

# THE GAUNTLET

## The Gauntlet Competition Rules and Regulations V.2

The following document outlines the rules and protocols surrounding The Gauntlet and The Glove. Alongside this, players and teams competing in The Gauntlet are required to abide by the RL Oceania Player [Code of Conduct](#).

Any behaviour that breaches the following rules and regulations is punishable by, but not restricted to:

- Match disqualification.
- Penalisation of Gauntlet position.
- Removal from the tournament.
- Temporary or permanent suspension from all RL Oceania events.
- Temporary or permanent suspension from all RL Oceania social forums and platforms.

### **Definitions**

**Game** - A single 5 minute period of gameplay.

**Series** - A set of either 5 or 7 games where the winner is determined by the team that achieves the majority of game wins.

**Match Server** - A server in which hosts the current private match for each tournament match.

**Player** - An individual competing in the tournament.

**Bracket** - The tournament progression for teams.

**Gauntlet Admin (Administration)** - An individual who is arranging and supervising the current event.

**Tournament** - The competitive period of events between event start and event finish.

**Grand Final** - The final match in the tournament.

**RL Oceania** - The organisation in which an event is sanctioned under.

**Gauntlet Stage** - A stage within the Gauntlet tournament series, corresponding to either; The Gauntlet or The Glove.

**Bracket Penalty** - A penalty that is incurred onto teams which move them further down the tournament bracket.

## Roster Regulation

- a. When a new team registers into the Glove, the roster in which they qualified with, will represent their roster in The Gauntlet. The newly qualified team must state their core (3 player) roster to a Gauntlet Organiser.
- b. Following qualification, the team may state an additional player to be listed as their substitute if not already listed in the Glove registered roster.
- c. Teams are permitted to make one roster move throughout the four week period without penalty. Any additional roster moves will be met with a two place penalty.

## Player Eligibility

1. The Gauntlet is open to all players currently residing in the Oceanic region. Oceania is defined as: Australia, Fiji, French Polynesia, Indonesia, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Norfolk Island, Palau, Papua New Guinea, the Philippines, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu, and Wallis and Futuna.

## Tournament Dates

### **Regular Season**

- Week 1 - Thursday 9th September
- Week 2 - Thursday 16th September
- Week 3 - Thursday 23rd September
- Week 4 - Thursday 30th September

### **Championship Playoffs**

- Wildcard - Thursday 7th October
- Final - Thursday 14th October

## **Week by week Schedule:**

- The Glove: Thursdays, 6:30pm AEST
- The Gauntlet: Thursdays, 6:30pm AEST

# THE GAUNTLET

## Tournament Format

### a. The Gauntlet

- i. Unless announced prior to the start of the tournament, the normal format for The Gauntlet is a single elimination gauntlet bracket.
  1. The bracket will be seeded to have teams from the previous week be placed where they finished the previous week.
  2. The team which finishes last in the Gauntlet, will be demoted to The Glove. (Detailed as seen below)
  3. Round 1 to the Semi Final in The Gauntlet are bo5
  4. The Final in The Gauntlet is a bo7

### b. The Glove

- i. Unless announced prior to the start of the tournament, the normal format for The Glove is a round robin group stage proceeding into a single elimination playoff bracket.
  1. The bracket will be seeded as per previous results from the week prior, or if the first week will be randomly seeded.
  2. The team which finishes first in The Glove, will be promoted to The Gauntlet. (Detailed as seen below).
  3. Group Stage in The Glove are bo3
  4. The Playoffs from Round 1 to Semi Finals are bo3.
  5. The Final in The Glove is a bo5.

## Demotion and Promotion:

- a. A team will qualify each week from The Glove, and will be given the 5<sup>th</sup> seed in The Gauntlet.
- b. Teams who finish 5<sup>th</sup> (The Gauntlet) will be demoted from the corresponding phase of which they were participating.
- c. Teams who reach Top 4 (The Glove), and are demoted from the previous Gauntlet event will be auto-progressed in the upcoming (The Glove) event to the Playoff Stage.
- d. During each season, a roster is allowed a maximum of 1 roster change. If this limit is exceeded, the team is penalised 2 seeding positions from that week of change.

# THE GAUNTLET

## Championship Points Ladder

The 4 weeks of regular competition is linked together in an all encompassing points ladder. Points will be awarded to teams in respect to the final series they win each week. If a team fails to win a series in any given week, they will earn 0 points.

