

Nepal Esports Championship 2018

General Terms and Conditions

Submission of Team Members (Line-up):

- a. A team should have at least 5 members before registering. A team should have 1 stand-in in their roster.
- b. Registration will be on a first come first serve basis. There is Rs. 2,500.00 as entry fee to participate in this tournament. If a team decides to withdraw their name/unregister for any changes to their team, their slot will not be reserved. A team is not allowed to transfer their slot to another team.
- c. All teams should submit their Playing Line up **on or before 23 July 2018 22:00 NPT**.
The Team should strictly stick to the Line-up they have provided in the registration form. If any changes are found, Organizer has the right to disqualify the Team.
- d. The Submitter should use the specific format given in the Submission form (like Player 1. Name and NICK).
- e. A player can only play from only one team. If a player is found to be playing from two or more teams, both of the teams will be disqualified.

Modification of Team Members (Line-up):

- a. Teams can modify the Line-up any time before the first day (Final Date of modification is 23th July 2018) of the Tournament. Modification of Line-up after the allocated date may result in Disqualification.

Tournament Format:

Tournament format will be decided after the registration ends.

Match Format:

Best-of-one match: A best-of-one (BO1) match is played in a single game and opposes two teams of five players.

Best-of-three match: A best-of-three (BO3) match is played in two or three games and opposes two teams of five players. The winner of a match is the team that has won two games.

Game Setting:

The competition will use the latest available version of Counter-Strike: Global Offensive and DOTA2.

Player Setting:

Players are required to manage their gadgets (mouse, keyboard, headphones) on their own. However, Organizers can provide the above if a player failed to manage them but s/he should accept the Brand, Quality and Condition of the gadgets without any questions and complains. After the match, they should return them to the admin or counter.

Players are forbidden using any kind of overlay that displays the system performance while playing (e.g. Nvidia SLI Display, RivaTuner Overlays, etc.). Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating.

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Players are forbidden to use any external Software except SteelSeries Engine, Razer Synapse and VibranceGUI.

Team Names/Player Nicknames: Abusive or racist nicknames/aliases or team names are strictly prohibited and can lead to a disqualification.

Team Logo: Obscene, racist or abusive team logo can lead to a disqualification.

Match Time:

The Complete schedule will be provided a day before the Tournament. All players from a team should be in the game server before 5 minutes of the match time. In case, if a player fails to connect before or on the given time, a default win will be given to the opponent.

Report-in Time:

All Teams and Players should report-in before 30 minutes of their respective Game timing. If a team (all 5 players) fails to appear till the Report-in time, default win will be given to their opponent.

Setup Time and Warmup:

The Set-up and Warm-up time refers to the time between Report-in time and Match time. 15 minute setup and Warm-up time will be given to teams.

Investigation Request:

When a team estimates being a victim of rule violations during a match, players are compelled not to stop the game by any means and to properly finish it. Once the match is over the team captain may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information as evidence that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

Rules and Violations

Forbidden software installation

Players may not install or use any external software or hardware that interacts in-game. Any form of modification that would alter the game or allow a player to execute automatically more than one in-game action, or any configuration file, is forbidden unless expressly authorized by a tournament official.

VAC-bans

VAC-banned players are not allowed in the tournament. If any player is found to be cheating by using external software which gives them an unfair advantage over their opponents, the team will be instantly disqualified from the tournament. The Organizers reserve the right to take a final call in suspected cheating cases.

Disqualification

A team may be cautioned and receive a warning if one of his players commits any of the following offenses:

- Refuses to follow tournament officials' instructions;

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- Arrives late at his convocation schedule;
- Shows dissent by word or action;
- Uses insulting language and/or gestures;
- Is guilty of unsporting behavior.

A team may receive a Disqualification if one of his players commits any of the following offenses:

- Receives more than one warning;
- Uses any unlawful or unfair proceedings;
- Mislead or dupe any tournament official.

A team may lose a match or multiple matches if they find themselves in one of the following situations:

If a team is not ready within the Scheduled time, the team will forfeit the first match as follows:

- If the match is in a single-game format then the team will forfeit the game;
- If the match is in a best-of-three/best-of-five format then the team will forfeit the 1st game.
- If the match is in a best-of-three/best-of-five format and the team is not ready within 30 minutes after the scheduled time, the team will forfeit the entire game.

A team will be instantly disqualified if they find themselves in one of the following scenarios:

- A team member is playing in more than one team who are participating in the event. For example, if there are two teams who are participating and if one or more members from either team are playing in both the team, both the teams will be given bans and their matches will be overturned.
- If a team is found to have been using a ringer during a match, who is not an official Substitute, the match will be overturned, and will be disqualified
- In all cases depending on the severity of the behavior in question tournament administrators will make final rules and may make more severe punishments if necessary.

In-eligible to participate in Upcoming Events.

The Tournament officials reserve the right to blacklist a Player/team from upcoming Events.

We, the undersigned, agree terms and conditions and abide by the championship rules set by **NESA** and **WASDA**. In case of any dispute all rights are reserved to organizers.

Team Name	
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Player	Full Name	Signature
1 (Leader)		
2		
3		
4		
5		
6 (Sub)		