



GEARS ESPORTS APAC REGIONAL SERIES



1. GENERAL

These rules govern the Gears Esports APAC Regional Series (Gears EARS).

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](https://twitter.com/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. CODES OF CONDUCT

2.1. GAMESTAH CODE OF CONDUCT

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

2.2. GEARS ESPORTS CODE OF CONDUCT

All participants agree to the Gears Esports Code of Conduct, published at <https://gearsofwar.com/en-us/esports/code-of-conduct>



3. TOURNAMENT ENTRY

3.1. ENTRY FEES

Entry is Free.

3.2. REGION-LOCKED

Only teams located in Asia-Pacific (APAC) Region may enter Gears EARS. In addition, all players must be located in the APAC region (Australia, New Zealand, Asia).

3.3. REGISTRATION

Registration for Gears EARS is a two-step process: first, register your team's roster using the official registration form. Then, add your team to the relevant Challenge bracket.

Failure to complete both registration steps for any week will result in your team's removal from the relevant tournament bracket.

3.3.1. Roster Registration

You must register your team's roster every week of each Phase that you participate in Gears EARS. Register using this form: <https://goo.gl/forms/16f15g0vL6QHiO5X2>.

3.3.2. Challenge Team Registration

After you have registered your roster, you must add your team to the week's Challenge bracket at <http://gamestah.challenge.com>. Note that a new Challenge bracket is created for each week (qualifying and Finals) of each Phase, and you will be required to add your team to each bracket in which you compete.

3.4. ROSTERS

3.4.1. Core Roster

Teams must specify a core roster of five players.

3.4.2. Core-of-Three Rule (co3)

In order for your team to accumulate points over the duration of each Phase of competition, 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 during the Phase's duration.

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

3.4.3. Roster Lock

At the start of each Phase 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 co3 status.

3.4.4. 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 Phase in which they are registered.



To avoid confusion, registered substitutes are considered “core” for the purposes of the co3 rule.

3.4.5. 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.

3.4.6. 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.

3.4.7. 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 Phase starting.

3.4.8. Penalties

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

3.4.9. 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.

3.5. TEAM CAPTAINS / MANAGEMENT

3.5.1. 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.

3.5.2. 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.

3.5.3. Discord

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

Team captains are required to provide their Discord alias during the Roster Registration process. You will be assigned the “Gears Captain” role on Gamestah Discord and given access to the #gears-captains channel.

If you are not already identified by admins as a Gears Captain, please notify the admins so that you can be given the roles required to gain access to the Captains-only Text channel.

3.5.4. Captain’s Check-in

3.5.4.1. 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.



3.5.4.2. Challenge Check-in

Check-in for all Gamestah Tournaments opens 1 hour before Teams are required to check in on Challenge no later than 20 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.



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. Standardised 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 challonge.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. Standardised Names

Team names are to remain the same throughout each Phase as registered on challonge.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 Challonge.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.

For each round of competition (both Swiss bracket and Modified Double Elimination brackets), admins will announce the Official Start Time (OST) of the round.

- Teams may not begin their matches until the OST has been announced.
- Teams have a maximum of 10 minutes from the OST to begin their matches.



If a match has not started within 10 minutes after the OST, team captains must notify tournament admins. The team that causes the delay may have their match forfeited; in this case, the opposing team will be awarded a match win as long as they are ready to play.

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 your match has been nominated for broadcast but you start early you will be required to restart the match. All progress will be nullified.



5. TOURNAMENT FORMAT

Gears EARS is a series comprising four phases. Each phase features three qualifying events, and a Finals event.

5.1. GEARS EARS - PHASE FORMAT

Each phase is identically structured:

5.1.1. Qualifying Events

- First 3 events of each phase
- Open registration (restricted to APAC)
- 6 rounds in a Swiss format bracket
- All matches best-of-one (bo1)
- Maps for each round are specified by Tournament Admins.

Teams earn points by winning rounds within each bo1. Points are added to the team's score on the Phase leaderboard. At the end of the 3rd week of qualifying, the four teams with the most points are invited to the Phase Finals.

5.1.2. Phase Finals

The Phase finals feature the top four teams in a modified double elimination bracket, fighting for cash prizes. Seeding for the bracket is tailored to provide teams close, competitive matches, and avoid one-sided, crushing defeats.

Modified double elimination bracket:

- Ranks 1-2 seeded into Upper Bracket (UB)
 - Winner Advances to Grand Final
 - Loser drops to LB Round 2
- Ranks 3-4 seeded into Lower Bracket (LB) Round 1
 - Winner advances to LB Round 2
 - Loser is eliminated
- LB Round 2
 - Winner advances to the Grand Final
 - Loser is eliminated
- All matches except Grand Final are BO3.
- Grand Final is a **first to three** with the team from the UB starting with a 1 game lead.

5.1.3. Series Points (SP)

Teams earn Series Points by playing matches in the qualifying tournaments. For every round won during matches one SP is earned.

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



5.1.4. Tie-breakers

Should there be a tie between two or more teams at the top of the Phase Leaderboard at the end of three weekly qualifiers, head-to-head points-difference will be used to break ties between affected teams.

