

World Cyber Games 2009 Asian Championship

[PART A] General Information

WCG 2009 Asian Championship

- Format: Group Qualifiers to Single Elimination
- Invitational

Group Qualifiers for Guitar Hero World Tour

- Competitors are split into 4 groups of 4,4,3 and 3 for the Round Robin stage respectively
- Top 2 competitors from each group will qualify for the Single Elimination stage

[PART B] Tournament General Rules and Regulations

Competitors' Reporting Time

- All participants are required to report at the game registration counter 30 minutes before the game commencement timing
- Participants that have reported will be allowed into the tournament area for the setup and warm-up should the space be available
- Participants who are late for more than 1 minute after the given game commencement timing will be disqualified. The following is an example of the timeline:
 - 1) 1300 hrs is the reporting time, this is the earliest the teams will be allowed to register
 - 2) 1300 hrs – 1330 hrs is the registration time, 30 minutes is an ample time for any team to report
 - 3) 1330 hrs is the match time, which means that the matches are scheduled to start at this time, any team reporting 1 minute past the match commencement time will be disqualified with no refund / appeal.
- Participants who are late for their team's game are still allowed to join in halfway thru the match, however, any team reporting in must have at least 60% of their team present at the registration counter at the moment of registration (For example, for a team of 5 members – at least 3 must be present at the counter)
- If both participants of the match fail to turn up 5 minutes after the given game commencement timing both participants will be disqualified.

Attire

- All competitors must wear the official WCG uniform at all times in the tournament area. Failure to do so will result in an immediate disqualification
- The following will not be allowed in the tournament area:
 - o Slippers, Sandals, Any other open shoes are not allowed
 - Only covered shoes are allowed
 - o Torn jeans, Shorts, Three-quarters

- Only long pants or jeans are allowed
- o Singlet, sleeveless t-shirts
 - Only proper t-shirts, polo, shirts, etc
- o Clothes with offensive designs

Food and Drinks

- No food of any sort is allowed in the tournament area
- No drinks are allowed in the tournament area

Equipment / Drivers / Other software setup and testing:

- Competitors who brought their personal equipment are required to set them up in the fastest possible manner. No additional time will be allocated to any competitor to setup the equipment. Should the competitor fail to set up in time, the Marshal will declare the commencement of the game without waiting for the competitor.
- Competitors are only allocated 15 minutes to set up and warm up or test their equipments and game settings
- Competitors are allowed to install their own equipments' drivers. Prior to installing such drivers competitors are to inform the Marshals. Upon completion of the match, competitors are required to uninstall their drivers.
- All drivers are to be transferred via USB ports (thumbdrive or other portable storage devices)
- Usage of CDs or diskettes is strictly prohibited
- Competitors are not allowed to install any custom software, any competitor caught installing such will be disqualified
- Competitors are not allowed usage of any other software prior to or during the match. (MSN, WL Messenger, mIRC, IE, FF, etc) Any competitor caught using such will be disqualified
- Failure to uninstall the drivers / change the desktop settings to original / change the resolution to original / change the screen settings to original will lead to disqualification of the team, even if marshals find the fault after the result of the match was announced.
- All competitors are responsible for their own equipments. Organizers will not be responsible for any property damage or loss during the course of the event

Identification

- All competitors must bring a valid identification card or passport for identity verification purposes. Failure to do so will result in refusal of admission
- Bus cards, School issues student cards, etc are not a valid identification document, players producing such instead of their NRIC / Passport will be refused admission

Unfair Play and Un-sportsmanlike conduct

- Use of any hack software
- Intentional disconnection
- Use of any settings exceeding standard and permitted settings
- Abuse of any game bugs
- During the course of any match the Marshals and Officials may determine other actions to be unfair play at any time. Intentional unfair play or exploitation of game bugs will lead to a disqualification, in which cases the decision will be made by Chief Marshal. If the action was deemed unintentional by the Marshal, the competitor will receive a warning. Accumulation of 3 warnings during the course of the match will result in disqualification
- Un-sportsmanlike behavior displayed during any match will lead to a warning. Accumulation of 3 warnings during the course of the match will result in disqualification

- Any competitors caught using their mobile phone (using in this scenario classified as placing the mobile phone in plain sight or holding it) will be classified as cheating and will be disqualified immediately. It is strongly suggested that you keep the mobile phones in your bag / pockets without taking them out during the match to avoid any misunderstanding.
- Competitors are not allowed to communicate with spectators or other competitors (not involved in their current match), failure to observe this will lead to disqualification for both parties

