

Shift Up eSports

GopherCon

Rule Book



Updated 11/9/2018

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# General

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- **Rules:** The rules may be updated and modified at any time, for any reason. Rulings may be made outside the scope of these Rules in order to preserve fair play and tournament integrity. Participation in this Tournament constitutes entrant's full and unconditional agreement to these Rules, and Tournament Official decisions, which are final and binding in all matters related to this tournament. Winning a prize is contingent upon fulfilling all requirements set forth herein.
- **Eligibility:** Residents of the United States only. All participants under 18 must be accompanied by a parent or guardian. Any team found using a restricted player may be disqualified from the tournament.
- **Injury and Equipment:** You acknowledge and fully understand that each participant will be engaging in activities and contests that may involve risk of serious injury to their person and to computers and electronics, including viruses, power failure and severe social and economic losses which might result not only from their own actions, inactions or negligence, but the action, inaction or negligence of others, or the condition of the premises or of any equipment used. Further, that there may be other risks not known or not reasonably foreseeable at this time.
- **Risks and Responsibility:** You assume all the foregoing risks and accept personal responsibility for the damages following such damage, permanent or temporary.
- **Legal Action:** You release, waive, discharge, and covenant not to sue Shift Up, L.L.C., and/or the Shift Up event organizers., its affiliated organizations, their administrators, directors, agents and other employees of the organization, other participants, sponsoring agencies, sponsors, and advertisers, all of which are hereinafter referred to as "releasees", from any and all liability and all claims, demands, losses or damages on account of injury, including death or damage to property, caused or alleged to be caused in whole or in part by the negligence of releasees or otherwise.
- **Refunds:** Once a ticket has been purchased, you acknowledge there will be no refunds for said ticket unless the event is canceled or rescheduled to another date.
- **Photo Policy:** You release, waive, and discharge all rights to all photographs and or video taken by myself or others while at the GopherCon event to its organizers, press agencies, and sponsors. You understand that my picture and likeness may be used in publications and on websites in the future for promotional or informational purposes. You understand that due to the rights of others you may have to turn off my video camera if asked by an event organizer.
- **Prizing and Bracket Size:** Tournament bracket size and prize are subject to change based on the total number of eligible teams at the end of registration.
- **Disputes and Sportsmanship**
  - Admin rulings are final and indisputable.
  - If a player's match becomes disputed and their opponent has incorrectly reported a win, they are required to immediately contact an admin and supply them with

screenshots of their game wins. (Lack of screenshots will result in a disqualification.)

- All players must pay proper entry to the event or be removed from the event.
- All players must comply with all rules of TCF Bank Stadium or be removed from the event.
- All players must be fair and have good sportsmanship when playing in any of our tournaments.
- If anybody intentionally disrespects the sense of fair play and sportsmanship, they will be disqualified from the event and banned from chat and potentially future events.
- Toxicity, excessive profanity, and inappropriate behavior will not be tolerated and will result in a permanent ban.

- **Commitments**

- Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.
- Every team accepts the official schedule of the competition and declares its ability to be available during these times.
- Every team and participant has to try to win every game at every stage of the competition. Purposefully losing or drawing a match for any reason is strictly forbidden.
- When signing up for a competition, a team agrees that they will have enough players available to play all matches in the tournament. Substitutions may be made in certain circumstances but the tournament organizers must be notified before the start of the match.

- **Check in**

- All tournaments' check-in time will be 30 minutes prior to the tournament start time unless stated otherwise.
- Failure to check in and ready to start will result in penalties and, in some cases, disqualification.

- **Equipment**

- All tournaments are BYOC unless stated otherwise. Power strips and ethernet cables will be provided.
- All competitors playing in a tournament that may require a controller must provide their own.

