

These are the rules for the **2018 AUNZ Splatoon 2 Cup**. We make every effort to ensure the rules are complete and up to date but this may not always be the case. You should also check the Info Page and News for additions, exceptions and modifications that may apply. The rules are a guideline and the decisions by admins may differ from them depending on the circumstances. If you have any questions about the rules, please write a [support ticket](#).

# 1. Requirements

## 1.1. Player Eligibility

All players participating in Splatoon 2 competitions must enter their Nintendo Friend Code. The gameaccount is needed to invite players into a custom match and to check if the correct player is playing. In order to participate in tournaments by ESL you must meet the following requirements:

- Aged **17 years** or over to participate
- You must be a registered player on the ESL website ([How To](#)).
- You must have an active Nintendo Friend Code in good standing and add it to your profile.

If you do not fulfill the requirements, you are not allowed to participate in the tournament.

## 1.2. Team and Player Names

ESL reserves the right to edit Nicknames and/or URL aliases. Team or player names that are too similar to that of another team or player are subject to be changed by ESL. For more information on team and player names, please refer to the ESL Global Ruleset section 3.1.2. "Nicknames, Team Names and URL Aliases." If a team name has been wrongly seized, please file a support ticket with proof of ownership of the name.

Only registered team members are allowed to play for a team. Playing in any matches with a ringer is prohibited. (See "Ringing/Faking" in the ESL Global Rules) Players and teams must compete under their officially registered Splatoon 2 team names and Nicknames during all official matches.

## 1.3. Roster

Team rosters must consist of at least the minimum amount of players required to participate in a cup/ladder. Teams are only allowed to play with players on their roster with a registered

gameaccount. All roster changes must be made prior to the start of a cup. Playing with different players and/or illegal ringers will result in punishment.

## **1.4. Technical Issues**

Teams are responsible for their technical issues (Internet/Hardware). Matches will not be re-scheduled due to technical issues.

## **1.5. Fairplay**

To keep tournaments as efficient as possible, ESL reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block another team. In some scenarios both teams may be affected. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban.

# **2. Splatoon 2 Cup Rules**

## **2.1. Format**

Quarterfinal matches will be played as a best of three, semifinal and grandfinal as a best of five.

## **2.2. Match Settings**

- 4 vs. 4
- All Weapons
- Stages will be randomized in-game
- Game modes: Turf War only

## **2.3. Game preparations**

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by ESL admins. Agreements between the teams/players have to be posted as match comments. The match must be played with the

right settings. Make sure all players are eligible to play. In team games, all players must be registered for their corresponding team.

## 2.4. No show

If a participant is not ready to play 15 minutes after the scheduled match time, please submit a support ticket. This is the fastest way to get your match checked to move on to the next round.

## 2.5. Disconnects

Each team is allowed to request a **single replay** in a best of 3 set, in the event that one of their players disconnects.

This replay must be allowed by the other team if the following criteria are met:

- The disconnect happened during the first 2 minutes of the game
- The teams which disconnected is not heavily losing the game
- The remaining players stopped playing immediately

During the replayed game, players who stay in must use the exact **same weapons and gears** they used during the original game. If the game is being replayed and the team that requested the replay experiences another disconnect, they are both expected to play the game out. If a second disconnect occurs by a team that has already used its replay, they can only perform a replay so long as both parties agree to it.

**Substitutions are allowed for disconnected players if needed.**

### 2.5.1. Reporting disconnects

Every team must report all disconnects that happen during a set, regardless whether the game was replayed. [This includes team and player who disconnected]

## 2.6. Lobby Hosting

In order to ensure stable lobbies, it is recommended for the match to be hosted by a player on either team whose Nintendo Switch has a **wired internet connection via an Ethernet to USB adapter**. If neither team has such a player, a Nintendo Switch in close proximity to a wireless router and a strong connection (optical fiber) may be used.

