

# **SUPER GIRL** **GAMER PRO**

## **OFFICIAL RULEBOOK**

***Qualifying Series:***      ***July 10 - September 6, 2020***  
***Championships:***      ***October 2 - 4, 2020***

*LAST UPDATED: August 25, 2020*

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# 1. GENERAL

## 1.1 General Rules

- Every player must be registered on the tournament platform in order to compete.
- Every player must join the [SUPER GIRL GAMER PRO Discord server](#) and frequently lookout for the announcements before and during the tournament.
- Every player must read, understand, and agree to the rules for participation in the tournament. Players agree and consent to these rules, as well as ASA Entertainment's authority to enforce them, as a condition of their participation. Each player is therefore expected and required to abide by the Rules, and any failure to follow them will result in punitive measures.
- Every player must play with their main game account during the entire tournament series.
- Every team must hold an appropriate team name. Any team attempting to sign up for the tournament with a name deemed inappropriate will be asked to create a new team name in order to participate.
- The platform for this tournament for all titles is PC.
- Rules are subject to change at any given time if deemed necessary.
- The decisions of Tournament Administrators and Organizers are final.

## 1.2 Registration and Player Eligibility

- Registration for each tournament will be held through [ChallengerMode](#) (CS:GO and League of Legends) and [Battlefy](#) (Hearthstone)
- There are no registration fees.
- There is no age requirement in order to be eligible to compete.
- There is no rank or skill level required to meet in order to be eligible to compete.
- Employees of ASA Entertainment and of Real Time Strategies are not permitted to compete in this tournament series.
- Signing up for the tournament also acts as a media waiver for the Super Girl Gamer Pro Series (which includes both the Online Qualifying Series and the Championships event, collectively "the Event"). You hereby grant to ASA, its successors and assigns (the "Distributors") the non-exclusive right to utilize your appearance, name, voice, image and likeness in connection with the Event, the Event's live streams, or programming produced by ASA about the Event in any and all manner and media throughout the world in perpetuity ("Grant of Rights"). You hereby waive any right that you may have to inspect or approve any finished product or any advertising copy that may be used in connection therewith or the use to which it is applied. You hereby warrant that you have the full legal right, power and

authority to make this Grant of Rights, and that this Grant of Rights shall not infringe upon the rights of any third party. You hereby assign all right, title and interest you may have in any and all media in which any or all of your appearance, name, voice, image or likeness has been captured in connection with the above Distributors, along with full rights of assignability. The foregoing does not grant the Distributors or third parties the right to use your recognizable likeness and/or name on merchandise or in connection with the direct endorsement of any products or services of Event sponsors or any other entity other than as explicitly set forth above.

### **1.2.1 Hearthstone**

- All players must identify as female in order to compete in the Hearthstone tournament.
- You must have authorized access to a full Battle.net account registered on Blizzard's Americas Battle.net service. The tournament will be played on the Americas server.
- Your account must be in good standing at the start of the tournament and remain in good standing throughout the tournament series.
- Make sure to be updated on the latest patch before your matches. The tournament will use the latest available version.

### **1.2.2 League of Legends**

- A player that is registered on one team for League of Legends cannot register with another team for League of Legends.
  - A "Team" will consist of five (5) players and up to two (2) optional Substitutes.
  - Each Team must consist of three (3) female-identifying members on their active roster.
- Your account must be in good standing at the start of the tournament and remain in good standing throughout the tournament series.
- Make sure to be updated on the latest patch before your matches. The tournament will use the latest available version.
- Teams must be from the United States, Canada, and Puerto Rico (aka North America only)

### **1.2.3 Counter-Strike: Global Offensive**

- A player that is registered on one team for CS:GO cannot register with another team for CS:GO.
  - A "Team" will consist of five (5) players and up to two (2) optional Substitutes.

- Each Team must consist of three (3) female-identifying members on their active roster.
- Your account must be in good standing at the start of the tournament and remain in good standing throughout the tournament series.
- Make sure to be updated on the latest patch before your matches. The tournament will use the latest available version.
- Teams must be from the United States, Canada, and Puerto Rico (aka North America only)

## 2. TOURNAMENT SERIES FORMAT

### 2.1 Qualifying Process

- This tournament series will consist of nine (9) weeks of qualifier matches plus a season-ending Championships Event for the finalists.
- Each week will serve as a new tournament bracket.
- Each player / team will earn points based on how they placed in that weeks' tournament.
- Points are cumulative from week to week.
- Players and teams have the ability to compete in as many or as few tournament weeks as they would like. There is no requirement to compete in all nine (9) weeks.

