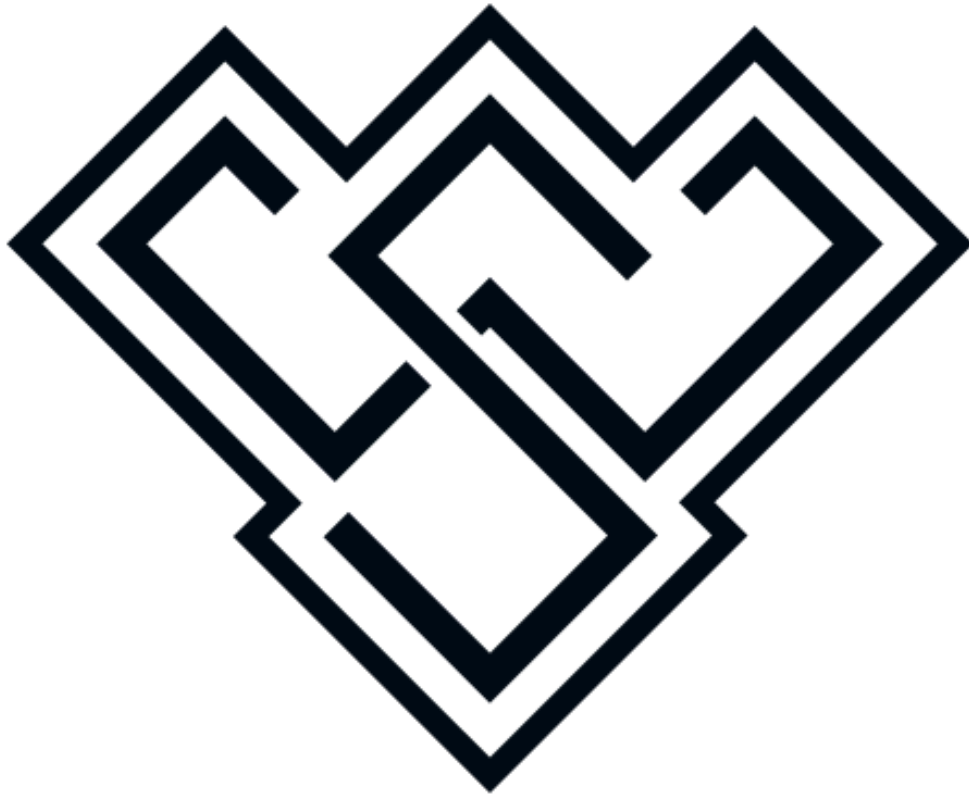


Valentines Skrimz Speed Duos 2025

Rules & Regulations

All rules and official tournament information can be found throughout the length of this document.



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1. Introduction:

Welcome to the **Valentines Skrimz Speed Duos 2025!**

All questions and concerns regarding the event can be found either in our “Skrimzworld Events” discord or through the “Event Format” tab on the start.gg. The #contact-staff channel outlines either “discord” or “in game” questions depending on its relevance. All sections and terms regarding the rulebook must be adhered to and by signing up the individual agrees to all terms and conditions of competing.

The staff team at SKRIMZWORLD are here to assist and ensure that players are able to enjoy/uphold a level of respect that ensures the tournament will run smoothly and to ensure that competitive rulings are produced to a high calibre and with delicate consideration. All Rules and Regulations are presented to players and must be adhered to otherwise penalties including but not limited to disqualifications may be applicable.

The following document outlines the rules and protocols surrounding the tournament.

Tournament Administrators reserve the right to make competitive rulings at any point during the tournament.

Any behaviour that breaches the following rules and regulations is punishable by, but not restricted to:

- ❖ Game disqualification.
- ❖ Series disqualification.
- ❖ Removal from the tournament.
- ❖ Temporary or permanent suspension from all Skrimzworld events.
- ❖ Temporary or permanent suspension from all Skrimzworld digital forums and platforms.

2. Definitions:

Gamemode: "Soccer" - All games MUST be played using the "Soccer" game mode.

Region of play: All games must be played on "Oceania" (OCE) servers. This tournament is region locked.

Team Size: All teams must play under the "2v2" Selection in the "Team Size" category.

Game: A single 5 minute period of gameplay.

Series: A set of either three (3) games where the winner is determined by the team that achieves the majority of game wins.

Player: An individual competing in the tournament.

Team: A group of two (2) core players, competing in the tournament.

Skrimzworld: The organisation in which this event is sanctioned under.

Tournament Administrator: An individual who is arranging and supervising each component of the tournament.

Tournament: The competitive period of events between event start and conclusion. "Speed Dating" Bracket: The tournament progression for teams.

2.1 Seeding.

For Seeding purposes in the **Valentines Skrimz Speed Duos 2025**, Players will be organised by the following parameter.

1. All players will be given random partner's irregardless of skill levels. As this is an unseeded event, it is advised that players be ready to play with a wide variety of opponents.
2. Players will be given a random seed number upon check in for the event and have their partners and opponents determined via a random number generator.

3. Tournament Format & Schedule:

Format:

Players will go through a speed dating format meaning that each player will get a randomised teammate for the next series.

