UNSW ESports Club
Contenders Cup T1 2024

Tournament Update

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

For Term 1, we are offering signups (both team and solo) for the following games:
- Counter Strike 2 (CS2)
- League of Legends
- VALORANT (Prime and Amateur)

Tournament Summary

We will be running every tournament in a two-day format, which will be held in a one-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.

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
League of Legends	Week 4 Saturday Week 5 Saturday	9th March (Group Stage) 16th March (Finals)	2PM-5PM, 6PM-late 2PM onwards
Counter Strike 2	Week 4 Sunday Week 5 Sunday	10th March (Group Stage) 17th March (Finals)	2PM-5PM, 6PM-late 2PM onwards
VALORANT Amateur	Week 6 Saturday Week 7 Saturday	23rd March (Group Stage) 30th March (Finals)	2PM-5PM, 6PM-late 2PM onwards
VALORANT Prime	Week 6 Sunday Week 7 Sunday	24th March (Group Stage) 31st March (Finals)	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 I Discord Name	Email
President	Ricky I ricoro_	enquiries@unswesports.com.au
VP (Events)	Huda I 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 themself 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.

- o Failure to collect prizes within the collection period without reasonable notice will be considered as forfeiture of prizes
- o Forfeited prizes will be relinquished to the UNSW ESports Club for use in other society events such as but not limited to giveaway prizes
- o 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)
- o UNSW ESports Club is not able to post prizes to prize-winners
- o 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.
    - o This will be conducted on either Discord or Zoom depending on the technology availability of each team
    - o Face cam video will not be stored or shared to any party other than the Contenders Cup tournament organisers
    - o 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
    - o 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 meal 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.
- 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 League of Legends

- There will be a maximum of 16 teams participating.
- The Group Stage will take place on Saturday, 9th March 2024 (Week 4).
    - It will be a double elimination format, with 2 groups.
    - Teams will play until there are 2 teams left in each double elimination bracket.
    - Rounds will be played from 2pm onwards.
    - If the maximum number of teams join (16) you are expected to play a minimum of 2 games and maximum of 4 games.
    - All matches are BO1.
- The Finals stage will take place on Saturday, 16th March 2024 (Week 5).
    - It will be a Single elimination format, all matches are BO3.
    - Finals will begin at 2PM.
- 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.
- All games are to be set in tournament draft in the custom games settings.
- A coinflip will be used to decide who picks the starting side for the first game: red side or blue side. Coinflips must be done in the COINFLIP channel for record keeping purposes.
- 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.
- All champions are now available to play as of the rules being written (23/02/2024). Patches will be monitored and champions may be banned on short notice if they will affect the competitive integrity of the competition.
- Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason at the discretion of the Executive team.
- If a player is unable to select a champion and a champion is randomly selected then a pick/ban restart will be allowed, under the condition that picks and bans prior remain the same.
- Pick/bans must be done on prodraft for all games in this tournament.

3.2 Counter Strike 2

- There will be a maximum of 16 teams participating.
- The Group Stage will take place on Sunday, 10th March 2024 (Week 4).
    - 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, 17th March 2024 (Week 5).
   - 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.

- Games should be set up as the following:
   - MR12 Format
      - Two 12 round halves
      - First to 13 wins
      - Tie in 2 Maps results in MR3 Overtime

- The maps that are available for play are those in the active duty map pool. Currently it is Mirage, Vertigo, Inferno, Anubis, Ancient, Overpass, and Nuke.

- Each team will have two 60 second tactical timeouts per map. Teams must type "tact pause'' in chat if using this.

- 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. Teams must type "tech pause" in chat if using this.

- Map picking process
   - 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

- Future rounds will be decided by seeding (based on score-lines of the round previous. The team with the higher seed can pick which Team they want to be). In the scenario both teams win by the same scoreline - whichever side finishes first will be the team picker.
- The structure of the map banning will be as follows for Finals (Team A will be the team from the upper bracket, Team B will be the team from the lower bracket):
    - 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

3.3 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, 23rd March 2024 (Week 6).
  - 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, 30th March 2024 (Week 7).
  - 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 (23/02/2024). 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, Breeze, Lotus, Sunset, and Split.
  - 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

3.4 VALORANT (Prime)

- There will be a maximum of 16 teams participating.
- The Group Stage will take place on Sunday, 24th March 2024 (Week 6).
  - 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, 31st March 2024 (Week 7).
  - 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 (23/02/2024). 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, Breeze, Lotus, Sunset, and Split.
  - 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.