



1. GENERAL

1.1. CONTACT

Any queries (including disputes) related to the tournament should be address to Gamestah using discord: <https://discord.gg/OY8NbmlDfCtRanRP>

Alternative Contact from team management: chrisis@gamestah.com

Any team contact MUST be acknowledged by a tournament admin for it to be considered valid. If you do not receive acknowledgement of information you have provided, the information will be considered invalid.

1.2. RULES SUBJECT TO CHANGE

These rules may be updated at any time prior to the running of the Tournament. Notices of any changes will be:

- Posted on www.gamestah.com and/or
- Posted on <https://player.me/gamestah> and/or
- Tweeted by @gamestah on Twitter.

Teams are responsible for checking the rules before the start of each tournament. Being unaware of a published rule will not excuse you from breaking it.

1.3. CHEATING

Don't cheat. If you cheat, you may be banned from all future Gamestah Tournaments.

1.4. DISPUTES

If you wish to register a dispute you will need to provide replays and screenshots to support your side of the dispute. If you don't provide these your dispute will be thrown out, so make sure you save replays and take screenshots!

2. PLAYER CODE OF CONDUCT

All players agree to the Gamestah Player Code of Conduct. The Code of Conduct is published here: <http://www.gamestah.com/gamestah-player-code-of-conduct/>



3. TOURNAMENT ENTRY

3.1. ENTRY FEES

Entry is Free.

3.2. ELIGIBILITY

3.2.1. Region-locked

Only teams located in Australia or New Zealand may enter Gamestah Tournaments. In addition, all players must be located in Australian or New Zealand.

3.3. ROSTERS

3.3.1. Core Roster

Teams must specify a core roster of five players.

3.3.2. Core-of-Three Rule (co3)

In order for your team to accumulate points over the duration of the four weeks of competitions, you must maintain a core roster of three players. This means that you may make roster changes from one week to the next but you cannot change more than a total of two players over the four-week duration.

Note that the use of a substitute due to the temporary unavailability of a player does not affect this rule.

3.3.3. Roster Lock

At the start of each tournament the team roster is locked. “Roster Lock” means your team’s core roster is established. Any changes to team members will affect the team’s core status.

If you are unable to fill your team from your roster when you are due to play your match will be forfeited.

3.3.4. Registered Substitutes

A team may specify a maximum of two registered substitutes. Registered substitutes are considered part of the team’s core roster but do not necessarily play in every match.

Registered substitutes may not play for any other team for the duration of the tournament.

3.3.5. Unregistered Substitutes

From time to time a team may require additional substitutes to fill their roster temporarily. Substitutes used in this manner must be cleared for play by tournament administration **before** they are fielded.

Unregistered substitutes are not considered part of a team’s core roster.

3.3.6. In-game Identities

All players and substitutes must be specified, together with in-game identity (e.g. Battle.net ID, Steam ID, Xbox Live ID etc., dependent on the tournament game title) on the Team page during registration.



3.3.7. Smurfing/Ring-ins

These are not allowed at all. If you need to add someone to your roster they must be added prior to the tournament starting.

3.3.8. Penalties

If a team fields a player that is ineligible, all matches using that player will be forfeited.

3.3.9. Exceptions

We will consider exceptions to all eligibility rules so long as we are notified by team management **PRIOR** to fielding the player. In such situations the admin's decision is final.

3.4. TEAM CAPTAINS / MANAGEMENT

3.4.1. Team Captains

One player per team must be designated as team Captain. The Captain is responsible for communicating with other captains, admins and for relaying information to his/her team.

3.4.2. Email Contact

All team captains must provide a primary email contact to Gamestah during the registration process. This email should be an account that is checked at least daily! All notices affecting teams will be copied to the email address provided.

3.4.3. Discord

Team Captains and/or management should make sure they lurk in Gamestah Discord during scheduled tournament times: <https://discord.gg/OY8NbmlDfCtRanRP>

Please identify yourself as a team captain so that you can be given the roles required to gain access to the Captains-only Text channel.

