



## GAME PLAY RULES

These are the "Game Play Rules" governing how the Title Game is played during the Tournament.

### 1.1. Gameplay

#### 1.1.1. Game Settings

##### Dragonball Fighterz

- Game version: Playstation 4
- Mode: Versus Mode (Tournament Mode)
- Rounds: 3 of 5
- All sets are best-of-3 except for the following matches of the final bracket which are best-of-5: Winners Finals, Losers Finals, and Grand Finals

#### 1.1.2. Match Procedure

The following steps outline the process of playing a Match.

- 1) Players select their sides (see Section 1.1.3)
- 2) Players select their characters. Either Player may invoke Double Blind Character Selection (as defined in Section 1.1.4).
- 3) The Players play the first Game of the Match.
- 4) The losing Player of the preceding Match may choose to change characters.
- 5) Players go to Stage Select and select Random (see Section 8.1.5)
- 6) The next Game is played.
- 7) Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

#### 1.1.3. Side Selection

Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively, at the start of the Match. Players are committed to this selection for the entirety of the Match. If Players cannot agree to a Side Selection, they will play a Best-of-One Rock-Paper-Scissors to determine who picks their side first. The winner selects a side first.

#### 1.1.4. Double Blind Character Selection

Either Player may request that a double blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the Players' choices for the first round. Both Players are to then select their first round character, with the staff validating the character selections. If a player does not select the character they told to the bracket Referee or Tournament Organizer they forfeit that Game.

#### 1.1.5. Stage Selection

For all Games in the Match, players will utilize Random Stage Selection. This includes rematches (see Tie Games in 8.1.6 for exceptions).

#### 1.1.6. Tie Games

In the event of a tie Game, declared by a Double K.O. screen in the final Round of the Game, the Game will not be scored and both players will replay the tied Game with the same characters and on the same stage.

#### 1.1.7. Permitted Controllers

All standard arcade sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers other than DualShock 4, Pro-controller, Wii-mote or WaveBird wireless controller are not permitted. Players that use DualShock 4 but do not un-sync their controller after the Match are subject to disqualification at the discretion of Tournament Organizers.

### 1.2. Match Obligations

#### 1.2.1. Punctuality

All Players must be physically present by the Match start time. Players that are not ready to play within five (5) minutes of the Match start time are subject to penalties including a possible Match forfeiture.

#### 1.2.2. Forfeits

Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.

### 1.3. Match Disruptions

#### 1.3.1. Pauses

If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits the current Round.

#### 1.3.2. Restarts

Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish.

#### 1.3.3. Stalling

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers.

### 1.4. Coaching

Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.

### 1.5. Cheating

Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

### 1.6. Penalties

Players who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match Restart
- Loss of Game
- Match Forfeiture
- Removal from the Tournament
- Temporary Player Bans
- Permanent Player Bans

Any penalties imposed on a Player may be made available to the public by the Tournament Organizers in their sole discretion.