## 2.7. Viewer Mode

Spectator slots are strictly reserved for Admins and potential casters. Authorized casters will have the role on Discord and can read/write in the necessary channels to request an invite to a lobby. If there is a unauthorized person presenting as a spectator during the match the following must happen immediately:

- The cancellation of the round
- Hosting a new lobby, with a new code
- The host may be changed
- Possible sanctions against the unauthorized spectator and his team
- We require screenshot proof if this occurs in your match. Since there is no lag/delay in spectator mode players can exchange information live which is why it is important to check for unknown spectators.

## **2.8. Forfeit**

Participants can choose to forfeit a match if they wish. Forfeiting will result in loss of the match and possible penalty points.

## **2.9. Substitution**

Substitution is only allowed within a match if a lagging players has to be replaced(best of three or best of five series). Substitution is allowed between different series. Substitution must be between players of the team roster, substituting with different players will result in disqualification.

## **2.10. Protests**

If a match was incorrectly reported by your opponents, your team has 10 minutes to protest [under](#) the report. Match protests must include media evidence clearly showing the results of the match/series.Teams are responsible for providing proof of match results in case of disputes.

# **3. Results**

Both participants are responsible to enter the correct result. Results must be submitted after all games have been played. If anything is unclear, participants should have screenshots and the required replay files available to verify the result and file a protest.

## 4. Match Media

All match media (screenshots, demos, etc) must be kept for at least 14 days. In general, you should upload the match media from a match to the match info page as soon as possible. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an admin is hindered in their work because of bad match media names then it can be punished.

## 5. Communication & Support

Please use matchchat, located on the bottom right hand side of your screen or submit a [support ticket](#) for any assistance during the cup. For assistance outside of the cup, you may request help through the ESL Splatoon Discord channel here: <https://discord.gg/7jTQ3DA>

### 5.1. Admins

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Conversations, either verbal or written, between organizers, admins, or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.

## 6. Penalty Point Catalogue

In general, a player and the team can receive up to 6 penalty points per match, unless a single violation has a higher punishment. A team is only punished once per violation, regardless of how many players. Where a player or team receives penalty points for multiple violations, the penalty points are added together.

Rule violation	Number of penalty points
General	

No show <sup>1</sup>	Team: 3; Player: 2
Reject compulsory challenge	Normal: 1 Intense (top 10): 2
Abort match	Player / Team: 2

### **Use of ineligible player**

Inactive barrage	Player / Team: 3
Barraged	Player / Team: 6
Unregistered player	Player / Team: 3
Missing Premium (where required)	Player / Team: 3
Missing Trusted (where required)	Player / Team: 3
Ringer/Faker	Player / Team: 6
Playing with wrong gameaccount	Player / Team: 3
Playing without a registered gameaccount	Player / Team: 3

### **Unsportsmanlike behaviour**

Multiple/Fake accounts	Warning / 1-3 penalty points
Deception	Player / Team: 1 - 4
Fake result	Player / Team: 4
Fake match media	Player / Team: 6

Fake match	Player / Team: 6
Cheating	Player: 12 / Team: 6

1In cup and league matches default wins are given instead of a match deletion and penalty points. Matches get only deleted if the team/player violating the rules won the match.

## 7. Prizing

The 1st place team from this qualifier will qualify to participate in the 2018 AUNZ Splatoon 2 Cup Finals to be held at Supanova Melbourne 2018 during 20<sup>th</sup> April 22<sup>nd</sup> April. In addition to qualifying, the winning team will be provided with flights & accommodation for four (4x) people to Melbourne if required, to facilitate their attendance at the 2018 AUNZ Splatoon 2 Cup Finals. To be eligible to attend the 2018 AUNZ Splatoon 2 Cup Finals, all players must be prepared and have permission to fly to Melbourne to compete, and New Zealand participants must also have a valid passport with at least 6 months' validity from April 2018 onwards. Nintendo or ESL may change the prizes for whatever reason; however, all reasonable steps will be taken to ensure winners are notified of such changes, at least 12 hours prior to the changes taking effect.

## 8. Disclaimer

You have agreed to give Nintendo, ESL Australia and all of their affiliates, partners and suppliers unreserved and unlimited use of your image, voice and likeness, royalty-free, for the purposes of external and internal promotion of Splatoon events and related materials.

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You also acknowledge that you are over the age of 18 or are the legal guardian of the entrant.

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