



# INJUSTAH RULE BOOK

MAY – SEPTEMBER 2017

## 1 GENERAL

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### 1.1 CONTACT

Any queries (including disputes) related to the tournament should be address to Gamestah using discord: <https://discord.gg/OY8NbmIdfCtRanRP>

Alternative Contact from team management: [chrisis@gamestah.com](mailto: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](http://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

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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

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### 3.1 ENTRY FEES

Entry is Free.

### 3.2 ELIGIBILITY

#### 3.2.1 Region-locked

Only players located/resident in Australia or New Zealand may enter Gamestah Tournaments.

### 3.3 ROSTERS

#### 3.3.1 In-game Identities

All players must specify their in-game identities (e.g. PSN, Battle.net ID, Steam ID, Xbox Live ID etc., dependent on the tournament game title) in their Challonge profile during registration.

#### 3.3.2 Smurfing/Ring-ins

Smurfing/ring-ins are not allowed. This includes playing a match using another player's account.

#### 3.3.3 Exceptions

We will consider exceptions to all eligibility rules so long as we are notified by players with at least 24 hours' notice before tournament events. In such situations, the admins' decision is final.

### 3.4 TOURNAMENT MANAGEMENT

#### 3.4.1 Email Contact

All players 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 players will be copied to the email address provided.

#### 3.4.2 Discord

Players should make sure they are present in Gamestah Discord during scheduled tournament times: <https://discord.gg/OY8NbmlDfCtRanRP>

If your discord username differs from your Challonge user name or in-game identity you must notify Tournament admins.

Discord will be used to discuss all disputes, make announcements etc. Discord is Gamestah's prime communication medium during events. Failure to respond to discord announcements and/or requests will result in you being marked absent and your matches will be forfeited.

#### 3.4.3 Check-in

##### 3.4.3.1 *Discord*

Players 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 player communications can occur before the tournament starts.



#### **3.4.3.2 Challenge Check-in**

Players 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 may result in your removal from the Tournament bracket. This action is not reversible.

#### **3.4.3.3 Disqualification for Late Check-in**

Players that do not check-in on time will be disqualified from the tournament. For INJUSTAH Circuit events this disqualification is limited to the specific Circuit Event only.

#### **3.4.4 In-game Lobby (Room)**

Gamestah will set up a PSN room called "ANZ INJUSTAH". All players are required to join this room and remain in it for the duration of each Circuit Event.

## **4 MATCH STANDARDS**

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Gamestah places a high priority on good quality broadcasts that showcase team and individual brilliance. To ensure this is the focus of broadcasts, we 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 on Challenge.com. Should a player wish to change their name, they must notify admins.

Where possible, your Discord name should be the same as your competitor name. If your Discord differs you **MUST** draw attention to your competitor name every time you raise a matter with Tournament admins.

#### **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.

In addition, a player that changes his/her name without prior notification to the admins may forfeit their Leaderboard points.

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

#### **4.2.1 Start on Time**

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



#### 4.2.2 Don't Start without Us

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

#### 4.2.3 Early Start Penalties

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

#### 4.2.4 Swiss Bracket Requirements

Swiss brackets advance from one round to the next only when all matches in a round have been completed. For this reason, it is essential that players set up the matches, play them to completion and enter their scores in Challonge without unnecessary delays.

#### 4.2.5 Penalties for Late Round starts

For each round of Swiss Bracket, tournament admins will announce the official round start once the round match-ups have been generated. Players are required to start their matches no later than five minutes after the official round start. If a player is not ready to start within five minutes of the official start time, they forfeit their match. Note that a late forfeit in one round does not disqualify a player from playing in later rounds.

### 4.3 MATCH HOSTING

#### 4.3.1 Broadcast Match Format

For matches that are being broadcast, tournament admins will set up a King of the Hill match, and invite both players to it.

#### 4.3.2 Non-broadcast Match Format

For matches that are not being broadcast, the higher seeded player in each match-up is required to invite the lower-seeded player to a versus match.

#### 4.3.3 Connectivity Issues

For all matches, players have five minutes to commence their match. Any player unable to commence their match within five minutes, for any reason, will forfeit their match, so long as the other player is ready and able to commence the match.

If both players are unable to commence their match it will be declared null and both players will forfeit their match.

If a player is ready but unable to join a Versus match or KOTH match due to connectivity issues, both players should reboot their PS4 consoles. If issues persist, the player that is unable to connect will forfeit their match.

#### 4.3.4 Repeated Match Forfeits

Any player that forfeits 50% or more of their matches during a Circuit event will be barred from playing in the following Circuit event.