# League of Legends

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## Time

- Preliminaries
  - Sunday, November 24th
- In Person Tournament
  - Saturday, December 1st
- Tournament Length:
  - 10 a.m.- 10 p.m. CDT
- Check-in
  - 9 a.m.-10 a.m. CDT

## Bracket

- [https://challonge.com/gc\\_leagueoflegends](https://challonge.com/gc_leagueoflegends)
- Preliminaries team cap: 24 teams
- In person team cap: 12 teams

## Players and Teams

**Registration.** Teams must register for this event using the following form: [shiftpesports.com/gophercon](http://shiftpesports.com/gophercon) and must pay a \$50 registration fee (not refundable if eliminated in the qualifier stage). If a team makes it out of qualifiers, each player must purchase an event pass to play in person.

**Player Names.** Players must use the Summoner Name provided upon registration when competing in the tournament. If a player changes their Summoner Name in the time between registration and competition, their team captain must notify the tournament admin(s) so that the change can be noted. Player names must not include sponsored or commercial wording or phrasing.

**Team Names.** Upon registration teams must submit a name to be used for tournament organization and result submission and tracking during the event. Team names must not include vulgar, commercial wording or phrasing.

**Editing Team Rosters.** Each team is allowed 1 substitute player that has already been determined prior to the tournament start date. If there is a change in a team's roster, e.g. the replacement of a player, the team captain must notify the tournament admin(s) as soon as possible so that the change can be made and the team can be cleared to play during the tournament. If a change must occur during the event, the replacement player must be present and ready to play in a timely manner at the event.

**Accounts.** Every player account must be level 30 and have 16 champions minimum.

## Tournament Format

*The Gophercon League of Legends tournament will be played in two stages - a qualifier or "play-in" stage, and a Tournament stage. Both stages of the Gophercon tournament can be followed on the website [Challonge.com/gc\\_leagueoflegends](http://Challonge.com/gc_leagueoflegends)*

- **[Online] Group Stage Preliminaries.** The top twelve teams will move on. Seeding will be highest elo vs lowest elo for the current season. All matches will be coordinated by the team captains and played on **November 24th** unless agreed upon differently.
- **Group Stage.** Seeding will be top seed vs. lowest seed. Two groups of 6 will play in a round robin format. The top two teams from each group will move to semi-finals
- **Semi-finals.** Single Elimination, Best of 3
- **Finals.** Single Elimination, Best of 5

## Tournament Schedule

*This is a tentative schedule, it may be subject to change. All times are CST.*

- **10 a.m.** - Round Robin Groups
- **1 p.m.** - LUNCH BREAK
- **2 p.m.** - Round Robin Groups - Continued
- **4 p.m.** - Semi-finals
- **7 p.m.** - Grand Finals

## Communication

- **Match Setup.** Each team captain will be given the Summoner Name of the competing team captain to coordinate making the lobby and inviting all the players. The correct map should be selected and the correct game settings should be applied by the lobby owner.
- **Admins.** Any rules or decisions stated by the tournament admins are final unless clearly left open to an appeal. If participants have any questions or concerns, they may bring them up to the tournament admin(s).

## Tournament Rules

- **Map.** Summoner's Rift 5v5 - Tournament Draft
- **Pausing.** A pause may occur during a match because of a player experience technical issues. This pause may last up to 10 minutes, after which the match will continue to be played regardless of whether the issue was resolved, unless agreed upon for both teams or decided by the tournament organizer.
- **Restart.** If a technical issue causes a map to become unfairly one sided, a map can be restarted with the consent of both team captains.
- **Draw.** If a map results in a draw, neither team will earn a point for that map. Continue with the series until one team wins or the match become tied.
- **Tie-breaker.** In the case of a match tie, the first tiebreaker will be the head to head record. In the event of a three or more way tiebreaker, the quickest game times between the teams in question will be taken into account.
- **Forfeit.** A team can forfeit a match at any time, resulting in a loss for that match. If a team forfeits twice they will be removed from the tournament.
- **Cheating.** Any team with a player caught using cheats, bots, or hacks will be immediately disqualified and removed from the tournament.
- **Submitting Results.** Once a match is completed, the winning team captain should immediately report the results to the tournament admins.
- **Choosing Sides.** In deciding sides (blue or red), the choice of side will be given to the higher seed for all odd-numbered games, and to the lower seed for even-numbered games (e.g. games 1 and 3 will grant the higher seed the choice).
- **Seeding.** Team seeding will be determined by the combined score of the player ranks for either the current season or previous season, depending on the season end date.
- **Match Setup.** Should a team fail to field 5 players (delay of game, late players) at the designated time, the following penalties will ensue after the specified amount of time:
  - 5 minutes - 1 ban loss
  - 10 minutes - 2 ban loss
  - 15 minutes - 3 ban loss
  - 20 minutes - forfeit of 1 game

