

DRAFT

# Rules and regulations for the finals of ER Champ 2024

## § 1 General provisions

1. The finals of ER Champ 2024 will take place on November 25, 2024 in Prague, Czechia.
2. Each team's members must appear at the time designated by the organizer at the venue: Fun Arena - Petřská 1158/18, 110 00 Petřská čtvrt', Czechia
3. Top 10 teams with best completion times in the online qualifications are invited to participate in the finals.
4. Each participant of the finals must have read the ER Champ manifest which is attached to these regulations as Annex no. 1. Each participant in the finals agrees with the rules contained within this document and will not question the validity of the skills tested during the games in the rooms.

## § 2 Rules of the final

1. Each team that qualifies for the finals must consist of a minimum of 2 and a maximum of 4 players. Teams may not change their team members between the qualification stage and the finals. The teams must confirm their appearance within one month from receiving an invite to the finals stage. Not confirming appearance will be treated as resignation from the competition, in which case the spot in the finals will be awarded to the next team from qualifications.
2. In the finals, each team has two scenarios to go through - hereinafter referred to as rooms.
3. Each team goes through the rooms consecutively, always in the same order.
4. The order in which the teams play the rooms will be chosen by the teams. Team captains, in order from the shortest to the longest completion time in qualifications, will choose one of available slots to play. Number of available slots will be equal to the number of teams in the finals.
5. Each room has a time limit, which will be announced before the competition. If a team does not solve all of the puzzles in the allotted time and does not meet the room's completion requirement, it is considered not to have completed the room.
6. Each room's progress will be measured in milestones. The time to complete each milestone will be recorded by the judge. In the event that a team does not complete the entire room, the number of completed milestones will count toward its score first and then the completion time of the last milestone.
7. Before their turn to play in the rooms, each team will wait in a waiting room provided by the organizers. Special rules apply in this waiting room:
  - a. Participants are prohibited from using cell phones and other electronic devices with communication capabilities; these devices will be taken away from the players before the finals and placed in special secure lockers. Personal belongings will be returned to the players after their turn in the rooms is over.
  - b. In justified cases, participants may leave their phones on in a special designated zone for phones and pick them up if necessary. However, under no circumstances may the phone leave the designated zone and be used for purposes other than urgent phone calls.

- c. Teams that have completed the game may not in any way communicate with teams that have not yet entered the game.
  - d. The organizer shall provide those in the waiting room with food, drinks, access to sanitary facilities, etc.
  - e. The organizer shall, within the limits of their capabilities, provide those in the waiting room with entertainment in the form of board games and arcade games. Players may also bring their own games and entertainment (e.g. books), provided they are fully analog.
  - f. The organizer shall provide a special silent zone in the waiting room.
8. After playing in the rooms, the teams can join the live audience or leave the venue. Each team should be present at the venue at the time of announcing the results, but can spend the time leading to the announcement however they like.

## § 3 Rules for the resolution of the final rooms

1. Each of the final rooms has specific completion criteria. These criteria will be communicated to the teams before the games. Meeting the criteria and completing the games define the final time achieved by the team.
2. Each team captain will be given a stopwatch before entering the final's room if the room does not provide any other visible method of measuring time.
3. The team's timer is started at a fixed point determined by the room attendant. Teams will be informed of the method of timing their game before starting.
4. Time is measured to the nearest second and is not otherwise rounded.
5. Each room has 2 milestones - time of the last reached milestone will be tracked for each team.
6. Teams are not allowed to receive any hints.
7. When solving the final rooms, it is prohibited to:
  - a. Use excessive force, in particular destroy or damage any room elements. In case of causing permanent damage to a room element, the team may be disqualified immediately.
  - b. Exhaustively scan ("brute force"), pick, crack, or otherwise manipulate locks to bypass normal puzzle solving gameplay. This is subjective, but we require players to honor the spirit of this rule and not attempt multiple random combinations in lieu of solving puzzles. Moderate exploration under uncertainty is acceptable (spinning one of 4 dials, trying a couple word orders, etc), but as a rule, no more than 24 code attempts should be made for any single specific solution theory.
  - c. Use phones, tablets or any other electronic equipment not included within the room itself.
8. Teams will be judged on the basis of their scores from both rooms as follows:
  - a. The main criterion is the number of completed rooms.
  - b. In the case of a tie, the number of completed milestones is taken into account.
  - c. If two or more teams are still tied, the total time of room completion and/or time of furthest-reached milestone(s) is taken into account (the lower, the better).
  - d. If there is still a tie, results from the online qualifications are the final tie-breaker.

