



MAPÚA GAMING SOCIETY

CARDINAL CUP 2024 RULEBOOK

THE OFFICIAL TOURNAMENT GUIDELINES

for

TEAMFIGHT TACTICS

(OPEN FOR SHS & COLLEGE)



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1. GENERAL

1. By joining this tournament implies entire agreement to all of the terms, conditions, rules, and regulations by the organizers of this tournament.
2. The Event organizers and the Organization are not accountable for any schedule conflicts that may affect the player's participation in the tournament.

2. ELIGIBILITY

3. Players are required to be SHS or College students enrolled this Academic Year 2023-2024.
4. Each player must present any documentation or proof of their enrollment status from the Academic Year 2023-2024 upon registration.
5. Players who did not submit valid documentation or proof will have to resubmit the valid documentation or proof to the Organizers of the tournament.
6. Players must uphold their sportsmanship throughout the tournament.
7. No more roster changes will be allowed within 12 hours before the start of the event.

3. COMMUNICATION

8. All official announcements will be posted on the MGS Facebook page and MGS Tournament Hub Discord Server.
9. All tournament coordination will be done via Discord.
Join here: <https://discord.gg/fNtfbd8tUZ>
10. All players must join the **MGS Tournament Hub** Discord server before check-in.
11. All players must be present in the voice channel on all games.





12. In case of that the organizers or marshals are unable to contact the player before the check-in time, the team will be disqualified from the tournament.

4. TOURNAMENT SCHEDULE

4.1 CHECK-IN

13. Participants must be on the [MGS Tournament Hub](#) at least 1 day before the event.
14. The team members must check in 1 and a half hours before the start of the tournament to verify their attendance on the provided discord server.
 - 11:00 am** - Check-in period
 - 12:00 pm** - Tournament Proper
15. All participants must be in the voice channel with their respective groups until the end of the check-in period.
16. Make sure that all players are present until the end of the check-in period to ensure their attendance. Incomplete groups will proceed after a 10-minute wait time.

4.2 SCHEDULE

17. The tournament schedule will be posted on the Discord server.
18. There will be a maximum 10-minute wait time for each player, after that, the game will proceed.
19. If the player does not join a game, they will get no points as a result.
20. There will be a 10-minute break after each game.





5. TOURNAMENT

5.1 TOURNAMENT PROPER

- 21. There should be at least 1 Game officer to monitor all games and rounds.
- 22. The Finals Round will be live-streamed on [MGS Facebook Page](#).

5.2 BRACKETING

- 23. The bracketing will be done in Google Sheets for score tracking.
- 24. The team brackets will be posted on the `#mgs-announcement` channel on discord.
- 25. The seeding of players on the elimination rounds is randomized.
- 26. For the semi-finals seeding, 1st placers and 4th placers in each lobby would be grouped; 2nd placers and 3rd placers would be grouped.

5.3 TOURNAMENT FORMAT

27. SINGLE ELIMINATION

- Eliminations to Semi-Finals: Best of Three Games
- Grand Finals: Best of Five Games

28. SCORING

- 8-point system (1st place gets 8pts.; 8th place gets 1pt.)
- In case of ties, whoever scores higher in the last game would be determined to be the qualifier.

5.4 MATCH REPORTING





29. Each game winner (top 1 for each lobby) must take a screenshot(s) of each Game's results. Screenshots should be clearly visible and contain the Player's IGN and final placements. Screenshots will be sent to the `#cc-results` channel on discord.
30. All players must save screenshots of the game results for verification purposes or if any dispute arises.
31. Verification of results will be done through checking [Tactics.tools](https://tactics.tools).

6. TECHNICAL DIFFICULTIES

32. All game issues must be posted on `#cc-chat` channel including proof of evidence.
33. In case of technical difficulties, the affected player will be given a 10-minute wait time, if the game hasn't started. If the wait time exceeds beyond 10 minutes, the game must be started.
34. The affected player may request additional wait time but must state their reason why to the game officer. (*Valid reasons: Bugsplat, connectivity issues, Client issue, etc*).
35. When technical difficulties occur during a game (connectivity issues, power outage, etc.), it must be agreed by all players for any rematches. Upon disagreement, no rematch by default.

7. FORFEITS & DISQUALIFICATIONS

36. All players must notify a marshal or organizer if they decide to forfeit their match or participation.
37. Any violations against the rules and requirements will lead to the player's disqualification.
38. All tournament requirements must be met by the players. Unmet requirements will void the registration.





8. PLAYER CONDUCT

39. All players must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, tournament organizers, and other players. Abusive behavior, including harassment, fighting, or any threatening action or threatening language; directed at any player, spectator, organizer or any other person is strictly prohibited. Players found violating this rule shall be penalized.
- On the first and second violation, the player shall receive a verbal warning.
 - On the third violation, the team will be subject to disqualification.
40. Anyone caught having unfair conduct may include but is not limited to scripting, hacking, stream sniping, game exploiting, tournament rigging, intentional disconnects, etc. will be automatically disqualified from the entire tournament and will be banned from any future MGS Tournaments.
41. All players are expected to report any suspicious behavior done in-game to the Marshals on the `#cc-chat` or PM for non-disclosure reports.

9. PRIZES

42. The tournament prizes listed below will be awarded to the winning teams after the event. The organizers will contact the team captains for instructions on how to claim the following prizes:

Champion

1500 UC

2nd Place

700 UC

3rd Place

400 UC

**Prizes are subject to change.*





10. OTHERS

43. The participants hereby confirm that all of his/her personal information stated in the tournament registration form is true and complete.
44. In its sole discretion, the Organizer reserves the right to disqualify any participant that is found or suspected of tampering with the Event or the game submission process, the operation of this Event. The Organizer reserves the right to disqualify any person who it reasonably suspects has violated or infringed any of these general terms and conditions including any individual it believes has undertaken fraudulent activities or other activities harmful to this event.
45. The organizer may overrule the rules in case of an emergency, the organizer's decisions are final.

11. REVISIONS

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