3.4.4. Captain's Check-in

3.4.4.1. Discord

Captains are required to be present in Gamestah Discord one hour before the tournament start time. If you are unable to be present at this time, you may nominate a representative to be present for you. This is required to ensure any urgent notifications or team communications can occur before the tournament starts.

3.4.4.2. Challenge Check-in

Teams are required to check in on Challenge no later than 30 minutes prior to the start of the Tournament. Failure to check-in on time will result in your team's removal from the Tournament bracket. This action is not reversible.

3.4.4.3. Disqualification for Late Check-in

Any teams that have not been checked-in no later than 20 minutes prior to the tournament start time will be disqualified.



4. MATCH STANDARDS

Gamestah places a high priority on good quality broadcasts that showcase team and individual brilliance. To ensure this is the focus of broadcasts, we will require players to agree to our Match Standards.

4.1. PLAYER NAMES

4.1.1. Standardized Names

Players should use the same name from one broadcast to the next, and this name must match the name listed in the team roster on challenge.com.

4.1.2. Objectionable Names

Gamestah reserves the right to require players with objectionable names to change their name.

4.1.3. Penalties

Players that break naming rules will be given the chance to change their name to an approved name. Should players refuse, they will be treated as breaking the Smurfing/ Ring-in rule, above.

4.2. TEAM NAMES

4.2.1. Standardized Names

Team names are to remain the same throughout each individual tournament as registered on challenge.com.

4.2.2. Team Name Changes

When a team requires a name change (for example, they have been sponsored by an organisation), tournament admins should be notified as soon as possible. This is to ensure that points earned by the team are transferred over to the new team entity.

4.2.3. Objectionable Team Names

Teams may not use objectionable team names.

4.3. MATCH AND BROADCAST SCHEDULING

All Gamestah Tournaments are scheduled for specific start times and dates, as notified in Tournament descriptions and Challenge.com scheduling.

Players and Teams will be notified when Tournament brackets have been created and are expected to note relevant registration, check-in and Tournament start times.

4.3.1. Start on Time

Teams playing in matches that are scheduled to be broadcast should be ready to start their match at the scheduled time.

4.3.2. Don't Start without Us

If your match has been nominated for broadcasting then both teams must wait for Gamestah casters to signal "ready" before they start their matches.



4.3.3. Early Start Penalties

If you start early you will be required to restart the match. All progress or times set will be nullified.



5. TOURNAMENT FORMAT

Gamestah Tournament formats are specified in Tournament Descriptions and reflected in the Tournament brackets on Challonge.com.

5.1. DARKSTAH GEARS OF WARS WEEKLY SERIES FORMAT

DarkSTAH is played over four weeks, with the following format:

5.1.1. Registration

Teams are required to register for each weekly tournament separately. Teams do not have to compete in every weekly tournament, but are encouraged to do so.

There are no free agent registrations available for the tournament.

5.1.2. Weekly Qualifier Brackets

Weekly Qualifiers take place on Tuesday nights, starting at 8pm AEDT.

Each week teams are seeded into a Swiss format bracket. Four rounds of best-of-one matches are played each week.

Maps are specified by tournament admins for each round.

5.1.3. League Points (LP)

Teams earn League Points by playing matches in the weekly tournaments. For every round won during matches one League point is earned.

For example, a match that is won 7-3 awards seven LP to the winner, and three LP to the loser.

5.1.4. Qualification for Weekly Playoffs

At the end of each Swiss Format bracket, the top four teams are invited to the weekly playoffs.

5.1.5. Tie-breakers

Should there be a tie between two or more teams at the top of the League table at the end of each weekly qualifier, head-to-head points-difference will be used.

5.1.6. Weekly Playoffs

Weekly Playoffs take place on Thursday nights, starting at 8pm AEDT.

Qualified teams are seeded into a single elimination, best-of-one bracket.

5.1.7. OPTIONAL: Qualification for DarkSTAH Finals Series

At the end of four weeks, the four teams with the most League Points qualify to participate in the DarkSTAH Finals Series. Details TBC.



