FANTASY STRIKE OFFICIAL LAUNCH TOURNAMENT (FSL) 2019 RULES AND REGULATIONS

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

1. Player Eligibility

1. **Entry:** Participation is open to all regions. There are no entry fees. Players will register for the tournament through Challonge at
https://fantasystrike.challonge.com/FSL_PS4
https://fantasystrike.challonge.com/FSL_Switch

2. **Account Standing:** Players must posses Fantasy Strike accounts in good standing. Players with in-game bans on record will not be allowed to compete.

3. **Communication:** Both players must have access to Discord and join the server 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 #tournament channel.

4. **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.

5. **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.

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. Loser's Bracket Finals and Grand Finals players will face each other in a best of three game of TEAM BATTLE MODE.

2. **Reporting Scores:** Players must take a screenshot of the final screen of team battle which shows both players 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 #tournament 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 Leontes 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 on July 27th/July 28th 2019 at 1100 PDT 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 of the tournament on July 27th/July 28th 2019 at 1200 PDT. The start of the tournament is subject to change up to 48 hours prior to the event. The latest update will be reflected in this document and on the Challonge page. All players must have added (at minimum) Leontes to their in-game friend list and allow spectators at this time.

7. **Character Picks:** All matches (with the exception of Loser's Finals and Grand Finals) will be double-blind team picks. Either player can send a request to a TO in the #tournament 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. For Winner's/Loser's Finals and Grand Finals, the first match is double-blind, administered by a TO. The subsequent matches will be loser's counterpick.

3. Technical Requirements

1. **Spectating:** All players must register the tournament administrators 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, Leontes 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://fantasystrike.challonge.com/FSL_PS4

https://fantasystrike.challonge.com/FSL_Switch

2. Tournament registration closes on July 26th 2019 at 1800 PDT.

5. Prizes

1. **Method:** None! Battle for pride and glory!

2. **Prize Pool:** None! If pride and glory are not enough, then honor and satisfaction.

6. Contact

The tournament organizers are Leontes and shobbs001(the rook hugger). They can be contacted at the official Fantasy Strike Discord at https://discord.gg/FantasyStrike