

Rivals of Aether Australia Weekly Rules

1. Check-ins

Players must check in or be present within half an hour of the event starting. Once the event starts you'll have ten minutes to make it to your match and find your opponent.

2. General Tournament Rules

A. Tournament Type

All events are double elimination, meaning all players will have the chance to compete in a minimum of two sets each event.

B. Game Settings

Tournament matches are initiated through the Online Friendly Match mode with default settings (Dev Mode and Random Stage Select both OFF).

C. Match Formats

Matches are played in a best two out of three format unless otherwise specified. The top 8 will be played in a best three out of five format. For online events with a large amount of players that need to be broken down into pools, pool winners and losers will be played in a best three out of five format.

D. Stage Selection

The first game's stage is selected with last-stage striking (1-1-1-1-1-1) and subsequent games in the series use winner-strikes-one. When choosing stages, a **player cannot return to any stage they have previously won on** without the consent of their opponent (Dave's stupid rule).

E. Connection

Players must have an adequate internet connection to compete. Players are recommended to use wired connections for best results in online events. Tournament Organizers may disqualify players from the event if their internet is unable to perform at a reasonable level.

If a Player loses connection during a match, that player will forfeit the current match. Players may restart the disconnected match only if both players agree to do so. Disconnections should be immediately reported to a Tournament Organizer.

If a match desyncs or crashes, immediately contact a Tournament Organizer. The match will be replayed with the same stock count it had progressed to before the desync or crash. After each player removes any stocks necessary, the match will start on an agreed upon signal.

3. Reporting Scores

After a game is completed, players must submit the game results. Taking a screenshot of the results screen or saving the replay is recommended in the case of disputed results. If a player disputes a game claiming a win and submits proof of their claim, the other player must submit proof of their claim to avoid an automatic forfeit of the game. Any players found to be submitting false or doctored results will be permanently banned from the weeklies. Basically, don't be a dog.

Additional Rules

A. Broadcasting and the Replay System

Every player is allowed to stream the game at any time only if the stream will not result in an unplayable connection. It may be requested that a match be streamed live or be recorded to be uploaded on youtube. In this case, players will be given further instructions on how to do so if necessary. The link below can be used to upload a compressed folder containing the replays.

https://script.google.com/macros/s/AKfycbw6Wm9ppMAuOTtCopQ0cWvkFGxFjmBibmah_EB2HvCH4unTqwZq/exec

B. Cheating

Using cheats or any third party tools outside of Steam is a rules violation and is strictly forbidden.

C. Bugs & Glitches

In the event of a bug or glitch that affects gameplay, the full match should be played out. If a Player calls for a rematch due to the bug or glitch they must record and submit a replay for a TO for review.

D. Rule Violations

Violating rules of the may result in punishments for players. Punishments are made at the discretion of Tournament Organizers and may include loss of game, loss of match, suspension from Australian Rivals of Aether events, and/or a ban from future events.

These rules are an attempt to insure that the tournament runs fairly and as smoothly as possible. However, unforeseen circumstances may require a special response, and for that reason the Tournament Organizers reserves the right to change any of the tournament rules or remove any player at any time, for any reason, at their sole discretion
