

The following rules will be used in every WGS Duel Tourney, unless the admins think there is a need to change something. Every participant in the tournament accepts this rules by entering the competition.

General Rules

Game-Version: War§ow 0.6 Release

Game-Mode: basewsw duel

Tournament-Mode: Double Elimination Bo3 with Bo5 finals

Participant-Slots: 16-32 (a minimum of 8 players needed for the tourney to take place)

Check-In: 30 minutes before tournament start

Finding your opponent and getting in touch with the admins

We want to make finding your opponents during the tournament as easy as possible. Also we want you to be able to reach the admins in case of a problem as fast as possible. Therefore we ask you to join our official IRC-tournament-channel #wgs-weekly on QuakeNet.

IRC (Internet Reality Chat) is one of the oldest Chat-Systems out there. To connect to a IRC-Channel you need a IRC-Client, the most popular is mIRC (www.mirc.com), we recommend you Ice Chat a free IRC-Client (www.icechat.net) or you can use the Web-Chat from QuakeNet (<http://webchat.quakenet.org/>).

You should join our channel at least 10 minutes before the actual tournament starts (15:50 CET), however feel free to join the channel earlier to have a chat with your opponents.

Mappool and Map Voting

We think that the War§ow duel map-pool has gotten very static and boring over the years, therefore we try to get some fresh wind into it by having only three standard-maps in the pool and filling the map-pool up to 5 maps by letting the players decide the two remaining maps by vote. If you want to vote for the two additional maps in a cup you first need to sign up for the actual tournament and then you will get a personal message from the admins with a link to the map-pool-vote.

The three standard maps for each WGS Weekly Duel Tourney are:

- wdm2 – Stunned
- wdm3 – Deeper Underground
- wdm5 – Vicious Lair

The voting-pool consists of:

- wdm6 – Deemsix
- wdm10 – Deflected
- wdm12 – Courtyard
- wdm14 – Reflected
- acidwdm2 – Unbalanced

When a map gets voted for the map-pool of the tournament it can't be voted for for the map-pool of the next tournament. Like this we hope to get a rotation in maps for our tournaments.

Map- and Server-pick Rules

As for map-pick in Bo3, we will go with a seed based system. The higher seeded player picks the first map, then the lower seeded player picks his map. The lower seeded players pick however will be played first and then the higher seeded players map. If after the two maps there is a 1-1 tie, the higher seeded player eliminates the first map out of the three maps left, then the lower seeded player eliminates one map. The last map left in the map-pool will be played as the decider-map.

Bo5 is the System for the Grand-Finals. However since the tournaments are played in Double Elimination it would be a little bit unfair to let the players simply play a Bo5, so we have a special rule for the finals. The player coming from the Losers or Lower Bracket needs to win 3 maps (as in normal Bo5), however the player from the Winners or Upper Bracket only needs to win two maps (he starts with a 1 map advantage so to speak). As for the map-pick the player coming from the LB picks the first map, then the WB player picks his first map, then the LB player picks again, and then the WB player. Since the WB player starts with a 1-map advantage there is no need for a 5th map, because after four maps there already is a winner.

The Warşow Duel Community has its players all over the world and since we want to have as many duel players in our cups as possible we also want to get players from other continents into our tourneys. However in online games there always was the problem with ping-difference between different countries or continents. We try to make our tournaments as fair as possible for all players and therefore have decided to use a special system for server-picks:

- Normally games are always played on European Servers.
- If the match is between two players from different continents (like US and EU) the players have to play their map-pick on the opponents server. This is best illustrated with an example:

Player 1 is from Germany. Player 2 is from the U.S.A. Player 1 picks wdm5 as his map-pick, Player 2 picks wdm12. wdm5 will be played on a U.S.-Server and wdm12 will be played on a EU-Server. Like this the advantage of playing on his best map is lowered by the disadvantage of a high ping.

- If after the two maps there is a 1-1 tie. Last map will be played on a server picked by the player with the least frags made during the last two maps. Here an example:

Player 1 has won wdm5 with 15:6 while Player 2 has won wdm12 with 24:5. $15+5=20$ and $6+24=30$, Player 1 has collected the least frags over the two maps and now can pick the server where the last map will be played on.

Cheating

Since WSW-Duel scene is pretty small we don't expect people using cheats, but if we will find out that someone is cheating (we count aim-bots, wall-hacks, multi-hacks, rj-scripts and everything else that gives the player a unfair advantage as cheats) he will get lifetime-banned from every WGS tournament and his opponents will get 2:0 wins against him.

Fairplay and No Shows

We want to provide a nice and fair competition for the wonderful duel community. However to achieve this we need your (the players) help. Please be nice to each other, and please don't abuse the chat function ingame. We all like to spam smileys from time to time but it should not turn into a never-ending wall of smileys.

Also for the spectators, if there is a wswtv server (like on almost all crisis-servers), please use it.