- a. Match wins respective to bracket position are rewarded like so.

Gauntlet Grand Final	25 Points	Glove Grand Final	7 Points
Gauntlet Semi-Final	20 Points	Glove Semi-Final	4 Points
Gauntlet Quarter Final	15 Points	Glove Quarter Final	2 Points
Gauntlet Elimination	11 Points		

- b. In the event of a forfeit:
- i. The forfeiting team will earn 0 points.
  - ii. The opposing team will receive the points winnings respective to the forfeited match.

### Tie Breakers

- a. In the event of a tie breaker, the tie will be decided by which team finished higher up the standings in the final week of the regular season.

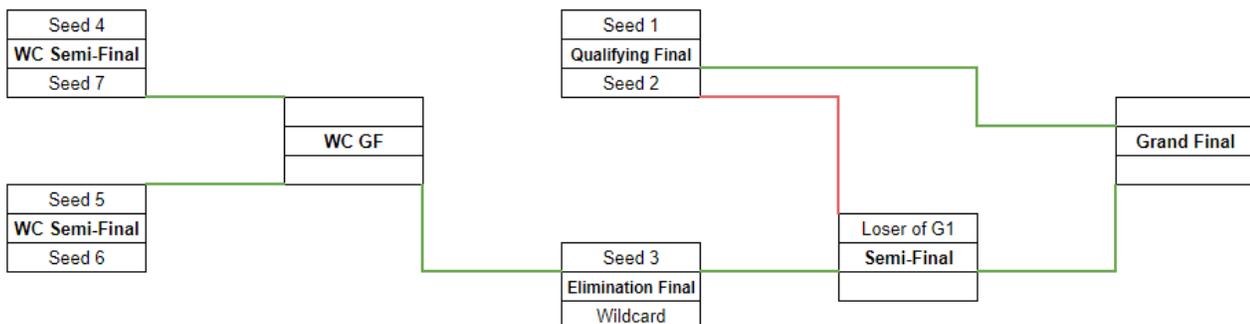
## Championship Playoffs.

Following the regular season, the top seven teams on the points ladder will compete in a playoffs week.

- The 1st and 2nd place team on the points ladder will qualify for the qualifying final in the playoffs.
- The 3rd place on the points ladder will qualify for the elimination final in the playoffs
- The 4th, 5th, 6th and 7th place team on the points ladder will qualify for the wildcards event.
- All games during the playoff week will be a best of 7.
- See wildcards and playoffs outlined below.

### Wildcard - Thurs 7th Oct

### Final - Thurs 14th Oct



# THE GAUNTLET

1. Prizing for The Gauntlet is as follows. All values are in AUS Dollars.

The Gauntlet Final Distribution:

<b>The Gauntlet Final</b>	1st	\$540
	2nd	\$270
	3rd	\$210
	4th	\$180
<b>Total</b>		<b>\$1,200</b>

2. Upon formal notification by RL Oceania, a potential winning player/Team has 60 days from the date of notice to respond and provide any and all requested information or materials to RL Oceania. This information is used to verify eligibility and to determine and apply local tax laws related to the prize distribution.
- Failure to return all requested information by the aforementioned deadline can result in the player or Team's disqualification and as such the player or Team will not be entitled to any prizes in connection with the Event. In such cases, no alternate winner will be declared.
  - RL Oceania will determine the payment method for all prizes. All prizes will be paid directly to the winning players, unless other arrangements are made between the winning players and RL Oceania.

## **Tournament Protocol**

- To begin playing in The Gauntlet tournament, players must have either been invited through participating in RLCS X, or qualified from The Glove.
- All teams that have qualified for The Gauntlet will be required to be in the RLO Events Discord server, where all information regarding matches and brackets will be posted. Please make sure you are in this Discord server, and if you aren't, please ask a RLO Admin to invite you.
- All teams must follow the Match Protocol found below until they have either been eliminated from the week of competition or have completed the gauntlet.
- The Gauntlet tournament series will be run for a period of 5 weeks, concluding on the 7th of October.

