

# STREET FIGHTER V ARCADE EDITION

## RULESET

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Contributors	Bastian Wartmann, HardRead.ch Alain Jollat, Honourable Duelists
Based on	EVO Tournament Rules v12-2017

## 1 Format

### 1.1 Recommended Tournament Format

Up to 8 competitors	DE bracket
9 – 15 competitors	2 RR groups, cut to top 8 DE bracket (top 4 per group)
16 – 31 competitors	4 RR groups, cut to top 8 DE bracket (top 2 per group)
32 – 63 competitors	8 RR groups, cut to top 16 DE bracket (top 2 per group)
64 – 127 competitors	16 RR groups, cut to top 32 DE bracket (top 2 per group)
128 - 255 competitors	32 RR groups, cut to top 64 DE bracket (top 2 per group)
256+ competitors	Round down number of competitors to next power of 2. Divide by 4. This is the number of RR groups. Top 2 per group continue in the DE bracket.

DE = Double Elimination  
RR = Round Robin

#### 1.1.1 Round Robin groups

During ROUND ROBIN all MATCHES are BEST OF 3.

After the last match in the ROUND ROBIN groups have been played, the top 2 players (or top 4 players in case of 9 – 15 competitors) of each group proceed to the Pro DOUBLE ELIMINATION bracket.

#### 1.1.2 Pro Double Elimination bracket

During DOUBLE ELIMINATION, all MATCHES are BEST OF 3 until half of the competitors are eliminated from the Pro DOUBLE ELIMINATION bracket. Afterwards all MATCHES are BEST OF 5. Competitors that drop out of the Lower Bracket are not allowed to play in an Amateur DOUBLE ELIMINATION bracket (see below).

#### 1.1.3 Amateur Double Elimination bracket

Competitors that did not make it to the Pro DOUBLE ELIMINATION bracket may be placed into an Amateur DOUBLE ELIMINATION bracket. All SETS are BEST OF 3.

### 1.2 Differing Format

A different format may be used at the discretion of tournament organizers.

## 2 Prize Structure

### 2.1 Buy-Ins

The tournament buy-ins of the competitors go fully into the price pot. The price pot may be raised due to contributions from sponsorship.

### 2.2 Recommended Pot Split

Up to 63 competitors	1 <sup>st</sup> 50% / 2 <sup>nd</sup> 30% / 3 <sup>rd</sup> 20%
64 – 127 competitors	1 <sup>st</sup> 50% / 2 <sup>nd</sup> 30% / 3 <sup>rd</sup> 14% / 4 <sup>th</sup> 6%
128+ competitors	1 <sup>st</sup> 50% / 2 <sup>nd</sup> 28% / 3 <sup>rd</sup> 12% / 4 <sup>th</sup> 4% / 5 <sup>th</sup> – 6 <sup>th</sup> 2% / 7 <sup>th</sup> – 8 <sup>th</sup> 1%

If the payout for a placing does not cover at least the event costs (venue fee and buy-in) for a competitor, it will be added to the payout of the next higher placing competitor.

### 2.3 Differing Pot Split

A different pot split may be used at the discretion of tournament organizers.

## 3 Settings

### 3.1 In-game Settings

Rounds	BEST OF 3
Timer	99 Seconds
Pause	on hold
Handicap	no handicap

### 3.2 Characters

Every character that is not BANNED can be selected.

DLC characters are BANNED for 14 days after their initial release.

#### 3.2.1 Restricted

R. Mika                      Cheerleader outfit is BANNED.

#### 3.2.2 Banned

There are no BANNED characters

### 3.3 Stages

Every stage that is not BANNED can be selected.

#### 3.3.1 Restricted

There are no RESTRICTED stages.

#### 3.3.2 Banned

Kanzuki Beach                      Skies of Honor

### 3.4 Colour Blindness

A colour-blind competitor can request a specific costume colour for his or her opponent's character.

## 4 Match Play

### 4.1 Pre-Play

#### 4.1.1 Port Priority / Choosing Sides

As soon as both competitors are present at the station, they must come to an agreement on which side they will play. If an agreement cannot be reached, one single BEST OF 1 game of rock-paper-scissors will determine who gets to pick their side.

#### 4.1.2 Warmup

During a 1-minute timeframe both competitors can check their button mapping and adjust the settings if needed.

The warmup phase can be skipped via GENTLEMAN'S CLAUSE.

### 4.2 During Play

#### 4.2.1 Choosing Characters

There are two methods for choosing characters: STANDARD SELECTION and DOUBLE-BLIND SELECTION.

If the competitors do not discuss the method of character selection, STANDARD SELECTION will be used. If at least one competitor asks for a DOUBLE-BLIND SELECTION, then DOUBLE-BLIND SELECTION must be used. A DOUBLE-BLIND SELECTION cannot be requested as soon as one competitor locks in their choice.

#### 4.2.2 Stage Selection

Random Stage must be selected. If that in-game mechanism selects a BANNED stage, the competitors must go back to character selection, lock in the same characters as before and select Random Stage again. There will be no penalty for pausing the game in that situation.

