

ThyPirateKing Esports
TPK Esports Fantasy Strike One Year Anniversary Tournament! - 3v3 - 2020 -
Double Elimination - RULES AND REGULATIONS

All times listed are in EST. By participating in the FANTASY STRIKE WEEKLY TOURNAMENT, players affirm they meet all requirements and agree to the following rules:

Tournament Organizer(s) and/or Administrator(s) have the final say regarding anything that is relevant to the tournament as a whole.

Tournament Organizer(s) and Administrator(s) Discord Information For Any Issues Regarding the Tournament:

1. ThyPirateKing#0356

Discord Servers: <https://discord.gg/3fnBbE3> and <https://discord.gg/FantasyStrike>

1. Player Eligibility

1. **Entry:** Participation is open to all regions. There are no entry fees. Players are able to find the registration to this tournament at:
<https://challonge.com/communities/ThyPirateKingEsports/tournaments>
2. **Core Pack:** Players who enter this tournament must have the Core Pack for Fantasy Strike in order to enter this tournament. This is so you have the ability to friend match all players in order to play your matches.
3. **Account Standing:** Players must possess Fantasy Strike accounts in good standing. Players with in-game bans on record will not be allowed to compete.
4. **Communication:** Both players must have access to Discord and join the server at <https://discord.gg/3fnBbE3> or at least be in the official Fantasy Strike Discord at <https://discord.gg/FantasyStrike> in order to communicate with event staff and/or resolve any disputes. Failure to do so may result in disqualification. Official tournament communication will be done through the #fantasy-strike-tournaments text channel.
5. **Code of Conduct:** Players must adhere to the following code of conduct at all times. Players are responsible for reporting disruptive, harmful, or unsportsmanlike behavior to tournament administrators. Failure to follow the code of conduct may result in any of the penalties outlined in section 1.5

1. Treat tournament staff and fellow players with respect. Actions and language that are insulting, threatening, abusive, or offensive are not permissible.
2. Competitive integrity must be upheld at all times. Corrupting the competitive integrity of the tournament can occur through hacking, exploiting, collusion, account sharing, registration under multiple accounts, or other methods of cheating not listed here.
3. Players must follow the instructions or decisions of tournament staff at all times.

6. **Penalties:** Penalties for breaking the Code of Conduct outlined above may result in the following penalties at the discretion of tournament administrators, depending on the severity of the infraction:

1. Automatic disqualification
2. Forfeiture of prizes
3. Suspension from current and future tournaments for a period of time to be determined by the tournament administrators.

7. **The TO reserves the right to deny entry to users who have behaved poorly in the past or who have been determined by the TO to be divisive or toxic influences on the community**

2. Tournament Structure

1. **Basic Structure:** The tournament is double-elimination where players will face each other in a best of one game of TEAM BATTLE MODE. The winner will continue to advance through the rounds and the loser will move into the loser's bracket or be eliminated from the tournament if they are already in the loser's bracket.

2. **Reporting Scores:** Players must take a screenshot of the final screen of team battle which shows both player's names as well as the overall winner. In the event of any disputes, these screenshots will be the record of a player's wins. The winner of the match must DM this screenshot to one of the tournament organizers (TO) on the Discord server. If there is no dispute, a text message reporting the winner of the match to the #fantasy-strike-tournaments text channel is sufficient. The text message must state "@TournamentOrganizer [Username1] defeats [Username2]".

3. **Matches:** Players must be online in both Fantasy Strike and Discord. Players will be notified through Discord when their match starts. Players will have 15 minutes to start their match or risk disqualification from the tournament.

4. **Streamed Matches:** Throughout the tournament, certain matches will be streamed live via Twitch and/or recorded. All players must add ThyPirateKing and other tournament administrators (upon request) to their in-game friend list and allow spectators. If a tournament administrator notifies a player to wait for a spectator before starting the match, the player must comply.

5. **Scheduling:** Players will be notified of their start time and position in the brackets 30 minutes before the start time of the tournament on Discord. Players will be able to track the schedule on Challonge.

6. **Check-in:** Players must check-in to the tournament channel on Discord 10 minutes prior to the start time of the tournament. The start of the tournament is subject to change up to 48 hours prior to the event. The latest update will be reflected on the Challonge page. All players must have added (at minimum) ThyPirateKing to their in-game friends list and allow spectators at this time. Checking in is not required necessarily, but if you are not available for your game and you did not check in when your match starts, you will be given the loss for that match.

7. **Character Picks:** All matches will be double-blind team picks. Either player can send a request to a TO in the #fantasy-strike-tournaments channel if they want an impartial third-party to administer the team picks. The TO will receive the full team list from both players and will then notify each player what the teams are. In the absence of a TO, each player will select one character at a time, simultaneously. Neither player can cancel a character pick during this process.

3. Technical Requirements

1. **Spectating:** All players must register the tournament administrator(s) to their in-game Fantasy Strike friend list to allow administrators to monitor/stream matches. Spectating must be turned on in the game options. At a minimum, ThyPirateKing must be added to each player's in-game Friend List.

2. **Technical Difficulties:** Players facing technical problems during the event will be given a 10-minute grace period to resolve the issues before being disqualified.

