

# 🔥 2004Scape Duel Arena Festival Tournament 🔥

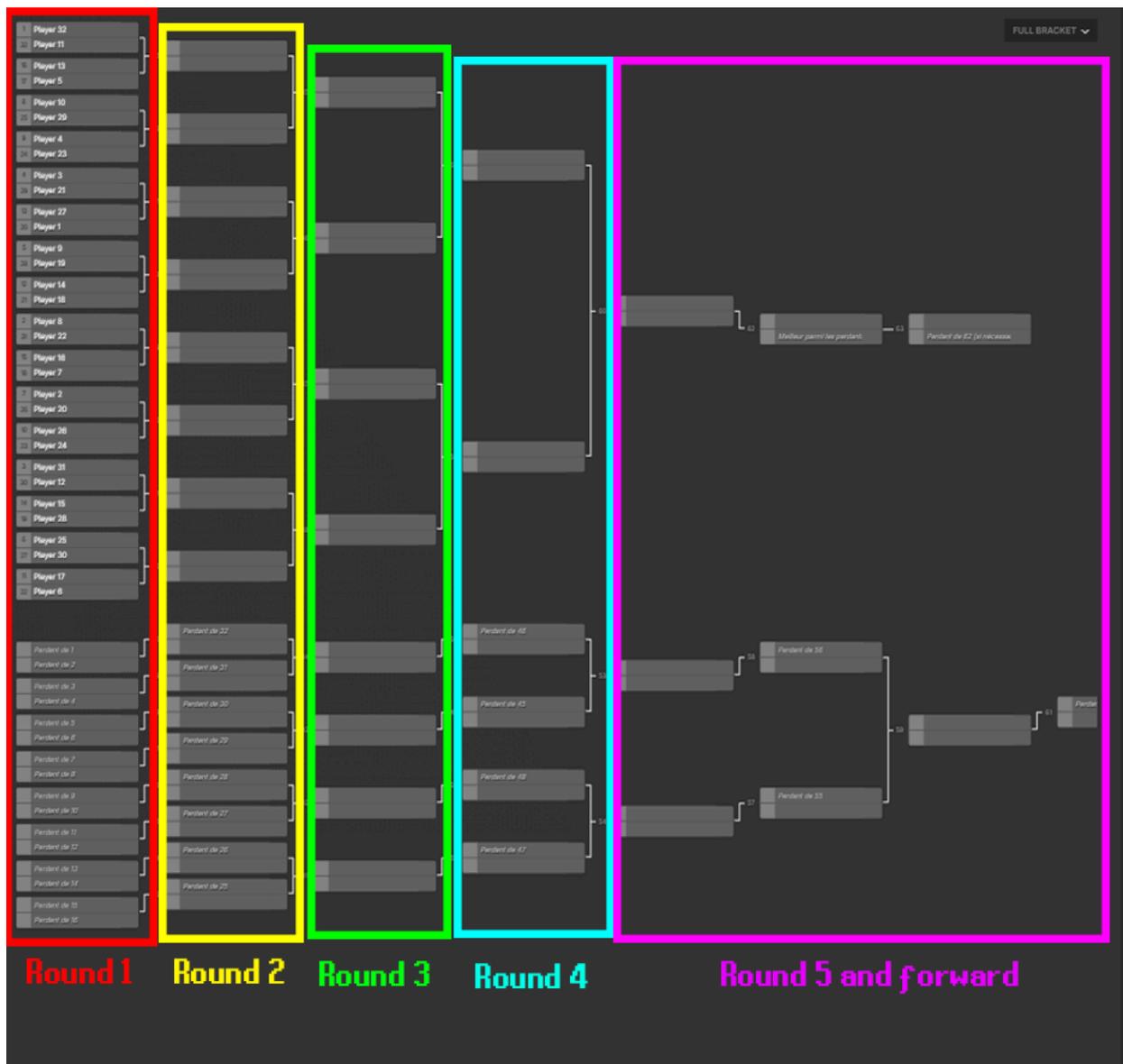
## OFFICIAL Ruleset

1. The 2004Scape Duel Arena Festival Tournament is a PvP community event made by myself, Fallnight. The tournament is set in a Double Elimination Bracket Best of 1, which means everyone starts in the Winners Bracket. If someone loses a fight, they are then sent to the Loser Bracket. If they then lose a fight in the Loser Bracket, they're eliminated from the Tournament.
2. To participate in the tournament, you only have to DM Me (Fallnight) either ingame, on Discord, or tag me in a channel of a Discord Server, and to give me your ingame username. There's NO ENTRY FEE to participate in the tournament, everyone is welcome to participate either as Fighter, or Spectator. All the events will be streamed on my Youtube channel, Fallnight.
3. The Prizepool of the tournament is an amount of 2,000,000gp, distributed to the Top 3 players of the tournament.
  - a. 1st Place receive the amount of 1,250,000gp
  - b. 2st Place receive the amount of 500,000gp
  - c. 3st Place receive the amount of 250,000gp
4. All the fights MUST BE PLAYED, they cannot be forfeit. This is to avoid Win trading and to make sure we have as much exciting fight as possible. If someone misses his match and gives no sign of life after 10 minutes, he's automatically DQ from this match and he's going to either join Loser Bracket or get out of the tournament if he was already there.
5. All the fights MUST BE PLAYED by using the EXACT RULESET provided below based on the Rounds you are. If a fight happens without respecting this issue and one of the players decides to notify the TO (Tournament Organizer, which is me), they will have to replay their fight with the proper ruleset and each player will receive a minor warning (Will talk about the Warning and Strike system later in this document)