#### 3.1.1 Hearthstone

- Each week will be a new bracket of sixteen (16) players.
- At the end of the nine (9) weeks, the top eight (8) players with the most points will be considered a Finalist.

#### 3.1.2 League of Legends

- Each week will be a new bracket of eight (8) teams.
- At the end of the nine (9) weeks, the top four (4) teams with the most points will be considered a Finalist.

#### 3.1.2 Counter-Strike: Global Offensive

- Each week will be a new bracket of eight (8) teams.
- At the end of the nine (9) weeks, the top four (4) teams with the most points will be considered a Finalist.

## 2.2 Points System

- Certain point values will be awarded to players and teams based on how they placed in that weeks' tournament.
- Points are cumulative.
- If a player or team has been disqualified due to a reason deemed appropriate by Tournament Organizers, that player or team will receive zero points for the week.

### POINTS AWARDED

<b>PLACEMENT</b>	<u>LOL + CS:GO</u>	<u>HEARTHSTONE</u>
1st	100	100
2nd	75	75
3rd - 4th	50	50
5th - 8th	25	25
9th - 16th	N/A	15

## 2.3 Title Specific Format

### 2.3.1 Hearthstone

- A bracket of sixteen (16) players.
- Single-elimination.
- Each match during the Qualifying Series will be a best-of-three (BO3). Each match during the Championships will be a best-of-five (BO5).
- Players will be seeded in the bracket at random for Weeks 1 - 3. Starting Week 4, players will be seeded based on current rank in the series. If there is a tie, the top seed will go to the player that has advanced through the bracket the furthest and/or most. If the tie can not be broken, the seed will be determined at random.
- The tournament series will be played entirely in Standard Format.
  - **CONQUEST**
    - All players must prepare three (3) different deck classes. Each deck must come from a different class.
    - To win the match, a player must win with at least two decks.

- When a player wins the game, they are no longer able to use that deck and must switch to their next deck for the next game.
- The losing player can use the same deck or switch decks.
- Players must tell their opponent and Tournament Administrator which classes they have available before the match. No one will know which class each player picks until the match starts and both players have picked.
- Players may edit or switch out classes in between opponents, but not in between games against the same opponent. Once a player has declared their deck classes, it can not be edited or switched out for that match.
- There will be one (1) deck ban.

### 2.3.2 League of Legends

- A bracket of eight (8) teams.
- Single-elimination.
- Each match during the Qualifying Series will be a best-of-one (BO1). Each match during the Championships will be a best-of-three (BO3).
- Competition Type: 5v5
- Allowed Maps: Summoner's Rift
- Competition Mode: Tournament Draft
- Champion Bans: Pick and ban phase will be set in Tournament Draft, if a dispute arises, picks and bans will be done over <http://prodraft.leagueoflegends.com/>
- Game Restrictions: No restrictions are in place. All items, Champions, and Summoner spells are allowed
- Game winner will be the first team to destroy the opposing Nexus, or first to force a surrender from the opponent.
- Teams will be seeded in the bracket at random for Weeks 1 - 3. Starting Week 4, teams will be seeded based on current rank in the series. If there is a tie, the top seed will go to the player that has advanced through the bracket the furthest and/or most. If the tie can not be broken, the seed will be determined at random.
- Teams may use a VoIP of their choosing that does not interfere with the competitive integrity.
- Coinflip winner takes side of their choice

