



**hg4**  
the new challengers

**07/05**

# HGC4: The New Challengers

## Tournament Rules

### Terminology:

<b>Round</b>	Defined as a single contest ending when a player's health is depleted, or time runs out, and a KO is announced.
<b>Game</b>	Defined as a game between 2 players. For example, a game is over when someone wins 2 out of 3 rounds.
<b>Match</b>	Defined as a pairing between two people. The two people play a best of 3 games to determine the winner of the match. In round robin play, the match winner is determined by a single game.
<b>Bracket</b>	A flow chart indicating who should play whom at any point in the tournament. The completely deterministic nature of a bracket ensures fair play. HGC3 uses double elimination brackets.
<b>Judge</b>	Tournament officials in place to resolve conflicts.

### System Setup:

We will be using Sony PlayStation 3 systems for all matches. Standard controllers will be provided; two for each system setup. Approved alternative controllers may be brought in by players, but may only be used by the individuals providing them. This will prevent delays of matches if controllers are shared.

Approved controllers include:

- Hori Fighting Stick 3
- MadCatz Street Fighter IV FightStick Tournament Edition / Standard Edition
- MadCatz Street Fighter IV FightPad
- X-Arcade Joystick

If you are unsure if your controller is approved, please email Brandon or Jon for verification.

There will be four stations available. All four will be reserved during the Round Robin portion. The main two stations will be used for the winner's bracket matches.

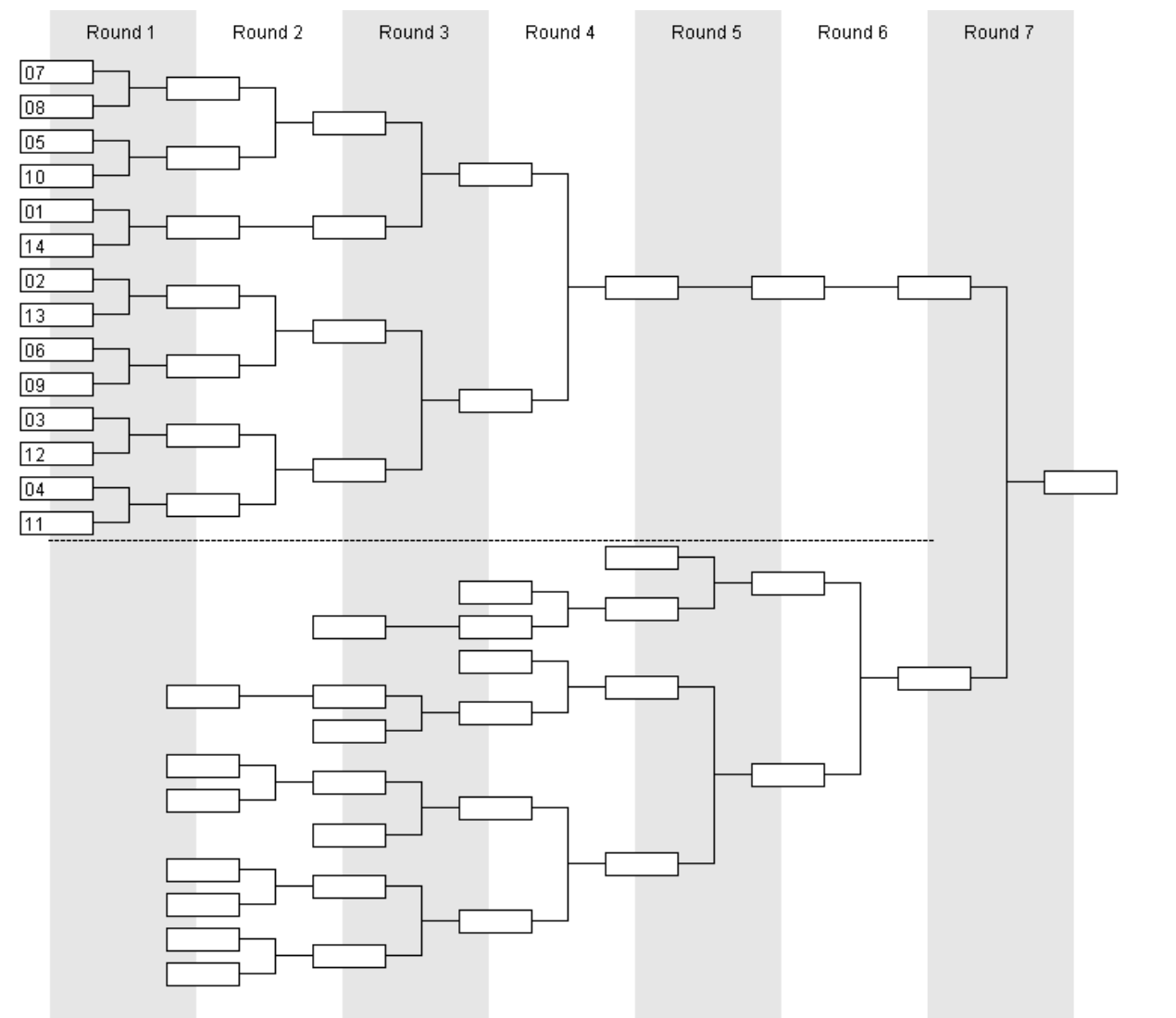
## Round Robin:

Each player will have a chance to be matched up against all other players in the tournament. No points will be awarded during the round robin play, but these matches will determine bracket seeding. Everyone will get a chance to be seeded, elimination occurs only in the bracket playoffs. Each match up will be best of 3 rounds, and one (1) game.

Find the round robin schedule here: <http://hgc.buyco.ca/schedule/>

## Bracket Seeding:

The seeding will be based on your record after the round robin. The seeding favors the players finishing top tier after the first round. Below is an example of how the seeding would work for a tournament with 14 players:



# Match Play:

These rules are in effect while a single Match in the tournament is played.

## 1. Choosing Sides

- Players must come to an agreement as to which side of the screen they will play on.
- In the event of an agreement not being reached, the Judge will flip a coin to decide who picks a side.

## 2. Choosing Characters

- If players do not discuss the method of character selection, then it is assumed that the Standard method is being used.
- In the event of an agreement not being reached, the judge will apply the Double Blind method.

### Selection Types:

<b>Standard</b>	Both players choose their character whenever they want during the character select screen. Once a player chooses a character, <i>neither</i> is allowed to request that the Double Blind Selection method be used.
<b>Double Blind</b>	Either player can explicitly ask for this selection method in order for it to take effect. Each player will tell the Judge which character they will be using. Once the selections have been made, each player may pick his own character.

## 3. Game play within a Match

- Each tournament bracket Game will be best of 3 99 second Rounds.
- Each round robin Game will be best of 3 99 second Rounds.
- Before the Game, each player will set their buttons. This can be done by starting a Game, pausing and changing buttons. The Game must then be restarted to prevent interruption of flow.
- The player who won the last Game is *required* to keep the same character for the current game within the same Match.
- In the event of a player pressing pause during the Game, the player will forfeit the Round.
- The loser of the Game has the option of switching sides and is also allowed to choose any character for the next Game in the Match.

- A Game is over when either player wins the required number of Rounds (ie. best of 3 in tournament bracket).

#### 4. Playing the Match

- The winner of the Match advances to the next round in the Bracket.
- The loser of the Match will be placed into the next round's Loser bracket.
- The Match is over when either player wins the required number of Games (ie. best of 3 in tournament bracket).
- A player is out of the tournament when he has lost two Matches.

#### 5. Rule Enforcement and Disqualification

- Judges may issue any of the following consequences for rule violations:

##### Penalties:

##### **Yellow Cards:**

The first Yellow Card violation leads to a Game forfeiture. A second Yellow Card violation will lead to a Red Card issue.

Circumstances for issuing Yellow Cards:

- Specific rule violations  
ie. Stopping the match due to a broken controller when it is found to be in working order
- Excessive stalling/misconduct during a Match  
ie. Repeatedly picking the wrong character
- Major misconduct violations  
ie. Punching, or slamming of any equipment

##### **Red Cards:**

The first Red Card leads to the Match forfeiture. A second Red Card will lead to a Tournament disqualification and forfeiture

Circumstances for issuing Red Cards:

- Issue of second Yellow Card
- Physically harming another tournament player
- Excessive misconduct

