



Pravila tekmovanja na TELEMACH EPICENTER FERI LAN 18

Rainbow Six Siege

Pripravil: Amadej Šuperger

Datum: 15. feb. 2019



Slovenska pravila

1 OSNOVNE INFORMACIJE

1.1 Format tekmovanja in urnik

- Tekmovanje se bo odvijalo v dveh fazah, začne se s skupinskim delom. Sledila bo končnica, v formatu enojnega izločanja.
- Tekmovanje se bo začelo v soboto, 2. marca ob 13.00.

1.2 Administratorji tekmovanja

- Administratorja tekmovanja sta: Amadej Šuperger in Lars Kolar.
- Igralci so se dolžni do administratorjev obnašati vljudno in spoštljivo.
- Administrator ima zadnjo besedo pri vseh zadevah.
- V izrednih razmerah si administratorji pridržujejo pravico, da pravila spremenijo ali priredijo.

1.3 Nadzorovanje časa

- Igralci morajo biti pripravljeni 10 minut pred začetkom tekme. Naveden čas začetka igre ni čas, ko bi se igralci pridružili/posedli ampak čas dejanskega začetka igre.
- Igralci imajo na voljo največ 5 minut premora med vsako tekmo skupinskega dela in največ 5 minut med vsako tekmo v končnici.
- Administratorji si pridržujejo pravico, da časovnico v izrednih razmerah spremenijo.

2 NASTAVITVE IGRE

2.1 Nastavitve

- Playlist Type: Normal Mode
- Server Type: Dedicated Server
- Voice Chat: Team Only
- Time of the Day: Day
- HUD Settings: Pro League

2.2 Nastavitve Tekme

- Number of Bans: 4
- Ban Timer: 30
- Number of Rounds: 12
- Attacker/Defender role swap: 6
- Overtime: 3 Rounds
- Overtime score difference: 2
- Overtime role change: 1
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On



- Pick Phase Timer: 15
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 15
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off

2.3 Seznam map

- Bank
- Border
- Club House
- Consulate
- Coastline
- Oregon
- Villa

3 SKUPINSKI DEL

V skupinskem delu, igrajo ekipe vsaka z vsako. Za zmago ekipa prejme 3 točke, za poraz ne prejme točk, v primeru izenačenega izvida, dobi vsaka ekipa po 1 točko. Mape se izberejo na podlagi pravila veto (obrazloženo spodaj). V primeru, da imajo ekipe isto število točk, se gleda razlika v zmaganih in izgubljenih rundah.

Veto – pravilo za izbiro mape

Ekipa B izloči eno izmed 7 map

Ekipa A izloči eno izmed 6 preostalih map.

Ekipa B izloči eno izmed 5 preostalih map.

Ekipa A izloči eno izmed 4 preostalih map.

Ekipa B izloči eno izmed 3 preostalih map.

Ekipa A izloči eno izmed 2 preostalih map. Igra se mapa, ki ostane.

4 KONČNICA

V končnici se igra single-elimination, igran po sistemu 'Best-of-three', torej se igrajo 3 mape. Mape se izberejo na podlagi pravila veta za izbiro treh map (obrazloženo spodaj). In na podlagi pravila veta za izbiro ene mape (navedeno že zgoraj).



Veto – pravilo za izbiro treh map

Ekipo B izloči eno izmed 7 map.

Ekipo A izloči eno izmed 6 preostalih map.

Ekipo B izbere eno izmed 5 preostalih map.

Ekipo A izbere eno izmed 4 preostalih map.

Ekipo B izloči eno izmed 3 preostalih map.

Ekipo A izloči eno izmed 2 preostalih map. Zadnja ostala mapa bo po potrebi odigrana kot tretja zaporedna mapa.

Ekipo A je ekipa, ki ima višji seed. Prva tekma bo odigrana na mapi, ki jo najprej izbere ekipa A. Tretja mapa bo odigrana v primeru, ko zmaga vsaka ekipa po enkrat.

