



DKO Rules

****Current as of 8/28/23** **added clarification for Series****

1. Team Size:

- i. 3 v 3
- ii. Teams of 3

2. Series Length:

- i. Whichever team wins 2 rounds total out of 3 wins the match. A match is just a best of 3 so it could be Team A wins Round 1, Team B wins Round 2, Team A and B play Round 3 and Team A wins Round 3 which means Team A wins 2-1.
- ii. **Regular Season Matches are Best of 3 Overall (1st Round is Oddball, 2nd Round is Knockout and 3rd Round if needed is King of the Hill)**
- iii. State Playoffs will be Best of 5 Overall (1st Round is Oddball, 2nd Round is Knockout, 3rd Round is King of the Hill, 4th Round is Knockout, and if needed 5th round is Oddball)
- iv. State Championship will be Best of 5 (1st Round is Oddball, 2nd Round is Knockout, 3rd Round is King of the Hill, 4th Round is Knockout, and if needed 5th round is Oddball)

3. Match Setup

- i. Create a Custom Match
- ii. 3v3 Arcade Custom
- iii. Best of 3
- iv. You will play **(1st Round is Oddball, 2nd Round is Knockout and 3rd Round if needed is King of the Hill) - REGULAR SEASON MATCH**
- v. **You only play One Match vs the Team you are scheduled to play for the Regular Season. One Regular Season Match is a Best of 3 Rounds. In the State Playoffs you would play One Playoff Match which is a Best of 5 rounds. In the State Championship you would play One Championship Match which is a Best of 5 rounds.**
- vi. Server Selection:
 - i. N. America - East

4. Modes:

- i. **Oddball:**
 - i. First team to 100 points wins
 - ii. Knockouts add 5 points

iii. 50% bonus to Knockback and Damage while holding Oddball.

iv. **Arenas:**

1. Astrolabe Escapade
2. Rockslide Ridge
3. Crumbling Keep
4. Sinking Swamp
5. Spirit Shrine
6. Spellbound Study
7. Fiery Furnace
8. Gutsy Gauntlet
9. Spinning Spikes

ii. **Knockout Mode:**

- i. First team to 8 points (KO's) win
- ii. Self Destructs adds points to the other team

iii. **Arenas:**

1. Astrolabe Escapade
2. Rockslide Ridge
3. Crumbling Keep
4. Spirit Shrine
5. Spellbound Study
6. Gutsy Gauntlet
7. Spinning Spike

iii. **King of the Hill**

- i. First team to 100 points wins
- ii. Typical Match lasts 3 to 3.5 mins, timer is at 5 mins.

iii. **Arenas:**

1. Rockslide Ridge
2. Crumbling Keep
3. Spirit Shrine
4. Spellbound Study
5. Gutsy Gauntlet
6. Spinning Spikes

5. Allowed Gods:

- i. Arthur
- ii. Amaterasu
- iii. Athena
- iv. Hercules
- v. Izanami
- vi. Loki
- vii. Sol

- viii. Sun Wukong
- ix. Susano
- x. Thanatos
- xi. Thor
- xii. Ymir
- xiii. Zeus

6. Banned Gods/Modes:

- i. Currently no banned gods, only mode not allowed is Coin Blitz.
 - i.

7. Stoppage of Play

- i. Disconnection
 - i. A match can be reset if a player disconnects from a match as long as the following criteria are met.
 - ii. The disconnection happens in the first minute of the game.
 - iii. The score difference is 5 or less for Oddball/KOTH, 1 or less for Knockout.
 - iv. The player has not disconnected previously during the match
 - v. Any other Disconnections or multiple disconnections will count as a loss for the disconnected player.

8. Player Count

- i. Matches are played as 3 versus 3, meaning that three players may participate in the match for either side. No player substitutions may be made at any point during the match. You can only sub whenever you have a different opponent or before the match.