



NATIONAL QUALIFIER



ARAB CHAMPIONSHIP 2024

- Competition format : Round robin 2 pools of 7 players

All the matches will be played best of 3:

-Each Player selects their character from all selectable characters and the stage is selected at random;

After any single Set, the winner is "locked" into their character and they are not permitted to switch their character until or unless they lose a subsequent single Set;

All single Sets are loser's choice;

The loser of any single Set may choose between returning to stage select and choosing a new randomly selected stage or returning to character select to choose a new character and a new randomly selected stage.

-First four players of each pool will advance to the winner side of the top8 bracket

-If there is a draw in points between players at the end on the round robin advancing stage:

*If the draw is between 2 players, the referee will examine the direct confrontation between them.

*If the draw is between 3 or more players(Ex:A beat B/ B beat C/ C beat A) , the player who have more wins in the sets will advance .

*If there is a tie in set points, the referee will proceed to examine the round differences .

- **Top 8 seeding:**

- First of pool-A will face fourth of pool-B: First spot in the bracket
- Second of pool-A will face third of pool-B: Third spot in the bracket
- Third of pool-A will face second of pool-B: Second spot in the bracket
- Fourth of pool-A will face first of Pool-B: Fourth place in the bracket
- Top8 will be a double elimination bracket, matches will be played best of 3
- Winners final, losers final and grand final will be best of 5

- **Match rules:**

- **For offline players:**

- Players need to be in place in the federation venue from 9AM to have time for warm up matches, any late arrivals will not be allowed to have a warm up match.
- Players need to bring their own controller to the competition
- If players cannot agree about side selection, the referee will do a coin toss to determine the sides for players
- Coaching. Players may designate one (1) individual to be their coach during a Match. Players may consult with the coach for a maximum of one (1) minute in between Sets in a Match.
- Coaching while a Set is in play is not allowed and is subject to Set forfeiture.

- **For online players:**

- Players need to be present in the competition discord from 9AM to have the possibility for warm up match with other players, any late arrivals will not be allowed to have a warm up match.
- Players need to have camera set up (the instructions about camera setting will be determined by the federation)
- If the player do not have a camera set up, he will be automatically disqualified from the tournament.
- If a player disconnects from the match, he will lose the round where the disconnect happend and have 5 minutes to return to player lobby. After the allotted time passes and player does not return, he will lose the set .

Camera setup instruction For online players:

Online players are required to use a camera which must be fixed on their face as well as their hands during matches.

General rules:

- All Matches must use the following in-Game Settings:
- Versus ("VS") Mode
- Rounds: 3 out of 5
- Time Limit: 60 seconds
- Stage: Random
- Special Style is allowed during Match Play
- Character Customizations: Off
- All Character Preset Costumes are legal for Tournament use.
- Players cannot use the same Preset .

-If a Character Customization that cannot be used are used, the Set is subject to not being scored.

-Players are responsible for immediately finishing the Set with one (1) Player holding forward for the remainder of the rounds to quickly return to the lobby and restart the Set .

-Match results must be reported as soon as possible and must not exceeds 5 minutes .

-Draws. In the event of a tied Set declared by a Double K.O. or timeout on the Game screen, the Set will not be scored and both Players will replay the tied Set with the same character selections.

-Missing Players. Players must be present at the call time for a Match. Players that are not present and ready to play within ten (10) minutes of this call time are subject to Match forfeiture.

-Match Disruptions. If a Player intentionally or accidentally causes a pause in a Match, whether by pressing the Options button or by experiencing a controller disconnection, the Player that caused the pause will forfeit the current round of the Set.

-If a Match disruption occurs that is out of control of the Players of the Match, such as action of another Player's un-desynced controller or a Game software crash or console hardware failure making Players unable to continue a Set, the Tournament Organizer staff member shall order the Players to restart the Set, but with the same round count from the point that the Match disruption occurred.

-Players are responsible for starting a new Set and holding forward for the necessary number of rounds to quickly return to the round count that was achieved before a Match disruption.

Online vs online player matches for best of 3:

-matches must not exceed 25 minutes, after the confirmation of the match start, If the allotted time is exceeded and results were not given. The referee will warn the players and multiple warnings

Can lead to disqualification from the tournament .