

CvC Tournament - The Invitational 2 Rules

Tournament Format

- 4-guild group double elimination (x2), top 2 advance
- 4-guild playoffs.

Team Formation

- Teams are the roster of participating guilds, with the inclusion of solo players (more information below).
- Members of a guild who joined less than 24 hours prior to a match are not eligible to participate for that match.
- If a player switches from one participating guild to another, they are considered part of the new guild.

Solo Players

Register here: <http://goo.gl/forms/1uF3Yq0yvj>

View registered solo players:

https://docs.google.com/spreadsheets/d/1LH6BckopsfiwHztsocdCPFy5ahQImE_lkpHd6i9Vrg/e/dit?usp=sharing

- Players who are not part of any participating guild may register as a solo player.
- As solo players register, guild leaders (or player in charge) may lay claims on solo players at specified times (via forum PM). Once assigned, both guild leader and solo player will be notified where possible, and the spreadsheet "assigned guild" column will be filled.
- Guild may have up to 2 solo players (may change later).
- If a solo player joins a different guild participating in the tournament, they will be considered as part of that new guild's roster.

Match procedure

- Opposing guild leaders to schedule and confirm a time and date for each match. The agreed time must be communicated to the tournament host (Fooey/M3L0N), and must be at least 72 hours in advance.
- Once confirmed, the scheduled time will be posted on the HQ thread. Only matches on the HQ thread will count as played.
- Match score to be reported as soon as possible, with a screenshot of the tablist of each map.

Match Format

- 8v8 Defusal. If you get TDM, restart.
- Best of 3 different maps. (A1-3, B1-3)
- Best of 5 maps (all other match codes). The first 4 maps MUST be different.
- Scoring is counted in maps, not rounds. Ties count as 0.5pts. If tied, play another map until a winner is decided.

Match Rules

- All general Hypixel rules apply.
- Exploiting to reach parts of a map unintended to be accessed is strictly forbidden, and will result in a forfeit.
- Any form of hacking or unjust advantages are against the rules. This includes a minimap which tracks entities, and x-ray texturepacks. If a player is proven to use any such devices in a match (before 72 hours after the match has taken place), their team will forfeit that match.
- If a guild has 5 (inclusive) or less members online to take part in the match, they forfeit the match. If they have 6-7 players online, they may use substitute players to fill in the rest. Substitutes must have less than 750 wins, and not be a part of any participating guild (including eliminated guilds), no exceptions. Solo players and substitutes are different entities.

Replaying maps:

Maps are not to be replayed unless one of the following conditions are met:

- Server crash/reboot.
- Unresponsive game system. (eg: the next round does not start)
- Very laggy server. (must be agreed by both teams)
- Majority of players crash.
- A tournament official orders a map restart.
- An extenuating circumstance, where a restart is explicitly agreed to by both teams. If this happens, both team captains must type ***“restart.potato”*** in game chat, and provide a screenshot with both instances of “restart.potato” to avoid arguments.