- There will be a maximum of 16 teams participating.
- The Group Stage will take place on **Saturday, 29th June 2024** (Week 5).
 - It will be a Dual Double elimination format, with two groups of 8 teams. These will be Group A and Group B.
 - Teams will play until there are two teams left in each double elimination bracket. The upper bracket winner will be seed 1 and the lower bracket winner will be seed 2.
 - Rounds will be played from 2pm-5pm, with a 1 hour dinner break, then from 6pm-late.
 - If the maximum number of teams join (16) you are expected to play a minimum of 2 games and maximum of 5 games.
 - All matches are BO1.
- The Finals stage will take place on **Saturday, 6th July 2024** (Week 6).
 - It will be a Single elimination format, all matches are BO3.
 - Group A seed 1 will play Group B seed 2 and Group B seed 1 will play Group A seed 2.
 - Finals will begin at 2pm.
- All agents are now available to play as of the rules being written (28/05/2024). Patches will be monitored and agents may be banned on short notice if they will affect the competitive integrity of the competition.
- All games are to be set in tournament mode in the custom games settings.
- Teams are allowed to call tactical timeouts through the vote timeout function (limited to one per half).
- Team will also have 5 minutes of allocated time for technical issues (such as disconnects or gear issues) per map. Teams must state in chat when this timeout is being used.
- Games will be hosted by the players and it is up to the Captains to decide which team will be hosting and to make sure the settings are correct.
- Map picking process
 - Maps must be picked from the following map pool:
 - Ascent, Bind, Icebox, Haven, Lotus, Sunset, and Abyss.
 - A coinflip will be used to decide who is TEAM A or B. Winner of the coinflip can choose which team they would like to be. Coinflips must be done in the COINFLIP channel for record keeping purposes. This will be continued for the upper bracket. For the lower bracket, the team coming from the upper bracket will be allowed to choose whether they are TEAM A or B.



- The structure of the map banning will be as follows for all stages prior to Finals:
 - TEAM A BAN
 - TEAM B BAN
 - TEAM A BAN
 - TEAM B BAN
 - TEAM A BAN
 - TEAM B BAN
 - TEAM A PICK SIDE
- The structure of the map banning will be as follows for Finals with coinflip to decide TEAM A or TEAM B.
 - TEAM A BAN
 - TEAM B BAN
 - TEAM A PICK MAP - TEAM B PICK SIDE
 - TEAM B PICK MAP - TEAM A PICK SIDE
 - TEAM A BAN
 - TEAM B BAN
 - FINAL MAP REMAINS - TEAM A PICK SIDE



3.5 VALORANT (Prime)

- There will be a maximum of 16 teams participating.
- The Group Stage will take place on **Sunday, 30th June 2024** (Week 5).
 - It will be a Dual Double elimination format, with two groups of 8 teams. These will be Group A and Group B.
 - Teams will play until there are two teams left in each double elimination bracket. The upper bracket winner will be seed 1 and the lower bracket winner will be seed 2.
 - Rounds will be played from 2PM-5PM, with a 1 hour dinner break, then from 6PM-late.
 - If the maximum number of teams join (16) you are expected to play a minimum of 2 games and maximum of 5 games.
 - All matches are BO1.
- The Finals stage will take place on **Sunday, 7th July 2024** (Week 6).
 - It will be a Single elimination format, all matches are BO3.
 - Group A seed 1 will play Group B seed 2 and Group B seed 1 will play Group A seed 2.
 - Finals will begin at 2PM.
- All agents are now available to play as of the rules being written (28/05/2024). Patches will be monitored and agents may be banned on short notice if they will affect the competitive integrity of the competition.
- All games are to be set in tournament mode in the custom games settings.
- Teams are allowed to call tactical timeouts through the vote timeout function (limited to one per half).
- Team will also have 5 minutes of allocated time for technical issues (such as disconnects or gear issues) per map. Teams must state in chat when this timeout is being used.
- Games will be hosted by the players and it is up to the Captains to decide which team will be hosting and to make sure the settings are correct.
- Map picking process
 - Maps must be picked from the following map pool:
 - Ascent, Bind, Icebox, Haven, Lotus, Sunset, and Abyss
 - A coinflip will be used to decide who is TEAM A or B. Winner of the coinflip can choose which team they would like to be. Coinflips must be done in the COINFLIP channel for record keeping purposes. This will be continued for the upper bracket. For the lower bracket, the team coming from the upper bracket will be allowed to choose whether they are TEAM A or B.
 - The structure of the map banning will be as follows for all stages prior to Finals:
 - TEAM A BAN



- TEAM B BAN
 - TEAM A BAN
 - TEAM B BAN
 - TEAM A BAN
 - TEAM B BAN
 - TEAM A PICK SIDE
- The structure of the map banning will be as follows for Finals (Team A will be seed 1, Team B will be seed 2):
- TEAM A BAN
 - TEAM B BAN
 - TEAM A PICK MAP - TEAM B PICK SIDE
 - TEAM B PICK MAP - TEAM A PICK SIDE
 - TEAM A BAN
 - TEAM B BAN
 - FINAL MAP REMAINS - TEAM A PICK SIDE



4. Team To-Do List (IMPORTANT)

After registering your team, please ensure you follow the checklist below and your team is familiarised with the Rulebook. If you have signed up as a solo member, you will be informed of the rest of your team members. After so, please familiarise with the below information and the rest of the Rulebook.

For Team Signups

- Ensure all team members, including substitutes, are familiar with the Rulebook and its contents. This includes the tournament dates and times.
- Ensure all team members are in the UNSW ESports Club Discord Server and have been verified before the match date.
 - Executives will have to provide Discord roles for channel and voice chat accessibility, hence the earlier the better.
- Ensure your game clients are updated and ready to be utilised on the tournament day.
- Notify all executives of any changes of Discord names, in-game ID's and substitutes before the tournament day.
- Coordinate some scrims with fellow members in the Discord or other in preparation

On the Tournament Day

- Ensure all players of your team are active on Discord an hour before the tournament begins to ensure they are ready to respond to any last-minute information.
- Ensure your team members are in the allocated voice channels in the UNSW Esports Discord Server 15 minutes before matches begin.

For Solo Signups

- Ensure you reply to our Executive's (**hururashi**) message that you will receive a couple of days after signups have closed. Information regarding your teammates and their Discord details will be enclosed.
 - Elect a team name and captain
- Ensure all team members, including substitutes, are familiar with the Rulebook and its contents. This includes the tournament dates and times.
- Ensure your game clients are updated and ready to be utilised on the tournament day.
- Notify all executives of any changes of Discord names, in-game ID's and substitutes before the tournament day.
- Coordinate some scrims with fellow members in the Discord or other in preparation

On the Tournament Day

- Ensure all players of your team are active on Discord an hour before the tournament begins to ensure they are ready to respond to any last-minute information.



- Ensure your team members are in the allocated voice channels in the UNSW ESports Discord Server 15 minutes before matches begin.