

Handbook StarCraft II: NationWars IV

1.General

1.1 The tournament StarCraft II: NationWars IV, organized by Alt Tab Productions, is played on StarCraft II: Legacy of the Void. The latest version (patch) will be used during the tournament. Each player must have a personal account.

1.2 All players have read and understand the rules before entering the tournament.

1.3 Default server:

1.4 If Player 1 is in EU and Player 2 is in KR, default server is NA Central or West ?

If Player 1 is in EU and Player 2 is in EU, default server is EU

If player 1 is in NA and Player 2 is in NA, default server is NA

If player 1 is in NA and Player 2 is in KR, default server is NA West

1.5 StarCraft II: NationWars IV is an online and offline event. Players qualified for the offline part of the tournament will have to sign a contract with Alt Tab Productions.

1.6 StarCraft II: NationWars IV is an international tournament with several nations. A number of nations is seeded and some nations will qualify. Only nations with at least 3 players are allowed to sign up.

1.7 Selected players of every nation have to select a captain who will manage the team and talk to Alt Tab Productions during the tournament.

1.8 Only GM players during 2016 on EU, NA and KR servers are allowed to sign up. Barcodes accounts are not eligible.

1.9 Players are elected by the community (one vote / IP / Nation). More details are going to be announced by Alt Tab Productions.

1.10 Players must show up at every match their team play. The schedule will be released by an admin at the start of the tournament.

1.11 Players are not allowed to stream their games.

1.12 If a player can't play because of exceptional reasons such as wedding, accident or death of a family member, the player ranked 4th during the voting phase will be able to replace him for only one serie. If a player does not show up and/or does not give any good reasons to Alt Tab Productions, the player ranked 4th during the contest will play the whole tournament.

1.13 By agreeing to this handbook, players agree to be available during the first part of January for the offline part of the tournament.

2. Tournament format

- Qualifier:

Number for registered countries = X

Number of countries directly seeded in the main event = Y

$Y = 32 - X$

Number of countries in the qualifier = $16 - Y$

Bo7 all-kill elimination match with an ace match: ie, if we have 30 countries registered, 2 are seeded in the main event and 28 are in the qualifier which is seeded like this: Seed 1 vs Seed 28, Seed 2 vs Seed 27 etc.

- RO16:

GSL group style in bo7 all-kill matches with an Ace match. On Day 1 both the initial match and the winner match are played. On Day 2 the loser match and the decider match are played.

- RO8:

Teams who got 1st in group stage play the teams who got second. Bo7 all-kill with an Ace match.

- RO4:

Winner of Ro8 match 1 vs winner of Ro8 match 2 & winner of Ro8 match 3 vs winner of Ro8 match 4.

Matches are played in bo7 all-kill format with an ace match.

- Final:

Bo9 all-kill with both Revival and Ace match. The same player can't be revived and Ace.

1. If a player has to pause the game, he has to write "pp" in chat, say the reason of the pause and how long it's going to be.
2. If the game is broadcasted live then only the admin is allowed to unpause the game when both players and casters are ready.

3.Schedule and streaming

3.1 StarCraft II: NationWars IV is going to be played between December and January.

3.2 No observers are allowed to enter any game except official streams.

3.3 Streams are required to add 90 seconds of delay during the online part of the tournament.

3.4 Players are not allowed to play other tournaments at the same time as StarCraft II: NationWars IV.

3.5 Finals are being played in January in Paris. Separate rules will be added to the handbook for players qualified for the offline part.

4.Hosts and replays

- 4.1 Games are hosted by admins.
- 4.2 In game colors have to try to represent the color of the flag of the country.
- 4.3 Replays must be saved by players and can not be released without Alt Tab Production's agreement.
- 4.4 Players are not allowed to watch the replay during the match.

5.Cheating

- 5.1 Use of third party software, bugs, or cheats is absolutely prohibited and results in an immediate disqualification and permanent ban from any and all future Alt Tab Productions tournaments.
- 5.2 Having any stream related to the tournament, listening/watching casts, or having information delivered regarding tournament casts during your game is forbidden.
- 5.3 Alt Tab Productions reserves the right to ban players from participation should the player be banned from other leagues due to accusations of cheating/poor behavior.

6.Lag and other issues

- 6.1 If a player is disconnected from a game, the game has to be reloaded from the replay.
- 6.2 After being disconnected, players are not allowed to either watch the replay nor check the build order.
- 6.3 If the player can't reconnect after 10 minutes and the game has not started, the captain of the team can send another player. If the game was already started the team loses the game.

7.Map pool, vetoes and players selection

7.1 The map pool is the one LotV ladder is currently using :

The map pool can change, if it happens an admin will contact the team captains.

7.2 Veto system and player selection:

- The country picking map first is going to be decided randomly.
- Each team captain have to pick select the order of maps as soon as matches are known. The order selection is ABABABA.
- During the matches, each team have 3 minutes maximum to decide which player is going to play the next map.

8.Various rules

8.1 Admins of the tournament have the final word in all matters.

8.2 Every communication about the tournament is subject to the prior authorization of Alt Tab Production.

8.3 In all languages, players may not use obscene gestures, profanity and/or racist/sexist/homophobic comments in their player handles, game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. Alt Tab Productions reserve the right to enforce this at their own discretion.

8.4 Players have to follow orders coming from admins or any person working for Alt Tab Productions.

8.5 Alt Tab Productions reserves the right to amend, suspend or terminate the handbook at any time.

8.6 The tournament can be delayed or cancelled as the sole discretion and without prior notice of Alt Tab Productions.

9.Prize money

9.1 Prize pool is \$30.000: the team finishing first gets 50% of the prize pool, the second team 25% and the 3rd and 4th teams get 12.5% each.

9.2 Payment is due at last 30 days at the end of the tournament.

9.3 Prize pool will be split on an equal part between each player of team receiving money.

10.Legal process

10.1 Legal process are not allowed.