

Imagination Shoppe Tournament Rules

For Starcraft®: Brood War™ v1.16.1

I. General Provisions

- a. Competition Method: 1 vs. 1
- b. Single Match Double Elimination Scoring
- c. Game Length: Until the winner is determined
- d. If the game becomes a stalemate and there is no action for an extended period of time during the match and the winner cannot be clearly determined, the match is restarted at the sole discretion of the marshal.
- e. Game Winner: the player who completely destroys their opponent or if their opponent surrenders.
- f. At the end of each match, the players must save the replay. Closing the victory/defeat screen without the replay being saved may result in a default loss.

II. Game Settings

- a. Competition Mode: Melee
- b. Race Selection: Free Choice, Random is allowed. (Players must notify their race selection to the marshal before the start of the match. If a player changes the race without marshal's permission, the player may be given a warning or lose by default at the marshal's sole discretion.)
- c. Game Speed : Fastest
- d. Maps: *Andromeda, Destination, Fighting Spirit, Outsider SE* and *New Tornado*

III. Disconnections

- a. Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.
- b. Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the marshal, the offending player may be charged with a default loss.
- c. When any disconnection occurs:
 - i. If a disconnection occurs within 3 minutes from the start of the match, the match must be restarted.
 - ii. If a disconnection occurs after 3 minutes from the start of the match, one of the following solutions may be adopted:
 1. If both players agree to a match restart, the match will be restarted.
 2. If the players cannot reach an agreement, the winner will be determined by a marshal after the analysis of the match replay.
 3. If the winner cannot be decided by analyzing the match replay, the players must agree to a match restart or forfeit the match.

IV. Unfair Play

- a. The following actions will be considered unfair play:
 - i. The use of any cheat program and/or map hack program.
 - ii. An intentional disconnection
 - iii. The use of any settings exceeding the standard and permitted settings
 - iv. Any "unnecessary chatting" during the match. "Unnecessary chatting" means any chatting other than the cases listed below:
 1. Greeting messages between the players;
 2. A signal for the loss (i.e.: gg, GG, or any other message that the marshal can use to decide the winner);
 3. Chatting between players that does not violate the unsportsmanlike behaviour clause;
 4. Any message that the marshal can judge as part of the game.

- v. Clearly allowing one's opponent to win a match.
- vi. If a marshal decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the marshal's sole discretion.
- vii. Unsportsmanlike behaviour or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).
- viii. The use of a program bug that is determined by the board of marshals as being unfair. The following known bugs are banned:
 - 1. Allied Mine: A Terran user allies with the opponent right at the time that he is planting mines with his Vulture units in order to force delayed reaction of the opponent units. (Allying with an opponent during a match is unusual and is not allowed.)
 - 2. Flying Drone: A Zerg user uses a Drone bug to make it fly around right after the match starts. (A Drone is a ground unit and should not be able to fly around. This breaks the game balance, so it is not allowed.)
 - 3. Lurker Burrow Bug: Intentionally burrowing a Hydralisk that is changing into a Lurker under a building.
 - 4. Engineering Bay Bug: Using Engineering Bay hack, floating and landing the Engineering Bay to destroy structures.
 - 5. Templar Bug: A Protoss user uses a bug to force a Templar unit, which normally cannot fly, to be able to fly.
 - 6. Worker Bug: When a Terran user right clicks on a unexplored area with an SCV that is carrying some minerals or vespene gas, then lifts the Command Center and lands it while at the same time issuing a cargo command, allowing the SCV to patrol areas that are completely blocked off.
 - 7. Waypoint Bug: With shift-key pressed down, right-clicking multiple times on the Vespene Geyser and then clicking the opponent's HQ to patrol areas that is completely blocked off.
 - 8. Worker Rubbing Bug: When opponent's units are blocking the entrance, clicking the HQ at the same time as cargo command is issued allows the worker to go through the units and patrol the area.
 - 9. Terran Sliding Buildings: A Terran user forces his buildings to move even while landed by using an in-game exploit.
- b. Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of marshals, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.

Head Marshal for this event will be Todd Fisher.