

GENERAL RULES

-ALL RULES ARE SUBJECT TO CHANGE AT THE DISCRETION OF TOURNAMENT OFFICIALS. ANY RULE MAY BE ENFORCED RETRO-ACTIVELY. ALL TOURNAMENT OFFICIAL RULINGS ARE FINAL.

-Tournament Officials may stream a match from spectator. Players may stream their own game play at their own risk.

-Players must be respectful to other participants and tournament officials. Trash talk is not permitted, and will result in a forfeit of round.

-Any player caught cheating (via mods/hacks/network manipulation/etc.) or stream sniping will have their team disqualified. Players that have a history of competing in events with previously banned players will be banned if another teammate is caught cheating/stream sniping.

-Any player that goes outside the normal boundaries of the map will have their team disqualified from the tournament.

-Teams consist of five players with one player designated as team captain. four players will play as survivor against the opposing team's killer. One of the five players will play as killer against the opposing team's survivors.

-All character and map selection is done by each individual. You may choose to bring in any map offering, and choose any character. Default cosmetics are preferred, but not enforced.

-The tournament will be swiss rounds. There will be 3 rounds per match. a total of 6 per each bracket. It will be a best of 3 from each team. A total of 2 points maximum per bracket.

-Teams will be seeded randomly for the first bracket of the tournament. After the first bracket is complete, each bracket will be seeded based on the results of the previous bracket.

-For each trial, the killer player will host the lobby and have at least one tournament official enter as a spectator. Tournament Officials will communicate only with the killer player's team captain to end trials when deemed necessary. Survivor players should treat every moment of every trial as an official tournament match until the final results screen has occurred.

-Offerings are enabled. See SURVIVOR or KILLER rules for more details.

-All maps are enabled; excluding Raccoon City PD.

-Once the lobby is full, players have 5 minutes to equip their builds and 'ready up' for the trial.

-If a disconnect happens within the first 30 seconds of a trial, before a survivor is injured, and before a Hex totem is cleansed, the trial will be reset. If a disconnect happens after the first 30 seconds of a trial, after a survivor is injured, or after a Hex totem is cleansed, the game will continue without that player. Killers that disconnect after this point will forfeit the round.

PERKS RULES

-All perks are enabled

-Each team will be allowed to ban 1 perk for survivor and for killer; For a total of 4 perks per Bracket.

-At the end of a bracket match, the banned perks will be reset.

SURVIVOR RULES

-Survivor teams are allowed to use any communication method they wish.

-All survivor players in a team may not choose duplicate survivors.

-Survivor teams may bring any items, but only 1 Sport Flashlight. (This rule is not in effect if any flashlight is found in a chest)

-Survivor teams may offer any offering, with the exception of Coins.

-Survivor teams that have a survivor disconnect in order to give another survivor hatch will forfeit the round.

KILLER RULES

-Killers are allowed to have teammates coach them during the trial. See tournament officials for proper coaching procedures.

-All Killers are enabled, with the exception of The Nemesis. (until further notice)

-Killers may offer any Offering available. The only exception being Mori's.

-Killers that break FORBIDDEN rules will forfeit the trial.

-Killers are FORBIDDEN to bodyblock survivors for more than 10 seconds. Bodyblock timer starts when the survivor points at killer.

-Killers are FORBIDDEN to equip the perks 'Hex: Ruin' and 'Hex: No One Escapes Death' in combination when playing any killer.

-Killers are FORBIDDEN to waste time when the game is effectively over. (EG; excessive slugging, mori spam, drop reset, etc.)

-Killers are FORBIDDEN to use more than 1 Ultra Rare (Pink) add ons.

-Killers are FORBIDDEN to use the Ultra Rare (Pink) add-on 'Iridescent Head' while playing as The Huntress.

-Killers are FORBIDDEN to use add-ons while playing as The Nurse.

-Killers are FORBIDDEN to close the hatch if they equip the perk 'Hex: No One Escapes Death' unless the Exit Gates have already been powered.

ADDITIONAL INFO

-You can always reach out to the host of the Tournament, Discord: april#9065

-If you have any questions on anything, please let them know.

-Last but not least.....

Are You Ready To Go Into The Fog?...