



## **ESWC 2008 USA NATIONAL QUALIFIERS**

---

### **WARCRAFT 3: THE FROZEN THRONE ONLINE COMPETITION GUIDE**



### 1.01 WARCRAFT 3

Electronic Sports World Cup 2008 uses the game Warcraft III (Blizzard) in 1 versus 1 in-game players.

### 1.02 REGULATION

The rules and regulations of Warcraft III discipline are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. This committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

### 1.03 ENFORCEMENT

The present regulation will be used during Electronic Sports World Cup 2008 national preliminaries.

### 2.01 MATCH FORMAT

A “*best-of-three match*” is played in two or three games. Each game is played on a different map according to the tournament officials. The match ends when a player has won two games.

### 2.02 TOURNAMENT FORMAT

The tournament will be a single elimination bracket until the final four which will be a straight double elimination bracket.

### 2.03 SCHEDULE

| Registrants | Stage 1   | Stage 2  | Stage 3 | Stage 4 | Stage5 | Finals |
|-------------|-----------|----------|---------|---------|--------|--------|
| 32          | 32 --> 16 | 16 --> 8 | 8 --> 4 |         |        | 4      |

One round of single elimination matches will be played each night until four teams remain. The default match time for ALL single elimination matches will be broken down into one of a few time-slots depending on the amount of registrants. Matches will begin at 9:00 PM EST but can be re-scheduled if mutually agreed upon by the competitors (and approved by an admin) as late as 10:30 pm EST on the scheduled match night. A tournament administrator must be notified of the reschedule or the reschedule will be invalid!

Any matches that are not played by 11:30 pm EST will be ruled as a double forfeit.

### 3.01 GAME VERSION

The competition uses the “Warcraft III – The Frozen Throne” video game and his latest version.

### 3.02 GAME SETTING

The following game setting will be used by default:

- Game-play: Fast

### 3.03 MAPS LIST

The following maps will be used for the tournament:

- Twisted Meadows
- Echo Isles
- Lost Temple
- Turtle Rock
- Gnoll Wood

Maps will be selected by tournament officials prior to each round of the tournament and players will be notified at <http://www.eswc-usa.com> what those selections are through their **My Matches** link.

### 4.01 BEFORE THE MATCH

All players should make sure that their battle.net ID is listed on their profile.

All players should meet in the Official IRC Channel of ESWC USA@ #eswc.usa on irc.gamesurge.net. Matches can be played on either US East or US West, but players must meet up to schedule with each other.

Matches are played according to the tournament structure and the schedule provided by the tournament officials. Participants are encouraged to keep themselves informed about the schedule in order to avoid any delay or default loss.

Maps will be pre-selected by tournament officials each tournament round and made available to players prior to their matches. Players may access their schedules by logging into <http://www.eswc-usa.com> and viewing their **My Matches** page.

### 4.02 DURING THE MATCH

If a match is involuntary interrupted (player crash, server crash, network cuts ...) the tournament officials will decide whether to replay the match or not.

### 4.03 AFTER THE MATCH

All players must record replays at the end of each match that they play.

At the end of the match, the player who won must report the match score on the tournament website at <http://www.eswc-usa.com> by logging in and using the **My Matches** interface.

### 5.01 WARNINGS AND SANCTIONS

A player may be cautioned and receive a warning if he commits any of the following offences:

- refuses to follow tournament officials instructions
- arrives late at his convocation schedule
- shows dissent by word or action
- uses insulting language and/or gestures
- is guilty of unsportsmanlike behavior

A player may be disqualified if he commits any of the following offences:

- receives more than one warning
- uses any 3<sup>rd</sup> party programs or cheats
- misleads or dupes any tournament official
- is not present at his match schedule
- violates a rule of this regulation

A disqualified player will automatically lose all his next matches by default and loses all rights and prizes that would have been awarded. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.

After study of the infringement by the competition manager and the tournament director, a disqualified player may be subject to additional sanctions such as multiple default loss and banishment of next year's competition.