6. Let's talk about STAKE. It's important to remember that there's NO FEE ENTRY to participate in this tournament, and that fights DO NOT REQUIRE A STAKE. However, if BOTH PLAYERS CONSENT during their round to make Stakes, they have the right to do so, but the TO is NOT RESPONSIBLE for any drama involving any situation talking about STAKES. If you agree to do it, you're on your own, and neither I or the Tournament are responsible for any losses in terms of Gold and Items. Influencing or forcing somebody else to agree to a Stake match is STRICTLY PROHIBITED and any complaint with proof of someone doing so will be IMMEDIATELY removed from the event.
7. A Player can participate into the tournament with only 1 Account, that prevents situation where a player will try to get more chance to win the tournament by playing multiple account (with Multilogging or not, which are prohibited by default in 2004Scape), and to also prevent a situation where a player cannot play a fight because two of his account have to fight together or at the same time period (with Multilogging or not)
8. Each player, like told before, must play each of their rounds playing a specific ruleset. Here they are:
  - a. Round 1 (Winners and Losers Bracket) = Barehands Round
    - i. NO Forfeit
    - ii. NO Weapons
    - iii. NO Armour
    - iv. NO Jewelry
    - v. NO Ranged
    - vi. NO Magic
    - vii. NO Flower Power
    - viii. NO Potions
    - ix. NO Food
    - x. NO Prayer

- b. Round 2 (Winners and Losers Bracket) = Ranged Round
  - i. NO Forfeit
  - ii. NO Melee
  - iii. NO Magic
  - iv. NO Flower Power
  - v. NO Potions
  - vi. NO Food
  - vii. NO Prayer
  
- c. Round 3 (Winners and Losers Bracket) = Melee Round
  - i. NO Forfeit
  - ii. NO Ranged
  - iii. NO Magic
  - iv. NO Flower Power
  - v. NO Potions
  - vi. NO Food
  - vii. NO Prayer
  
- d. Round 4 (Winners and Losers Bracket) = Magic Round
  - i. NO Forfeit
  - ii. NO Ranged
  - iii. NO Melee
  - iv. NO Flower Power
  - v. NO Potions
  - vi. NO Food
  - vii. NO Prayer
  
- e. Round 5 and forward (Winners and Losers Bracket) = Anything goes
  - i. NO Forfeit
  - ii. NO Flower Power
  - iii. NO Potions
  - iv. NO Food

- f. For the Grand Final, the two last players will still follow the Round 5 and forward ruleset, but instead it's going to be a Best of 3 fight !!
- g. Each time a fight is over, both players have to send a DM to Fallnight telling him who they're playing against and the results of the fight. It's recommended to take a screenshot of each loss/victory so in case two players don't agree about the results of a match, we can have proof about who really did win this match. As it's impossible for me to verify each and every fight happening at the same time.



Example of what a bracket looks like

9. Now it's time to talk about the Warning and Strike system. This system helps the tournament be a fun, friendly, legit and fair PvP event for everyone. It also helps punish those who want to take advantage of others, disrespect others and the rules, and also cheat.
- a. If a player receive two minor Warning, they get a DQ
  - b. If a player receive one Strike, they get a DQ
  - c. Example of this system would be:
    - i. If both players contest each other the result of a fight and neither of them took a screenshot, they both receive a minor warning and have to redo their match.
    - ii. Someone gets accused of trying to force someone else to accept a Stake fight, and the screenshot proves his behaviour. He will then receive a Strike which means that person will either join the Loser Bracket, or be eliminated from the tournament.
    - iii. Someone gets accused of Win Trading with another player with proof. Both of them will immediately get removed from the tournament and will be blacklisted forever from every other event in the future.
    - iv. Someone gets accused of trashtalking and disrespecting another participant with proof. This person will then receive a minor warning for his behaviour.
10. Take note that this Official Ruleset serves only as a base guideline for everyone, and it can be subject to change if judging necessary by myself.

**WELCOME TO THE DUEL ARENA FESTIVAL TOURNAMENT, AND LET'S SEE WHO'S TRULY THE STRONGEST FIGHTER OF 2004SCAPE 🔥**

**- Fallnight**