

Rules:

0. Location

NorCraft Cup will be hosted as an online league, anyone can participate and sign up **but** you need to have residency Norway to be able to win any of the prizes in the League.

1. Registration

Registrations to the League will be on www.challonge.com/NorCraftCup one registration each week.

2. Match Settings

2.1 All Tournament matches must be played in 'Melee' mode

2.2 All Tournament matches must be played on speed setting '7 – Fastest'.

2.3 Players may change their races at any time before a match, even after the countdown has been initiated.

2.4 Replay setting must be set to: Save All Replays

2.5 Only official admins, streamers and casters are allowed as spectators during the match. By official streamers and casters we mean that they stream and cast for Norcraft Cup. Exceptions can be made but a short application to stream the matches will have to be sent to NorCraftCup@gmail.com at least 24 hours before the game(s) starts. The stream will have a delay.

- If an unauthorized caster/spectator is streaming/watching a match it will result in a remake. and excluding them from casting any games that Tournament Day.

3. Maps

1. Bel'Shir Vestige
2. Derelict Watcher
3. Polar Night
4. Yeonsu
5. Habitation Station
6. Star Station TE
7. Frost LE

- Players will be able to Veto 1 Map each, the one on top in the bracket choses first.
- The players will then veto until there is only one map left, this will be the first map that they play.
- The loser of the first map, can choose freely from the remaining maps, except for the First to maps that were Vetoed.

4. Disconnect/Pause

4.1 If a Player disconnects from the game, a pause must be done immediately. and give the other player a chance to reconnected (max 15 min). Admin(s) Must be notified right away.

4.2 When 15 minutes have passed the Player waiting can request for a Walk Over on the map they are currently playing on.

5. No Show / Walkover

5.1 If an opponent hasn't shown up at the announced time, you will have to notify an admin as soon as possible. Try and get a hold of the opponent - If 10 minutes passes and you still haven't heard from him/her contact the

admin again and you will be given a walkover.

5.2 If the match hasn't started after 15 minutes and no player have informed an admin about walkover, can the Tournament admin demand the match to be changed to a Bo1 to avoid delay in the tournament.

6. Points *THIS WILL NOT APPLY FOR SEASON 2*

During NorCraft Cup you will earn points based on performance for each week that passes.

The points are based on whether you Win or lose a match, or come between the top 6 in the tournament that Day and you also gain points upon signup.

- *Sign Up: 5 Points(is given upon showing up and playing your first match on the day you signed up for)*
- *win: 4 points*
- *Loss: 1 point*
- *Bracket winner: 6 points +4 from winning*
- *Bracket 2nd place: 2 points +1 from losing*
- *6th-3rd place: 1 point + 1 from losing*

amount of Point able to earn, based on a 32 player Sign up (IF you sign up to all tournament days and win the bracket every time):

Maximum amount of point able to earn

341 Points

Minimum points able to earn, based on a 32 player sign up (IF you attend all tournament days and lose first match):

66 Points

7. Grand Finals

The Grand Finals are invitational Only based on performance to players that have been participating in the League and have a minimum of 45 Points

8. Disqualification

8.1 Disqualification may be current or subsequent.

8.2 'Current Disqualification' means discharging a player during an ongoing Tournament.

8.3 'Subsequent Disqualification' means discharging a player after a Tournament has already ended; this is possible up to seven days after the day the Tournament has been held.

8.4 Disqualification of a player has no effect on the results of matches that player has played in earlier stages of NorCraft Cup.

8.5 After the Tournament has ended, a list of disqualified players will be published by the Tournament Host; this list will state the reason/s for the disqualification and will be posted only for extraordinary disqualification reasons, not for 'No-shows'.

8.6 Only the Tournament Host may disqualify players. Tournament Host is the Tournament Admin, and is listed first on the Admin List in the Tournament Report.