## Player Conduct

1. All Players must conduct themselves in a way that is at all times consistent with the general principles of personal integrity, honesty, and good sportsmanship.
2. Players must be respectful of other Players, Tournament Administrators, and fans.
3. In particular, Players may not engage in harassing or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity.
4. Each Player is expected to play to the best of her or his ability at all times during any match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:
  - a. Collusion, match fixing, bribing a referee or match official, or any other action or agreement to intentionally influence (or attempt to influence) the outcome of any competition match.
  - b. Hacking or otherwise modifying the intended behavior of the Game client.
  - c. Playing or allowing another Player to play on a Psyonix account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
  - d. Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
  - e. Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.
  - f. Using distributed denial of service attacks or similar methods to interfere with another Player's connection to the Game client.
  - g. Using macro keys or similar methods to automate in-game actions.
  - h. Intentionally disconnecting from a Match without a legitimate reason for doing so.
  - i. Interfering with the operation of the tournament, or any platform owned or operated by RL Oceania.
  - j. Betting or gambling on your own performance, the performance of your Team or the results of the tournament or any phase of the tournament.
  - k. Making any modification to the Game that has not been disclosed to and authorized by the Tournament Organizers.
  - l. Changing In-Game Player or User Name to a name other than Player's registered User Name.

## **Match Protocol**

### **1. Entering a match**

- a. At the commencement of a competition match, details for the corresponding match will be allocated by Smash GG. Teams are to follow instructions by Smash GG or the tournament admins.
- b. Players may not join their designated side until three Players from each team have joined the Match Server.
- c. During broadcasted matches, teams are not to enter the pitch until an Admin instructs them to do so.

### **2. Rehosts**

- a. Between Games in a Series, teams may request that the Match be re-hosted on the same server region due to connection issues.

### **3. Reporting Scores**

- a. After a Match is completed, both teams must submit the Match result to Smash GG or a tournament Admin. Taking a screenshot of the results screen or replay of the Match is strongly recommended in case of disputed results.
  - i. If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match.
  - ii. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the tournament and future RL Oceania tournaments.

### **4. Technical Pauses**

- a. If a player suffers any form of network or technical difficulties during a match, their team may request a pause period of up to 5 minutes, following the game in the current series, to either have their player resolve the difficulties, or replace said player by any registered member of the team.
  - i. If the team fails to resolve the issue within the 5 minute period and cannot field 3 players, they will be disqualified from the following game. Following this, the team has another 5 minute period where they can attempt to fix the issue. If the issue cannot be fixed in this 5 minute period and the team cannot field three players, the team will be disqualified from the series.
- b. Teams are limited to ONE (1) technical pause each series. If a team exceeds the limit they will be disqualified from the series.

### **5. Match Restarts**

- a. If a player falls subject to technical difficulties within the first minute of a game and no goals are scored, the game is to be restarted.
- b. If a player falls subject to technical difficulties during a game, following either one minute of gameplay or a goal, the game is to continue regardless of the result.
  - i. If there is an observing admin in the Game Server, the admin may pause the game at their discretion to allow for the resolution of technical difficulties.

### **6. Spectators**

- a. Only official or approved broadcasters and RLO admins are permitted to spectate competition matches. Substitutes and coaches are not permitted to spectate competition matches at any point in time.

## Game Play Rules

### 1. Game Settings

- a. Game Mode: 'Soccar'
- b. Team Size: 3v3
- c. Bot Difficulty: No Bots
- d. Region: Oceania
- e. Mutators: None
- f. Joinable by: Name and Password
- g. Team names will be set to represent both teams in the given series.

### 2. Arenas

- a. Aquadome
- b. Champions Field
- c. Champions Field (Day)
- d. Deadeye Canyon
- e. DFH Stadium (Day)
- f. DFH Stadium
- g. DFH Stadium (Stormy)
- h. Farmstead
- i. Forbidden Temple
- j. Forbidden Temple (Day)
- k. Mannfield
- l. Mannfield (Night)
- m. Mannfield (Snowy)
- n. Mannfield (Stormy)
- o. Neo Tokyo
- p. Salty Shores (Day)
- q. Salty Shores (Night)
- r. Urban Central
- s. Urban Central (Dawn)
- t. Urban Central (Night)
- u. Utopia Coliseum
- v. Utopia Coliseum (Dusk)
- w. Utopia Coliseum (Snowy)
- x. Wasteland
- y. Wasteland (Night)

### 3. Controllers

- a. All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.