

IESF 2018 National Trials

Tekken 7 Rule Set

Platform

PS4, Tekken 7

Player Information

Users are required to forward accurate personal details when registering for the tournament. All personal information a user provides to the Australian Esports Association must be accurate. Any information collected will be handled pursuant to our [Privacy Policy](#).

Terms

Players wishing to enter this tournament must have read, adhere to and be aware of the [Terms and Conditions of Entry](#).

Players must be aware, and agree, that they are prepared to fly to Sydney for the 7th of September 2019 to attend the live grand final event. The flights and the accommodation provided will be arranged to the best availability that is suitable to the players needs and to the grand final event's schedule.

Player Eligibility

Players must be an Australian citizen who are currently residing in Australia and is aged 15 years of age or over at the beginning of the competition. If a player aged 15 – 17 qualifies, they must be accompanied by a parent/guardian to Seoul, South Korea for the duration of the event.

Players must qualify through their own state in which they live to qualify. ie. a player who resides in Queensland can not qualify by playing in New South Wales.

For players residing in South Australia, Tasmania, Australian Capital Territory or the Northern Territory they may attend one, and only one of the four available qualifiers.

Sportsmanship

Users are required to uphold, observe and respect a reasonable level of sportsmanship. This level of sportsmanship is expected to be conducted prior to, during and after matches and during their general participation in our tournaments. Unsportsmanlike conduct is not allowed. This includes, but is not limited to, interactions with other players and general abuse or non-compliance towards administrators, casters or spectators.

Player Information

Player names containing any of the following will not be tolerated: profanity, racism, sexism, drug use, silly or too big in size. Refusing to change a team name or repeat use of an inappropriate name will result in punishment.

Game Settings

Rounds: First to Three

Timer: 60 seconds

Stage Select: Random

Character Customizations: Off

Match Procedure

1. The following steps outline the process of playing a Match.
2. Players select their sides
3. Players select their characters. Either Player may invoke Double Blind Character Selection
4. The Players play the first Game of the Match.
5. The losing Player of the preceding Game may choose to change characters.
6. Players go to Stage Select and select Random (the Player who lost the previous Game may choose a stage if they have not changed their character)
7. The next Game is played.
8. Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

Side Selection

Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively, at the start of the Match. Players are committed to this selection for the entirety of the Match. If Players cannot agree to a Side Selection, they will play a Best-of-Three Rock-Paper-Scissors to determine who picks their side for the first Round. For all subsequent Rounds and Matches, the winner will select a side first.

Double Blind Character Selection

Either Player may request that a double blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the Players' character choices for the first Round. Both Players are to then select their first Round character, with the staff validating the character selections. If a Player does not select the character they told to the Tournament Organizer they forfeit that Game.

Stage Selection

For the first Game of the Match, players will utilize Random Stage Selection. For each subsequent Game in the Match, the Player who lost the previous Game may choose a stage if they have not changed their character (see Tie Games for exceptions). If the losing Player has chosen to change their character they must use Random Stage Selection.

Tie Games

In the event of a tied Game, declared by a Double K.O. screen in the final Round of the Game, the Game will not be scored and both Players will replay the tied Game with the same characters and on the same stage.

Competition Format

NOTE: The competition format may be adjusted at the admin's discretion based on the number of players that enter the competition.

Preliminary Qualifier

There will be four preliminary qualifiers held across Australia.

- NSW Qualifier
- VIC Qualifier
- QLD Qualifier
- WA Qualifier
- Residents of SA, TAS, ACT or NT may attend one, and only one of either of the above qualifiers.

Players will play in a best of three (BO3) double elimination bracket till the top 3 players are reached. From here a best of five (BO5) format will be used for the Upper Bracket Final, the Lower Bracket Final and the Grand Final.

Grand Finals

The top player from each preliminary will be randomly seeded into a best of five (BO5) double elimination bracket.

Tiebreakers

Tie breakers that may occur during the group stage will be reshuffled into their own group.

Penalties

No Show = match loss

Abort Match = match loss

Ringer = match loss

Unsportsmanlike behaviour = 1st warning then match loss, possible disqualification

Discriminatory behaviour = 1st warning then disqualification

Cheating = Ban from all AEL events and tournaments, appeals to tribunal

Match Fixing = Ban from all AEL events and tournaments, appeals to tribunal

Tournament officials reserve the right to issue penalties.

Match start time

Players must be present and ready to play 5 minutes prior to the start of each round.

There will be a grace period of a further 5 minutes after the match-up is called. Any further time will be granted solely at the discretion of an administrator. After this time the match will be forfeited with the player who didn't show losing the event. As such, it is recommended that you are ready to play at least fifteen minutes prior to your match time.

Pauses

Pauses are only permitted before any damage has been dealt to either player and may only be used for the purpose of summoning a Tournament Official or controller malfunction.

Restarts

If required a game may need to be restarted, matches can only be restarted if the opposing player agrees. Matches may also be restarted at the request of administrators.

Player Controllers

Macro functions (e.g. turbo buttons) and wireless controllers are not permitted. DualShock 4 is the only wireless controller that is permitted. Players using DualShock 4 controllers must un-sync their controller after each Match. If a Player using a DualShock 4 controller fails to un-sync their controller after a Match, that Player maybe disqualified at the sole discretion of Tournament Organizers.

Player controller connections are solely the responsibility of the individual. Should an issue arise regarding connection problems and no damage has been dealt to the player experiencing the connection issues the game may be restarted, If damage has been dealt to the player with connection issues play will either continue or the player experiencing the controller issues will forfeit 1 round.

Match Results

It is required that each player reports all match results after the match has been completed regardless of winning or losing. It is highly advised to take a screenshot/photo of the end results if a dispute occurs. Deliberately not confirming or submitting the wrong results may result in a loss.

Cheating

Cheating will not be tolerated in any form. This includes but is not limited to; bugs, cheats, scripts, hacks and macros. The offender will forfeit all matches for the current tournament.