

Quakecon 2024 Terrible 2's QuakeLive 2v2 Open

The Quakecon 2024 Terrible 2's QuakeLive 2v2 Open will feature 2 vs. 2 competitions for up to 32 teams battling it out in a group stage to earn their spot in a double elimination bracket. Each match will consist of 3 preselected arenas that players will then play a Best of 3 in, exchanging our standard map selection process to instead select a gametype between Freeze Tag, Team Deathmatch, and Clan Arena.

General Rules

Compliance with all rules of the event is a **mandatory** condition of participation in The Quakecon 2024 Terrible 2's QuakeLive 2v2 Open.

By registering and participating in the event, each participant agrees to be bound by the rules of the event:

- By participating in the event, each participant grants to the Quakecon Organization and Quakecon's sponsors, the right to use the player's name, image and/or the likeness including (but not limited to) photographs, video recordings, audio recordings for the purpose of advertising or promotional purposes, without further consent or consideration to the player.
- Each match will require both teams to field 2 players that are on that team's roster. Players playing in the match must check-in at the tournament area at least 20 minutes prior to the match.
- All players are expected to conduct themselves appropriately at all times. Loud and/or abusive language, excessive swearing, and other forms of disruptive behavior will not be tolerated. The Tournament Director may, in his or her sole discretion, remove any player for violation of this rule.
- The Tournament Director may, in his or her sole discretion, suspend or modify any rule if, in their judgment, a modification is necessary to preserve the integrity of the tournament, or to prevent cheating or unfair circumstances.
- Teams are solely responsible for the payment of any taxes required by any government entity on any monies or prizes won by virtue of participation in the tournament. It shall be the responsibility of the teams to distribute prizes among their members. Quakecon, nor any other Quakecon sponsor shall assume any role or liability in the distribution of prizes between team members, nor will we act to settle any disputes among members. All taxes associated with any prizes awarded shall be the responsibility of the receiving party.

- **Every admin, official observer, and participant is responsible for knowing and understanding the Quakecon 2024 Terrible 2's QuakeLive 2v2 Open rules and procedures.**

1. Registration Information

There are openings for 32 two-player teams in this competition.

By signing up for the Quakecon 2024 Terrible 2's QuakeLive 2v2 Open you are agreeing to the rules outlined in this document and have chosen to attend the event. If you have any questions about these rules or attendance please contact a tournament admin in the official Quakecon Discord.

All deadlines and times for tournament matches will be based on CT (GMT-6.)

Registration will begin onsite at 9:00am and will close at 1:00pm on 8/8

1a. Roster Requirements

Rosters will consist of 2 players. Teams will not be accepted to participate in the tournament if they do not have a minimum of 2 players on the team roster. All players must be present for tournament check-in.

1b. Seeding

Seeding will be determined through group stage play. The drawing of groups will be randomized. There will be no dispute over the seeding. The tournament director's seeds are final.

2. Tournament Rules

The Quakecon 2024 Terrible 2's QuakeLive 2v2 Open will consist of a group stage and a double-elimination competition. The winner of each best of three match will continue on until a winner is decided.

The prizes are as follows:

First Place 2 - NVIDIA 4080 GPU

Second Place 2 - Steam Deck OLED 512GB

Third Place Elgato Streaming Prize Pack

2a. Match Format

Matches will consist of a best-of-three on predetermined maps, utilizing a different gamemode for each game played in the series. The following game modes with their respective settings will be used:

Team Deathmatch - Time Limit 15, Frag Limit 75

Clan Arena - Round Limit 10

Freeze Tag - Time Limit 15, Round Limit 10

2b. Group Stage

The Group Stage will consist of 8 randomly assigned groups of 4 teams each. A team will play a best-of-three match against all other teams in their group. Each match will award 1 point for every map won in the match. After all matches are played, points will be tallied to determine the top 2 teams in each group. The top 2 teams of each group will advance to the double elimination bracket.

2c. Authorized Maps

Only the following maps will be used in the tournament:

1. Almost Lost
2. Asylum
3. Battleforged
4. Bloodrun
5. Campgrounds
6. Canned heat
7. Concrete palace
8. Cure
9. Dismemberment
10. Elder
11. Furious Heights
12. Hektik
13. House of Decay
14. Lost World
15. Phrantic
16. Silence
17. Sinister

- 18. The Edge
- 19. Aerowalk
- 20. Toxicity
- 21. Vertical Vengeance

2d. Coaches / Spectators

Coaches will not be permitted in any part of the tournament. Quakecon administrators and authorized broadcasters are the only spectators permitted on a server during a match.

Official observers (Admins) will be used to monitor matches. Observers may be responsible for starting or stopping matches, or alerting Tournament Directors or Assistant Directors of suspicious activities. Official Observers are part of Quakecon staff and must be treated with respect.

2e. Server Settings

Quakecon will provide all servers. Quakecon servers are the only officially sanctioned servers for the competition. No other servers will be allowed for matches.

The servers will be running the latest Quake Live release. Voting will be restricted as much as possible to preserve the integrity of the server settings.

2f. Team Communication

All tournament computers will have Discord pre-installed for teams to use for voice comms. Please make sure to log out of discord at the end of matches.