5 PREMORI

- Če igralec ustavi igro, mora navesti razlog za prekinitev in kako dolgo bo trajalo. Igro lahko nadaljuje le igralec, ki je prekinil igro, potem ko je vprašal nasprotnika, če je pripravljen.
- Premor ne sme biti daljši od 10 minut.

6 NEDOVOLJENO OBNAŠANJE IN SANKCIJE

V primeru kršitev pravil ali navodil administratorja turnirja si organizatorji pridržujemo, da tekmovalca izključimo iz tekmovanja ali kaznujemo na način po odločitvi administratorja. Ob zamujanju na tekmo (več kot 10 minut) si administrator pridržuje pravico izključitve igralca ali kaznovanja na kakšen drug način. Vsaka odločitev administratorja je dokončna.



English rules

7 GENERAL INFORMATION

7.1 Competition format and schedule

- The competition will take place in two stages, starting with team work. This will be followed by a suffix, in the single excursion format.
- The competition will start on Saturday, March 2 at 13.00.

7.2 Admins of the competition

- The administrators of the competition are: Amadej Šuperger and Lars Kolar.
- Players are obliged to behave politely and respectfully to the administrators.
- The administrator has the last word in all matters.
- In an emergency, administrators reserve the right to change or edit the rules.

7.3 Time

- Players must be ready 10 minutes before the start of the match. The specified time of the start of the game is not the time when the players would join / sit, but the time of the actual start of the game.
- Players have a maximum of 5 minutes break in each match of group work and no more than 5 minutes during each match in the playoffs.
- The administrators reserve the right to change the timetable in emergency situations.

8 GAME SETTINGS

8.1 Settings

- Playlist Type: Normal Mode
- Server Type: Dedicated Server
- Voice Chat: Team Only
- Time of the Day: Day
- HUD Settings: Pro League

8.2 Match Settings

- Number of Bans: 4
- Ban Timer: 30
- Number of Rounds: 12
- Attacker/Defender role swap: 6
- Overtime: 3 Rounds
- Overtime score difference: 2
- Overtime role change: 1
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 15



- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 15
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off

8.3 Map Pool

- Bank
- Border
- Club House
- Consulate
- Coastline
- Oregon
- Villa

9 GROUP PART

In group work, teams play each with each. For winning, the team receives 3 points and does not receive points for the defeat, in case of a draw, each team gets 1 point. The maps are selected based on the veto rule (explained below). In case teams have the same number of points, the difference in winning and lost rounds is seen.

Veto - the rule for selecting a folder

Team B eliminates one of 7 maps

A team eliminates one of the 6 remaining folders.

Team B eliminates one of the remaining 5 folders.

Team A eliminates one of the remaining 4 folders.

Team B eliminates one of the remaining 3 folders.

A team eliminates one of the remaining 2 folders. Play the map that stays.

10 FINALS

In the end, single-elimination, played by the 'Best-of-three' system, plays 3 folders. The maps are selected on the basis of a veto rule to select the three maps (explained below). And on the basis of a veto rule to select one map (mentioned above).



Veto - the rule for choosing three maps

Team B eliminates one of 7 maps.

A team eliminates one of the 6 remaining folders.

Team B selects one of the 5 remaining folders.

Team A selects one of the remaining 4 folders.

Team B eliminates one of the remaining 3 folders.

A team eliminates one of the remaining 2 folders. The last remaining folder will, if necessary, be played as the third consecutive map.

Team A is a team that has a higher seed. The first match will be played on the map first selected by team A. The third map will be played in the event that each team wins once.

11 PAUSES

- If a player stops the game, he must state the reason for the interruption and how long it will take. The game can only be continued by the player who interrupted the game after asking the opponent if he is ready.
- Pause should not be longer than 10 minutes.

12 PROHIBITED BEHAVIOUR AND PUNISHMENTS

In the event of a breach of regularity or instructions from the manager and the organizer, he or she shall exclude the competition from the competition or execute it in the manner that the manager is. If you miss the match (more than 10 minutes), the administrator reserves the right to exclude players or penalize in any way. Any decision by the administrator is final.