3. **Disconnection:** In the event of a disconnection during a match, take a screenshot if possible of the current game state. If both players disagree on how to proceed, a tournament administrator will spectate the match. In the event of a dispute on the current match state, the screenshot will be used as the basis of recreating the match state by the tournament administrator. The players will simulate the rest of the team battle through single battle. The tournament administrator will randomly determine which characters from each player's team will be matched each game. Each game will still be a best of three rounds. When

a player wins three rounds (the third round can not be won by double KO per the team battle rules), the players will proceed to character select to begin the next game as determined by the tournament administrator.

4. Updates: Players must have the latest version of the game to be able to participate in the tournament.

5. Hardware Requirement: Players must satisfy the minimum hardware and networking requirements as specified by the game development studio. Intermittent connectivity issues that disrupt competition should be reported on Discord.

4. Registration

1. You can register for these tournaments at <https://challonge.com/communities/ThyPirateKingEsports/tournaments>

5. Connection Issues, Refunds, and Solutions:

1. Entry Fee Tournament:

In the event of connection issues for an entry fee tournament and a very laggy game state between the player, a player may request an administrator of the tournament to determine if the connection between the players is too much for a game to be played.

This decision will be made by the administrator by playing against both players and spectating both players playing against each other in order to determine the connection issue.

In the event that the connection between the two players is too laggy, at the administrator's discretion, each player will have the decision to receive a full refund of the entry fee of the tournament, at the cost of dropping out of the entire tournament.

In the case where the connection issue creates a scenario in which neither player can reliably connect to the other player, whichever player can reliably connect to an administrator will be given the win for the tournament and the player who was unable to connect to the administrator reliably may request a refund and if they are given the refund, will be dropped from the tournament.

In the case where the connection issue creates a scenario in which neither player can reliably connect to the other player or the administrator, both players

will receive a loss, the first player to receive the loss in the tournament in this case, it would be determined randomly by the administrator if needed and both players may request a refund and if the refund is approved, then they will both be dropped from the tournament.

Each player will also have the decision to continue to play their match out to determine a winner through playing their tournament match if possible to do so even though the connection issues.

If one player decides to play even with the connection issues, and the other does not decide to play, the winner will be the one who decided to continue playing and the other player will receive a full refund of the entry fee of the tournament and also be dropped from the tournament.

This refund will only be given out to players in a tournament that has a prize pool based on the number of players in the tournament itself.

In a tournament where the prizes of the players are based specifically on how many wins a player has in the tournament, no refund will be given.

(An example of a tournament with prizes based on wins would be this: With an entry fee of \$5, each wins the player receives in the tournament, that player would win \$5)

(An example of a tournament with a prize pool would be this: With an entry fee of \$5, if 10 players enter the tournament, the prize pool is \$50 and that \$50 is spread across the top players at the end of the tournament)

A full refund of the tournament entry fee is also determined based on any fees that have to be taken to refund the player(s). As an example, if the entry fee for the tournament is \$5, and a player receives a refund, but the fee to give the refund due to online payment methods is \$1, then the player will receive \$4 as a refund.

Any player may be refused a refund of the entry fee or any other fees of the tournament for any reason or for no reason during, before, or after the tournament. Administrators and organizers also have the final say as to what the solution is for a connection problem during the course of the tournament and the

tournament organizer have the final say in any issue involving refunds, or connection problems between players.

2. Free Entry Tournament:

In the case of a connection issue in a free entry tournament, as long as the connection between the two players is not to the point of consistent disconnects where a game cannot be played, as determined by an administrator, the game will still, be played out, or a player may choose to take a loss for that tournament match.

In the case where the connection issue creates a scenario in which neither player can reliably connect to the other player, whichever player can reliably connect to an administrator will be given the win for the tournament.

In the case where the connection issue creates a scenario in which neither player can reliably connect to the other player or the administrator, both players will receive a loss, the first person to receive the loss in the tournament, in this case, it would be determined randomly by the administrator if needed.

6. Prizes

1. **Method:** PayPal (Be aware that there may be a fee for PayPal which may affect the amount of the prize) or Amazon gift card

2. **Prize Pool:** \$100 USD. This is subject to change in that the number could become larger.

3. **Prize Distribution** (This is also subject to change if the prize pool gets larger than \$100 USD):

- 1st Place: 50%
- 2nd Place: 25%
- 3rd Place: 15%

- Two random participants in the tournament who did not place in a position to receive a prize will receive \$5 USD.
 - In order to qualify for this random drawing, you must have checked in and played at least one match.

3. **Future Prizes:** Future tournaments **will** have prizes as well.

7. Contact

The tournament organizer is ThyPirateKing. They can be contacted at the official Fantasy Strike Discord at <https://discord.gg/FantasyStrike> and at the Discord used for this tournament at <https://discord.gg/3fnBbE3>

ThyPirateKing's Discord Is: ThyPirateKing#0356

8. Donations:

Where to Donate:

If you would like to help support this or any other tournament, you can donate here at: [PayPal.me/ThyPirateKing](https://paypal.me/ThyPirateKing).

- Simply add a note to the donation through PayPal so I know which tournament you want to support, and any extra details you might want to add.
- If you need more space to give extra details, you can contact ThyPirateKing through discord at the username ThyPirateKing#0356 or Twitter at <https://twitter.com/ThyPirateKing>.

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