

# LOUD CUP RULES, 2019 EDITION

Loud Cup is a competition organized by Loud Esport club, and sponsored by QuozGaming (+autres partenaires). These following rules allow the transmission of the informations concerning the event, and the statements you will have to follow.

*We remind you any breach of the rules will be punished.*

## **ARTICLE 1 - COMPETITION DATES AND DURATION**

1.1 - Loud Cup will take place during August, 24th and 25th weekend.

1.2 - Competition will last 2 days, including Qualification and Final stage.

## **ARTICLE 2 - COMPETITION ORGANIZATION**

2.1 - On August 24th will happen the Qualification phases of the Loud Cup. Planning is available on the official Bracket of the cup ([Click here !](#)).

2.2 - On August 25th will happen the Final stage. Planning available on the official Bracket of the cup ([Click here !](#)).

2.3.a - A training phase, which last 1 week and a half, will be set up.

2.3.b - This phase includes a TimeAttack formula and « Rounds Evenings ». All the informations about the training are available on the official Discord server ([Click here !](#)).

2.4 - A Discord server have been set up for the cup. It aims to give the informations about the tournament, and make the check-in before a round start. **This server is the only way to communicate between the players and the organisers.**

2.5 - The organization team is composed of :

- Ben, Global Admin
- Flemmard, Global Admin
- Nooper, Loud Esport Representative and Administrator
- Yato, Loud Esport Representative and Administrator
- Foxy, Administrator, MapTesteur and Referee
- Lenkam, Administrator and Referee.

2.6.a - Planning of the competition will be organized like this :

- For the 1st round of the Qualifications, players will be placed according to their registration date.
- From the 2<sup>nd</sup> round of the Qualifications to the Grand Finals, players will be placed with a Seeding system : by their rank during the previous round.

2.6.b - Seeds are available on the bracket.

## **ARTICLE 3 - PLAYERS DUTY DURING THE COMPETITION**

**3.1** - Before the competition, players are invited to train all the maps of the tournament in order to serve as guarantee the show. But if a player do not train the cup, no sanction will be pronounced by the organization team.

**3.2** - During the competition :

**3.2.a** - Any type of cheat (Speedhack...) is allowed. The using of cheat will lead to disqualification.

**3.2.b** - Ingame chat will only accept messages from players who have technical issues. So any kind of communication will be accepted during a run. Communcation is allowed bewteen 2 runs.

**3.2.c** - Any impolite or insulting language against an other player or the organization team will be punished. Sanction can be a definitive ban from the competition.

**3.2.d** - In order to verify the presence of the players and facilitate the organization, a check-in will be made. For this check-in, the players must :

**3.2.c.1** - Be connected on the vocal channel relative to the round to play.

**3.2.c.2** - This check-in will start 20 minutes before the round to play and close 5 minutes before the round.

**3.2.c.3** - Any player who won't be present for the check-in will be disqualified.

**3.3** - Fair-play is important during the competition. Any fair-play attitude will be privileged and the best fair-play spirit will get a reward. *(According to our sponsors)*

## **ARTICLE 4 - SPECIAL CASES AND LITIGATIONS**

**4.1** - No lateness will be accepted for the check-in, except for exceptional reasons.

**4.2** - In case of no-show by a player :

**4.2.a** - Groups can be modified (Qualifications Round 1 only). This change will appear on the Discord server.

**4.2.b** - Rules can be modified in order to be adapted to the amount of players on the server (Qualifications Round 1 only).

**4.2.c** - Other players, placed on a waiting list, can replaced the no-show players (from Qualifications Round 2). Players placed on the waiting list are indicated on the Bracket.

**4.3** - In case of equality :

**4.3.a** - If the equality is about the order on the finish line, only the ingame ranking will be admissible. *We remind you in case of equality on the finish line, the player with the highest speed will be ranked first.*

**4.3.b** - If the equality is about the amount of points at the end of the round, only the ingame rankin is admissible.

**4.4** - In case of disconnection by a player :

**4.4.a** - If the issue is exceptional, the run will be stopped and replayed once the player is retuned on the server.

**4.4.b** - If the issue is definitive, the run will be stopped but it will be replayed instantly without the player. The player will be able to join again the server and continue his round.

## **ARTICLE 5 - CONTACT**

5.1 - Organization team can be contacted on the Discord server, with the help channels.

5.2 - During the rounds, the only way to communicate with the staff is the ingame chat.