Also it is a common habit to wish your opponent "good luck" and to call "good game" after the match. Don't forget it :).

The things mentioned above are only some small rules to keep the tourney friendly, however it is not a small incident if you or your opponent start calling each other names and verbally abuse each other. This is a major bad behavior, and we will punish either one or both players for it, depending on who started and how the conversation progressed. You can be sure that you at least will get a loss on the current map if you start with it. In very heavy cases the admins have the rights to ban one or both players from the current tournament.

As for no-shows, it always can happen that a person is afk and does not see that he needs to play you. Please be patient with your opponent :). However if your opponent does not react for longer than 15 minutes you can contact a admin, he will try to reach your opponent, if after another 5 minutes your opponent still does not respond you will get a default 2:0 win over him.

Reporting results and proving them

After you played your match, either you or your opponent need to report the result of your match to an admin. To keep it simple for you and the admins, the player who has lost the match always needs to report it to the admin. However do not spam the admin with "me lost to xyz with x:x" for several times, typing a "I lost" and the scores (like "wdm2 - x:x wdm5 - x:x" once is enough :).

As for proving the result, both of the players should at least take a screenshot of the final score on each map (we recommend you setting auto-action to "screenshot" under the player-tab in the game-settings menu ingame). However it would be nice if both players could record demos of their matches and hand them over to the admins after

the tournament so that we can build up a demo-database (this is not a must but it would be really nice).

Disconnects and Timeouts

In online games it always can happen that a player gets spikes or lags. It also can happen that a player gets an important call or the doorbell rings while he is in a match. It would be unfair if he would have to play while holding a phone or would have to stop and run to open the door while his opponent can have some free frags on him. For such situations WarŞow has a build in timeout-function, by typing `"/timeout"` into the console a player can pause the game for a specified amount of time allowing the player who called the timeout to answer the phone or do whatever he has called the timeout for. If the time runs down the announcer will give the players another 3 seconds to get ready and then the game will un-pause automatically, however if the player who called the timeout is ready before the time runs out he can type `"/timein"` into the console and un-pause the game manually (there will still be 3 seconds for the players to get ready).

We decided that we would limit the possible timeouts for each player during a match to 3, like this timeouts won't be abused for tactical-reasons.

In online games it also always can happen that a players connection crashes and he disconnects from the server. Such disconnects are always quite annoying and difficult to handle for the admins. We have decided to use a special rule for such disconnects:

- If the players were ingame on a map for not longer than 5 minutes the map will be replayed again from the start.
- If a player crashes after 5 and up to 8 minutes ingame and the score-spread is not higher than 8 frags, the player left on the server can decide if the match will be replayed.
- If a player crashes after 8 or more minutes ingame, or the score-spread is higher than 8 frags the player left on the server wins the map.

This however does not mean that after an disconnect a player wins the whole Bo3/5, the dropped player has 10minutes to get up on the server again and to play on the next map.

What is Double Elimination?

Double Elimination is a popular tournament-mode for FPS games like Warsaw. It gives all players a second chance. When they have lost a game against a stronger opponent they will drop down into the losers-bracket and fight through it to reach the Overall Final or Grand Final. For example:

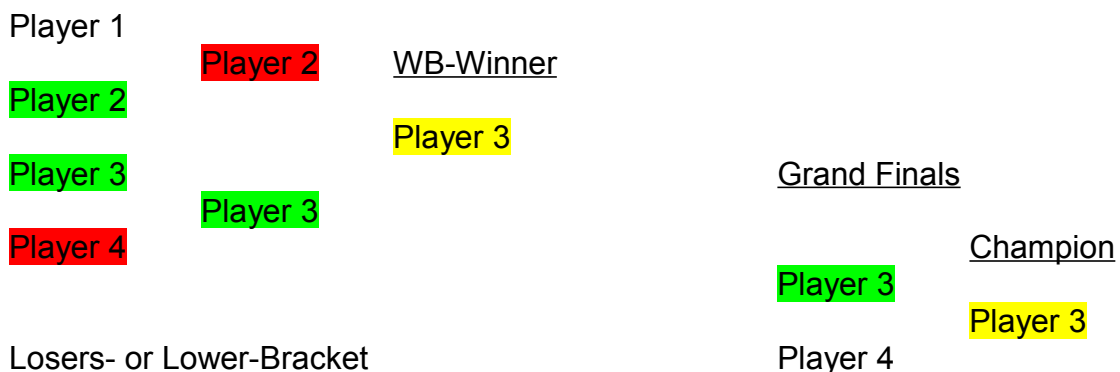
In a Single Elimination the bracket would look like this:



While in a Double Elimination tournament the brackets would look like this:

Winners- or Upper-Bracket

WB-Round 1 WB-Final



Losers- or Lower-Bracket

LB-Round 1 LB-Final



In Single Elimination Player 4 would have been out in 1st Round but in Double Elimination he got a second chance and played through the LB to reach the Grand Final.