

Skulls Exordium Cup Qualifiers

RULES BOOK



Important informations :

- All players must be present on our Discord server, with their in-game name and tag always visible throughout the tournament: <https://discord.gg/skulls-esports>
- Permanent substitutes are players that are part of the main roster. While Emergency substitutes can be used once per team.
- Teams can consist of a total of 7 players. 5 main players and 2 permanent substitutes.
- Players are always locked to the team they originally signed up with until the team is knocked out or they for other reasons become free agents. This also applies to orgs signing up with several teams.
- Team leaders are responsible for all communication on behalf of their team to the Skulls Esports Tournament Officials, and must always happen through a support ticket. In our support category on the Discord server.

1. Countries and Regions

The 2023 Skulls Exordium Cup Qualifiers are open to the EMEA region..

2. Team Member Eligibility

To be eligible to compete in the Qualifiers, each Player must satisfy all of the following:

- Player account's level must be 40 or higher, if any account didn't meet the requirements it should be changed or the player won't participate.
- All player's Ranks must be Immortal + (current).
- All players must be present on our discord server and have registered in the website of play.toornament.com/fr/tournaments/6386404233256001536/participants and filled the doc file.
- Players shouldn't have ids that may harm the participant teams, viewers and the org's staff.
- All players must show up in time and connect to their team's discord voice channel 30 minutes before the designated match time. If a player fails to do so, the team can use one emergency substitute once or get disqualified.

3. Presence:

• Round1

1-Be ready to participate in the map banning process.

2-Arrival time is critical,any team captain who is late by more than 10 minutes (starting from 7:30PM) will forfeit their opportunity to ban maps and choose their starting side.

3-Your punctuality and presence play a crucial role in the success of the game and is greatly appreciated.

4-Time management is a critical aspect of the game and your promptness is greatly appreciated.

5-Please make sure to review and adhere to these guidelines to ensure that the game starts smoothly and on schedule.

4. Roster Rules

1. Starters & Substitutes

- Each Team must maintain, at all times during the Competition, five players in the Team's starting line-up ("Starters"). A Team has the option of adding three additional players to act as substitutes ("Substitutes").
2. **Minimum Roster Requirements**
 - All Starters, and any Substitute who replaces a Starter, must be eligible to participate in the tournament. Teams must comply with the minimum roster requirement at all times during the competition. If at any point a Team's roster falls below five players, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the ORG Officials, at their sole discretion.
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 3. **Multiple Teams**
 - A player cannot participate for more than one team at the same time and cannot be listed on the roster of multiple teams
 4. **Roster Changes**
 - If any roster changes players that are not registered as substitutes, the team will be disqualified.
 - A team must play their first game with the players that have been registered for the tournament (including main players and substitutes). The team must complete the tournament with the same roster.
 - If a team makes changes to their roster with players who are not registered as substitutes, the team will be disqualified.
 5. **Substitutions**
 - For Matches involving more than one Map (i.e., a best-of-three or best-of-five Match), a Team may replace their current Starters with Substitutes in between Maps, provided that the Team informs the tournament admins and receives approval of such substitution no later than five minutes after the conclusion of the previous game.
 - In the event that a Player disconnects during a map and is unable to return within the allocated pause time, the Team will be permitted to replace them with a Substitute from their Roster.
 - In the event of an emergency at any point during a Match, a Team will be given up to ten minutes to produce an eligible Substitute on-site. If a replacement cannot be found then the Team will forfeit. Any substitute must be an eligible member of the Team roster.
 6. **Coaches**
 - Teams may have one coach. If a Team has a coach, then that coach may be present for every Match in which the Team participates. Coaches connect to the team's voice discord channel and will only be allowed to talk to players and others during the Agent and Map selection process for each Match, timeouts, half-times and in between Maps (if applicable).
 7. **Player Names**
 - A player's official nickname or Riot ID will be selected at the time of registration and may not be changed at any time without the prior written approval of the Tournament Officials.
 - A Riot ID may not include any word or phrase in any language that is offensive, toxic or hurtful.

3. Competition Format

1. Groups

- All games will be (BO3) single elimination.
- 4 Groups of 4.
- Every team plays 3 BO3 Games against every team from the group.
- Every Game won gives the team 3 points.
- Top 2 teams from every group (Teams with most points) qualify to the tournament and will play against the 8 invited teams.
- lost game = 0 points

5. Map Selection Process

The map pool consists of Haven, Split, Ascent, Lotus, Icebox, and Fracture. Any additional maps released may be added to the map pool, any changes will be communicated to Teams in advance.

2. Best-of-One Matches

Team A and Team B will be decided by a wheel of luck. Team A starts the process and the map for the Match will be selected according to the following procedure:

- o Team A bans 1 map
- o Team B bans 1 map
- o Team A bans 1 map
- o Team B bans 1 map
- o Team A bans 1 map
- o Team B picks 1 of the remaining maps
- o Team A picks side for the map

3. Best-of-Three Matches

Team A and Team B will be decided by a wheel of luck. Team A starts the process and the map for the Match will be selected according to the following procedure:

- o Team A bans one Map
- o Team B bans one Map
- o Team A picks Map 1
- o Team B picks side for Map 1
- o Team B picks Map 2
- o Team A picks side for Map 2
- o Team A bans one Map
- o Team B bans one Map
- o Map 3 is only Map remaining
- o Team A picks side for Map 3

4. Agent Select & Match Start

Once Agent Select has started, Players will have 85 seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must notify a tournament admin of their intended selection before the Agent Select timer expires. In this case the Agent Select process will be restarted with the same Picks up until the mistake occurred, after which the Player must choose their intended Agent. In the case that the Player notifies a VRL Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

5. Pauses & Crashes

1. Timeouts (Tactical Pauses)

- Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60 second clock will begin when both teams' Coaches are connected and able to communicate with their players.
- If a player had a crash in the discord app or just disconnected and continued playing, the player has 2 min to reconnect and if he didn't the team will be eliminated.
- Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted an additional Timeout.

2. Technical Pauses

Teams are allowed to use one Tec pause during the game, Suspension of Play (Est. delay 10+ minutes)

Examples: player disconnected from game, monitor went black, computer froze for longer than 3 seconds (less time could classify as an equipment check), any programs crashed during gameplay, etc.

6. Lobby Setup

A tournament admin will create a lobby and invite both teams' leaders.

Lobby Settings:

Map: Decided in the Pick & Ban phase

Mode: Standard.

Server: Paris (Another server can be played on if both teams agree in the lobby chat)

Options:

Allow cheats: Off.

Tournament mode: On.

Overtime: Win by Two: On.

Play out all rounds: Off.

Hide Match History: Off.

7. Streaming

- Here are the rules for teams that wish to stream their games on their Twitch or social media platforms 1 Players must obtain permission from the tournament managers before streaming their POV. 2 Streamers are held responsible for moderating their accompanying chat to maintain a positive and respectful environment. 3 The tournament's logo "Skulls Esports" must be used as a permanent overlay. 4 The tournament's sponsor logo must also be used as a permanent overlay. 5 The tournament reserves the right to remove access to the stream program if any of these rules are broken. Please make sure to follow these guidelines to ensure a smooth and enjoyable experience for all participants.

8. Punishments

- Teams will lose the ability to pick maps and select a side depending on severity of the rule break.
- Teams can also risk having their match forfeited.