Društvo za elektronske športe - spid.si
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Pravila tekmovanja na EPICENTER LAN 17

Fortnite

Pripravila: Nuša Klepec
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Datum: 5. Oktober 2018

English rules

1. GLOBAL TOURNAMENT RULES, TERMS AND CONDITIONS

1.1. Eligibility

- Each team must consist of 2 players.
- To reserve your participation in the tournament, a team must have 2 players paid and signed up to their specific team.

2. GENERAL INFORMATION

2.1. Tournament Format

First Round: duos will be placed in 4 groups, 8 teams each. Each duo will play match versus every single team in their group. Match consists of 2 Squad Matchmaking games. Team with most eliminations in 2 games win, if both teams have the same amount of kills the match is draw.
Semi-Final: top 4 duos from each group will advance in the semi-final stage of the tournament. They will be placed in 2 groups, 8 teams each. Each duo will play match versus every single team in their group. Match consists of 2 Squad Matchmaking games. Team with most eliminations in 2 games win, if both teams have the same amount of kills the match is draw.
Final: top 4 duos from each group will advance in the final. They will be placed in 1 group with 8 teams. Each duo will play match versus every single team in their group. Match consists of 2 Squad Matchmaking games. Team with most eliminations in 2 games win, if both teams have the same amount of kills the match is draw. The winner of the group if the winner of the tournament.

Important: If there will be less or 16 team there will be only semi-finals and final. It is going to be announced 3 days before tournament (Wednesday, 17.10.2018)

-When you advance in next stage and you are placed in new group your points reset.
- The tournament starts on Friday at 17.00 and finishes on Saturday at 22.00, with **a break from 00.00 to 10.00 on Saturday**.
- Every match on tournament is scheduled and it must be played on time otherwise both teams will be punished.

- Duos will report the results after each finished match (kills from both Squad games) in Discord channel prepared for posting results in the following format:
[Team A] (kills) : [Team B] (kills)

2.2. Administrators

- Tournament Administrators are Jan Mitrovič and Luka Vratarič.
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules.

2.3. Timekeeping

- Each duo must play match on scheduled time otherwise both teams will be punished.
- **The tournament winner is the duo with most points in the final.**
- Administrators reserve the right to change these timings if circumstances require it.

2.4. Scoring system:
Match Winner (team with more kills after 2 games): **+3 points**
Match Draw (if teams have the same amount of kills after 2 games): **+1 point**
Match loser (team with less kills after 2 games): **+- 0 points**

There is no reward for placement.

2.5. Tie Brakers:

1. Team with more kills advance,
2. if kills are even, team with more wins advance,
3. if both teams have the same amount of wins, the coin is thrown and coin toss decides.

3. GAME SETTINGS

3.1. Restrictions

- Any game that is not played on scheduled time does not count and teams are punished
- You are only able to participate on the tournament with Fortnite on Mac or Windows (PC)

3.2. Player Settings

- Any player settings configurable within the game client are acceptable.
- No 3rd party applications are allowed

3.3. Screenshots and replay

- Screenshots (names and number of kills must be visible) are required to prove a match result. You have to take screenshot and record replay of every game and keep them on your computer during the event and 7 days after.

4.0 SCHEDULE

Group Stage (Friday):
18.00 - first round
18.50 - second round
19.40 - third round
20.30 - fourth round
21.20 - fifth round
22.10 - sixth round
23.00 - seventh round

Semi-Finals (Saturday morning):
10.00 - first round
10.50 - second round
11.40 - third round
12.30 - fourth round
13.20 - fifth round
14.10 - sixth round
15.00 - seventh round

Break:
16.00 - 16.50

Final (Saturday evening):
17.00 - first round
17.50 - second round
18.40 - third round
19.30 - fourth round
20.20 - fifth round

21.10 - sixth round
22.00 - seventh round

5.0 DISCORD

Invitation link for Spid.si Fortnite server: https://discord.gg/NhfHpMJ

5.1 Why Discord?

Discord is software for voice and text communication optimized for gamers. We will use it for communication on Fortnite tournament.

5.2 Google Form

Link: https://goo.gl/forms/0qTQa7P1t6x9Mmb03
Every team captain has to submit the form till Wednesday 20.00. It will help with organisation of the tournament. Before submitting the form both team members must join our Discord server. The official Spid.si channel is not the one used for this tournament so you must join server with link in the rules.

5.3 Do both players have to join Discord?
Yes, both players have to join Discord because you will be put in teams. You will also find scores and round details on Discord.

5.4 We use different communication software
You are allowed to use different software for communication (for example TeamSpeak) but team captain must be in prepared voice channel for team (no one else beside team captain and player of the certain team have access to it) and use communication with other teams in Discord.

5.5 Channels
#chat - you can chat about off topic things with other players
#result-report - only for reporting results
#schedule - you will be able to find your opponent's Fortnite and Discord name
#report-player - report player because of result mistake, unsportsmanlike behaviour or cheating
#score - frequently updated channel with group scores