Broadcasting of matches during the tournament

- The organizers reserve the rights to broadcast any of the games during the course of the tournament. Selected competitors for broadcasting are obliged to play as per norm irrelevantly of whether the broadcasting is done
- Broadcasted competitors are to have their head phones on with sound on at all times
- The organizers reserve the rights to choose which matches to be placed on stage at any point of the tournament, players must follow it up

Participation rights

- Each participant can only register and play for the tournament once per game. Once the participant gets knocked out of the tournament he / she will not be able to join other teams for that game
- Each participant is allowed to join only multiple categories at a time i.e.
 - o National Finals category
 - o Asian Championship category

Seeded Teams / Competitors

- All seeded participants, including all registered members of a team, are not allowed to join any other WCG related qualifiers or National Finals event for the same game category
- Seeded teams / competitors who are unable to fulfill their seeded rights will have to forfeit their prizes
- All seeded participants, including all registered members of a team, who had forfeited their seeded rights are not allowed to join any other WCG related qualifiers or National Finals event for the same game category

Marshals, Chief Marshals and their decisions

Respect the fact that human error does occur. Whilst we all try to perfect what we do, there isn't a competitor out there who can get thru an entire tournament without making any mistakes. Marshals are no different. Marshals try their best to be accurate with all of their decisions, but the reality has shown that even the best fall down. Please accept their mistakes the same way you would accept the mistakes from yourself.

Marshals and Chief Marshals follow the strict guidelines on how to make their decisions based on the rules governing the tournament. Most of the issues occur due to competitors not being aware of the full set of tournament rules, however, issues which have not been outlined in the rules might arise during the course of the tournament as well. In such incidents the relevant Chief Marshal and the Games Master will make a new ruling based on the circumstances.

If the competitors feel that the decision made by the Marshal is unfair they may appeal to the Chief Marshal for that game. Chief Marshal has the right to overturn the Marshal's decision. Chief Marshal's decision may only be reviewed by the Games Master.

Respect your Marshals as their decisions are final.

Management

Remember, the competition offered have a strong emphasis on interaction and fun, whilst providing social games with a competitive edge. Rules exist in order to keep the game fair and in control, hence they are to be adhered to very closely.

If a competitor(s) wishes to spoil it for the rest of their team and are found guilty of misconduct, the penalties will be harsher than expected. We suggest if competitors and their fellow spectators cannot abide by the Rules and By-Laws of the game, they should not play or attend matches at all.

We expect everyone to play the game in a sportsmanlike manner and to ensure that each of you emphasize enjoyment whilst participating. If you have anything to say constructively about improving the competition, we would be more than happy to listen.

[\[PART C\] Game Rules and Regulations \(Guitar Hero World Tour\)](#)

Guitar Hero World Tour

- **Game Version: Guitar Hero World Tour (With the latest LIVE update applied)**
- **ESRB Rating: Teen (Age +13)**
 - Anyone born after Nov. 12th, 1997 will not be allowed entry to the GF.
- **General**
 - o Competition Method : 1 vs. 1
 - o Winner Condition: The player with the highest score wins

- **Game Settings**
 - o Game Type : Pro Face-off
 - Difficulty: Expert
 - Hyperspeed Mode: On, 1 (Setting can be changed only if both players agree)
 - o Cheat: QuickPlay mode will be unlocked for songs selection
 - o Song: Random Choice by referee (Including all bonus songs)
 - o Character: Free Choice

- **Controller**
 - o The Official Guitar Hero: World Tour controller must be used. (Wireless)
 - o Any controller supporting macros or auto repeat is NOT allowed

- **Disconnections**
 - Disconnection: Any disconnection of the connection between match players due to System, Network, XBOX 360 console, and/or Power problems/issues
 - Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit
 - Unintentional Disconnection: If unintentional disconnection occurs, the match can be restarted

by the referee's judgment.

➤ **In Case of Problems**

- o If any intentional hardware reset and problem occurs, the referee may decide to end the match with the offending player losing by forfeit.
- o If any other problem occurs: Rematch if the two players conclude an agreement to have a rematch.

➤ **These rules are for the WCG 2009 Asian Championship and are subject to modification in the following aspects.**

- o Use of most recent patch/version release of each official game within WCG committee's own discretion.
- o Changes to in-game settings and options necessitated by the use of most recent patch version/release
- o Cheat Protection Program release and/or cheat protection functions
- o Game settings and/or operations guidelines dictated by differences between online and LAN Tournaments