5.2. TOURNAMENT SCHEDULE

Gears EARS will feature four Phases with the following schedule:

Phase	Dates	Description
Phase 1 (2017)	22 October	Qualifiers
	12,19 November	
	10 December	Finals
Phase 2 (2018)	21 January	Qualifiers
	4,18 Feb	
	4 March	Finals
Phase 3 (2018)	18 March	Qualifiers
	1,15 April	
	29 April	Finals
Phase 4 (2018)	13,27 May	Qualifiers
	10 June	
	24 June	Finals



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. GAME SIZE

All Matches will be played 5v5.

6.2. GAME MODE

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

6.3. MAPS

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

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

Gamestah reserves the right to change Maps at any time.

6.4. MAP & HOST SELECTION

6.4.1. Qualifier Swiss Format Matches

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

6.4.2. Phase Finals Matches

Matches in Phase Finals are bo3 and include map drafting. For all matches, the higher seeded team will choose to be either Team A or Team B in the drafting process.

The Map Draft process is as follows:

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



8. Team B picks Faction and Dedicated Server Location for Map 3

The team that picks Faction and Dedicated Server Location will Host the match.

6.5. GAME SETTINGS

The Host & Players will abide by the following settings:

6.5.1. 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 (2.5)

6.5.2. Weapon Substitutions

None

6.5.3. Starting Load-out

- Lancer
- Gnasher
- Snub Pistol

6.6. CHARACTER RESTRICTIONS

Each team is only allowed one iteration of any character on the team at one time irrespective of character skin. For example, “Vintage Kait” is the same as “Armored Kait”. Please review event-specific rules pages for full listings of character appropriate iterations and duplicates.

- A single COG team is only allowed 2 female characters.
- Color Blast characters are banned in all competitive play.
- A single team may only use one Day of the Dead Character and/or one Spectre Character.

A single COG team is only allowed one Zombie character. If a Zombie character is used, a non-Zombie iteration of that character may not be used as well. Ex: Zombie Dom and Commando Dom cannot be used at the same time.

The following characters may not be used in broadcasted matches:

- Swarm Imago
- Luchador/Wrestler Character Skins
- Festive Character Skins
- Day of the Dead Character Skins



6.7. MATCH PAUSES

In the event of a player-disconnection during a match, the team affected may call for a pause.

6.7.1. Restrictions

- A pause may only be called in the event of a player disconnection.
- Each team is allowed one (1) pause only per map
- Each pause may be a maximum of three (3) minutes only
- To avoid confusion, the pause timer starts when one of the captains posts the Pause message as stated in 6.7.2.

6.7.2. Pause Process

Should a player disconnect, both teams should complete the current round. At the start of the next round, both teams shall remain in spawn until the player reconnects.

At the commencement of a pause, both team captains MUST notify tournament admins in Discord of the pause using the format:

@GearsAdmin PAUSE TeamA vs TeamB [reason for pause]

6.7.3. Ending a Pause

A pause ends if:

- Both Captains ready up before the three minute maximum pause time has been reached
- Three minutes have passed from the commencement of the Pause.
- At the end of three minutes, the Pause ends by default and Captains must ready-up, even if the disconnected player has not reconnected.

6.7.1. Pause Penalties

Abuse of the Pause facility will result in immediate disqualification. Suspected abuse should be reported immediately to the Admins who will make a ruling after investigating.

Failure to ready-up before recommencing play will result in a match forfeit.

If a team readies-up early (i.e. before the three-minute maximum time has been reached) and commences play before the opposing team has readied-up, the team that commenced playing early will forfeit their match.

Note that a team may commence playing immediately after readying-up without waiting for the other captain to ready-up, only if the three-minute maximum pause time has been reached.



7. REPORTING MATCH RESULTS

7.1. SCREENSHOTS

All players are responsible for taking screenshots of results. In the event of a dispute, screenshots will be used as primary evidence.

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/0Y8NbmlDfCtRanRP>.



8. BROADCASTING

Gamestah is the approved broadcaster of Gears EARS matches.

8.1. BROADCAST CHANNEL

All matches will be broadcast on <https://mixer.com/gamestah>.

8.2. TEAM AND PLAYER AGREEMENT

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

8.3. EXCLUSIVE BROADCASTING

No Gears EARS 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.
- Links to Gamestah social media must be included in video descriptions (twitter.com/gamestah and facebook.com/gamestah).

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.

Teams that are not being broadcast may not begin their matches before admins give permission to do so in Discord.



9. PRIZES

9.1. PHASE FINALS

All four teams that qualify for Phase Finals win cash prizes. At the end of Phase Finals, the following cash prizes will be awarded:

Placing	Prize
1st	\$1500
2nd	\$700
3rd	\$350
4th	\$250
TOTAL	\$2,800 USD

9.2. PARTICIPATION REWARDS

Teams that participate in Qualifying matches earn Participation Credits (PC):

- Reward for match win: 100 PC
- Reward for match loss: 75 PC

PC may be exchanged for digital items. Items and the exchange rate will be specified at a later date.

9.3. FORFEITURE OF PRIZES

Teams that forfeit matches will also forfeit any prizes or rewards earned in relations to those matches:

- A team that qualifies for Phase Finals but forfeits any of their Finals matches will forfeit all cash prizes and all PC earned during that Phase
- A team that forfeits a Swiss bracket match forfeits all PC for that match
- A team that forfeits three or more Swiss bracket matches during a single Qualifying Event forfeits all PC for that Qualifying Event.