

NITRO LIVE SEASON III



JANUARY/FEBRUARY 2021
INFORMATION

HEATS

Sunday 31st January 12pm GMT

Monday 1st February 2am GMT

SEMIFINALS

Thursday 4th February 12pm GMT

Friday 5th February 12am GMT

FINALS

Friday 5th February 6pm GMT

PRESENTED BY
CYBERDOG EVENTS

Rules & Information

What is Nitro Live?

Nitro Live: Season 3 is the follow up to the successful [Saturday Nitro Live](#) and Nitro Live 2.0, tournaments that were run throughout 2019. The tournament is much the same as its predecessors. This time, however, we're kicking it up a notch in terms of excitement and skill.

Players can [sign up for the event here](#). Sign up for each qualifier event closes 24 hours before the first heat starts.

Tournament Format

The tournament will be structured as so:

Heats

- Players who sign up to participate in the tournament will be grouped together with others sharing a similar time zone (as best as we can).
- The amount of groups are capped at 2 and the size of the groups will be determined by the amount of players who sign up to the tournament, with a maximum group size of 17 (allowing for 3 referee's).
- Players will be given time slots based on first come first served basis.
- Players who sign up late, will be put on a wait list for their preferred Timezone.
- Each group will play three successive games of Nitro UHC.
- Players must earn "points" within their group. In the Heats stage:
 - Player Kill prior to Deathmatch = 1 point
 - Player Kill in Deathmatch = 5 points
 - Third = 1 point
 - Second = 2 points
 - First = 3 points
- Points are tracked for each player in the group and are awarded by a referee
- The top 6 from each group will progress to the semifinals.

Semifinals

- There will be two groups of semifinals, with 6 people in each group.
- Players must earn "points" within their group.
 - Player Kill prior to Deathmatch = 1 point
 - Player Kill in Deathmatch = 5 points
 - Third = 1 point
 - Second = 2 points
 - First = 3 points
- There will be three games per round.
- At the end of each round, the top 3 will progress to the finals. (Total of 6 players in the finals)

Finals

- In the finals, all finalists will play together in three games of Nitro UHC, giving a total of 6 players.
- Players must earn “points” in rounds 1 and 2 of the finals. The final round will be “Last Man Standing”
 - Players earn three points for winning a game.
 - Players earn two points for coming second in a game.
 - Players earn one point per other player they kill.
- There will be 3 rounds in the finals.
- Each round will be a knockout round, where the 2 players with the least points, are knocked out, the remainder move on to the next round.
 - Round 1 = 6 players
 - Round 2 = 4 players
 - Round 3 = 2 players.
- The winner of the final round will be declared the winner of *Nitro Live: Season3*. An awards ceremony will take place, including a presentation of the prize by the organizers.

Rules

- You must have a **linked** Dogcraft.net account to compete in the tournament. Entry will be denied to unlinked players.
- The violation of any server rules while participating in a Nitro UHC is strictly prohibited and may lead to disqualification at the discretion of the referee.
- Stalling a game by hiding from other players during deathmatch is not allowed.
 - You must be constantly moving in a Deathmatch.
 - Stopping for up to 10 seconds is allowed, but more than that is considered stalling.
- Exploiting Nitro UHC game bugs is not allowed.
- Laying money, other prizes, bets (*which are also not permitted via server rules*) on tournament games is not allowed.
- Cross-teaming is strictly prohibited and will lead to both players being disqualified instantly.
 - This includes coincidental cross-teaming... So if you see a player in a Deathmatch... kill them.
- Throwing a game purposefully is not allowed. This includes committing suicide or letting yourself be killed by another player. The latter may be considered cross-teaming and lead to both players being disqualified.
- Stream sniping is strictly prohibited and will lead to instant disqualification.

Spectators

- Spectators are welcome, provided that:
 - They do not fill out the player cap
 - They do not join during the lobby phase of the game.
 - They do not harass or “ghost” other players. This includes revealing information about other players.
 - PM’ing from spectators to fighters will be monitored, and if seen, spectators will be kicked from the Nitro UHC server.

- Spectators who don't adhere to the rules can be kicked from the Nitro UHC server.

Player Disconnections

- If a player disconnects during the LOBBY phase of a game, the game should be stalled or restarted until that player is back in the lobby.
- If a player disconnects during the GAME for whatever reason the player must accept that they have disconnected and void the game.
 - There are two exceptions for this rule, however, in which case a game may be restarted:
 - During the finals - round 3, and
 - In addition, per the agreement of all other competitors, *and* if time allows, players may unanimously agree through vote to replay a game if this occurs.
- If the server crashes the game must be replayed.
- If there is an unexpected bug that occurs, such as the player being teleported above a final arena, the player being teleported outside of the arena and being suffocated or other bugs that may occur, then:
 - If it is in a Heat or Semis, the player receives an automatic two points for that round.
 - If it is in the Finals, round 1 or 2, the player is forfeited that round, and must hope whatever points they achieved prior to death is enough to get through.

Ties

In the event of a tie for the final position to progress to the next game/round, the following rules will apply:

Ties (in points) will be broken by the "Last Man Standing" rule.

The Last Man Standing rule is such:

- If there is a tie in the points, the player who was the last player alive, will be given priority to win.

If the tie is in the Finals:

- Round 1 - Last Man Standing rule applies
- Round 2 - 1v1 PVP on Survival. Iron swords, no bows, no armour.
- Round 3 - unlikely to happen.

Rules and Regulations - other notes

- Players who participate in the tournament and are banned/temp banned while the tournament takes place are to be instantly disqualified.
- Players participating in the tournament must still respect and respond to mods when questioned, no matter the circumstances.
- We are not accepting donations for the Prize Pool.