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Skyfront League 2019 by LIVE (League of International VR Esports)

LIVE Rules

LIVE specializes in organizing and running VR tournaments and league.

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.

Behavioural Etiquette

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

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

1. Warning - The participating team 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-exclusion - The team will lose regardless of the actual game result, and will suffer the consequences of the loss, e.g. removed from the league.
4. Exclusion - The group is immediately removed and its participation is officially cancelled. All future games will be cancelled too.

Being Late

In the incident of a group 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 team. If the extension is passed and the other team does not appear, the opposing team 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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Game Results

Each team captain must send the game results in discord or email (given at the beginning of the season to the participants). the participating team must take a screenshot of the game in order to provide the game results.

A tournament / league referee will indicate in a game final report the outcome of the match. In case of a violation of the rules, the referee can determine a technical loss for that team.

League Process

The league will start on November 15th (first round) and will run for 8 weeks + 2 weeks for playoffs.

At the beginning of the league, the management will decide whether to divide the league into two houses of EU and NA or to run only one house.

The league management will provide weekly match-ups. Team captains are responsible for scheduling their matches.

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

Before the league management intervenes, the teams must try to help each other to set a time that suits everyone.

Match Rules:

4V4 Team Deathmatch, total kills in 3 maps, 10 minutes for each map (=round).

The host team selects the first map and third map; the away team selects the second map (Similarities are allowed).

Both teams must enter the Lobby at least 10 minutes before the match time, to provide the league management time to create the host team.

The host team opens the room.

In some cases, the league management will open the room with a spectator mode to supervise and broadcast.

If there are any bugs that affect the game course, you can replay the game with the approval of the league management.

It is possible to play 4V3 or 3v3 if both teams agree. If more than 1 player in a team does not appear, the team receives a technical loss.

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Scoring Method:

Total whole-game kills: the winning team is the one that had more accumulated kills at the end of the game (all 3 rounds).

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

For example: Round 1- 10:5. Round 2- 5:10. Round 3- 15: 10.

This means that the home team wins 30:25, and receives 2 weekly points for its victory. The away team gains nothing.

Broadcasts:

Some games will be broadcast during the season on [LIVE YouTube](#) channel.

The most important issue:

Have Fun!