



ANZAC Day Invitational 2022

Competition Rules and Regulations

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

RL Oceania Administrators reserve the right to make competitive rulings at any point during the tournament.

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

- ❖ Game disqualification.
- ❖ Series disqualification.
- ❖ Removal from the tournament.
- ❖ Temporary or permanent suspension from all RL Oceania events.
- ❖ Temporary or permanent suspension from all RL Oceania digital 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.

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

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

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

Open Qualifier - Opening stage within the ANZAC Day Invitational, prior to the Closed Qualifier.

Closed Qualifier - Second stage within the ANZAC Day Invitational, prior to the Main Event.

Main Event - The conclusive event of the ANZAC Day Invitational.

Tournament Format and Schedule

The following is the format that will be run for the ANZAC Day Invitational '22.

Open Qualifier - Double Elimination - Tuesday April 19th, 2022

1. Seeding for the Open Qualifier will be determined by RLCS 2021-2022 Total Standings. All teams who register who do not possess RLCS points will be seeded by a panel of seeders based on ranked MMR and previous tournament results.
2. Eight Teams from the Open Qualifier will advance to the Closed Qualifier.
3. All series will be a best of 5.

Closed Qualifier - Double Elimination - Thursday April 21st, 2022

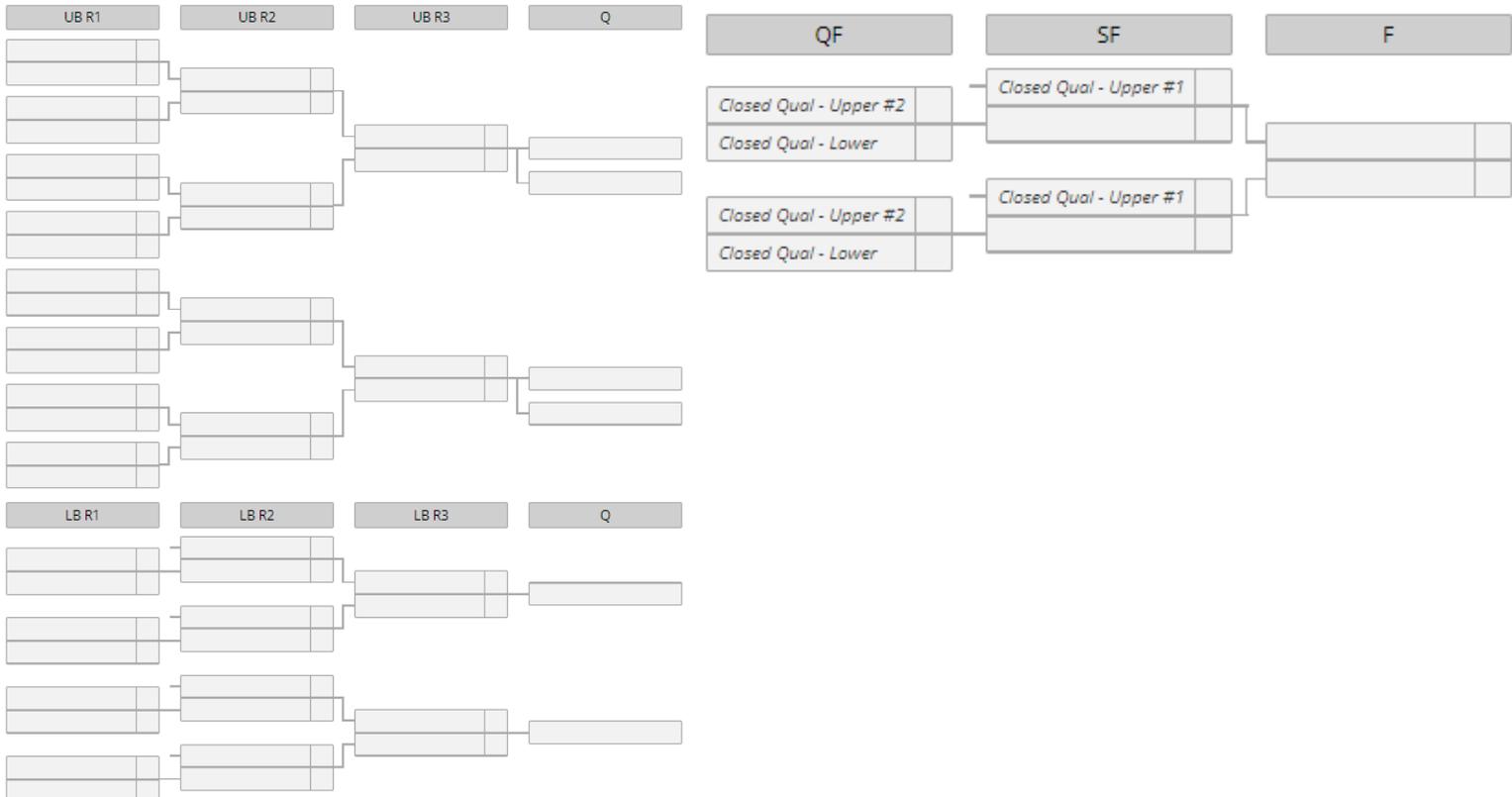
1. Eight teams will be invited to the Closed Qualifier. This will be determined by current RLCS 2021-2022 Total Standings.
2. Eight teams will qualify from the Open Qualifier.
3. All matches will be best of 5.
4. Six Teams from the Closed Qualifier will advance to the Main Event.