Players are scored on a scale out of 10 based on 2 factors, the factors are as shown below;

Factor 1: The player's personability.

Factor 2: The player's skill.

Event:

Event | Day 1 : 14 February 2025: 5pm AEDT. All series will be Best-Of-Three (Bo3) With players being put into groups of 2 based on their seeding. (Seeding is determined on "First Come First Serve" basis of the signups.)

4. Prize Pool Allocation:

1st Place	\$100.00 AUD
1st Place's Selected Preferred Partner	\$100.00 AUD

Note: Following the conclusion of the tournament, payment information will be requested by Tournament Administrators from the winning teams. Teams have 14 days to provide the aforementioned details.

Note: In the event of a tie, prize pool will be split amongst winning players.

5. Event Structure:

The following restrictions apply to all individuals and teams who wish to participate in the tournament.

5.1 Roster Regulation:

All registered teams must state their core roster (1 player) required on the “Valentines Speed Form” when registering to compete in the tournament.

Only players who have been registered to a team are permitted to compete by the deadline set on “Skrimzworld Events Discord Server.” Teams are not permitted to compete with non-registered players.

Coaches, managers or any additional support staff including substitutes are NOT permitted to be in the lobby at any time.

5.2 Tournament Protocol

Prior to the commencement of the Valentines Skrimz Speed Duos, all players and teams must be registered on The Google Form Registration.

All teams that have registered for the event will be required to be in the [Skrimzworld Event Discord Server](#), where all information regarding registrations, matches, and brackets will be communicated.

All teams and individuals must follow the Match Protocol, until they have either been eliminated from the competition or have won the Main Event.

Entering the match, at the commencement of the series, details for the corresponding match will be allocated by the Tournament Administrators on Discord.. Both teams must check in on discord in order to make the details available.

Teams are required to follow instructions stated by Tournament Administrators.

Players must await all players to join the lobby before commencing the series.

ONLY the CORE LINEUP are permitted to be in the lobby during a series.

Alternates must not be spectating within the lobby during an active series.

If found in breach of doing so, this will be treated as a form of cheating and can result in disqualification from the event.

During broadcasted matches, teams will be required to await direction from Tournament Administrators prior to commencing the series.

5.3 Match Settings

5.3.1 2v2 Standard Game Settings

- Game Mode: Soccer
- Default Arena: DFH Stadium
- Team Size: 2v2
- Series Length: Best of 3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Epic Games Store, PlayStation, Nintendo Switch, Steam, or Xbox
- Server: Oceania (OCE)
- Team Colours: Default

5.3.2 Controllers.

All standard controllers, including mouse and keyboard, are legal.

5.4 Match procedures

5.4.1 Hosting and Team Colors.

Tournament Administrators will specify which Team is blue and which Team is orange. Teams will be instructed how to host the Match.

5.4.2 Re-Hosts.

Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues. During any Match before either (a) a goal has been scored or (b) fifteen (15) seconds have elapsed (whichever is sooner), Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

5.4.3 Servers.

“Oceania” Servers will be used for all matches.

5.4.4 Game Start.

Players may not join their designated side until all Players from each Team have joined the

5.4.6 Reporting Scores.

After a Match is completed, participating players must submit the Match result and their player feedback card to Tournament Administrators in a designated chatroom. The losing Team must also confirm the Match result. Taking a screenshot of the results screen or saving the replay file of the Match is required in case of disputed results. If a Team disputes a Match claiming a win and submits proof of its claim, the other Team must submit proof of its claim to avoid an automatic forfeit of the Match. Any Teams or Players found to have submitted false or doctored results will be subject to disciplinary action.

Players will be given a player feedback card at the conclusion of the event which must be completed correctly and sent to a tournament admin to be eligible to receive prizing.

5.4.7 Observers.

For all Events in-game observers are not allowed except for Tournament Administrators or previously authorised individuals. Teams that are found to have shared lobby details for the purposes of allowing an unauthorised observer into the Match will be subject to disciplinary action.

A Player or Team shall be permitted to stream live coverage of his/her/its Gameplay through an online streaming platform (e.g., Twitch, Kick, Tiktok, YouTube, etc.).

5.5 Match Obligations.

5.5.1 Punctuality.

All Teams must have all members of a roster physically present or in the online Match lobby by the designated Match start time. Teams that do not have a full roster ready to play after ten (10) minutes of the Match start time will be subject to disciplinary actions. During all Matches, the Team Point-of-Contact must be responsive in the designated chat room at least ten (10) minutes prior to the designated Match start time. Match start times may be adjusted by Tournament Administrators, in their sole discretion, depending on any Tournament accelerations or delays.

5.5.2 Forfeits.

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators. Notwithstanding the foregoing, even with such authorization, such Teams may be subject to disciplinary actions.

6. Issues.

6.1 Definition of Terms.

“Bug” means an error, flaw, failure, fault or other technical issue that produces an incorrect or unexpected result, or otherwise causes Rocket League and/or a hardware device to behave in unintended ways.

“Intentional Disconnection” means a Player losing connection to Rocket League due to the Player’s actions or inaction. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

“Server Crash” means all Players losing connection to Rocket League due to an issue with the game server.

