Riviera Showdown
Official Rules

1. Introduction

1.1. **Structure Presentation :** The French Riviera Esport is a structure created in 2023 with the French associative status of the law 1901.

1.2. **Acceptance :** Each Participant must agree to these Rules in order to participate in the tournament. Participants may accept these rules by any one of the following methods:
- Registering to participate in the tournament;
- Participating in any Match that is part of the tournament.

1.3. **Measures in case of disrespect of the Rules :** The administrators will reunite and discuss sanctions if any participants disrespect the rules in a way that needs to be sanctioned. Those sanctions will be entirely decided in the reunion and can be, as examples :
- Verbal Warnings
- Written Warnings
- Match forfeitures
- Payers or Teams suspensions
- Players or Teams forfeitures
- Prize forfeitures.

2. Players

2.1. **Players Eligibility :**

2.1.1. In order to participate in the tournament all players must be over the age of 13 and the poc of each team over 18.

2.1.2. All players between the age of 13 and 18 must have a written permission from their legal guardian. This document can be found at the end of these rules.

2.1.3. Any violation of this point of regulation could lead to a cancellation of the reward due to the player who violated this rule.

2.2. **Player Accounts :** All players must play with the account they have registered with. Any Player's Account with a name that would be judged disrespectful by the Administration will not have the right to play in the tournament with this account.

3. Teams

3.1. **Roster :** A team will consist of up to (5) players and can register up to (3) alternate.

3.2. **Team Leader :** Among the number of players registered for a team, each team must have a person designated as 'Team Leader/POC'. The team leader will be the Team's primary contact with other teams and the administration.
Team leaders must join the tournament Discord, and their Discord tags on the team page must be accurate, reachable, and up to date.

3.3. **Player Substitution :** Teams can substitute Players between maps. No substitutions may be made between stages of control maps.
Player substitution will only be allowed within the team roster, no ringers are allowed.

3.4. **Team Name :** Any Team name that would be judged disrespectful by the Administration will not have the right to play in the tournament with this name.

3.5. **Broadcast :** If any broadcast certified by admin want to cast your match, you are not able to refuse the broadcast.

4. Broadcast :

4.1. **Streamer/Broadcast :** Streamers and independent Broadcast are able to stream the competition if they comply with the following requirements:
- Post a message on the channel broadcast and be accepted by the administration
- The stream must have a minimum of a 1.00 minute delay.
- For playoffs, starting looser bracket round 2, you will not be able to obs in game. We will give two cleanfeed in order to cover every matches.
- Include the logo of Riviera Showdown on their stream

4.2. **Spectator Streaming (concern only spec in one-team view):** Spectators may stream the matches if they comply with the following requirements:
- Be a part of one of the two team playing
- No sponsors or streaming organizations are permitted unless given explicit permission by the Administration.
- Spectator broadcasts must have a minimum of a 1.00 minute delay.

- Neither the spectator nor the operator of any website where the stream may be viewed can force a viewer to pay a "fee" to be able to view the stream in question. Viewers must be able to view the stream for free.
- The Administration reserves the right to change or terminate this process completely or in part without notice or liability to any streamer or spectator

4.3. **Player Streaming :** Players can stream their gameplay during the tournament. It is required to have a 1.00 minute broadcast delay minimum. In addition, nothing prevents you from streaming your pov even if an official cast is already planned for the match.

5. Structure and Schedule :

5.1. **Rotation** : Each Match will include the previous game modes, in this order:

    5.1.1. **Swiss Stage (Qualifier#1 & Qualifier#2) :** First to 2 wins, Control / Hybrid or Escort / Push. If Teams are tied after playing these 3 maps, a 4th Flashpoint map will be played to break the tie.

    5.1.2. **Double Elimination Stage (Playoffs) :** First to 2 wins, Control / Hybrid or Escort / Push except Grand final. If Teams are tied after playing these 3 maps, a 4th Flashpoint map will be played to break the tie.

    5.1.3. **Double Elimination Stage (Grand Final Playoffs) :** First to 3 wins, Control / Hybrid / Flashpoint / Escort / Push. If Teams are tied after playing these 5 maps, a 6th Control map will be played to break the tie.

5.2. **Swiss Stage First Map Selection.** The higher seeded team creates the lobby. The higher seeded team is the team closest to 1st following the Swiss tournament stage.

5.3. **Double Elimination Stage First Map Selection.** The higher seeded team creates the lobby. The higher seeded team is the team at upper place in the bracket view.