Main Event - Single Elimination - Monday April 25th, 2022

1. Six teams will qualify for the Main Event, via the Closed Qualifier..
2. The Quarter-Finals will be a best of 5
3. All remaining matches will be a best of 7.
4. Every series will be broadcasted on the official RL Oceania Twitch Channel.

An example of the Closed Qualifier bracket can be found [here](#).

An example of the main event bracket can be found [here](#).



Roster Regulation

1. All registered teams must state their core (three player) roster, either upon registering for the team on Smash.gg, or upon receiving their invitation to the tournament.
2. Upon invitation, a team may state an additional player to be listed as their substitute.
3. Only a team's registered roster is permitted to compete under the respective team during competition. Teams are not permitted to compete with players who are not registered under their roster.
4. Additionally, coaches or substitutes are NOT permitted to be in the lobby at any time.

Player Eligibility

1. The ANZAC Day Invitational 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.
2. The ANZAC Day Invitational is additionally open to all players outside of the Oceanic region. However, all teams competing outside of the Oceanic region must consist of at minimum one AU/NZ resident to be deemed eligible to partake in any stage of the competition.
3. **All participants MUST be 13 years of age or older to participate in any RLO Event.**
 - a. RL Oceania reserves the right to ask for confirmation of age from any participating player in the ANZAC Day Invitational in the form of a government provided ID. Participant details must match the details on the registered Smash GG account.
 - b. Failure to provide sufficient proof of age or refusal to do so will result in disqualification or removal from the tournament.

Tournament Protocol

1. To begin playing in the ANZAC Day Invitational tournament, players must have registered via Smash GG.
2. All teams that have qualified for, or been invited to the Main Event, will be required to be in the RLO Events Discord server, where all information regarding matches and brackets will be communicated.
3. All teams and individuals must follow the Match Protocol found below until they have either been eliminated from the competition or have won the final series.

Tournament Dates

Open Qualifier

Tuesday 19th April, 2022 - Matches commencing from 6:30pm AEST

Closed Qualifier

Thursday 21st April, 2022 - Matches commencing from 6:30pm AEST

Main Event

Monday 25th April, 2022 - Matches commencing from 5pm AEST

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 Game.
- 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 Match, 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 take up to a 5 minute pause period 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, they will be disqualified from the following game. Then, 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, the team 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.

6. Substitutions

- a. A “Substitution” is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to one Player change per Match.
7. Only official broadcasters and RLO staff 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 match.

2. Arenas

- a. Champions Field
- b. Champions Field (Day)
- c. DFH Stadium (Day)
- d. DFH Stadium
- e. DFH Stadium (Stormy)
- f. Forbidden Temple (Standard)
- g. Mannfield
- h. Mannfield (Night)
- i. Mannfield (Snowy)
- j. Mannfield (Stormy)
- k. Neo Tokyo
- l. Urban Central
- m. Urban Central (Dawn)
- n. Urban Central (Night)
- o. Utopia Coliseum
- p. Utopia Coliseum (Dusk)
- q. Utopia Coliseum (Snowy)
- r. Wasteland
- s. Wasteland (Night)

3. Controllers

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

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.

Prizing

Prizing for the ANZAC Day Invitational is as follows.

1st Place	\$6000 AUD
2nd Place	\$3000 AUD
3rd-4th Place	\$1800 AUD
5th-6th Place	\$1200 AUD

At the conclusion of the tournament, payment information will be requested by tournament admins from winning teams. Teams have 30 days to provide tournament admins with the aforementioned details.

Investigations and Compliance

1. If any players find another team's or player's behaviour suspicious or outside of the rules and protocols, it is the player's responsibility to report any issues that RL Oceania staff may not be aware of. Screenshots and saved screen recordings are recommended for providing evidence of any illegal behaviour with the event.
2. Players must fully cooperate with the tournament administrator in the investigation of possible violations of these Rules. If a tournament administrator contacts a player to discuss a potential violation, the player must be truthful in the information that he or she provides to the tournament administrator.

Community Tournament Guidelines Acknowledgment

THIS TOURNAMENT IS IN NO WAY SPONSORED, ENDORSED, OR ADMINISTERED BY, OR OTHERWISE ASSOCIATED WITH, PSYONIX LLC. THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS TOURNAMENT IS BEING PROVIDED TO TOURNAMENT ORGANIZER AND NOT TO PSYONIX LLC.

Amendments

2.0

Added: Player Eligibility for teams outside of the Oceanic Region.

2.1

Updated: Prizing Structure.