### 2.3.3 Counter-Strike: Global Offensive

- A bracket of eight (8) teams.
- Single-elimination.
- Each match during the Qualifying Series will be a best-of-one (BO1). Each match during the Championships will be a best-of-three (BO3).
- Competition Type: 5v5
- Start Money: \$800
- Max Rounds: 30
- Round Time: 1m 55s
- Bomb Timer: 40s
- Halftime Duration: 15s
- Map pool: BEST-OF-ONE
  - Team B will ban a map,
  - Team A will ban a map,
  - Team B will ban a map,
  - Team A will ban a map,
  - Team B will ban a map,
  - Team A will decide between the two remaining maps which will be played
  - 5VS5 COMPETITIVE
    - de\_inferno
    - de\_nuke
    - de\_vertigo
    - de\_train
    - de\_mirage
    - de\_dust2
    - de\_overpass
- Game winner will be the first team to score 16 points, or first to force a surrender from the opponent. Overtime will be played on the competitive map setting which is defined as the first team to win 2 in a row .
- Teams will be seeded in the bracket at random for Weeks 1 - 3. Starting Week 4, teams will be seeded based on current rank in the series. If there is a tie, the top seed will go to the player that has advanced through the bracket the furthest and/or most. If the tie can not be broken, the seed will be determined at random.
- Teams may use a VoIP of their choosing that does not interfere with the competitive integrity.



## 2.4 Schedule and Match Set-up

- The schedule for the entire tournament series will be posted on the [Tournament Website](#).
- Match times will be communicated to players through [Discord](#).
- Each player is responsible to be aware of and ready for their scheduled match time.
- Changes to the schedule are at the discretion of the Tournament Administrators and will be announced to players in Discord.

### 2.4.1 Hearthstone

- Each player must check-in sixty (60) minutes before the tournament start time to confirm their participation.
- Deck submissions must be sent to the Tournament Administrator prior to check-in.
- If more than sixteen (16) individuals have registered to compete, the first sixteen (16) players to check-in will be the players seeded in the bracket.
- Each player must be in the game lobby and ready-up ten (10) minutes prior to the match start time.
- If a player is not in the game lobby and ready for their match time, they will forfeit their match resulting in their opponent automatically advancing to the next round.
- In the event a player chooses a banned deck, whether accidental or on purpose, that player deems that match a forfeit and the opposing player is awarded a match win on the chosen deck during the forfeited match.