## 5 TOURNAMENT FORMAT

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



## 5.1 ONLINE CIRCUIT FORMAT

INJUSTAH Injustice 2 Circuit includes:

- a. Eight online Circuit Events (CEs)
- b. Circuit Point (CP) awards at OHN15
- c. LAN Finals on 30 September

### 5.1.1 Registration

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

### 5.1.2 Brackets

INJUSTAH online CEs have a two-stage format: a “Qualifying Bracket” stage and a “Top 8 Bracket” Stage. **Both stages will happen on the same day**

The Qualifying Bracket starts at 3pm AEST and is not broadcast. Gamestah admins will be present during the Qualifying Bracket, so the bracket will still be actively managed.

The Top 8 Bracket starts at 6pm AEST and will be broadcast.

#### 5.1.2.1 Qualifying Bracket Format

The Qualifying Bracket is open to all eligible players. At the start of the bracket, all players are seeded based on previous CE results.

The Qualifying Bracket uses Swiss format and consists of six (6) to eight (8) rounds of play. If there is a clear top 8 after six rounds, the bracket will end. If additional rounds are required to identify the top 8, they will be played, up to a maximum of eight rounds.

#### 5.1.2.2 Top 8 Bracket Format

After the completion of eight rounds of the Qualifying Bracket, the top eight players progress to the second stage of the tournament: The Top 8 Invitation. Each player’s standing in the Qualifying Bracket determines their seeding in the Top 8 Bracket.

The Top 8 Bracket uses Double Elimination format with the following specifications:

- a. The Bracket is divided into the Winner’s Bracket and the Loser’s Bracket
- b. Players seeded 1, 2, 3 and 4 are placed in the Winner’s Bracket
- c. Players seeded 5,6,7 and 8 are place in the Loser’s Bracket
- d. A loss in the Winner’s Bracket pushes the loser into the Loser’s Bracket
- e. A loss in the Loser’s Bracket eliminates the player from the Top 8 Bracket entirely.

First round pairings in the Top 8 Bracket are as follows:

- a. Seed 1 vs Seed 4
- b. Seed 2 vs Seed 3
- c. Seed 5 vs Seed 8
- d. Seed 6 vs Seed 7

The player entering the Grand Final from the Winner’s bracket has a second life.

### 5.1.3 Match Format

In each round, players are paired against each other by Challenge. Each pair of players competes as follows:



- a. All matches are best-of-five (bo5)
- b. First player to win three games wins the match
- c. A game is completed when one player's life bar is entirely depleted

#### 5.1.4 Character Selection

During the bo5, the game winner must keep the same character for the subsequent game. The loser may choose to keep the same character or change character selection for the subsequent game.

#### 5.1.5 Match Score Recording

Players are required to record their match scores in Challonge once a match has been completed. It is essential to enter both the amount of games won by each player, as well as select the winner of the match in Challonge.

#### 5.1.6 In-Game Match Configuration

For matches in the Swiss Bracket, the following configuration is required:

- Match type: Versus
- Competitive Mode ON

## 6 CIRCUIT POINTS

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Players earn Circuit Points by:

- Placing in the Top 8 of an online INJUSTAH event
- Placing in the Top 25 of the OHN15 Injustice 2 event

### 6.1 ONLINE CIRCUIT POINTS

PLACEMENT	POINTS
1 <sup>st</sup>	70
2 <sup>nd</sup>	45
3 <sup>rd</sup>	25
4 <sup>th</sup>	10
5 <sup>th</sup>	5
6 <sup>th</sup>	5
7 <sup>th</sup>	1
8 <sup>th</sup>	1

### 6.2 OHN15 CIRCUIT POINTS

OHN15 PLACEMENT	POINTS
1st	250
2nd	160
3rd	130
4th	100
5th	70
7th	45
9th	25
13th	10



17th	5
25th	1

### 6.3 INJUSTAH LEADERBOARD

Circuit Points earned by players are recording on the INJUSTAH Leaderboard, published at: <http://www.gamestah.com/leaderboards/injustah>.

### 6.4 QUALIFICATION FOR INJUSTAH LAN FINALS

After all eight Online Circuit Events and OHN15 are completed, the Top 8 players on the INJUSTAH Leaderboard will be invited to attend LAN Finals.

Gamestah reserves the right to add or remove Circuit Events from the Event Calendar.

#### 6.4.1 Top 8 Invitations

The Top 8 players will be invited by Gamestah to attend LAN Finals on 30 September 2017. Should any of the Top 8 players decline their invitation, the next highest player on the INJUSTAH Leaderboard will be invited.

Additional invitations will only go to players that have either placed in the Top 12 of the INJUSTAH Leaderboard OR have placed in the Top 8 of three or more individual Circuit Events.

