



MORTAL  KOMBAT™

ARENA CLASH

SUMMER 2019 SEASON RULESET

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1 Eligibility

1.1 Definition

An Arena Clash participant is a player that is participating in the Arena Clash Season. Any member of an Arena Clash team is a participant of that team and locked to it regardless of whether or not the person has played for the said team. With their participation, the participant states that he understands and accepts all rules.

1.2 Player Eligibility

Each team of Mortal Kombat players must consist of at least three players. One additional player is permitted on the roster as a nominated substitute throughout the tournament – the nominated substitute may play in lieu of a main roster player as long as their dues are paid.

Players must be aged 18 years or older in order to play in this tournament, in line with the Mortal Kombat 11 PEGI Rating.

1.3 Additional Eligibility

Arena Clash's Mortal Kombat 11 tournament will take place on PlayStation 4. All players should use their own PSN Account with PlayStation Plus.

Players may also register a second back up account, incase they are unable to access their main account for whatever reason during the tournament.

The account(s) submitted in the roster form must be used for the entire tournament.

If a player does not own a personal account on PSN then an Arena account may be available for use, however players should not count on these Arena accounts being available at all times.

2 Tournament Glossary & Common Terms

2.1 Game, Set, Match

Throughout this rulebook, and documentation relating to this tournament, the terms Game, Series, Set and Match will be used extensively – it's important to familiarise yourself with these terms and how they are used in the context of the Mortal Kombat 11 Arena Clash format to avoid potential confusion.

- **Game**
A game is classified as the most basic stage of the competition, each game is made up of up to three rounds, where each player competes to win 2 rounds.
- **Series**
A series is class as a collection of multiple games for example 3 games would be called a Best of 3 Series
- **Set**
A set is made up of multiple series or games, most commonly a set is won once a team has won 5 out of 9 series. This may be referred to as a Best of 9 Set
- **Match**
A match is a collection of sets – in the context of Arena Clash a match is usually a collection of three sets, with the first team to win two sets winning the match. Each set is worth 1 Match Point

3 Tournament Stages

3.1 Qualifying

All Mortal Kombat players must be resolved using a 1v1 format which includes playoffs for all positions from 1st-8th place.

All players MUST be given an even chance during the qualifier with any other player. Every player should be considered for the Arena Clash team, regardless of whether or not they competed in previous seasons. Once a season of Arena Clash has concluded the team is considered dissolved and all players must prove themselves in the qualifying stage.

3.1.1 Qualifier Format

Below lists how qualifiers are run based on attendance and whether groups are signed up individually or as teams. All games use the in game settings in section 5, and the procedure in section 6.3. If you will not be able to complete a double elimination bracket due to limited space, you may use a single elimination bracket instead.

1v1 Tournament:

- **4 Players:** All automatically qualify upon attending and are given free hours to play in the Arena in lieu of the qualifier tournament.
- **5-15 Players:** Create a double elimination bracket - run matches until a top 4 is decided. Top 4 players form the Championship Team, 5th-8th the Challenger team, 9th-12th the Underground team.
- **16+ Players:** Create a swiss tournament with 5 rounds. Cut to a top 8 single elimination bracket to determine a top 4. Any players tied for 9th-12th should compete in a separate round robin to determine 9th-12th position. *eg. in a 16 player tournament, after the top 8 cut, 5 players are tied in 9th with a record of 2-3, these players will face off to determine which take 9th-12th place.*
Top 4 players form the Championship Team, 5th-8th the Challenger team, 9th-12th the Underground team, 13th-16th from the second underground team.

Team sign ups:

- **1 Team:** Automatically qualify upon attending and are given free hours to play in the Arena in lieu of the qualifier tournament.
- **2 Teams:** Teams compete in the same match format as detailed in 3.2.2. The winning team forms the Championship Team, and the losers the Challenger Team
- **3 Teams:** Teams compete in a round robin, playing a single set, with each team members playing each opposing team member, with matches being scored according to how many individual game wins each players gets. Game wins are used as a tiebreaker if there is no clear winning team.
- **4+ Teams:** Teams compete in a Single Elimination bracket, using the single set format. 1st place forms the Championship Team, 2nd the Challenger Team, 3rd&4th the Underground Teams.

3.2 Group Stage

3.2.1 Group Stage Format

The group stage of Arena Clash is a round-robin format, teams are assigned to 4 separate groups and will play against every other team in their group.

The following scoring scheme will be in effect for this season of Arena Clash:

Win – 1 Point
Loss – 0 Points

3.2.2 Match Format

Teams will play two sets.

Each set will involve nine series of games (three for each player), wherein every player plays against each other once. All series in the set should be played, regardless of when a team reaches 5 wins, as points difference is used as a tiebreaker at the end of the group stage.

Series will be played as a best-of-three games or first-to-two games.