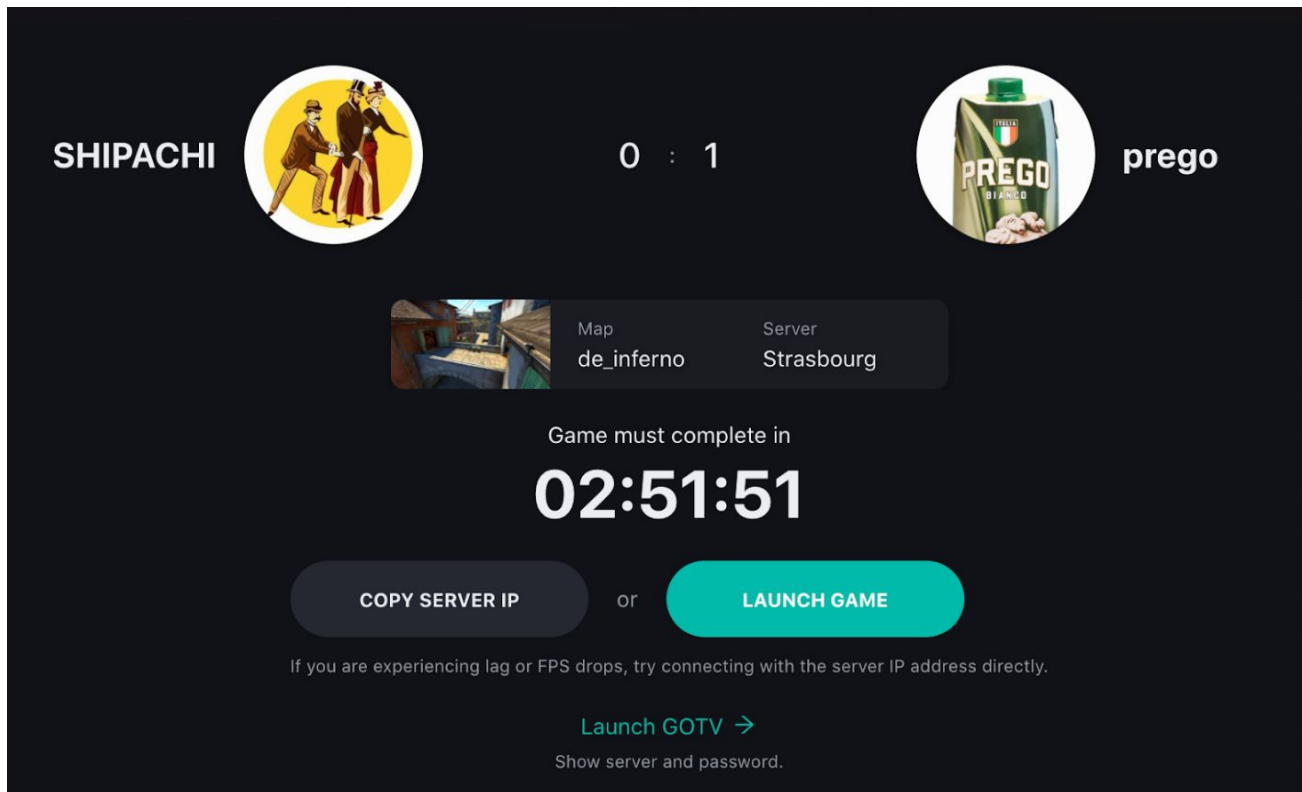
### 2.4.2 League of Legends

- All players must check-in sixty (60) minutes before the tournament start time to confirm their participation.
- If more than eight (8) teams have registered to compete, the first eight (8) teams to check-in will be the teams seeded in the bracket.
- Each player from each team must be in the game lobby and ready-up ten (10) minutes prior to the match start time.
- If a player is not in the game lobby and ready for their match time, they will forfeit their match resulting in their opponent automatically advancing to the next round.

### 2.4.3 Counter-Strike: Global Offensive

- All players must check-in sixty (60) minutes before the tournament start time to confirm their participation.

- If more than eight (8) teams have registered to compete, the first eight (8) teams to check-in will be the teams seeded in the bracket.
- Each player from each team must be in the game lobby and ready-up ten (10) minutes prior to the match start time.
- If a player is not in the game lobby and ready for their match time, they will forfeit their match resulting in their opponent automatically advancing to the next round.
- You will receive a lobby invitation to join in the Challengermode bracket ready up as seen here



## 2.5 Reporting Results

- Screenshots can be directly uploaded either on discord or challengermode/battlefy
- On Discord please use the **#report-score** channel

## 2.6 The Championship Event

- At the conclusion of the nine (9) week qualifying series, the eight (8) individual Hearthstone players, four (4) League of Legends teams, and four (4) Counter-Strike teams with the most points will advance to the Championships.
  - In the event of a tie during the qualifying process to determine final placement, the win would go to the player or team with the highest single placement in any of the weekly tournaments. Should there still be a tie, the next tie-breaker would be the second-highest placement in any of the weekly tournaments. That process would continue until the tie is broken.
- The Championships event will be held online on October 2 - 4, 2020.
- Player identification will need to be confirmed for all finalists immediately following the conclusion of the Qualifying Series.
  - A form of photo ID will need to be emailed to the Tournament Organizers.
  - If a player or team has been found to falsify who they are, they will forfeit their position as a finalist, which their open spot would then go to the player or team with the next highest point total.
- **ROSTER LOCKING:**
  - A Team may switch players and/or substitutes as many times as needed between weeks during the first eight weeks of the tournament series. After Week 8, each Team must lock in their full roster (5 Players plus 2 optional Substitutes) with the Tournament Administrators.
    - The (5) players that end up competing on the Championships Event Date must still consist of at least three (3) female-identifying members.
    - Roster Locking Deadline: **Tuesday, Sept. 1**
    - Once submitted for each week, only submitted roster and substitutes for that week may play.
    - Any roster swaps after the lock-in date must receive special permission from Tournament Administrators and will be reviewed on a case by case basis.

### 2.6.1 Prizing

- Prizing will be awarded to the eight (8) Hearthstone, the four (4) League of Legends, and four (4) Counter-Strike finalists.
- Select sponsor products will be awarded to each of these individuals as determined by Event sponsors.
  - Product will be shipped to players no later than sixty (60) days after the end of the Championships.

