

Skyesports League Pokemon Unite RuleBook

Rules and Regulations

TOURNAMENT DETAILS

Tournament Name: Skyesports League Pokemon Unite

Organizer: Skyesports

Game: Pokemon Unite

Region: India

Prize Pool: 1000000 INR

SCHEDULE

Stage 1 Round Robin: 11th June to 17th June 2023

Stage 2 Playoffs: 18th June to 25th June

FORMAT

Phase 1 Round Robin

8 teams will be put in a single group where they will be facing every other team in a best of 5 series. At the end of Phase 1, the Top 4 teams will advance to the phase 2 of the tournament.

Phase 2 Playoffs Double Elimination Brackets

The top 4 teams from Phase 1 will be seeded into a Double Elimination Bracket from which the Champion will be determined.

1. GENERAL

1.1 Administration and announcements

1.1.1 Everybody who is authorized by Skyesports to administer the competition based on its rules and regulations will be called an "admin" or "referee" in the following, the collectivity of all admins will be called the "administration".

1.1.2 Any news article posted on the Skyesports Official Discord and/or the official competition website serves as an official announcement for the competition.

1.1.3 Official announcements as well as statements of referees at any place (e.g. competition website, social media, Discord, whatsapp) can ignore or overrule the following rules in order to make the competition as fair as possible. In case of contradicting declarations, the most recent announcement or admin statement counts.

1.2 Participants & Teams

Every real person - unless officially banned - with a valid pokemon unite account and a resident of the described region is allowed to participate in the competition and will be called "participant" in the following. Participants joining a team in order to fulfill the minimum required amount of team members will be called a "team" in the following.

1.3 Commitments

1.3.1 By attending the competition participants acknowledge without limitation to comply with the rules and regulations, official announcement, and with the statements and decisions made by the referees.

1.3.2 Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.

1.3.3 Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.

1.3.4 Every participant must always have the newest version of Pokemon Unite installed and has to check for updates in time before each match. Unless a new version comes out right before the match, patching is not a valid reason to delay it.

1.3.5 Every team accepts the official schedule of the competition and declares its ability to be available during these times.

1.3.6 Every team and participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.

1.4 Communication

The primary communication platform is Discord/Whatsapp. At least one member of each team has to be available as much as possible, and - if there is one - stay inside the official whatsapp group until the team gets eliminated from the competition.

1.5. Game version

All players must install the latest Pokemon Unite version in your Andriod/iOS. Emulators are strictly prohibited in this tournament. Any team/player that is found using Emulators will be subjected to penalties under Rule 6.

1.6. Tie breaker rules

In case of a tie, the winning team will be decided on the basis of the following order:

- 1) No of clean sweep (3-0)
- 2) Avg goals scored (Total goals scored divided by total rounds played)
- 3) Head to Head Battle

2. Teams and Players

2.1 Team Size

A Team has to consist of at least five participants with two optional substitute. Those persons will be called "team members" or "members" of the team in the following.

EVERY TEAM MUST HAVE A CREATOR/INFLUENCER IN THEIR PLAYING 5 (FACE CAM IS MANDATORY FOR THE CREATOR/INFLUENCER)

A Team that fails to play a game (skips a game due to certain circumstances) will be subjected to a penalty of prize pool deduction. (20% of the prize pool each game the team skips)

Note: The administration highly recommends a lineup of at least 6 players. Unexpected issues for one single player are not a valid reason to postpone matches.

2.2 LINEUP INFO

2.2.1 All teams have to provide the administration the following information upon request:

- Full names of all members
- Pokemon accounts of all members
- Primary nicknames of all members
- Nationality of all members
- Identity of the captain and optionally of the manager
- Team logo
- Whatsapp number/discord account of the captain/manager

2.2.2 The team's official lineup for the competition is the players that were registered during the registration phase of the tournament.

2.3 Lineup Changes

2.3.1 Team members can be removed anytime as long as at least five members are left. To request a removal, the captain or manager of the team or the affected member himself has to contact an admin about it.