5.4. **Subsequent Map Selection:** The losing Team from each map will pick the subsequent map. The winning Team from each map will pick which side they play on the subsequent map.

5.5. Maps will only be played once per Match.

6. Rules and settings

6.1. **Rule Enforcement :** All rules are subject to the Administration's interpretation in all respects, and the Administration shall have final say on any rulings. These Official Rules may be amended, updated, or modified by the Administration at any time.

6.2. **No show :** if a team is non-responsive after 10 minutes after the official date of a match, that team can be declared as no-show. If the team that is not showing is actively trying to be ready and in contact with the other or the administrations, this team cannot be considered a no-show.

6.3. **Time Limit** : Each team has 10 minutes to send the results of a match to the administration after its completion. Failure to send those results in time or not respond to any messages sent by the administration will result in the loss of the team that is unresponsive. The team leader shall report the results.

6.4. **Concessions.** Teams may request that they be allowed to concede victory of a game or Match. Teams may request that their opponent not receive a forfeit penalty. An Administration official must be contacted with these requests.

6.5. **Dispute Evidence :** In the event of a dispute, please provide video / screenshot proof to the administration. If a Player is not able to access live support, a Match Scores Dispute ticket should be created. The URL for the image(s) and/or video(s) must be attached to a dispute ticket. The issue must be clearly stated as well as the time in the video in which the issue occurred, and/or what the Administration official should be looking for in the picture/video.

6.6. **Scheduling Changes :** The Administration may, at its sole discretion, reorder the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. The Administration will notify all affected Teams of any Match schedule changes.

6.7. **Patch :** All Matches will be played on the most up-to-date live server Overwatch patch. The Administration may request that Teams who qualify for the Double Elimination stage play on a private tournament realm with accounts provided by the Administration

6.8. **Available Map Pool.** Refer to the Map Pool section on the tournament page start.gg or on this rulesbook.

6.9. **Results.** All results must be reported immediately on the site directly in the match details after the end of each map.

6.10. **Hero Pool.** All heroes that are enabled in Overwatch Competitive Play are allowed for the duration

6.11. **Platforms :** PC only.

6.12. **Game Creation and Settings :**

      6.12.1. **Team Responsibilities:**
- Map selection, server host, and side selection rules are listed below.
- Team Leaders will be responsible for inviting the remaining Players on their Team.

      6.12.2. **Custom Match Settings :**
- Presets: Competitive
- Modes, All: Kill Cam Disabled
- Modes, All: Skins Disabled
- "Invite Only" must be selected within the Custom Game Lobby

      6.12.3. **Server Host :** All matches will be played on the 'Netherlands' server.

6.13. **In-Game Rules :**

      6.13.1. **Pauses :**

- Teams are allowed a maximum of fifteen (15) minutes of pause time ("Pause Time") in a maximum of three (3) "Pauses" (each no longer than five (5) minutes) during a Match. Once a Team's Pause Time has elapsed, the Match will resume.
- Teams must wait until the conclusion of any ongoing Team fight before initiating a Pause.
- If a pausing Team does not resume play of a Match before the (5) five minutes allotted for a Pause is depleted, they will immediately use their next Pause and add an additional five (5) minutes to the current pause timer.
- Teams must wait until the conclusion of any ongoing Team fight before initiating a Pause.

      6.13.2. **Game Restart :** In case of a server crash or other unforeseen circumstances, Teams must immediately notify the Administration, and as a result, the Administration may assess a game restart at its sole discretion, which will be communicated to each Team Leader. Examples may include, but are not limited to:

- Incorrect game settings
- Server crash.

7. Spectators

7.1. **Spectators :**

    7.1.1. Unless both competing Teams agree in writing before a Match to allow spectators in the match lobby, spectators are not permitted during a Match

    7.1.2. All player that are announced in the roster page are able to join the match in spectator without any acceptance

7.2. **Administration Spectating :** Representatives of the Administration are permitted to join and spectate any Match at any time.

8. Player Conduct

8.1. **Behavior :**

    8.1.1. All participants must be respectful to anyone, including but not limited to, other participants, the administration or anyone that is close or far to the tournament.

    8.1.2. Any defamatory words or insults or general behavior that is disrespectful to anyone whatever the subject, including but not limited to, race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity or any other class or characteristic, will be subjected to sanctions.

8.2. **Cheating and Bug Exploits :**

    8.2.1. Any form of cheating will not be tolerated. If a player is caught cheating, he and his team will be banned from the ongoing and all the following tournaments of the structure.