- A cash prize purse will be awarded and distributed to places first through fourth in all three titles.
  - Total Super Girl Gamer Pro Series prize purse = \$30,000
    - CS:GO = \$12,500
      - 1st place = \$5,000
      - 2nd place = \$3,500
      - 3rd / 4th place = \$2,000
  
    - League of Legends = \$12,500
      - 1st place = \$5,000
      - 2nd place = \$3,500
      - 3rd - 4th place = \$2,000
  
    - Hearthstone = \$5,000
      - 1st place = \$2,000
      - 2nd place = \$1,000
      - 3rd - 4th place = \$500
      - 5th - 8th = \$250
  
  - Distribution of payment will be made via direct deposit unless a check is requested by the individual.
  - Payments will be processed for deposit no later than thirty (30) days after the Championships event.
  - Payment paperwork must be received and completed correctly prior to processing payment. Required paperwork will be provided by the Tournament Organizers.
- It is the sole responsibility of the player to respond to emails or any form of communication outreach by Tournament Organizers regarding tournament prizing and payment within three (3) business days or Tournament Organizers will not be held liable for any late prizing payments or shipments.

# 3. COMPETITIVE INTEGRITY

## 3.1 Cheating Prevention

- Any form of cheating will not be tolerated for the entirety of the Tournament Series.
- This includes, but not limited to, all kinds of aimbots, wallhacks, scripters, or any software that gives a player an unfair advantage.
- VAC-banned players are prohibited from competing in the tournament.
  - If a player gets VAC-banned during the tournament it will result in disqualification for the team.
  - If a team is found to be using a VAC-banned player, the team will be disqualified.
- Matches will be broadcasted and streaming of League of Legends and Counter-Strike: Global Offensive matches is allowed.
  - If streaming, a delay set to a minimum of five (5) minutes must be in place unless mentioned otherwise by Tournament Administrators.
    - If a delay is not in place, the streamer and her team accept the possible consequences.
  - Official Broadcast of the Tournament will also have a five (5) minute delay in place to counter stream sniping.
  - Hearthstone players will not be allowed to stream their matches.
- Tournament Broadcasters and Administrators are allowed to spectate and/or join voice comms for any game at any given time.

## 3.2 Player Code of Conduct

- All players are expected to exhibit good sportsmanship and maintain respect for one another, players, the community, and the staff. This sportsmanship must be upheld during the entirety of the Tournament Series and across all platforms; in-game, on Social Media, in Discord, and in Twitch chat. Any behavior that is considered to be inappropriate and in violation of the Player Code of Conduct includes, but is not limited to, the following:
  - Non-fair-play behavior, physical or verbal abuse towards players, staff, or any participant.
  - Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to abuse, threaten or harass any other person.

- Engaging in collusion, which is an agreement between two or more teams or players on different teams to predetermine the outcome of a game.
- Hacking, exploiting, the use of any kind of cheating device and/or cheat programs, or any similar cheating method.
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage.
- Cheating, manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Administrators to be immoral, unethical, disgraceful, or contrary to common standards of decency.

### **3.3 Disciplinary Action for Misconduct**

- Any player who violates these rules may be warned, disqualified from the tournament, or banned from the Tournament Series entirely. This decision will be at the sole discretion of the Tournament Administrator depending on the severity of the action and the number of times that player has been reported. You can talk to your Tournament Administrator to report improper or suspicious behavior.

### **3.4 Disconnections**

- **League of Legends:**
  - Each team will be allotted a 15 minute timer, if play is not resumed after 15 minutes, the team that had the disconnected player will forfeit the match.
  - If a player does not connect, there will be a remake if they do not connect after 5 minutes, after, the team with the disconnected player will be allotted an additional 10 minutes to resolve the issue, if the issue is not resolved they forfeit the match.
  - After the first 5 minutes and before the first 10 minutes, if there is a disconnect and no champion kills, tower destructions, or insurmountable gold leads are present the game will be replayed with the team who disconnected having 10 minutes to resolve the issue else they forfeit the match.

- **Counter Strike**

- If there is a disconnect within the first 4 rounds the match will be replayed unless one team is leading with a 3-1 record in which case the match may be replayed with the team that has the lead keeping their lead.
- Any disconnects after the round 8:
  - If a player DCs, they are to attempt to rejoin within the next 2 rounds if they do not do so they may not reconnect and the team with a player deficit may elect to play a 4v5.

- **Hearthstone**

- Player who disconnects must reconnect to the active game, if they are unable to reconnect they lose that game. Players have ten (10) minutes to reconnect to their game.

## **3.5 Pauses**

- **Counter Strike**

- Each team will get 3 pauses per game, lasting 60 seconds each.