

ROG SHOWDOWN: TEKKEN 8 TOURNAMENT REGULATIONS

Document Code: ROG-T8-R1.1

Effective Date: October 2025

CHAPTER I – GENERAL FRAMEWORK

Article 1 – Purpose

1.1 This document defines the official competitive regulations governing the *Tekken 8* Tournament under the **ROG Showdown Esports Championship**, organized by **iPlay.LK**.

1.2 Its objective is to ensure uniformity, integrity, and professionalism consistent with international Tekken World Tour standards.

1.3 These regulations are binding upon all registered players, referees, officials, and staff.

Article 2 – Governance and Authority

2.1 The tournament is operated under the supervision of the **iPlay.LK Esports Operations Committee (EOC)**.

2.2 The **Tournament Director**, **Head Referee**, and appointed **Match Officials** possess full authority to interpret and enforce all provisions herein.

2.3 All decisions rendered by the Head Referee or Tournament Director are final and not subject to appeal.

Article 3 – Concurrent Title Participation

3.1 ROG Showdown concurrently hosts *Tekken 8*, *Street Fighter 6*, and *Mortal Kombat 1*.

3.2 Players may compete across multiple titles; however, the master schedule shall take

precedence.

3.3 If match times conflict between titles:

a. Referees shall issue a **walk-over** for absent players if a delay would disrupt event timing.

b. No rescheduling, postponement, or rematch shall be permitted.

3.4 Players must self-manage timing and attendance across titles.

Article 4 – Prize Structure

4.1 Total Prize Pool – LKR 25,000.

4.2 Distribution:

a. Champion (1st Place): LKR 15,000

b. Runner-Up (2nd Place): LKR 10,000

4.3 No award shall be issued for third place.

4.4 All prizes are subject to verification of eligibility and rule compliance.

CHAPTER II – TOURNAMENT FORMAT AND OPERATION

Article 5 – Format

5.1 Structure: **Single Elimination (1v1 Knock-Out)**.

5.2 Match Format:

a. All rounds (except Grand Final): Best-of-Three (Bo3).

b. Grand Final: Best-of-Five (Bo5).

5.3 No lower bracket or third-place match exists.

5.4 Eliminated players exit the tournament immediately.

Article 6 – Scheduling and Punctuality

6.1 All matches adhere strictly to the published schedule.

6.2 Players must report within five (5) minutes of call time; failure results in forfeiture.

6.3 No extensions or replays will be granted for lateness or multi-title conflicts.

6.4 Only verified technical issues confirmed by the Head Referee justify a restart or delay.

Article 7 – Match Station Setup

- 7.1 Each match station is equipped with an ASUS ROG system configured to uniform standards.
 - 7.2 Game settings must conform to Article 8.
 - 7.3 Unauthorized changes to system options constitute a rules violation.
 - 7.4 A Match Referee will oversee all sets to ensure compliance.
-

CHAPTER III – GAMEPLAY REGULATIONS

Article 8 – Game Version and Settings

- 8.1 **Title:** *Tekken 8* (latest official patch and build on tournament day).
 - 8.2 **Platform:** PC or Console (as announced by iPlay.LK).
 - 8.3 **Game Mode:** Versus (1 Player vs 1 Player).
 - 8.4 **Rounds per Game:** Best of 3 Rounds.
 - 8.5 **Timer:** 60 seconds per round.
 - 8.6 **Stage Selection:** Random.
 - 8.7 **Stage Hazards:** Enabled (as default).
 - 8.8 **Camera Settings:** Default only.
 - 8.9 **Health and Damage Scaling:** Default values.
 - 8.10 **Accessibility Features:** Optional, provided they confer no competitive advantage.
 - 8.11 **Network Mode:** Offline (Local Versus) only.
-

Article 9 – Match Procedure

- 9.1 Before the first game, players must conduct a brief button check under referee supervision.
- 9.2 After each game:
 - a. The losing player may change character and/or stage.
 - b. The winner must retain the same character but may change stage only if the loser opts for a random selection.

9.3 If a controller malfunction occurs, the player must pause immediately and signal the referee. Unauthorized pauses incur a round forfeit.

