



# KINGS OF THE NORTH

OFFICIAL TOURNAMENT RULES  
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# 1. General Rules

## 1.1 Conduct

All players are asked to behave in a respectable manner towards each other as well as Tournament Officials. Insults, vulgarity and harassment of any kind are strictly prohibited and will result in expulsions from the event and/or future events.

Players and teams may not begin matches before the scheduled time, and to ensure the integrity of their replays when reporting to the Tournament Director.

## 1.2 Unfair Play

Upon discovery of any player committing any violations regarded as unfair play, the offending player; at the sole discretion of the Tournament Director, may receive a warning, a forfeit loss, or be disqualified from the tournament. Prize money may also be deducted as a % of the offending teams at the sole discretion of the Tournament Director in accordance with any policies that already exist.

During the course of the event, the Tournament Director may determine other actions to embody unfair play. Unfair play refers to but is not limited to:

- The use of any outside program that gives an unfair advantage
- The use of a game bug determined to be unfair by the Tournament Director
- Intentional Disconnection
- Collusion and/or intentionally losing a match
- Unsportsmanlike or disruptive behavior such as inappropriate and/or unprofessional actions directed towards another player or Tournament Director



## 2.Matches

### 2.1 Maps

All map vetoes and map choices must be made prior to the start of a match. The higher seeded Player must choose to act as Player A or Player B. Player A must veto one map first, then Player B must veto a map. This process is repeated until the number of maps left corresponds with the maximum number of games in the series.

The vetoed maps will not be played in the match. Player B must choose the game 1 map and then Player A must choose the game 2 map. Again, this process is repeated until a winner of the match is determined. No map may be played more than once in a match. No map will be considered to have been used in a game that is forfeited.

The maps will be based on the current Blizzard 1v1 Ladder maps at the time of competition<sup>1</sup>.

### 2.2 Pre Match

All matches are required to be played on the official Battle.net service. Use of outside applications to circumvent Battle.net is not allowed and you will be disqualified if you attempt to do so.

Players are expected to join the Chat Channel “kotns3” prior to any game taking place and must confer with the Tournament Director (or equivalent) prior to starting a match.

Players must set their status to BUSY during tournament matches. In the event opponents are sitting next to each other, a divider will be placed between them. All official streamers/commentators/administrators are the only ones allowed to observe a match. Your match may be streamed.

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<sup>1</sup> Current Blizzard 1v1 Ladder Maps

[http://wiki.teamliquid.net/starcraft2/Maps/Ladder\\_Maps/Legacy\\_of\\_the\\_Void](http://wiki.teamliquid.net/starcraft2/Maps/Ladder_Maps/Legacy_of_the_Void)



## 2.3 Settings and Format

The tournament format and in-game settings are dependent on the current tournament stage. They are as follows:

### 2.3.1 Online Qualifiers

**Format:** The format will be *Double Elimination* with Matches being *best out of three* games

**Settings:** The in-game settings must be set as follows:

Setting	
Category	Melee
Mode	1v1
Game Speed	Faster
Privacy	No Build Order

### 2.3.2 LAN Qualifiers Settings and Format

**Format:** The format will be *Double Elimination* with Matches being *best out of three* games.

**Settings:** The in-game settings must be set as follows:

Setting	
Category	Melee
Mode	1v1
Game Speed	Faster
Privacy	No Build Order

### 2.3.3 Championship Stage

**Format:** The format will be *Double Elimination* with Matches being *best out of three* games for normal matches, *best out of five* for the semi-finals, and *best out of seven* for the finals.

**Settings:** The in-game settings must be set as follows:

Setting	
Category	Melee
Mode	1v1
Game Speed	Faster
Privacy	No Build Order



## 2.4 During Match

### 2.4.1 Disconnection

The three different types of disconnection are categorized as a Server Crash, a Unintentional Disconnection, and an Intentional Disconnection (also known as game leaving).

#### Server Crash

In the event of a Server Crash, where multiple players lose connection due to an issue with the server and/or platform; the matches will be recovered from replay. If a player is experiencing technical difficulties, the match must be paused and the Tournament Director alerted immediately.

#### Unintentional Disconnection

In the event of an Unintentional Disconnection the game will be recovered from replay 1 second before the unintentional disconnect or server crash occurred.

#### Intentional Disconnection

If a player is proven to have disconnected intentionally, then the offending player may be charged with a warning or penalty resulting in possible expulsion from the tournament as deemed by the Tournament Director.

## 2.5 Post Match

### 2.5.1 Reporting and Disputes

After map completion, the winner will report the result to the Tournament Director.

In order to dispute game results, players must notify the Tournament Director that they would like to protest the game before a new game has begun. In order to dispute a match result, players must notify the Tournament Director that they would like to protest the match no longer than 15 minutes after the end of the match.



## 3.Acknowledgement

By participating in the Kings of the North tournament, you acknowledge you have read all rules and agree to the terms and conditions.

