

“This tournament is not affiliated with or sponsored by Electronic Arts Inc..”

1. GENERAL RULES

- 1.1 All 3 participants (4 if there is a registered substitute) must be a resident from one of the following countries: India, Sri Lanka or Bangladesh.
- 1.2 The brackets will be available before the commencement of the tournament. No requests for changing the brackets will be entertained in any way.
- 1.3 Any player/team caught cheating by the administration will lead to an immediate disqualification.
- 1.4 In case of any other disputes, the decision of the tournament director is final and binding.
- 1.5 No third party can live stream/broadcast the matches or use any content from the matches without a written consent from the tournament director.
- 1.6 All participants are required to have their own Origin ID to participate.
- 1.7 Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.
- 1.8 Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behaviour towards anyone are not tolerated and will be punished.
- 1.9 All information provided by the participant must be valid and if found faulty, it will result in disqualification.
- 1.10 Brackets and Schedule will be put up by the Administration and we will not entertain any requests to change the same.
- 1.11 All the matches will be played on an online server.
- 1.12 A minimum of 2 players will be required to start the game, failing to report this minimum criteria will result in disqualification of the squad for that map.
- 1.13 All official communication will be on the Aorus India Discord Channel (link:<https://discord.gg/eccRX33>).
- 1.14 Teams are expected to report on the Discord server at least 15 minutes before the scheduled start time. In case the team fails to be ready 5 minutes after match start time they will be disqualified.
- 1.15 Players must not exploit any map and legend glitches. Any player/ team found using the same may face a penalty which might include points penalty, disqualification amongst others.
- 1.16 All players are expected to submit their Moss files immediately at the end of each map to tournament administration, failing which they will not be allowed to participate in subsequent maps.
- 1.17 All players have to strictly be present in the assigned voice channel on the Discord Channel (refer 1.13) for the duration of all matches played, failing which might lead to disqualification.
- 1.18 It is mandatory for all players to share their final score screenshot at the end of each map with the tournament administration, failing which their points for that particular map will be considered 0 (including tie breaker conditions for that map)

2 Game Settings :

Map : World's Edge - Season 4.

Server : Singapore 1.

3 Tournament Format

3.1 Round 1

3.1.1 All 80 teams will be split into 4 groups of 20 teams each.

3.1.2 Each Group will play a single match consisting of 5 Maps. Teams will earn points based on the points system mentioned in 3.4.

3.1.3 The top 10 squads with the highest overall points from each group qualify to round 2.

3.2 Round 2- Semi Finals

3.2.1 The 40 teams qualified from Round 1 will be randomly split into 2 groups of 20 teams each.

3.2.2 Each Group will play a single match consisting of 5 Maps. Teams will earn points based on the points system mentioned in 3.4.

3.2.3 The top 10 squads with the highest overall points from each group qualify to round 3.

3.3 Round 3- Finals

3.3.1 The 20 qualified teams will play a single match consisting of 6 Maps. Teams will earn points based on the points system mentioned in 3.4.

3.4 Points System.

Position	Points
1st	12
2nd	9
3rd	7
4th	5
5th	4
6th-7th	3
8th-10th	2
11th-15th	1
16th-20th	0
1 Point Per Kill.	

3.5 Tie Breaker- In case of a tie wrt total points at the end of each match, the following tie breaker rules will be used in the following order.

1. Most total wins.
2. Most total kills.
3. Most total damage.

4 Schedule

Round 1: 9th-12th July 2020.

Round 2 Semi Finals: 15th-16th July 2020.

Round 3 Finals: 18th July 2020.

5. Restarts

5.1 If more than 3 Teams that are alive disconnect mid-game, the map will be replayed.

5.2 A substitute can be registered with a team. He/She, however, can only join between maps and not mid-game.

5.3 In cases where issues arise during hosting of the lobby, namely a part where the host/admin crashes out of a live game and that has already begun, the admin privileges are automatically transferred to any random user in the lobby so it's important to be active on a discord (Refer 1.13) and follow messages for a potential rehost by tournament administration whose decision in this regard is final.