## Streaming

Matches may be broadcasted live on the official Shift Up event stream at any time; however, the only matches that are guaranteed to be broadcasted are the finals (all factors permitting). Players are not allowed to stream their own matches, but can instead host or forward their audiences to the official Shift Up event stream.

# Overwatch

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## Time

- Preliminaries
  - Saturday, November 24th
- In Person Tournament
  - Sunday, December 2nd
- Tournament Length:
  - 10 a.m.- 4 p.m. CDT
- Check-in:
  - 9 a.m.-10 a.m. CDT

## Bracket

- [https://challonge.com/gc\\_overwatch](https://challonge.com/gc_overwatch)
- Preliminaries: 16 teams
- In person team cap: 8 teams

## Players and Teams

**Registration.** Teams must register for this event using the following form: [shiftupesports.com/gophercon](https://shiftupesports.com/gophercon) and must pay a \$60 registration fee (not refundable if eliminated in the qualifier stage). If a team makes it out of qualifiers, each player must purchase an event pass to play in person.

**Player Names.** Players must use the battletag provided upon registration when competing in the tournament. If a player changes their battletag in the time between registration and competition, their team captain must notify the tournament admin(s) so that the change can be noted. Player names must not include sponsored or commercial wording or phrasing.

**Team Names.** Upon registration teams must submit a name to be used for tournament organization and result submission and tracking during the event. Team names must not include vulgar, commercial wording or phrasing.

**Editing Team Rosters.** Each team is allowed 1 substitute player that has already been determined prior to the tournament start date. If there is a change in a team's roster, e.g. the replacement of a player, the team captain must notify the tournament admin(s) as soon as possible so that the change can be made and the team can be cleared to play during the tournament. If a change must occur during the event, the replacement player must be present and ready to play in a timely manner at the event.



## Tournament Format

*The Gophercon Overwatch tournament will be played in two stages- a qualifier or “play-in” stage, and a Tournament stage. Both stages of the Gophercon tournament can be followed on the website [Challonge.com/gc\\_overwatch](http://Challonge.com/gc_overwatch)*

- **Qualifier Stage.** Qualifier matches for the Gophercon tournament will be held on **Saturday, November 24th** starting at 3:00 PM CST. The format for the qualifier stage will be a 4 group Best-of-1 round robin, with groups made up of 4 teams each playing on randomly selected maps. The top 2 teams in each group will move on to the tournament stage, and will be seeded into a bracket based on their placements in the qualifier stage.
- **Tournament Stage.** The tournament portion of the Gophercon tournament will be an 8-team double-elimination bracket held in-person at TC Bank Stadium - DQ Lounge on **Sunday, December 2nd**. Teams will be initially seeded based on their placements in the qualifier stage. Matches will be Best-of-3 series and will begin at 10:00 AM CST. Matches will randomly be selected to be streamed throughout the day. The Grand Finals match will be a Best-of-7 series and will be played on the main stage of the event.