9.4 If disconnection or interruption occurs mid-match, the Head Referee will determine replay conditions.

9.5 Results must be verified and signed by both players and referee before leaving the station.

Article 10 – Character and Stage Regulations

10.1 All base and DLC characters officially released by Bandai Namco seven (7) days or more before the event are eligible.

10.2 The following restrictions apply:

- a. Unreleased or early-access characters are prohibited.
- b. Custom costumes that modify hitboxes, visibility, or add distracting visual effects are banned.
- c. Players must select official preset outfits (1P or 2P) only.
- d. Training Stage and modded stages are prohibited.

10.3 Mirror matches are allowed.

10.4 Banned character selection results in immediate game forfeiture and warning; a second offense results in disqualification.

Article 11 – Heat System and Gameplay Rules

11.1 The Tekken 8 Heat System, Rage Arts, and Rage Drives are enabled as per default rules.

11.2 Macro inputs or turbo controllers to automate these functions are strictly forbidden.

11.3 Intentional stalling (e.g., not engaging to delay round timeout) may result in warning or round loss.

11.4 Players must maintain neutral positions until “FIGHT” appears on-screen; premature inputs before the start signal may void the round.

Article 12 – In-Game Conduct

- 12.1 Players must refrain from verbal abuse, taunting, or unsportsmanlike gestures during play.
 - 12.2 Obstructing an opponent's view or interfering with equipment constitutes misconduct.
 - 12.3 Persistent misbehavior may result in expulsion from the venue at the Head Referee's discretion.
-

CHAPTER IV – EQUIPMENT AND TECHNICAL STANDARDS

Article 13 – Controller Policy

- 13.1 Permitted Devices: Standard fight sticks and gamepads.
 - 13.2 Wireless controllers must be desynchronized after use.
 - 13.3 Unapproved adapters or converters are not allowed.
 - 13.4 Hardware alterations providing mechanical advantage will lead to disqualification.
-

Article 14 – Technical Interruptions

- 14.1 If technical failure occurs, the referee shall attempt to restore the exact score and round state.
 - 14.2 If impossible, a round replay or match restart will be ordered.
 - 14.3 Any player proven to have caused disruption intentionally will be disqualified.
-

CHAPTER V – DISCIPLINE AND SPORTSMANSHIP

Article 15 – Behavior and Integrity

- 15.1 All competitors must conduct themselves professionally at all times.
 - 15.2 Harassment, discrimination, or verbal aggression is strictly prohibited.
 - 15.3 Breaking equipment or engaging in hostile acts toward staff or spectators will result in permanent ban from iPlay.LK events.
 - 15.4 All participants are bound by the **iPlay.LK Fair Play and Integrity Policy**.
-

Article 16 – Dispute Resolution

- 16.1 Protests must be submitted within five (5) minutes of match completion.
 - 16.2 Evidence (screenshots or video) is required.
 - 16.3 Head Referee's judgment is final and binding.
-

CHAPTER VI – MEDIA AND PUBLICITY

Article 17 – Media Rights

- 17.1 All match footage, photos, and recordings become the property of iPlay.LK and ASUS ROG.
 - 17.2 By participating, players grant permission for their names, handles, and likeness to be used in promotional materials without compensation.
 - 17.3 Unauthorized streaming or broadcasting of official matches is prohibited.
-

CHAPTER VII – LIABILITY AND FINAL PROVISIONS

Article 18 – Liability

- 18.1 iPlay.LK and ASUS ROG bear no responsibility for personal injury or property loss during the event, except as required by law.
 - 18.2 Players compete at their own risk and must ensure their equipment meets event standards.
-

Article 19 – Amendments and Interpretation

- 19.1 The organizers reserve the right to modify these regulations to reflect patch updates or logistical requirements.
 - 19.2 Amendments take effect immediately upon official announcement.
 - 19.3 The English edition is the sole authoritative text for interpretation.
-

Article 20 – Acceptance of Regulations

20.1 By registering for the Tekken 8 Tournament, each player acknowledges and accepts these rules in their entirety.

20.2 Violation of any provision may result in forfeiture, disqualification, or exclusion from future iPlay.LK events.