A team winning a Set will be assigned one match point, losing teams will be awarded nothing.

The team that wins the most Match Points will be awarded the overall **Win**

If teams are tied on 1 set each then a tiebreaker match must be played. Please see 3.2.3

Set scores can only ever be 9-0, 8-1, 7-2, 6-3, 5-4 or 4-5, 3-6, 2-7, 1-8, 0-9

Match scores can only ever be: 2-1, 2-0, 0-2 or 1-2

3.2.3 Match Tiebreaker

Each team must nominate a player to represent them in the tiebreaker match and this must be communicated to their admin. Admins will then relay the choice to each other. Once a player has been selected and relayed to the admin they may not be changed. The selected player does NOT need to have already played in the current match.

The tiebreaker match will be played as a single best-of-five games series and is worth 1 Match Point

3.2.4 Group Stage Progression

The top two teams in each group, based on points, once all matches have been completed will progress to the playoffs stage of the tournament.

The top two teams in each group after all games have been played will progress to the Playoffs.

If teams are tied in group position after all games are played, please refer to the Tiebreaker section below.

The number of Qualified teams from each group may vary if there are an odd amount of groups due to team numbers. This will be communicated prior to the first fixture starting.

3.2.5 Score Reporting

Admins are responsible for logging details of each game their team wins, and verifying the score for each game their team loses. For MK11, each set should be scored according to how many games each team won. If a tiebreaker set is played, it should be scored 1-0 to the winner.

3.3 Playoffs

3.3.1 Playoffs Format

The Playoffs will be an 8-team Single Elimination tournament. Teams will be drawn against each other based on group position and original seed. Winning teams progress to the next round of the bracket, while losing teams are eliminated.

All matches will be played from the Arenas on set dates and times, which will be communicated ahead of time.

3.3.2 Match Format

The same match format as the group stage will be used during the playoffs. Please see 3.2.2

3.3.3 Playoffs Progression

The playoffs will continue until only two teams remain, these two teams will then compete in the Grand Finals played at Insomnia65.

Further information regarding Insomnia65 will be relayed when possible.

4 Tiebreakers

4.1 Group Position Tiebreakers

4.1.1 Group Position Ties

In the event of a tie between teams with matching Win/Loss records at the end of the Group stage the following determinations will be used in order:

1. Head to Head
 - Head to head record is determined by reviewing previous matches played, a team that is tied on points with another team they previously defeated in the tournament will take the higher position.
2. Set Points difference
 - Points difference is calculated by taking all individual series won within sets, and subtracting all individual series lost within sets.

5 Custom Game Rules

5.1 In-Game Settings

- Kompetitive Mode - On
- Game Mode: King of the Hill
- Rounds – First to Two
- Timer – 90 Seconds

5.2 Restrictions

- Players may change character between sets
- Players may change character if they lose a game
- Players may only use tournament legal variations

5.3 Characters

All characters are allowed, unless tournament administration explicitly forbids it, or they are marked as banned. The tournament administration reserves the right to ban specific characters at any time to guarantee that no advantage gets abused. Tournament administration will do their best to send any restrictions or rule changes to the teams as soon as possible.

Any new characters that become available before the Semi-finals will be banned for approximately one week from when they are released in game, the tournament administration will communicate when the character is available and reserves the right to extend the ban if necessary.

5.4 Character Variations

Only tournament variations are legal in Arena Clash. All games must take place in Kompetitive mode - meaning players are only able to select Tournament legal variations. All cosmetics are legal.

6 Match Setup

6.1 Roster

Arena Admins must submit their starting roster to the opposing team at least 1 hour prior to the match starting. If they are any substitutions during the playoffs between games, then these must be communicated prior the next game starting

6.2 Online Game Procedure

The following steps outline the process of playing a Match.

1. Players select who hosts the lobby, using a coin flip. On Set 2 the player who didn't host Set 1 must host.
2. The host creates a Kustom Lobby with the correct in-game settings, and invite their opponent.
3. Players select their characters.
4. Players go to Stage Select and select Random
5. The Players play the first Game of the Series.
6. The losing Player of the preceding Game may choose to change characters.
7. The losing player may pick the next stage - if they do not wish to change character or stage they select "rematch"
8. The next Game is played.
9. Repeat steps 6 through 8 for all subsequent Games until the Series is complete.

In order to compete a set in the allocated time, series should be played simultaneously three at a time

6.3 Offline Game Procedure

The following steps outline the process of playing a Match.

1. Players select their sides (See 6.3.1 Side Selection). On Set 2 the players will swap sides.
2. Players select their characters.

3. Players go to Stage Select and select Random
4. The Players play the first Game of the Series.
5. The losing Player of the preceding Game may choose to change characters.
6. The losing player may pick the next stage - if they do not wish to change character or stage they select "rematch"
7. The next Game is played.
8. Repeat steps 6 through 8 for all subsequent Games until the Series is complete.