3. Scheduling

The schedule for the tournament will be posted prior to the event. The times for each match in the winners and losers bracket will be posted and will not be changed or modified due to non-official tournament problems. This includes if your team or individuals are scheduled in other tournaments, are late or have transportation problems. If a team does not show within 20 minutes of the time scheduled for their match at Quakecon, that team will forfeit that match and it will be considered a loss. Seeding and scheduling will be done at the sole discretion of the Tournament Officials; failure to comply will result in immediate removal from the tournament.

Due to unforeseen on-site circumstances the schedules may be modified ex: a match going into multiple overtimes etc. The contact information provided by the teams will be used to contact the teams outside of the tournament area. It is recommended that all teams report to the tournament area at least 20 minutes prior to their scheduled start time.

4. Match Rules

4a. Gametype Selection

Before each match the order of game types played will be selected using a Pick, Pick, Pick selection format:

1. A coinflip will decide who is 'Team 1' and who is 'Team 2'.
2. Team 1 will choose the first game type to be played in the set
3. Team 2 chooses the second game type to be played in the set
4. The remaining game type will be used as a tiebreaker in the event of a tie.

*At the Grand Finals the team advancing from the winners bracket is automatically 'Team 1'

If there is any dispute over game type selection, it should be brought to the attention of the tournament staff. The tournament staff has the power to overrule any dispute over game type selection.

4b. Maps

For each round played, 3 maps will be selected from the authorized map pool by the tournament admins to be played in a specific order. All group rounds will have the same 3 maps. All bracketplay rounds will have 3 unique maps.

The maps for the Grand Finals will be selected from the authorized map pool by the Winners and Losers Bracket finalists. The Winners Bracket finalist will select 2 maps and the Losers Bracket finalist will select a single map to be played in the final.

4c. Warmup and Starting

Players may warm up on the match server until an admin signals the players to ready up. The admins will force a ready up if necessary.

4d. Number of Players

The required number of players is 2. If a team cannot field 2 members they will forfeit the match. 2v1 play will not be allowed.

4e. Substitutions

No player substitutions will take place.

4f. Broadcasting and Stream

Participation in this tournament grants Quakecon and its sponsors the right to broadcast or stream any match. Only officially sanctioned streams and Quakecon admins will be permitted to broadcast tournament matches.

4g. After the Match

Tournament officials will post results as soon as possible following the completion of each match. After the match has concluded, players are expected to logout of all applications and leave the tournament area until their next scheduled match. Failure to leave the tournament area may result in expulsion from the tournament. It is up to the tournament director to decide the leniency on this matter.

4h. Disputes

All disputes must be filed to a tournament official no later than 30 minutes after the match conclusion. If a team does not notify a tournament official within that time, then the match results become official and cannot be appealed. Disputes about matches will be handled either through ruling by Tournament Officials, or, in the event of accusations of cheating, through a formal hearing. Accusations unsupported by evidence are grounds for removal from the tournament, at the sole discretion of the Quakecon Tournament Officials.

5. Things to Not Do

5a. Ringing

Ringing is not allowed. Members on your roster may not be on any other team's roster. Any team caught ringing will forfeit the match and be removed from the tournament. All players that are playing in a match must be on the team's roster.

5b. Dishonesty

Dishonesty will not be tolerated. Teams and/or players run the risk of being removed from the tournament if a player from that team is found to be dishonest or deceptive to an official observer or other tournament staff member, including but not limited to player identity, team availability, and/or match results.

5c. Cheating

Device drivers which permit players to see through walls, or enable any form of transparency not intended by id Software, are strictly forbidden and grounds for immediate removal from the tournament. Players may use aliases, however, no alias may be used

which assists players in determining spawn times, or performing any action which in any way inhibits the ability of an opponent to perform a legal action in the game.

Except for control drivers and device settings, no commands are allowed outside the game or in the command line. Except for control drivers and device settings. No alteration, deletion, or addition of files is permitted. Your player model, colors, and name must remain the same throughout the match. Any commands or combination of commands that allow seeing through walls, player warping, message spamming, auto-aim, radar, or similar action will be considered cheating and grounds for disqualification. Questions regarding setting of variables and commands and how they relate to cheating should be brought to a tournament official before your first match.

6. Additional Rules

- Winning players **MUST** attend a post-championship meeting for tax and payment purposes. Tax and payment representatives will be present to distribute appropriate forms and answer questions. Any player that does not attend the meeting will forfeit the entirety of their winnings. This meeting is considered part of the tournament. Failure to attend will result in forfeiture of any winnings.
- Players must present valid ID and your Quakecon 2024 badge for each round of the tournament.
- You may supply your own mouse, keyboard, and headphones but you must remove your own gear and replace the original mouse and keyboard when your match is finished.
- No flash photography will be permitted around the tournament area during matches.
- Spectators may not interact with players during the match and must stay outside the roped-off area. Spectators making excessive noise during matches will be removed from the tournament area.
- All decisions of any part of the tournament of the Tournament Directors are final.

Additional Notes

Any rule may be changed at any time at the discretion of the Tournament Director.

By participating in the tournament and/or receiving prizes, each participant releases Quakecon 2024, its sponsors, and each of their employees, from any and all liability for any loss, damage, injury, breach of warranty or other harm arising from or related to the event. Quakecon and any officials associated are not liable for any acts of nature, system failures, computer failures, website interruptions, network or server problems. The server and network are provided "as is" with no warranty of any kind. Quakecon, its officials, sponsors, or volunteers, will not compensate any individual if they cannot perform the functions required in this tournament.