NORTHSPAWN DUO FEATURING FORTNITE 2018
RULES - version 2.0 (updated 01.11.18)

1. **Info**

    a. By participating in this tournament you accept the rules and regulations in this document, as well as instructions given by the admins.
    b. It is the players own responsibility to read and understand the rules.
    c. The players needs to bring their own computer (PC) with their own equipment to participate.
    d. To participate in this tournament you need a LAN ticket and be signed up for the tournament.
    e. All players must be present at NorthSpawn during the entire tournament.
    f. You will need at least 1 PC player in your team, due to the custom matchmaking.

2. **Communication**

    a. Every team needs a team captain that will be responsible for being available on Discord at all times during the tournament. Discord will be used to inform players about important information.
    b. All communication with admins should either be done through Discord or by making direct contact with an admin.

3. **Check-in**

    a. You need to check-in by visiting the admin desk, times for check-in will be specified in Discord, but the last chance will be 1 hour before the tournament starts.
    b. Players who have not checked in within the specified time will be disqualified.

4. **Tournament setup**

    a. All teams are randomly placed in a bracket with up to 49 teams. The amount of brackets and number of teams in each bracket will depend on the amount of teams participating.
    b. There will be 4 matches in the qualifiers.
    c. The teams placed highest after four matches, qualify for a final bracket that will be played the same day. The amount of teams qualifying will depend on the amount of teams participating and the amount of qualification brackets needed. This will be announced before the tournament starts.
    d. The final bracket will be played with 48 teams. There will be 6 matches, with a break after the third match.
    e. If there is less than 49 teams signing up for the tournament, there is no need for a qualification round and we start with the final with 6 matches.

f. Each team are responsible for posting a screenshot of the placement and the amount of eliminations in a google form that will be posted in the discord. It is important that the last 3 digits of your game id are visible in one of the screenshots. Examples of how to do it will be posted in the Discord.

g. All players are responsible for saving their replay-files until the tournament is over. Admins will ask for your replay-file if needed.

h. All teams are randomly placed in a brack, the admins can change these if necessary until the start of the tournament to ensure a fair game.

5. Point system

a. 3 points for Victory Royal
b. 2 points for second and third place
c. 1 point for fourth and fifth place
d. 3 points for 7 or more eliminations
e. 2 points for 5 to 6 eliminations
f. 1 point for 3 to 4 eliminations

6. Important rules

a. All players are expected to be ready 10 minutes before their scheduled match.

b. Restarts will only occur if there is a large dropout of players or a critical error in the network. Players are responsible for getting into the match. NorthSpawn is not responsible for error codes during the matchmaking or game crashes during the tournament.

c. If your team places lower than top 10, your team is not allowed to spectate the rest of the game. This is to reduce the in game lag in the endgame.

d. Utilization of known or newly discovered bugs during the match will result in disqualification.

e. No use of third party software is allowed during the tournament.

f. No form of macros is allowed.

g. In case of unforeseen events such as server problems or technical issues, the administrator may require to restart the match. This will be announced in the discord channel where the custom keys are posted. Player are required to leave the canceled match as soon as possible, such that a new match can be started immediately.

h. All players must have the latest version of the game. Updates must be installed before the tournament start to avoid delays.

i. If you choose to stream the tournament you will need to put on a 2 minutes delay.

j. Tie breaker rules: most Victory Royals, most eliminations, best overall placement.

7. Prize distribution

    a. First place - 30 000 SEK
    b. Second place - 15 000 SEK
    c. Third place - 5 000 SEK

8. Discord

    a. Each team is responsible for for joining the Discord server "Bush Paranoia". Important information about the tournament and the custom keys will be posted here.
    b. Discord link: https://discord.gg/tEEAsdw

9. General

    a. Admins reserve the right to change, modify or adapt all rules in order to uphold and maintain fairness and good sportsmanship.
    b. Admins also reserves the right to make judgement on cases that are not specifically supported or detailed in these tournament rules. They can also go against the rules, in extreme cases, to preserve fair play and good sportsmanship.
    c. If any provision of the tournament rules is invalid or impracticable in whole or in part this will not affect the validity of the remaining part of these rules. If any of the rules are invalid or impracticable in whole or in part, an adaption will be made in order to preserve the original intent and purpose of the ruleset.
    d. All players and teams are to uphold the spirit of fair play at all times.
    e. NorthSpawn does not condone any unsportsmanlike conduct. Examples of these would be, but are not limited to; Insulting other players / staff / audience based on gender, sexuality, skin color, etc. Attempting to circumvent tournament policy. Abusing the ruleset. Attempting to gain an unfair advantage by means of illegal tech or software as determined by the tournament admins.
    f. Communication between admins and participants regarding the tournament(s) is deemed confidential. Participants / admins are not allowed to publish such communication without the written consent of NorthSpawn.
    g. NorthSpawn will not be held responsible for any additional agreements made between individual players or teams. Any such agreements that contradict the tournament rules are considered illegal / attempting to abuse the ruleset.
    h. Penalties / reactions are made by the admins when a conflict arises during a match.