## Tournament Schedule

*This is a tentative schedule, it may be subject to change. All times are CST.*

- **10 a.m.** - Winners Bracket Quarterfinals
- **11 a.m.** - Winners Bracket Semi Finals + Losers Bracket Quarterfinals
- **12 p.m.** - Winners Bracket Finals + Losers Bracket Semifinals
- **1 p.m.** - LUNCH BREAK
- **2 p.m.** - Losers Bracket Finals 1
- **3 p.m.** - Losers Bracket Finals 2
- **4 p.m.** - Grand Finals

## Communication

- **Match Setup.** Each team captain will be given the Battletag of the competing team captain to coordinate making the lobby and inviting all the players. The correct map should be selected and the correct game settings should be applied by the lobby owner.
- **Admins.** Any rules or decisions stated by the tournament admins are final unless clearly left open to an appeal. If participants have any questions or concerns, they may bring them up to the tournament admin(s).

# Match Settings

*The Following settings should be selected during lobby setup.*

- **Presets**
  - Standard: Competitive
- **Lobby**
  - Map Rotation: After a Game
  - Return to Lobby: After a Game
- **Modes: All**
  - Game Mode Start: Immediately
  - Kill Cam: Disabled
- **Maps**
  - Select the 'NONE' button on the top right corner
  - Set the map you are playing on to 'ON'

# Tournament Rules

- **Pausing.** A pause may occur during a match because of a player experience technical issues. This pause may last up to 5 minutes, after which the match will continue to be played regardless of whether the issue was resolved. A pause can be started by the lobby leader using the key command “Shift+Ctrl+=”.
- **Restart.** If a technical issue causes a map to become unfairly one sided, a map can be restarted with the consent of both team captains.
- **Draw.** If a map results in a draw, neither team will earn a point for that map. Continue with the series until one team wins or the match become tied.
- **Tie-breaker.** In the case of a match tie, a tiebreaker map will be played on a randomly selected King of the Hill map.
- **Forfeit.** A team can forfeit a match at any time, resulting in a loss for that match. If a team forfeits twice they will be removed from the tournament.
- **Cheating.** Any team with a player caught using cheats, bots, or hacks as defined in Blizzards EULA will be immediately disqualified and removed from the tournament.
- **Submitting Results.** Once a match is completed, the winning team captain should immediately report the results to the tournament admins.
- **Map Selection.** The first map played in a match will be randomly predetermined by tournament admins. The following map will then be selected by the losing team, repeating until the series is complete.
- **Repeating Maps.** Maps that have already been played during a match are not eligible to be picked again.
- **Match Check-in.** Once a lobby is made and both teams are ready, each captain must check in with tournament admin(s) to let them know that a match is now in progress.

## Streaming

Matches may be broadcasted live on the official Shift Up event stream at any time; however, the only matches that are guaranteed to be broadcasted are the finals (all factors permitting).

Players are not allowed to stream their own matches, but can instead host or forward their audiences to the official Shift Up event stream.

# Super Smash Bros.

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## Time

- Saturday, December 1st
- Tournament Length: 11 a.m. - 10 p.m. CDT
- Check-in: 10 a.m.- 11 a.m. CDT

## Bracket

- TBD
- In person team cap: 80
- Rules are taken from the UMsash Ruleset
  - <http://www.umsash.com/rules/#meleeruleset>

## Melee Game Settings

- Stocks: 4 stocks
- Time Limit: 8:00 minutes

## Melee Stagelist

- **Neutral (Singles)**  
Battlefield  
Yoshi's Story  
Dream Land  
Final Destination  
Fountain of Dreams
- **Counterpick (Singles)**  
Pokémon Stadium
- **Neutral (Doubles)**  
Battlefield  
Yoshi's Story  
Dream Land  
Final Destination  
Pokémon Stadium

- **Counterpick (Doubles)**  
N/A

## Melee Details

- **Stage Striking:** Players/teams eliminate stages from the Neutral stagelist until there is one stage remaining. The player who strikes first may be determined by RPS (rock, paper, scissors) best of one. The winning player/team strikes the first stage. Then the other player/team strikes two stages. Then the winning player/team strikes one more stage and the remaining stage is used for the first game of the set.
- **Stage Bans:** After each game of the set, before counterpicking, the player who won the previous game may ban one stage from the stagelist. This rule is not in effect for Best of 5 sets. All stage bans affect both players, meaning players who banned a stage may NOT counterpick that stage themselves later in the set.
- **Stage Clause:** A player/team may not counterpick any stage they previously won on during the set, unless agreed upon by the opponent.
- **Neutral Start:** The following ports are to be used when a player/team invokes the neutral start clause. Any necessary port combinations must be enforced by the neutral start invoking player for each different stage throughout the set.