6. COMPETITIVE SETTINGS

(Mirrored from: <https://gearsofwar.com/en-us/esports/gears-pro-circuit-handbook>)

All Matches will be played on Xbox One.

6.1.1. Game Size

All Matches will be played 5v5.

6.1.2. Game Mode

All Matches will be played on Gears of War 4's Escalation game mode.

6.1.3. Maps

All Games will be played on one of the following 7 Maps:

- Forge
- Dam
- Foundation
- Harbour
- Impact
- Lift
- Reclaimed

Gamestah reserves the right to change Maps at any time.

6.1.4. Map & Host Selection

6.1.4.1. *Weekly Swiss Format Matches*

Tournament admins will specify a map to be played per round of Swiss Format matches.

6.1.4.2. *Weekly Playoff Matches*

The Map Ban process is as follows:

1. Team A bans 1 Map
2. Team B bans 1 Map
3. Team A bans 1 Map
4. Team B bans 1 Map
5. Team A picks Map 1
6. Team B picks Faction and Dedicated Server Location for Map 1
7. Team that picks Region will Host match.

6.1.5. Game Settings

The Host & Players will abide by the following settings:

6.1.5.1. *Escalation Options*

- Fill With Bots: Off
- Bot Difficulty: Casual



- Round Score Limit: 210
- Respawn Escalation: Normal
- DBNO Time: 15
- Friendly Fire: On
- Weapon Respawns: After Pickup
- Weapon Tuning: Competitive

6.1.5.2. *Weapon Substitutions*

None

6.1.5.3. *Starting Loadout*

- Lancer
- Gnasher
- Snub Pistol

6.1.5.4. *Character Restrictions*

Each team is only allowed one iteration of any character on the team at one time, irrespective of character skin. For example, “Kait” and “Vintage Kait” would be considered the same character.



7. REPORTING MATCH RESULTS

7.7.1. Screenshots

All players are responsible for taking screenshots of results.

7.7.2. Captain's Submissions

Captains must enter match results as soon as possible in Challenge. Enter the rounds won for each team and be sure to select the winning team in the points-entry screen.

If issues arise with Captains' submissions then please refer to an admin on Gamestah's Discord server: <https://discord.gg/OY8NbmlfCtRanRP>.



8. BROADCASTING

Gamestah is the only approved broadcaster of Gamestah Free Agent and Summer Qualifiers matches.

8.1. BROADCAST CHANNEL

All matches will be broadcast on www.twitch.tv/gamestahtv1.

8.2. TEAM AND PLAYER AGREEMENT

Teams and players agree to have their matches broadcast by Gamestah.

8.3. EXCLUSIVE BROADCASTING

No DarkSTAH matches may be streamed or broadcast by anyone other than Gamestah. This includes player-POV streaming.

8.4. SPONSORS AND PROMOTION

Gamestah is happy to promote team sponsors during match broadcasts. Teams should provide Gamestah with details of their sponsors (including graphics such as logos) to enable this promotion.

8.5. MONTAGES AND COMPILATIONS

Footage from replays of Gamestah tournament matches (including video or audio) may be used in montages or compilations as long as the footage includes the Gamestah Logos overlaid in a corner of the screen.

High resolution copies of the Gamestah Logo can be found here:

http://www.gamestah.com/wp-content/uploads/2015/11/Gamestah-logos-1604_GS-main-logo_1024.png and

http://www.gamestah.com/wp-content/uploads/2015/11/Gamestah-logos-1604_GS-star.png

In addition, credit should be given to Gamestah in the production closing credits.

8.6. NOMINATING MATCHES FOR BROADCAST

Gamestah will announce which matches have been selected for broadcast as early as possible. If your match has been nominated the team captains will be informed in Discord. Ensure that you wait for the casters to join the match lobby before starting the match.

9. PRIZES

9.1. WEEKLY PRIZES

The team that wins the Weekly Playoffs Grand Final will be awarded \$100 AUD.



9.2. MVP PRIZE

Each match that is broadcast will feature an MVP nomination by Gamestah's casters. At the end of the DarSTAH series a single MVP will be selected and awarded an additional MVP prize.