

GEFORCE[®]

LAN

Unreal Tournament 3

1v1 RULES

Definitions:

Game Mode:	Duel
Game:	One 15 minute map
Match:	Best of 3 (Bo3) Games
Overtime:	

Game Format:

Competition Format:	Duel (1v1)
Players:	2
Timelimit:	15 minutes
Victory Condition:	The first play to win two (2) games

Seeds :

Players with previous LAN tournament history will be seeded by tournament administrators based on performance. New players will be seeded randomly below teams with match history.

Map Pool:

DM-Biohazard	DM-Heatray
DM-Deck	DM-RisingSun
DM-Diesel	DM-Sentinel
DM-Fearless	DM-ShangriLa
DM-Gateway	

**The map pool is subject to change based on patches and updates at the tournament organizers' discretion*

Map Selection:

The maps for each Best of 3 match series will be selected from the above pool. Each player will select one map, the higher seed picking first. Players are not permitted to select the same map. Should a third map be necessary, tournament administrators will select the third map randomly from the maps remaining in the pool.

Server Settings:

The following server settings will be used for all matches...

Gametype – Duel	Time Limit – 15 Minutes
Power Ups – On	Spawn Protection Time – 0.00
Superitems – On	Allow Behind View – Off
Game Speed – 1.00	Allow Taunts – Off
Air Control – 0.35	Force Respawn – On
Translocator – Off	Players Must Be Ready – On
Weapons Stay – Off	Max Players – 2
Goal Score – 0	Max Spectators – 0

Setup and Configuration:

- Non-standard game settings or third party applications that affect game play are not permitted. Teams being caught using either will be penalized at the administrators' discretion.
- Players may configure drivers as needed for peripherals, but should contact a tournament administrator if the drivers are not already present on the computer. Copying files of any sort to computers is strictly prohibited prior to obtaining approval from an admin. Accessing or altering the system, provided hardware, or other operating system settings is strictly prohibited.

In-Game Messaging and Communication:

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- Players may not leave the tournament area until a winner is determined.
- Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.
- All match disputes must be filed by a players during regulation play, or within 5 minutes after the match's conclusion

Exploits / Glitches:

The use exploits or glitches will not be tolerated. If participants have questions about whether something is legitimate please discuss this with tournament administrators to ensure it is legal.

Unintentional Issues:

Server Crash: The server machine crashes/freezes/etc. causing the match server to stop responding

Solution: If a tournament server or the network crashes before 5 minutes of the map have been completed, the server and map must be restarted. If the server or network crashes after 5 minutes the game must be restarted and played with the remaining time. A network crash will be identified as no packets being sent to/from the server.

Client Crash: A player's computer crashes/freezes/etc. causing the participant to be unable to continue play

Solution: If a competitor's computer crashes before five minutes of the game have been completed, the match will be restarted. If a competitor's computer crashes after five minutes of the half have been completed, the server will be paused after notification has been sent to the opposing team and tournament officials. Once the competitor has rejoined the server and teams are notified, play will resume.

Rule Changes:

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game. Due to future patches pending for UT3, details may be added to these rules leading up to the event.

Community Feedback:

We appreciate and encourage community feedback. If you wish to make inquires or provide constructive feedback concerning GeForce LAN at NVISION tournament rules, please use the BYOC & Tournaments Support system once you've registered. Instructions on how to access this system are emailed to all online registrants and can be found in the BYOC FAQ section.