

## Weekly Recordings

Each game (Rocket League and League of Legends) should be recorded in some way (twitch, fb, youtube or locally - your choice), by at least one member of each team, per game. The easiest option is using a twitch channel of your choice with the auto record (VOD) option set to enabled, but again, it doesn't matter how you record it, as long as you have the VOD at the end of the day.

This recording allows administrators to review the VOD, by request, regarding any issue with scoring, toxicity, questionable items or issues during the game. This VOD will not be made public and all decisions will be internal and discussed directly with both team captains at the same time.

If you do not have a VOD and the opposing team requested an investigation, you will forfeit your game that week.

Mario Kart 8 does not have a native way (or easy way) to record VODs outside of using an external recording device. We will not be enforcing VOD rules for Mario Kart at this time - if any issues come up, we will investigate and take appropriate action in a case by case basis.

## Streaming and Observing

Other players may stream their matches or have others stream for them but ALL streaming must use a 10 minute delay. These streams do not have to be publicly linked for everyone to see/review, but should be available to admins.

Stream cheating is not allowed and using a stream delay is encouraged to avoid the temptation. Observers able to see both teams' perspectives are discouraged and require the explicit approval of both captains or the KCCEC admins. Observers who are programmatically limited by the game settings to view only one team's perspective only need the approval of the team that they observe. In the case of limited observing slots, slots must be shared equally between teams.

## Voice Chat

Only players actively playing in the game (e.g. 5 players for League of Legends) may discuss strategy or offer advice in group voice chat. Real time coaching by anyone not

participating in the game is not allowed. Failure to adhere to this rule may result in penalties.

## Communication

All team captains must be available on the KCEC Discord server to establish communication with the opposing captain while setting up their match using the text channel dedicated to each specific game or DMs. Discord should also be the primary method of contacting KCEC administrators, using #questions-or-assistance with an @kccec admin tag. Players are strongly encouraged to be in the Discord server as well. Everything written in the discord should be PG rated.

Team captains are responsible for adding the opposing team's captains in-game prior to each round of the tournament, for ease of contact. In the event a captain is unavailable for a given match, a substitute captain must be communicated to the opposing captain.

## Match rescheduling

We request that teams do their best to play every Sunday at Noon. Captains should try to accommodate reschedule requests within the following week of the scheduled game, as explained below. Reschedules should be used as a last resort when not enough players on the roster are able to make the default match time.

A reschedule request should be submitted by the team captain to the opposing captain in writing. Opposing captains are under *an obligation to reschedule the match to the best of their ability*. If both captains agree on a new time they must both notify the organizers via #reschedule in Discord 24 hours before the match and also notify organizers via Discord when they are ready to start the rescheduled match. KCCEC staff will do their best to assist, but will only be contacted through discord and will be available at their discretion in that 24 hours period.

If for some reason that the rescheduled match cannot happen in the extension week (two weeks since the game was scheduled) - both teams will get a loss.

## No-shows and Forfeits

Captains will be responsible for making sure their team is ready to play and on time. If the opposing captain does not have their full team ready to play at the scheduled time, that team will forfeit the match unless agreed upon by the opposing captain.

Please note the delay in discord - multiple delayed games will result in lower seeding for the playoffs.

Teams can choose to play without a full team or forfeit any number of matches with a 30 minute wait period for the next match (cool-down) if a series of Best of 3 or Best of 5 is played according to your game rules.

Teams may opt to forfeit a match at any time with the consent of their team's members. In this case please notify the organizers and opposing captain in Discord.

Teams which forfeit multiple consecutive weeks and do not respond to messages from the organizers may be removed from the season without a refund.

## Match Reporting

The winning team's captain must submit results to the Battlefy website no later than 30 minutes after your final match. Failure to submit results will lead to a warning for the winning team and in some cases a double loss. We strongly encourage the captains to keep a local folder with screenshots of each week for quick reference, in the event of any issues/questions.

## Scoring and Ranking

Battlefy has an automatic scoring and ranking system. Teams will be awarded points for Wins/Losses/Ties(if possible for that game) for each game.

At the end of the regular seasons, we will add all of the points together to determine your seed for an 8 team playoff for each game.

In the event that there is a tie for seed points, ties are broken by these factors (in order):

1. Points: 3 per Win, 0 Per Loss, 1 Per Tie
2. Opponents Match Win Percentage
3. Game Win Percentage (only relevant to games with best of X formats, e.g. 2-1 is 66%)
4. Opponents Opponents Match Win Percentage

## Penalties and Infractions

The following are examples of infractions that could result in penalties, assessed on a case by case basis by KCCEC organizers. Possible penalties include but are not limited to: in-game penalties, match forfeiture, player bans, team bans, or other penalties at the organizer's discretion.

- Cheating, exploiting bugs, or using methods to gain an unfair advantage.

- Releasing lineups late (as specified by game).
- Not showing up for your match.
- Mean, hurtful, degrading, or insulting behavior.
- Starting or contributing to flame wars.
- Using an ineligible player.
- NSFW communications.

## Technical Issues

Teams are responsible for their own technical issues including hardware and internet. Matches will not be rescheduled because of player side technical issues and will continue after pauses (as provided in game specific rules) are exhausted even if the issue is not yet resolved.

Pauses may not be used to grief opponents or to strategically provide an advantage. Remember to take screenshots and video if you believe pauses are being abused.

In the event of technical issues with the game servers an attempt will be made or reschedule and replay the match. The KCCEC admins may assign a tie (half-win) if, at their sole discretion, the match cannot reasonably be rescheduled.

Each game will have specific rules that apply to technical issues.

## Questions and Disputes

We strongly encourage players to take videos or screenshots of gameplay, score screens, and chat logs with timestamps enabled as well as save replays (where applicable) to use in the event of a conflict.

Captains, please mention the admins with an @ on Discord in #disputes channel if you require assistance during the season.

A team may submit a dispute within 12 hours in the event that they believe their opponents broke any of the game rules, the referee unfairly awarded a win to their opponents upon an in-game disconnect, the referee or opponents did anything that violates the spirit of the rules, or that the incorrect match result was submitted. KCCEC admins will review any disputes.

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Conversations, either verbal or written, between organizers, admins, or

referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.

If an agreement to change a rule is made between captains, ensure the agreement is saved in writing in case a disagreement arises.

## Unforeseen Circumstances

KCCEC reserves the right to change these rules and to make additional decisions outside the defined ruleset as necessary. Rule changes will be posted on the KCCEC Discord and all relevant parties notified.

