

18/05/2020



Racket:NX League S1 by LIVE (League of International VR Esports)

LIVE Rules

LIVE specializes in organizing and running VR tournaments and leagues.

The LIVE management reserves all rights relating to the administration, organization, tournament supervision, and the rights of broadcasting the games played in the tournament and leagues. It also has the right to change these terms from time to time as it seems appropriate and at its own considerations. Any change of rules will be delivered to the affected participants.

Code of Conduct & Behavioural Etiquette

All participants are obligated to abide the laws, and to play in a sporting spirit and fair manner. Abusive or blunt language of any kind to a participant or management representative is strictly prohibited.

In the incident of a participant's inappropriate behaviour, the management will take action against the player as described below, based on the severity of the action:

1. Warning - The participant will continue the games, but with a registered first warning.
2. Second warning - A more severe type of warning. This is a last warning before taking disciplinary action.
3. Pre-Expulsion - The participant will lose regardless of the actual game result, and will suffer the consequences of the loss, e.g. removed from the league.
4. Expulsion - The participant is immediately removed and its participation is officially cancelled. All future games will be cancelled too.

Being Late

In the incident of a v-athlete being late for a scheduled game, an extension of 15 minutes will be given from the start of the original game, and a delay warning will be written for the v-athlete. If the extension is passed and the other v-athlete does not appear, the opposing v-athlete will receive a technical victory.

3 consecutive delays = 2 points taken off.

Not appearing to the game = technical loss + 1 point taken off.

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League Process

The league will start on May 18th (first round) and will run for 10 weeks + 2 weeks for playoffs (may be altered a bit depending on amount of teams).

The league may be run in 2 parallel sections. Playoffs will be World championship.

The league management will provide weekly match-ups on Mondays. The participating v-athletes are responsible for scheduling their matches and reporting the expected date and time to the management.

The participating v-athletes must organize and plan their league game according to the weekly schedule, from Tuesday till Sunday. If the v-athletes have not reached an agreement for the match date, the league management will automatically determine the date.

Before the league management intervenes, the participating v-athletes must try to help each other to set a time that suits everyone.

Match Rules:

BO5.

Both v-athletes must enter the Lobby at least 5 minutes before the match time.

If there are any bugs or lags that affect the game course, the v-athletes can replay the game with mutual agreement. If an agreement is not reached, the league management will decide on the course of action to resolve the issue.

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Scoring Method:

Victory = 2 points; Loss = 0 points. Scores are weekly accumulated.

The weekly match:

The best of 5 matches (BO5). Each match has 3 rounds. All 5 matches must be played for stats.

For example: match 1- 1:2. match 2- 2:1. match 3- 2: 0 . match 4- 0: 2 . match 5- 2: 1. This means that the home v-athlete wins 3:2, and receives 2 weekly points for the victory. The away v-athlete gains nothing.

Score submission:

Via a google form (<https://forms.gle/AEsRWqhsRxJvvEbT7>). Submission is required by one of the v-athletes, attaching screenshots. The submission will include game results (e.g. 3:2). After the weekly published standings, any v-athlete may apply the league management if dispute arises.

Broadcasts:

Some matches may be broadcast during the season on LIVE YouTube channel.

The most important issue:

Have Fun!