2.3.2 A new member (substitute) can only be added during the competition, if he hasn't played a game for another team inside the competition. To request an addition, the captain or manager of the team has to provide the administration all additional information to comply with rule 2.2
(Note: This is only applicable for the Phase 1 stage of the tournament)

2.3.3 If any data about the team needs to be changed, the captain or manager of the team can request this towards an admin at any time. If any data of a specific team member needs to be changed, the participant or his captain or manager can request this towards an admin at any time.

2.3.4 If another team member (other than the current captain/manager) should be declared captain or manager of a team, it has to be confirmed by either the current (old) captain/manager or at least four other members of the team.

3. SCHEDULE AND PUNCTUALITY

3.1 Game times

3.1.1 The official schedule of the competition is announced on The Player Handbook and/or on the competition's website. The teams will also be informed about it via whatsapp/Discord. This schedule includes the time of each match which represents the start time of game 1 of the match.

3.1.2 If a delayed end of a previous match prohibits a match to start on schedule (due to either one of the involved teams still playing or the official broadcaster still streaming the previous match within the same tournament), the match time is changed to 10 minutes after the end of the previous match.

3.1.3 In a match consisting of more than one game, the official start time of each following game is set to 10 minutes after the end of the previous game.

3.2 Rescheduling

Rescheduling a game will not be possible. However, under extreme circumstances, if the management allows, a game can be rescheduled.

4. HOSTING & SETTINGS

4.1 Lobby Hosting

4.1.1 Every game gets hosted by a referee. The teams receive the lobby ID from him about 10 minutes before the match time in the Discord match room. At least one member of each team has to be present at that time to communicate with the opponents and administration.

4.1.2 Participants are not allowed to pass the password on to anyone but the other members of his team for the match.

4.2 Spectators

Only referees, official broadcasters, Skyesports staff members, anyone authorized by a referee, and the ten players are allowed to be inside the game. Team managers may join the lobby, but have to leave before the game starts. Everyone else has no permission to enter.

4.3 Lobby settings

The lobby should be set to Tournament Mode, Theia Sky Ruins (Draft Pick). All lobby settings should be maxed out.

5. DURING A GAME

5.1 Picks & Bans

Every Pokemon is allowed to be played in the tournament. However, the management/admins have the right to ban one or more Pokemon during the tournament if necessary.

5.2 Bugs

If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Knowingly abusing a bug is strictly forbidden.

5.3 Tools / Hacks

The usage of any third party related tools/apps aside from the Pokemon Unite apk/iOS software during a match is strictly forbidden.

5.4 Ending

A game is finished, only when the whole 10 minutes is played completely, or when the administration decides on it. (note: **Surrendering during a game is strictly forbidden**)

6. RULE VIOLATION & PUNISHMENT

6.1 Breaking of the rules or ignoring the order of an admin may result in a punishment for a whole team or a specific player. Type and amount is chosen by a referee.

6.2. Possible Team Punishments

- Default Loss for one game
- Default Loss for the whole match
- Prize Money Reduction
- Temporary or permanent ban from the tournament
- Ban from other Skyesports competitions

6.3 Possible Player Punishments

- Temporary ban from the competition
- Permanent ban from the competition
- Ban from other Skyesports competitions

6.4 Rule violations in other tournaments

Heavy rule violations on external Pokemon Unite leagues or tournaments may also result in punishments for Skyesports competitions.

5. PRIZE MONEY SPLIT:

The prize structure for the tournament is as follows.

Total Prize Pool:- 1000000 INR

1st Place	- 4,00,000 INR
2nd Place	- 2,50,000 INR
3rd Place	- 1,00,000 INR
4th Place	- 50,000 INR
5th Place	- 25,000 INR
6th Place	- 25,000 INR
7th Place	- 25,000 INR
8th Place	- 25,000 INR
MVP	-
Star Player	-