## § 4 Announcement of results and complaints

1. The results of the finals will be announced after the completion of the finals at the venue and on the official social media channels of ER Champ.
2. Players have the right to appeal the results in the form of a written game protocol. Comments and claims must be included in the protocol, and the protocol shall be filled out immediately after the game. Comments and claims about the results, which are not supported by entries in the protocol filled after the game, will not be considered.

3. The decision on the complaint will be communicated to the team submitting it before the official announcement of the results. The complaint can be submitted only after the team leaves the room, in the form described in point 2 of this paragraph.

## § 5 Award

1. The main prize for first place in the ER Champ 2024 Championship is a trophy and a set of board games.
2. The organizer reserves the right to award additional prizes at the time of the finals, without earlier notification.
3. The prizes will be handed over at the venue of the finals.
4. Teams will receive an additional money compensation that will be used to cover all taxes required by law for the received prizes. This money will not be paid out to the teams, but used directly to settle the tax laws requirements.

## § 6 Sharing of image

1. Each participant of the finals of ER Champ 2024 agrees to their image being present in the photos and video coverage of the event and allows the use of these photos and videos in the media and promotional materials of the event organizer.
2. Each participant of the finals of ER Champ 2024 agrees to their image being present in livestream and its replay that will be available after the finals. The livestream will include teams playing in the room and people participating in additional activities.
3. Each team of the finals of ER Champ 2024 agrees to participate in a public interview that will occur directly after the team has played the rooms.

## § 7 Final provisions

1. In the event that the organizer identifies behavior that violates the above provisions or other unethical or dishonest behavior, the organizer has the right to disqualify the team or an individual participant and remove them from the competition area. In the event that disqualification of a single participant leaves only one other participant in the team, such team will not be allowed to continue participating in the competition.
2. These regulations are subject to change. In the event that it is necessary to change the rules, team captains will be informed immediately via the official competition email [hello@erchamp.com](mailto:hello@erchamp.com)

**As a team we accept these rules and regulations:**

**Team name:** .....

**Name**

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\_\_\_\_\_  
\_\_\_\_\_

**Signature**

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*Annex no. 1*

# ER Champ Manifest

## Preamble

Escape rooms are diverse and take many forms. One of them is to overcome them in the fastest time possible. ER Champ's formula focuses on that. However, we remember that the main purpose of escape rooms is entertainment.

By focusing on the sport aspect of escape rooms, we try to adapt to the requirements of the competition and standardize it in a way to make it fair.

## Activities in escape rooms

We have singled out the most common activities in escape rooms that can be applied to a sports approach to this form of entertainment. This list is intended to show you what abilities within the competition may be tested.

- Logical thinking.
- Solving perception tasks utilizing different senses.
- Testing communication within the team.
- Completing manual tasks and puzzles.
- Identifying red herrings.
- Completing dexterity tasks.
- Solving tasks under environmental factors that make it more difficult (e.g., darkness, tightness, separation, etc.)
- Searching rooms.
- Navigating cooperative tasks.

Each of the above-mentioned elements may or may not be a part of the qualifications stage, as well as the finals of the ER Champ competition. This means that by entering the competition, it is assumed you have sufficient physical and mental fitness to participate in such competition.

## Team game

First and foremost, escape rooms are a team entertainment, so the aspect of cooperation is especially important when turning them into a sport. That's why both qualification and final rooms are designed with teams of four in mind. Each room may require at least two people to solve (in particular: each must be solvable by a team of exactly two, even if it is not as optimal as playing in a full team of four).

## Summary

As organizers, we aim to keep the competition in good sportsmanship and spirit of fair play, with the greatest possible respect for the original escape room formula and its main purpose - entertainment.