    8.2.2. Any Bug Exploit is prohibited in the settings of the tournament. If it is uncertain that there is a bug exploit, the administration will decide if actions should be taken.

8.3. **Reporting :** Upon becoming aware of any prohibited conduct, Participants are required to immediately report the details to the Administration. Failure to comply with this requirement is an independent violation of these rules.

9. Registering

9.1. **Registration Fee :** The tournament is free.
9.2. **Participating :** All Teams can participate to both qualifiers
If a Team wants to participate in both qualifiers, they will need to register for both events.
Teams which are qualified after the first qualifier can't play the second.

10. Tournament structure and schedule

10.1. **Format :** The tournament will take place in two phases
● Major 1 : Swiss Round - The 4 best teams at the end of the Swiss Round will qualified for the Final
● Major 2 : Swiss Round - The 4 best teams at the end of the Swiss Round will qualified for the Final
● Final : Double Elimination - The 8 best Teams of Major 1 and Major 2 will play the Final.

10.2. **Dates :**

10.2.1. Qualifier#1 & Qualifier#2 :

Saturday 13th January - Qualifier 1			
Round 1	13h30-14h30	FT2	Lijiang
Round 2	14h30-15h30	FT2	Samoa
Round 3	15h30-16h30	FT2	Busan
Round 4	16h30-17h30	FT2	Lijiang
Round 5	17h30-18h30	FT2	Samoa

Saturday 20th January - Qualifier 2			
Round 1	13h30-14h30	FT2	Lijiang
Round 2	14h30-15h30	FT2	Samoa
Round 3	15h30-16h30	FT2	Busan
Round 4	16h30-17h30	FT2	Lijiang
Round 5	17h30-18h30	FT2	Samoa

10.2.2. Grand Final :

Saturday 27th January - Finals			
Winner Bracket 1	13h30-14h30	FT2	Lijiang
Loser Bracket 1	14h30-15h30	FT2	Samoa
Winner Bracket 2	14h30-15h30	FT2	Samoa
Loser Bracket 2	15h30-16h30	FT2	Busan
Loser Bracket 3	16h30-17h30	FT2	Lijiang
Final Winner Bracket	16h30-17h45	FT2	Samoa
Final Loser Bracket	17h45-18h30	FT2	Busan
Grande Finale	21h-23h	FT3	Lijiang

* The times above are given for information purposes only. They can be shifted for the good performance of the casts. The administration reserves the right to change all or part of it if necessary.

10.3. Global Maps Pool :

Control	Hybrid	Escort	Flashpoint	Push
Samoa	Numbani	Circuit Royal	New Junk City	New Queen Street
Busan	King's Row	Route 66	Surasava	Colosseo
Lijiang	Paraiso	Dorado		Esperença

10.4. Platforms : PC only.

10.5. Host : EU. The games will be played on the French's server. or on the Netherland's server.

10.6. Map Pool : The Map pool will be communicated by start.gg and Discord

11. Prizing

11.1. **Cash Prize :**

Winner of the Finals	
1st Prize	300,00 €
2nd	150,00
3rd	50,00 €

11.2. **Giving the Prize :** The administration will send prizes to each rewarded team via their POC which will share the winnings between the different players in view of the rules imposed on the team.

12. Communication with the administration

12.1. To communicate with the administration the team leader will have to send a message to the discord bot Teddy_. Teddy_ represents the administration and allows us to answer you more easily.

12.2. All communication with the admins will be through discord, using the bot mentioned above.

12.3. All Team Leaders must join the tournament's discord server at https://discord.gg/qNmGDEUPfZ . However, joining this server is not mandatory for any other person in the team.

13. Cancellation

The Administration, after reunion, have the right to cancel the tournament regarding reasonable reasons such as :
- Not enough participants
- Problems inside the Administration

In case of a cancellation, any prize will not be given.

To be noted. It is never, in any case, our will to cancel one of our events. This will happen only if we cannot find any other solution. We always try our best to make our events go as great as possible for everyone.

Parental Authorization

Parental Authorization for people under 18 wishing to participate at Riviera Showdown

I, the undersigned(Name,Surname)...
....
....
....

Mother, father, authorize the following minor (Name, Surname)........................
....
....
....

To participate at the Riviera Showdown the 13th January to 27th January 2024.

Date :

Signature :

The parent or guardian should provide a copy of his/her ID card with signature and ID card of the child.