

WarCraft III : Frozen Throne™

RULES, REGULATIONS, SCHEDULE, GUIDELINES

- Game Version: WarCraft® III : Frozen Throne™ v1.22.0.6328**
- General**
 - Competition Method: 1 vs. 1
 - Match Length: Until the winner is determined
 - If there is no battle for a certain amount of time during the match and the winner cannot be decided clearly, the match is restarted at the sole discretion of the referee.
 - Match Winner: The player who completely destroys the opponent or if the opponent surrenders
 - WCG may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data
- Game Settings**
 - Race Selection: Free Choice, Random is allowed. (Players must notify their race selection to the referee before the start of the match. If a player changes the race without referee's permission, the player may be given a warning or lose by default at the referee's sole discretion.)
 - Game Speed: Fastest
 - Maps: Gnoll Wood, Secret Valley, Terenas Stand, Turtle Rock, Twisted Meadow (*each map may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)
 - After the match is over, the players must allow the referee to check the match results and save the replay file. If the replay file is not saved, the player may be given a warning or lose by default at the referee's sole discretion.
- Tournament Server Settings**
 - Lock Teams: Yes
 - Teams Together: No
 - Full shared unit control: No
 - Random races: No
 - Random hero: No
 - Observers: Full Observers
 - Visibility: Default
- Disconnections**
 - Disconnection: Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues
 - Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit
 - When any disconnection occurs:
 - 1) If disconnection occurs within 3 minutes of start of match: match restart
 - 2) If disconnection occurs after 3 minutes of start of match:
 - If both players agree to a match restart, the match will be restarted.
 - If the players cannot reach an agreement, the winner will be determined by a referee after the analysis of the match replay file.
 - If the winner can not be decided by analyzing the match replay file, the players must agree to a match restart or forfeit the match.
- Intentional Use of Game/Program Bugs: A warning at the minimum or loss by default**
 - Intentional use of any program bugs will result in a warning at the minimum or loss by default for the offending player.

Penalty for unfair play

- 1) Use of any cheat program
- 2) Intentional disconnection
- 3) Use of any settings exceeding the standard and permitted settings
- 4) Any unnecessary chatting during the match.
- 5) If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion.

Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.

During the course of any match, the operations staff and/or referee may determine other actions to embody unfair play at any time.

Reporting issues and details

- A participant has to report at the Venue with respect to the scheduled time table.
- No participant shall be allowed to participate if he/she does not report to the organizing authority within their reporting time
- A participant will be informed about the exact time of their match when they report.
- A participant might have to wait for a maximum of 2 hours before his/her round begins.
- If a participant is found missing before the round then the opponent shall be awarded a walkover to the next round.
- No participant shall be allowed to participate in a round after the round begins.
- Winners of Round 1 shall be informed about their next schedule at the venue after their match.

Schedule

First Round: 14th August, 2009 : 9:30AM

General Code of Conduct

1. Gamers must switch off their cell-phones, PDA, Other communication devices before each gameplay.
2. Games are played in PC keyboards; other controllers (Wheels/Joysticks/Gamepads) are allowed only after approval by the organizers.
3. Food and drinks is prohibited during gameplay (except for chewing gums and breath fresheners etc.).
4. Smoking is prohibited in the gaming zone.
5. Players must need written permission from F1 IT to promote any sponsor at the venue premises.
6. FI Management Ltd., holds the right to change any rules anytime.
7. AGAIN A REFEREE'S DECISION HAS TO BE ACCEPTED BY THE PARTICIPANTS AND NO ARGUMENTS SHALL BE ACCEPTED.
8. Only USB Pen-Drive is allowed for copying setup files of GamePads. (NO CD-ROM Drive available).

NOTE:-

Please bring your personal Headphones since NO HEADPHONES shall be provided during the event.

ONLY USB Keyboards, Mouse or Gamepads shall be allowed to be connected.

NO PS2 Keyboards or Mouse shall be connected.