## Singles

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	X	X		
Fountain of Dreams	X	X		
Yoshi's Story	X	X		
Dreamland 64		X		X
Battlefield			X	X
Pokémon Stadium			X	X

## Doubles

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	Team A	Team B	Team A	Team B
Yoshi's Story	Team A	Team B	Team B	Team A
Dreamland 64	Team A	Team B	Team B	Team A
Battlefield	Team A	Team B	Team B	Team A
Pokémon Stadium	Team A	Team B	Team B	Team A

# Rocket League

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## Time

- Sunday, December 2nd
- Tournament Length: 10 a.m.- 4 p.m. CDT
- Check-in: 9 a.m. - 10 a.m. CDT

## Bracket

- [https://challonge.com/gc\\_rocketleague](https://challonge.com/gc_rocketleague)
- In person team cap: 16 teams

## Players and Teams

**Registration.** Teams must register for this event using the following form: [shiftupesports.com/gophercon](https://shiftupesports.com/gophercon) and must pay a \$20 registration fee and purchase a venue pass.

**Player Names.** Players must use the account provided upon registration when competing in the tournament. If a player changes their account in the time between registration and competition, their team captain must notify the tournament admin(s) so that the change can be noted. Player names must not include sponsored or commercial wording or phrasing.

**Team Names.** Upon registration teams must submit a name to be used for tournament organization and result submission and tracking during the event. Team names must not include vulgar, commercial wording or phrasing.

**Editing Team Rosters.** No substitutions will be allowed.

## Tournament Format

- **Groups.** The format will be single elimination, best of 3.
- **Semi-finals.** Single Elimination, Best of 3. If time permits and players want a Best of 5 may be possible.
- **Finals.** Single Elimination, Best of 5

# Tournament Schedule

*This is a tentative schedule, it may be subject to change. All times are CST.*

- **10 a.m.** - Groups, Single Elimination
- **1 p.m.** - LUNCH BREAK
- **2 p.m.** - Quarter-finals
- **3:30 p.m.** - Semi-finals
- **4 p.m.** - Grand Finals

## Communication

- **Match Setup.** Each team captain will be given the Battletag of the competing team captain to coordinate making the lobby and inviting all the players. The correct map should be selected and the correct game settings should be applied by the lobby owner.
- **Admins.** Any rules or decisions stated by the tournament admins are final unless clearly left open to an appeal. If participants have any questions or concerns, they may bring them up to the tournament admin(s).

## Match Settings

- **Platform**
  - PC, each player will get their own screen.
  - Keyboards and mice are available for use. Controllers are NOT provided.
- **Server**
  - US East or US West
- **Map**
  - DFH Stadium

## Tournament Rules

- **Pausing.** A pause may occur during a match because of a player experience technical issues. This pause may last up to 5 minutes, after which the match will continue to be played regardless of whether the issue was resolved.
- **Restart.** If a technical issue causes game to be unfairly one sided, a map can be restarted with the consent of both team captains.
- **Forfeit.** A team can forfeit a match at any time, resulting in a loss for that match. If a team forfeits twice they will be removed from the tournament.
- **Cheating.** Any team with a player caught using cheats, bots, or hacks will be immediately disqualified and removed from the tournament.
- **Enhancements.** No mutators, bots, and macros are allowed.
- **Submitting Results.** Once a match is completed, the winning team captain should immediately report the results to the tournament admins.



## Streaming

Matches may be broadcasted live on the official Shift Up event stream at any time; however, the only matches that are guaranteed to be broadcasted are the finals (all factors permitting).

Players are not allowed to stream their own matches, but can instead host or forward their audiences to the official Shift Up event stream.