A specific stage can be chosen via GENTLEMAN'S CLAUSE. This stage may even be a BANNED stage.

#### 4.2.3 Fight

The competitors play according to the game settings listed under 3.1 until the game announces a winner. If there won't be announced a winner in-game (e.g. because of a double KO) the GAME must be replayed via the rematch option.

If none of the competitors have won enough GAMES to win the MATCH, they must go back into character selection. Only the loser can change the character. The stage must be selected according to 4.2.2. The loser of the previous GAME is responsible for selecting a stage.

The rematch option can be chosen via GENTLEMAN'S CLAUSE instead of going back to the character selection.

### 4.3 Post-Play

The losing competitor must submit the score sheet to the tournament organizers.

## 5 Coaching

A competitor may have 1 coach with him or her during the MATCH. Coaching is not allowed during GAMES, it may only take place in the time in-between GAMES. Competitors who violate this rule will receive a GAME LOSS. This applies to the coach as well.

## **6 Dispute / Protest**

### **6.1 Dispute a Round**

It is advisable to protest a ROUND at the end of the current GAME. If a ROUND has been paused and the protest has been rejected, the pausing competitor faces the penalty for pausing a ROUND.

### **6.2 Dispute a Game**

To dispute a GAME, competitors must inform a referee before a new GAME has begun.

### **6.3 Dispute a Match**

To dispute a MATCH, competitors must inform a referee before the score sheet has been submitted.

## **7 Hardware**

### **7.1 Bring Your Own Device**

Competitors must provide their own functional controller. All controllers and adapters that are not BANNED are allowed.

#### **7.1.1 Restricted**

There are no RESTRICTED devices

#### **7.1.2 Banned**

There are no BANNED devices

#### **7.1.3 Macro and Turbo Functionality**

All MACROS available via the in-game controller configuration menu are allowed. TURBO functions, any other hardware programmable input entry or assisted mechanisms are BANNED.

#### **7.1.4 Headset Ruling**

Competitors can use their own headset as long as the opponent still gets the same acoustic feedback

### **7.2 Hardware Failure**

In case of a hardware breakdown of a personal controller (e.g. joysticks, buttons) the competitor has the option to pause the current ROUND and to obtain a replacement device. If the game is paused in progress, the competitor must forfeit the ROUND. New equipment must be available immediately. If a replacement is not available within 90 seconds, the competitor must continue to play on their current equipment or forfeit the MATCH.

Once replacement equipment is obtained, the competitor is given the rest of the round to configure their buttons and test the new equipment.

### **7.3 Switch Hardware**

A competitor may opt to switch out equipment between GAMES at no penalty. When this occurs, the competitor will be given 1 minute to configure the buttons before the next GAME begins.

## **8 Penalties**

### **8.1 General**

Competitors and spectators can be penalised.

The main goal is to ensure a fair and fun tournament for everyone with as less delay as possible. Should a situation occur that is not covered in this ruleset, the tournament organizers have the obligation to come to a decision. Neither referees nor tournament organizers have to justify their decisions. Their decisions are final and cannot be challenged.

### **8.2 Interrupting Gameplay**

#### **8.2.1 Pausing a Round**

If a competitor pauses a ROUND intentionally or unintentionally he or she will receive a ROUND LOSS.

#### **8.2.2 Wireless Controller Ruling**

If a competitor uses a wireless controller, he or she must make sure that the device is properly disconnected when the MATCH has ended. Any competitor that interrupts a MATCH because his or her controller was still synced will receive a DISQUALIFICATION.

#### **8.2.3 Interruptions beyond the players control**

Match interruptions beyond the players control (e.g. the game crashes or freezes) will be dealt with directly by the referee. All best attempts will be made to resume the ROUND from where it left off. If that cannot be accomplished, the ROUND or GAME will be replayed with both players picking the same characters and modes.

### **8.3 Delaying tournament**

#### **8.3.1 Not being present**

Any competitors that are not present when their MATCH is called, without giving tournament organizers a valid reason for not being present, will have a period of 5 minutes to report to their station with the required equipment. Competitors who violate this rule will receive a GAME LOSS, If the competitor is not present after 5 additional minutes, he or she will receive a MATCH LOSS.

#### **8.3.2 Not selecting a character within a 1-minute timeframe**

During character selection, both players must lock in their decision within a 1-minute timeframe. Violating this rule results in a GAME LOSS for every competitor that did not lock in a character.

#### **8.3.3 Not selecting a stage within a 1-minute timeframe**

During stage selection, the stage must be lock in within a 1-minute timeframe. Violating this rule results in a GAME LOSS for the selecting competitor.

#### **8.3.4 Not starting a new Game within a 1-minute timeframe**

If a GAME is over, a new GAME must be started within a 1-minute timeframe. Violating this rule results in a GAME LOSS for every competitor that did not select any valid option in the post-game screen. This rule does not apply if the last GAME was also the last GAME of the current MATCH.

### **8.4 Gaining Undue Advantage**

If one competitor gains an undue and avoidable advantage (e.g. charging any in-game gauges or meters) while testing replacement devices or lowering the opponent's health bar during a

forfeited ROUND, they face a GAME LOSS. There is no penalty if the forfeited ROUND was the last one needed to win a GAME.