Players that are invited to the LAN Finals that are unable to attend must notify Gamestah no later than 48 hours from the date they receive their invitation. This is to allow Gamestah sufficient notice to invite additional players to secure a full top 8 complement for the LAN Finals

Failure to notify Gamestah within 48 hours will result in the player being barred from the next season of INJUSTAH.

#### 6.4.2 LAN Finals Quorum

Gamestah requires a full complement of eight competitors to attend the LAN Finals event. If Gamestah is unable to secure all eight players, we reserve the right to cancel the LAN Finals event. If the LAN Finals event is cancelled, an online Finals event will be scheduled for the Top 8, with a reduced prize pool.

#### 6.4.3 LAN Finals Location & Entry

The INJUSTAH LAN Finals will be held at the eLeague.gg Spring LAN Event in Sydney. Attendance at the LAN requires a LAN ticket to be purchased @ \$40.

Gamestah reserves the right to change the location and date of LAN Finals. In the event that either location or date is to be changed, Gamestah will give at least one month's notice to players.

### 6.5 CHARACTERS

In general, all characters are available to players during INJUSTAH Circuit events, with the following exceptions:

- New characters may not be played for the first two weeks after the Character's release
- Gamestah reserves the right to ban any character that is found to have a game-breaking bug.



## 7 BROADCASTING

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Gamestah is the only approved broadcaster of INJUSTAH matches. Any player or organisation that wishes to broadcast INJUSTAH matches must request permission from Gamestah before doing so.

Matches that are broadcast without Gamestah's prior permission may result in forfeits, at Gamestah's sole discretion.

### 7.1 BROADCAST CHANNEL

All matches will be broadcast on [www.twitch.tv/gamestahtv1](http://www.twitch.tv/gamestahtv1).

### 7.2 TEAM AND PLAYER AGREEMENT

Players agree to have their matches broadcast by Gamestah.

### 7.3 SPONSORS AND PROMOTION

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

### 7.4 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.

A high-resolution copy of the Gamestah Logos can be found here:

[http://www.gamestah.com/wp-content/uploads/2015/11/Gamestah-logos-1604\\_GS-main-logo\\_1024.png](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](http://www.gamestah.com/wp-content/uploads/2015/11/Gamestah-logos-1604_GS-star.png)

In addition:

- Credit must be given to Gamestah in the production closing credits; and
- A link to Gamestah.com must be provided in the video description.

### 7.5 NOMINATING MATCHES FOR BROADCAST

Gamestah will broadcast all matches from the Top 8 bracket in sequence. Players should be ready to start their match but may not proceed until permission to do so has been given by Gamestah. Any results from matches in the Top 8 that are played off-air will be null and void, and players will be required to replay the matches on air.

#### 7.5.1 Match Order

Top 8 matches will be played in the following order:

1. Winner's bracket Round 1 – Match 1
2. Winner's bracket Round 1 – Match 2
3. Winner's bracket Semifinals
4. Loser's bracket Round 1 – Match 1





5. Loser's bracket Round 1 – Match 2
6. Loser's bracket Round 2 – Match 1
7. Loser's bracket Round 2 – Match 2
8. Loser's bracket Round 3 – Match 1
9. Loser's bracket Semifinals
10. Grand Finals

## 8 PRIZES

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### 8.1 ONLINE CIRCUIT EVENTS

Each online Circuit event has a cash prize of \$100, to be split as follows:

- 1<sup>st</sup> place: \$60
- 2<sup>nd</sup> place: \$40

### 8.2 LAN FINALS EVENT

The LAN Finals event has a cash prize of \$2,000 to be split as follows:

- 1<sup>st</sup> place: \$1000
- 2<sup>nd</sup> place: \$500
- 3<sup>rd</sup> place: \$300
- 4<sup>th</sup> place: \$200

### 8.3 ONLINE FINALS EVENT

In the event that a LAN Finals Quorum is not achievable (see 6.4.2, above), Online Finals will be held instead. Because of the reduced sponsorship opportunities of an online finals event in comparison to a LAN Finals event, the total prize pool will be reduced to \$750, to be split as follows:

- 1<sup>st</sup> place: \$375
- 2<sup>nd</sup> place: \$188
- 3<sup>rd</sup> place: \$112
- 4<sup>th</sup> place: \$75

### 8.4 PAYMENTS

All prizes will be paid to competitors via PayPal. In order to receive prizes, players must supply Gamestah with a PayPal email address. While Gamestah will endeavour to pay prizes as soon as possible after each Circuit Event, it is the responsibility of players to provide the required information to Gamestah to facilitate prompt payment.