

03/05/2020



## **SmashBox Arena League S2 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 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-Expulsion - 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. Expulsion - 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 through discord or email . 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 May 3<sup>rd</sup> (first round) and will run for 10 weeks + 2 weeks for playoffs (may be altered a bit depending on amount of teams).

The league will be run in 2 regions:1) US and 2) EU/Rest of World. Playoffs will be World championship.

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

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:

2V2 Classic mode, BO5.

Both teams must agree on the region played and enter the Lobby at least 5 minutes before the match time.

If there are any bugs or lags that affect the game course, the teams 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.

If one of the players does not appear, the team receives a technical loss.

**Missile – The tie breaking missile is not allowed.** If fired unintentionally, the firing team automatically forfeits the point won by the missile.

Substitution is allowed when no other solution is achieved. The substituted player must be agreed upon both teams. If dispute arises, consult the league management for a decision.

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**Scoring Method:**

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

**The weekly match:**

The best of 5 games (BO5). Each game is played till 5 points (Podium). All 5 games must be played for stats.

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

**Score submission:**

Via the google form published

(<https://docs.google.com/forms/d/e/1FAIpQLScqavKvhJpqLB2epiyE3ZPyNWqiuJZ31dYY7CVV4i9ghIC9iQ/viewform>), submission is required by one of the captains, attaching screenshots. The submission

will include game results (e.g. 4:1) and personal kills for each player (accumulated for all games).

After the weekly published standings, any captain may apply the league management if dispute arises.

**Broadcasts:**

Some games will be broadcast during the season on LIVE YouTube channel.

**The most important issue:**

**Have Fun!**