6.3.1 Offline Side Selection

Teams may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively, at the start of the Set. Players are committed to this selection for the entirety of the next 3 Series they will then alternate sides every 3 series. If Players cannot agree to a Side Selection, they will coinflip to determine who picks their side first. The winner selects a side first.

6.4 Breaks

After each series a player may take a maximum of three minutes to join the next game.

6.5 Equipment

Players are provided with a full setup of hardware and peripherals to use during the tournament.

Players have the option of using their own peripherals during each match. Player-owned equipment must be compatible with Belong-provided competition equipment. Belong is not responsible for ensuring Player-owned equipment is in working condition. Belong reserves the right to inspect all Player-Owned equipment to ensure compliance with Arena Clash rules.

6.5.1 Equipment Restrictions

- Fight Sticks and Hitboxes are permitted
- Macro & Automation functions are not permitted
- Binding multiple buttons to a single button is permitted (i.e. 3+4 to shoulder button)

6.6 Coinflip Clarification

The coinflip will determine which team wins or loses the flip based on team name in alphabetical order.

Heads: Team with alphabetical priority picks

Tails: Team without alphabetical priority picks.

Alphabetical priority is determined in the following way:

Team A has priority over teams B, C, D etc.

Team Aardvark has priority over team Angel (Aa vs An) etc.

7 Bugs and Glitches

It is up to the tournament administration discretion whether the use of any bugs had an effect on the match, and what penalty they will incur. Admins should pause the game and report these to the representative as soon as possible.

7.1 Rehosting

Rehost rules are specified below, including the conditions in which they will be allowed:

- Any issue before the preparation phase starts (game, software or hardware related)
- Player can't move (unless it's done on purpose) - rehost in the first 30 seconds of the game, if the affected player has not inflicted damage
- Game mechanic not working as intended - rehost up to the first 30 seconds of the action phase, no damage taken by anyone
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the game.

Each team can receive up to 1 rehost per series maximum.

In case the above conditions are met, players should instantly request a rehost to their Arena Admin, followed by the reason. Arena Admins must immediately inform their opponents Admin. Players should continue playing until the rehost is confirmed by an Arena Admin. Once confirmed, everyone should instantly end the game.

If a match is interrupted then it should be continued where it left off, by re-host. If a game is to be replayed due to a rehost, players must choose the same characters, same stage and the current rounds will be the same.

8 Title Specific Infractions

Definitions for all penalties can be found in the Arena Clash Infractions and Penalties Guide.

8.1 Failure to Attend

Penalty: Game Loss

Teams must be ready to play at the scheduled times on the fixtures master document.

Up to 15 minutes may be used if difficulties occur in regard to getting players in-game. If it is likely a team is either going to be late or miss the scheduled start time, then the Team Admin or arena staff must report the fact to the League Operator via pre-approved discord channels (DMs or other platforms of communication are not acceptable).

If a fixture has not started 30 mins after the schedule start time due to a player not being in attendance on time, then they will receive a Game Loss.

After this they will receive another Game Loss every 15 mins until they either lose all of their games against each opponent or are able to attend and complete the remaining games.

All other players should continue through their games during this time if able.

In the case of technical issues, the representative will decide and relay the decision to each tribe. Teams will not be forced to forfeit any games due to technical issues.

8.2 Using banned characters

Penalty: Game Loss

A list of Banned Characters is available to each player. Any player that selects and locks in a banned character will receive a Game Loss.

8.2 Using Non-Tournament Variation

Penalty: Game Loss

Only tournament legal character variations may be used. It is each player's responsibility to ensure they choose a legal variation. The lobby not being set to Competitive mode is not a valid reason not to use a legal variation. Any that player selects and locks in a non-tournament variation will receive a Game Loss.

8.3 Not choosing random stage

Penalty: Game Loss

Players may only select Random Stages in the first Game of each Series. If a player chooses a specific stage during the First Game they will immediately receive a Game Loss.

8.4 Illegal Character Swap

Penalty: Game Loss

Players may only swap characters in between sets, or if they lost the last round played. A player that switches character outside of these circumstances will receive a game loss. That player must then revert to the character they were playing before the switch.

A player may not switch characters if they lose a round due to a rules infraction penalty.

8.5 Use of Bugs and Glitches

Penalty: Series Loss

Any player found using a Bug or Glitch to gain a competitive advantage will receive a Series Loss.

8.6 Rehosts

Penalty: Game Loss

Giving an invalid reason for a rehost, or leaving the match before having approval to do so will lead to instant game loss to the player that uses it.

8.7 Unlisted Punishments

If an admin or player believes a rule has been broken and there is no assigned punishment for it, they must contact the representative as soon as possible with details and evidence. The representative will judge the case and assign a penalty if required.