6. Behaviour and Sportsmanship

6.1 Show respect to everyone involved in the tournament. This includes, but is not limited to players and staff.

6.2 Treat everyone the same way as you would like to be treated yourself.

6.3 Always show integrity while playing in every tournament, be honest and play fair.

6.4 Do not use any discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation or personal beliefs.

6.5 Do not use any extreme foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.

6.6 Do not make threats of real-world violence or other intended harm to anyone involved in the tournament.

6.7 Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.

6.8 Do not share personal information about yourself or other individuals.

6.9 Do not engage in, request, arrange, or offer illegal activities or materials.

6.10 Do not impersonate other individuals.

6.11 Do not spam, be it in text or VOIP.

6.12 Do not share your account, your account is for your use and your use alone. Do not grant access to your account to anyone else, and do not access anyone else's account, even with their permission.

6.13 AORUS reserves the right to, in special cases, override and/or remove, and/or add any rule stated above to guarantee fair play.

7. Cheating

7.1 It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application which would give an unfair advantage against other users. Using MOSS is mandatory as well as sharing the Moss file.

7.2 All cheats are completely forbidden to use under any circumstance while playing in any event with AORUS. Using any cheat will result in bans and disqualifications. This includes, but are not limited to:

ESP

Radar hacks

Wallhacks

Speedhacks

Aim Hacks

Macros

Hitbox manipulation

Teleportation

The usage of a bug/bugs to gain an advantage versus your opponents

Game file editing – (if not specified in “Game settings”)

7.3 All 3rd party software or tools that are not allowed by the game publisher and that can give an unfair advantage to a player or team is classed as cheating and is not allowed. Examples of software that are not allowed are ReShade, SweetFX, and VibranceGUI.

7.4 Anything that can be viewed as a bug or exploit will be reviewed by the admin team and judged on a case-by-case basis, examples of such can be:

7.4.1 To sit outside the map in dead zones, without a timer on it.

7.4.2 Usage of double Ziplines.

7.4.3 Reset the timer by being out of the map.

7.4.4 Usage of Wraith's Current event skin which has an abnormal hitbox.

8. Rule Violations

Rule violation	Punishment	Time duration
Using a player, not in the roster	Disqualification	
Playing with the wrong game account	No points from the games the player has been playing in.	
Usage of a glitch/bug	Case-by-case	
Stream Sniping	Case-by-case	
Inappropriate/disruptive behaviour	Case-by-case	
Multi-Account usage	Case-by-case	
Match-fixing/teaming	BAN from future events and disqualification	1 year
Account sharing	BAN from future events and disqualification	1 year

Knowingly playing with someone who is account sharing	BAN from future events and disqualification	6 months
Cheating	BAN from future events and disqualification	2 years
Knowingly playing with a cheater	BAN from future events and disqualification	6 months

You can appeal the decision regarding your ban that you have received within seven (7) days from the moment the decision was taken. The appeal needs to be in a written mail and sent to shine@levelzeroesports.com and tv@lxgindia.com .

9. Teams and Slots

9.1 Each team will be provided a slot where they can join and if found in other slots and blocking other teams a warning will be raised and consecutive warnings will result in disqualification of that team from that particular map.

Terms and Conditions

1. By participating in the tournament, each player acknowledges that he/she has read these official rules and agrees to be bound by them and by the decisions made by the tournament administration.
2. The Administration reserves the right to change or revise the terms and conditions of this Agreement at any time.
3. Player personal data will be collected, processed and stored for the online match participation, organization and prize delivery. All players are informed that the Administration will collect their personal information Sponsor may use the data for marketing purposes.
4. All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final binding.
5. Players are expected to conduct themselves professionally throughout the entirety of the tournament.
6. Any form of cheating will not be tolerated. If the Organizer determines that a Player is cheating, the Player or team will be immediately disqualified.
7. If incomplete or inaccurate information provided during registration will result in disqualification of the team.
8. Winners will receive their prize pool within 45 days of tournament completion.

Limitation Of Liability

1. All names, logos, marks, labels, trademarks, copyrights or intellectual and proprietary rights on this website belonging to any person, entity or third party are recognized as proprietary to the respective owners, and any claims, controversy or issues against these names, logos, marks, labels, trademarks, copyrights or intellectual and proprietary rights must be directly addressed to the respective parties keeping Aorus in the loop.