“Unintentional Disconnection” means a Player losing connection to Rocket League due to problems or issues with the game client, platform, network, or PC.

6.2 Technical Issues.

Due to the nature and scale of online competition, except as otherwise determined by Tournament Administrators in their sole discretion, Matches will not be restarted or made null due to Bugs, Intentional Disconnections, Server Crashes, or Unintentional Disconnections. Except as otherwise determined by Tournament Administrators in their sole discretion, any technical issues or bug encounters must be played through and will not be cause for a remake. If a Team calls for a rematch due to a technical issue or bug encounter, such Team must save the replay and submit it to the Tournament Administrators for review. During a broadcasted Match, Tournament Administrators may halt Gameplay to review and subsequently restart the Game if deemed necessary by Tournament Administrators in their sole discretion.

6.3 Match Disruptions.

6.3.1 Disconnects.

If a disconnect occurs in the Double Elimination Bracket, the shorthanded Team must continue to play out the single Game within the Match. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match but may not join in the middle of subsequent Games in the Match. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five (5) minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the Match, this will be considered a Game loss.

6.3.2 Stoppage of Play.

Tournament Administrators may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and stay attentive to Tournament Administrators instructions.

6.3.4 Restarts.

Tournament Administrators may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

6.3.5 Log Submission.

If a Player or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and if Tournament Administrators determine that the restart was falsely requested, such Player or Team will be subject to disciplinary actions.

7. Communication.

7.1 Support Channel

Tournament Administrators will be available to answer Player-specific questions and provide additional assistance throughout the Event via the applicable links below:

[Skrimzworld Events Discord Server](#)

7.2 Match Communications.

For each Match, Teams will communicate with their opponents and Tournament Administrators (as applicable) in a designated chatroom during all online stages of the Tournament. For live events, once a Match has officially begun, communication with anyone not designated as playing within the current Match is strictly prohibited and may result in immediate disqualification of the Player(s) or Team. Tournament Administrators will notify Players of the designated chatroom prior to the start of each stage of the Tournament.

7.3 Arenas:

In the Open Qualifier Double Elimination Bracket, all Games are played on the default DFH Stadium.

For broadcasted Matches, Teams may request to avoid an arena due to performance issues and are required to submit a detailed request to Tournament Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by Teams to avoid an arena.

7.4 Player Eligibility:

In order to participate in **Valentines Skrimz Speed Duos 2025** individuals must reside in the regions defined as “Southeast Asia” & “Oceania”, the countries within this region are;

Australia, Papua New Guinea, New Zealand, Fiji, the Solomon Islands, Federated States Of Micronesia, Vanuatu, Samoa, Kiribati, Tonga, the Marshall Islands, Palau, Tuvalu, Nauru, Brunei, Burma (Myanmar), Cambodia, Timor-Leste, Indonesia, Laos, Malaysia, the Philippines, Singapore, Thailand and Vietnam.

All participants MUST be 13 years of age or older to participate in any Skrimzworld Event.

8. Code of Conduct

The following Code of Conduct aims to ensure that players uphold the values which help maintain the integrity of the community. The following code applies to individuals who participate in any Skrimzworld Tournament, past or present, or become a member of the Skrimzworld associated social media platforms.

8.1 Player Conduct

- a. All players must conduct themselves in a way that is at all times with the general principles of personal integrity, honesty, and good sportsmanship.
- b. Players must be respectful of other Players, Tournament Administrators, and other community members.
- c. Players are strongly advised to not engage in any form of harassment or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity prior, during, or following the tournament's conclusion.
- d. Each player is expected to play to the best of their ability at all times during the tournament. Any form of unfair play is prohibited by these guidelines, and may result in disciplinary action.

Examples of unfair play include the following, but not limited to:

- i. Collusion and/or match fixing.
- ii. Hacking and/or otherwise modifying the intended behaviour of the game client.

- iii. Using any kind of cheating device, program, or similar cheating methods to gain a competitive advantage.
- iv. Use of macro keys or similar automated in-game actions.
- v. Impersonating another player or falsely playing as the intended registered player.
- vi. Intentional disconnect from the tournament without legitimate reason.
- vii. Betting or gambling on your individual, the team, or opponent's performance during the tournament.

8.2 General Conduct

All participants must be respectful of the Tournament Administrators and any other staff involved in the competition, tournament organisation, sponsors, partners, teams, players, attendees, and any other participants at all times. Participants must not use obscene gestures, language, or offensive comments, including but not limited to;

- a. Hate Speech or inappropriate behaviour
- b. Violent or physical aggression or behaviour
- c. Harassment of any kind
- d. Discriminatory words, phrases, or gestures
- e. Trolling
- f. Any “sound-alike” or “look-alike” words or phrases that reference these topics. Any other type of conduct deemed inappropriate at the discretion of Tournament Administrators.

Any conduct that is deemed to be in violation of this Rulebook, or in association with Rocket League Terms and Conditions, is punishable and may result in disqualification and permanent removal from all associated Skrimzworld events.

9.)

Licensing:

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