WCA Americas Season 3 Qualifier & Finals RULES

1- General

1.1 Tournament
The WCA SA StarCraft 2 Open Qualfier is a free and open four-day tournament with a total of 256 teams to participate in.
First round is a qualifier, where two participants qualify for the Finals along with 2 Guest Players.After that, the four will compete for the prize pool and the chance to compete at China.

Signup time:
2016/27/09 to 2016/27/10
Qualifiers: 2016/11/11/ 20:00PM BRT and 2016/12/11 15:00PM BRT
Finals: 2016/13/11 15:00PM BRT

1.2 Participants & Teams
Everybody who has a valid battle.net account is allowed to participate in the WCA America Starcraft 2 Open Qualifier and will be called a "participant" in the following.

1.3 Referees
Everybody who is authorised by LNEe (Liga Nacional de Esportes Eletrônicos) to administrate the cup based on its rules and regulations will be called a "referee" in the following.

1.4 Commitment
1.4.1 Every participant has to own a legal copy of Starcraft 2 Legacy of the Void to participate in the Cup.

1.4.2 By attending the cup participants agree without reservations to comply with the rules and regulations as well as the decisions made by the referees of the Cup. The application of these rules and regulations is at the sole discretion of the referees. Any decisions made may

overrule the following rules and regulations to maintain the spirit of competition. Participants have to obey the instructions made by the referees at all times.

1.4.3 Every participant acknowledges the right of LNEe to modify these rules and regulations at any given time and without prior notice.

1.4.4 Every participant is asked to maintain an adequate level of respect and friendliness with the other participants and the referees. Insults and unfair or disrespectful behaviour towards the referees and the other participants won't be tolerated and will be punished with penalty points or an immediate disqualification.

1.4.5 Every participant has to be in the chatroom and at the ingame chatroom ready during the qualifiers time or will be disqualified from the Cup. A maximum of 10 minutes time will be respected. Additional time has to be approved by a referee and by his competitor to avoid punishmet. It is best to get by before time.

1.4.6 Every participant, as soon as their match finishes, should report his results at LNEE's site. attaching the replay of the match as evidence for future reference.In case of Win Over, the participant should send a screenshot with enough evidence. Any issues, the referees will be available to help.

1.4.7 Every participant has to be at least 14 years old by the start of the qualifiers..

1.5 Game Account

1.5.1 Each participant is obligated to provide his account information on the America server at Battle.net (Nickname and Battletag, ex: LNEE#1234) that will be used to participate a WCA America Qualifiers Season 3.

Real-ID's will not be accepted and may result in immediate disqualification of the WCA America Qualifiers Season 3;

1.5.2 In case a new account is used during the tournament, the participant is responsible for updating the information. The use of a different account from the one listed on the registration is forbidden and may result in immediate disqualification of the Cup.

1.5.3 The use of a "smurf" account is not permitted. These accounts are frequently used to avoid the display of their real name. Using a "smurf" account will result on a disqualification for one season of the cup. If this offense repeats, the participant will be prohibited from participating.The use of "Barcodes" is not allowed either.

1.5.4 The participants of WCA America Qualifiers Season 3 recognize the fact that their account will be visible to third parties.

1.6 Ingame Name

1.6.1 Each player has to have his primary or secondary nickname or something very similar as part of his steam name during all games to be easily identifiable for referees, broadcasters, and viewers. What counts as similar is for the administration to decide. The primary and secondary nicknames can be found in the player's profile.

2 - Competition Format

2.1 Brackets
2.1.1 The qualifier will be played as a single elimination bracket where all the matches until Ro8 will be Best of 1. Quarterfinals and semifinals, best of 3. Third Place Match best of 5 and Finals Best of 7.
2.1.2 Seeding will be random as the bracket is formed.Players must find his opponents through the chatroom and the ingame chat. If they are not found within 10 minutes time, the player must take a screenshot that proves he looked for the player so he can win over.

Chatroom : WCA Starcraft S3
Ingame Room: WCA S3 SA

2.2 Progressing
2.2.1 The qualifiers proceed till the final, where the 4 best players along with 4 already qualified guests will fight for the prizes at the Finals..

3- Match Regulations

Automatically Save Replays option enabled.
Change Status to Busy while playing enabled.
Standard Server: US East. With approval of both players, the participants can create the matches in other servers.
Matches should use the following settings:
Category: Melee
Mode: 1v1
Game Speed: Faster
Blocked Alliances: Yes
Game Privacy: No Construction Order
Maps: Apotheosis LE, Dasan Station LE, Frost LE, Frozen Temple, Galactic Process LE, King Sejong Station LE, New Gettysburg LE

4- Coverage
4.1 It is not allowed to have any observers besides those authorized by the administration.
4.2 Referees, official partners and streamers are authorized to stream the match.They can request a player to wait for the next series to stream, and the players may refuse.
4.3 In case there's no stream partner, the players may self stream their matches should they request authorization to do so to the referees with at least 30 minutes before the qualifier begins. There are some demands that the player need to attend to:

-Stream Delay of at least 2 minutes.
In case the player do not comply, he will be forced to shut down the stream or will be disqualified.

5- Cheats & Bans

5.1 The use of cheats, map hacks, third party tools will not be allowed. Players and partners should report any suspect activity with enough proof. Should it be true, the player caught using it will be disqualified.

5.2 The LNEe reserves the right to ban participants from the Cup because they have been banned from other leagues or tournaments for cheating or unfair behaviour

6- Rule Violation & Punishment

Any breach of the rules may be punished with a default loss or a disqualification from the cup.

7- Prize Distribution

First Place	U$D 7.000 (Invited to China)
Second Place	U$D 4.100 (Invited to China)
Third Place	U$D 2.800

7.2 The prizemoney distribution and transfer is handled by World Cyber Arena (WCA) until after 30 days past the final event.

7.3 The 1st and 2nd places receive the award in China.

8- Legal Process

Legal proceedings are not permitted.