8.7 Reasons for the Disqualification of a Player:

- 8.1.1 Forbidden Reception (i.e. watching a live stream of a match one is playing oneself);
- 8.1.2 intentional Disconnect;
- 8.1.3 Usage of Hacking/Cheating Software;
- 8.1.4 Usage of Match Settings differing from those stated in these Tournament Rules;
- 8.1.5 Usage of Maps which are not part of the official NorCraft Cup;
- 8.1.6 playing a Tournament Game with an account not represented on the Grid;
- 8.1.7 signing up for a Tournament with multiple Accounts;
- 8.1.8 playing a Tournament Game with an Account not belonging to oneself;
- 8.1.9 asking an opponent to intentionally lose a Tournament game;
- 8.1.10 uploading of fake Replays or not submitting a Replay at all;
- 8.1.11 Bad Manners or disrespectful attitude towards Tournament officials or other players;

9.a Glitches

9.a.1 Disallowed Glitches

Use of the following glitches or tricks will result in disqualification from the Tournament of the player using them, for the first offence. Second offenders will be sanctioned with disqualification from NorCraft Cup.

- Bug which allows ground units to remain stacked while moving or attacking
- Gas Walk, to get through blocked entrances or ramps (an incredibly common Bug, using a shift-click on gas near opponent's blocked entrance to slide through any Unit or Building blocking the ramp)
- Cargo Glitch (allows Worker Units to be pressed through any obstacle by repeatedly pressing Hotkey 'C', to return cargo)

9.a.2 Allowed Glitches

- Pressing-through of Units (not to be mistaken for 'Cargo Glitch' or 'Gas Walk')
- Drops to defuse Mines
- Mineral Walk
- Manner Pylon
- Lurker 'Hold' Position
- Observer-over-Turret (you can fix it by pressing stop on the turret)
- Stacking air units

10. Refereeing of Tournaments

10.1 The listed Tournament admins cannot participate in the Tournament

10.2 The Tournament Host or any other Tournament Admin listed as an Admin for the Tournament must be present in the Tournament channel for every second of the Tournament's duration.

10.3 Players have to address the Tournament Host immediately, should a problem arise.

10.4 The rulings of the Tournament Host should be discussed during an ongoing Tournament for a few minutes only. If no agreement can be reached within these few minutes the player may file a complain to NorCraftCup@gmail.com

10.5 Disqualifications of players are decided and announced by the Tournament Host only.

10.6 Subsequent disqualifications may be discussed in private between the Tournament Host and any Admin of any Section he asks for assistance. Final ruling will be decided upon by the Tournament Host, who will then publish his decision.

11. Complaints

11.1 All complaints must be sent by e-mail, whether it'll be cheating accusations, Admin complaints and so on.

Proposals

Game settings

Each tournament game is played with the following options:

- Map Options
 - Mode: Faster
 - Locked Alliances: Yes

- Game Privacy: No Build Order
- StarCraft II Options
 - Automatic Replay Save: ON
 - Online status: Busy
 - Toast Notifications: OFF

Disconnects and computer failure

If a game is interrupted by a computer, network or software failure the game will be resumed using the Recover Game function. The game time is set 5 in-game seconds before the disconnect.

Neither plays is allowed to view the replay of the game before it is fully finished.

Maps

The tournament map pool includes the following maps (map publisher in parentheses):

- (4) Alterzim Stronghold TE [Blizzard]
- (4) Frost LE [Blizzard]
- (2) Habitation Station LE [Blizzard]
- (2) King Sejong Station LE [Blizzard]
- (2) Merry Go Round LE [Blizzard]
- (2) Overgrowth LE [Blizzard]
- (2) Waystation [Blizzard]

Every tournament game will be played on maps from the tournament map pool only.

If the players are required to create the game for themselves, both players have to check that the game is played on the right map and on the correct version of the map. If neither of the players complains about the map version in the first 5 in-game minutes of the game, the game will be played on the selected map unless an admin decides otherwise.

Broadcasted matches may use the GameHeart Mod.

Map vetoes

In a best of X match, the players remove a map from the pool until X maps are left. The removal is done in order: Player A, Player B, Player B, Player A, etc. Then the players take turns picking the map order from the maps that are left, starting from the first map that will be played.

Chatting

No excessive chatting is allowed in the game. If the need to chat occurs the players must be straight to the point and polite. Ideally the only chat in each game will be at start up and when a player surrenders the game.

No chat is ever permitted from a player to an outside party during a tournament match, or from

an outside party to the player, unless the outside party is an administrator.

Typing "gg" after 30 seconds means surrendering. If you type it the game might be considered forfeit even if you wish to continue playing.

Server

All games must be played on the European Battle.net server.

Game

The tournament will be played on StarCraft II: Heart of the Swarm.

The latest available game version (patch) will be used.