

# Zombs Clan Central Tournament Rules

## Essential Information and Rules

- Once brackets are released or rounds are updated, you **must** contact your opponent through direct message or #tournament-chat
- The **only** way to gain a point is to win the round
- Voluntary forfeits notwithstanding, there will be **four** games played whether it be Regional or International tourneys, two on each region chosen or four on one. Tiebreakers are covered later in this document. In solo/duo/trio tournaments, 3rd place matches and finals are a standard **6** games instead of four. Normal tiebreaker rules apply after these standard games
- When player(s) are eliminated they **must** continue spectating to confirm who wins
  - This is the responsibility of the losing player(s)
  - Competitors **must** use an in-game name that is recognizable to their opponents

Failure to follow the above rules to the letter will result in a round forfeit

## Basics

- **ALL RULES PRESENT IN THIS DOCUMENT ARE SUBJECT TO CHANGE BY REQUEST OF A TOURNAMENT HEAD ON A CASE BY CASE BASIS**
- ZCC hosts single elimination International and Regional solo/duo tournaments, International trio tournaments, double elimination clan squads tournaments, and double elimination international professional solo tournaments

## Rules

- Once a bracket is released or rounds are updated, competitors must contact their opponent via direct message or the #tournament-chat

channel. **It is the team's responsibility to organize a time that works for both teams.** Once a match has been completed, contact the next available team. If a team has to wait more than 48 hours for a response from the other party at any time during the scheduling process, it is considered a forfeit.. If competitors are unable to schedule a time for **72 hours**, they must send a complete record of the conversation (screenshots) to a Tournament Manager. If the tournament manager is able to **far and away clearly determine** that one party actively refused to set a time or actively avoided getting in contact with their opponent, it is deemed a **forfeit**. If not, the match will be coinflipped, or if needed, given a **maximum** 72 hour extension past the deadline to do the match

- If a player or team member has issues with a disconnect or game freeze with **upwards of** 30 people remaining, the round is declared void and redone. If this occurs **more than once** for the same party **after the plane has completed its path**, this rule is no longer applicable. If a match is declared void due to this or other reasons (not readying up or getting in the wrong lobby), the restarted game occurs on the **same region**
- When one party is eliminated they **must** continue spectating to confirm who wins the match. This is the responsibility of the losing player(s)
- Do **not actively** join someone else's tournament match or voice chat without permission from **both** parties. Doing this without permission will result in **immediate removal** from all tournaments and possible removal from the server. If you are not in any tournaments you will be removed from the server. **Matches cannot be livestreamed without the consent of both teams**
- (Duo Tournaments Only) In the case of a vacation/removal from ZCC/other events that result that a member not being able to play, a duo may substitute in **one** person to play over the course of the remainder of the tournament, provided the sub is not/has not been involved in the same tourney

- Competitors **must** use an in-game name that is recognizable to their opponents. It is recommended that both parties say in advance what their names will be
- Double AK is strictly prohibited. Any other double weapon tactic is permitted. **Macros of any nature in ZCC matches will result in a round forfeit.**

**Using an alternate account on this server is strictly prohibited and will result in your immediate permanent removal from ZCC**

## **Round/Region Information**

- If teams/players cannot agree on a region, the four rounds will be divided across two regions, two games per region. Competitors can choose to play these rounds alternating from region to region or play both games on one region before the last two games on the other. If teams cannot agree on which region to start on or whether to alternate or not, they will coinflip to decide. Whoever wins the most rounds out of those four wins. If the score is still tied after these four rounds, **two** more are played, one on each region. If still tied, two *more* are played, and so on **until the 7th and 8th game**. In these final two rounds, **killing the opponent** also counts as a point. If still tied after 8 rounds, the match will be coinflipped by a Tournament Manager
- If neither player/team wins a round, it is still counted. This applies to all tournaments
- A player/team may **not** change their chosen region midway through a match if **any** rounds have been played, even if they have been voided due to connection issues
- For single-region matches, four games are played on the same region. If the score is still tied, two more games just like the previous four are played. If the score is *still* tied, the competitors play in **one** final **tie-breaker** round. This means that killing the opponent counts as a win.

If the score is unchanged, the match will be coinflipped by a Tournament Manager

## Clan Squad Specific Rules

- A roster is not needed for clan squad matches. Leaders of their respective clans must communicate over direct message to find a time that works well for both clans
- Players **must** add their clan tag to their in-game name when competing in clan squad matches. Failure to do so will result in the clan forfeiting the round
- A maximum of six competitors are allowed to compete in a clan squad match for each clan. For other matches clans are allowed to use a different group of people
- You can only compete for **one** clan over the course of a clan squad tourney
- You may only compete for a clan if you have the clan role and tag in the ZCC server. Additionally, you **must** have had the role for at least a week prior to the game

If you have any further questions after reading this **entire** document, ask away in #tm-questions