## **8.5 Ignoring Bans**

### **8.5.1 Selecting Banned Character or Stages**

Competitors that use an/or lock in BANNED characters, costumes or stages will receive a DISQUALIFICATION.

### **8.5.2 Using Banned Hardware**

Competitors that use BANNED hardware or banned hardware-related features will receive a DISQUALIFICATION.

## 9 Terminology

**BANNED** If something is declared as BANNED, it may not be used nor be selected during the tournament. There are no exceptions.

**BEST OF X** A competitor that wins the majority out of X ROUNDS or GAMES wins the current GAME or MATCH respectively. For example, to win a BEST OF 5 GAME, one must win 3 ROUNDS. Any remaining ROUNDS or GAMES will not be played.

**DISQUALIFICATION** A DISQUALIFICATION is a penalty and will usually be issued for cheating, collusion, theft, extreme trash talk (including but not limited to sexist, racist and/or homophobic trash talk), verbally or physically insulting, threatening and/or harming other competitors, spectators, referees and/or tournament organizers.

If a competitor receives a disqualification, he or she must forfeit the current and/or next MATCH and will be removed from the tournament. All paid fees are forfeited as well. Whether a disqualified competitor must leave the venue or not is at the sole discretion of the tournament organizers.

If a spectator receives a disqualification, he or she must leave the venue. All paid fees are forfeited.

**DOUBLE BLIND SELECTION** In this situation, the competitor on the left spot must tell a 3<sup>rd</sup> party (or a referee) their choice in secret. The 3<sup>rd</sup> party then signals the competitor on the right spot to make their choice and lock in. Then the competitor on the left spot enters his selection while the 3<sup>rd</sup> party must make sure that this selection matches what has been told before.

**DOUBLE ELIMINATION** This is a type of tournament mode where competitors must lose 2 MATCHES to be eliminated. Every competitor starts in the Upper Bracket (also known as UB, Winners Bracket or WB). If they lose a Match, they are added to the Lower Bracket (also known as LB or Losers Bracket). A competitor that loses a Match while being in the Lower Bracket will be eliminated from the tournament.

**GAME** A GAME usually consists of multiple ROUNDS. A competitor wins a GAME as soon as a winner and a loser are announced in-game.

**GAME LOSS** A GAME LOSS is a penalty and will usually be issued for (presumably unintended) interruptions in the tournament play or excessive trash talk.

If a competitor receives a GAME LOSS, he or she must forfeit the current and/or next GAME. Should a competitor receive a second GAME LOSS in the same MATCH, he or she must also receive a MATCH LOSS.

*How to forfeit a GAME: If competitor A must forfeit a GAME, he or she pauses the game (without getting a minor warning as the current ROUND is technically no longer being played) and goes back to character selection. Only competitor A is allowed to change the character. The rematch option can be chosen via GENTLEMAN'S CLAUSE instead of going back to the character selection.*

**GENTLEMAN'S CLAUSE** If both competitors agree, the competitors can choose to change a specific rule to the corresponding optional rule marked with GENTLEMAN'S CLAUSE. Competitors must not change the rules if there is no corresponding optional rule marked with GENTLEMAN'S CLAUSE.

MACRO	MACROS allow competitors to press a button that results in their character performing a set of actions that would normally require the competitors to press multiple buttons.
MATCH	A MATCH consists of multiple GAMES. If a competitor wins more than half of the GAMES, he or she wins the MATCH. A MATCH is also known as SET.
MATCH LOSS	<p>A MATCH LOSS is a penalty and will usually be issued for (presumably intended) interruptions in the tournament play, excessive trash talk or gamesmanship.</p> <p>If a competitor receives a MATCH LOSS, he or she must forfeit the current and/or next MATCH. Should a competitor receive a second MATCH LOSS, he or she must also receive a DISQUALIFICATION.</p>
RESTRICTED	If something is declared as RESTRICTED, it might be BANNED, if certain conditions are met. Conditions/restrictions are explained in this document. If those conditions are not met, then it may be used or selected during the tournament.
ROUND	A ROUND is part of a GAME and usually over when one of the competitor's in-game health bar is empty.
ROUND LOSS	<p>A ROUND LOSS is a penalty and will usually be issued for minor interruptions in the tournament play.</p> <p>If a competitor receives a ROUND LOSS, he or she must forfeit the current and/or next ROUND. Should a competitor receive a second ROUND LOSS in the same MATCH, he or she must also receive a GAME LOSS.</p> <p><i>How to forfeit a ROUND: If competitor A must forfeit a ROUND, then competitor B's character must hit competitor A's character until competitor B wins the ROUND (only regular hits, no special moves, throws etc.).</i></p>
ROUND ROBIN	Competitors play against every other competitor within the same group.
SET	See MATCH
STANDARD SELECTION	Both competitors can select their character whenever they want. They can use a hidden selection if there is an in-game option for that.
TURBO	TURBO capabilities allow competitors to press a button that results in their character performing a set of actions that would normally require the competitor to press the same button multiple times.