## 6. Scoring and Points

- Tournament points will be carried on for all HGC tournaments. These will come into play for our grand final HGC tournament.
- Points are awarded as follows:
  - i. Attendance: +100
  - ii. Winners bracket game win: +100 per game (NOT match)
  - iii. Losers bracket game win: +50 per game (NOT match)
  - iv. 1<sup>st</sup> place finish: +200
  - v. 2<sup>nd</sup> place finish: +100
  - vi. 3<sup>rd</sup> place finish: +50
  - vii. A player with a bye in winners bracket: +100

## 7. Reporting Rule Violations

- Stop whining

## 8. Reporting Equipment Failure

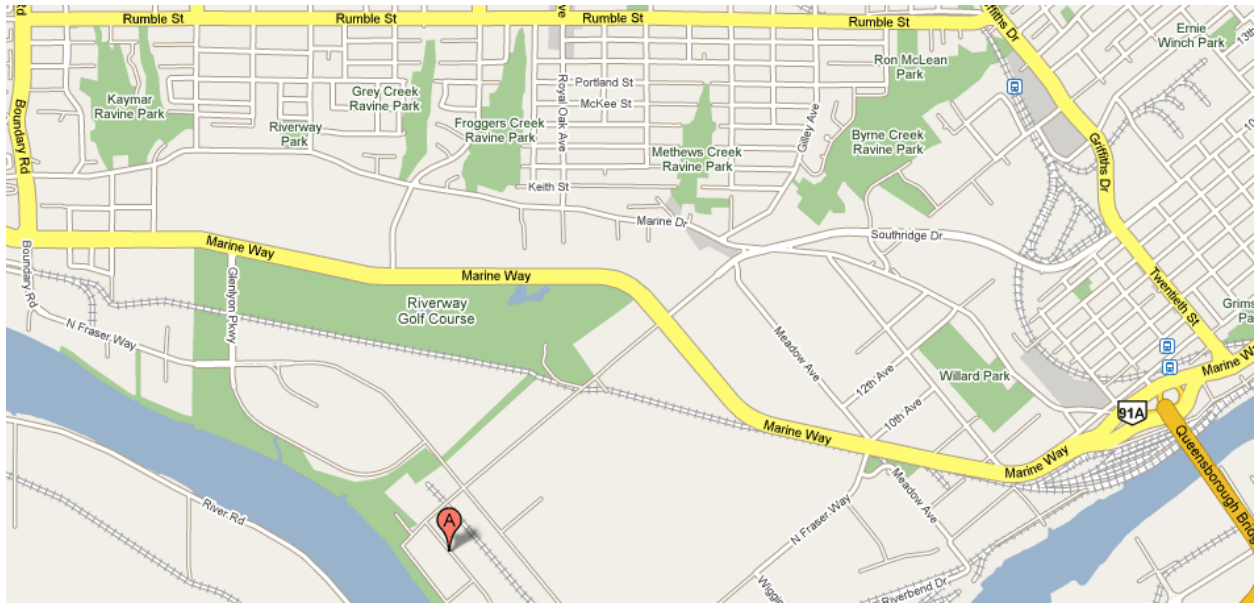
- Suck it up

## Additional Rules:

- There will be no button changes during a Game. All changes must be made from the title screen's option mode.
- There will be no ties. Anyone refusing to play any Match will be disqualified and forfeit all rights to any title. In the event of a Game ending in a Double KO, the Game will be replayed using the same characters.
- Collaboration of any kind is considered cheating and will result in a disqualification. If a judge notices collaboration or intentional underperformance, the players involved may be immediately disqualified.
- There is a **ZERO TOLERANCE** policy for violence, threats of violence, intimidation and other forms of thuggery. ANY threat of violence or extreme intimidation will result in an IMMEDIATE and LIFETIME ban for the player and his instigators.
- Absolutely no flash photography during gameplay. You will be warned once before your camera is confiscated.
- Seth has been banned from both round robin play and tournament play.

## Location:

The tournament will be held at NAC Media: 7450 Lowland Drive, in Burnaby:



Link to Google Map:

<http://maps.google.ca/maps?q=7450+Lowland+Drive,+Burnaby,+BC&ie=UTF8&ll=49.20257,-122.985935&spn=0.029162,0.090981&z=14>

Food and beverages will not be provided. Following the round-robin there will be a 1-hour break for food, drinks, and socializing. The stations will be available for casual play. Feel free to bring drinks (alcoholic or non), and any snacks if you like.

We will be starting promptly at 2:00pm! We will open the doors early for casual matches. Feel free to come early and go a few rounds!