1. Introduction

1.1. This is the official rulebook for Campus Legends SEA: Street Fighter 6. This document summarises the rules and regulations that govern the Tournament, ensuring fair play and consistency throughout the competition. These Rules shall be read in conjunction with the Campus Legends Code of Conduct (**Code of Conduct**)

1.2. Scope

    1.2.1.   These rules apply to all participants involved in Campus Legends SEA - Street Fighter 6.

1.3. Purpose

    1.3.1.   The purpose of these rules is to establish clear guidelines for gameplay, Team conduct, and Tournament operations, thereby promoting fairness and integrity in the Tournament.

1.4. Compliance

    1.4.1.   It is the responsibility of all participants to familiarise themselves with and adhere to these rules. Ignorance of the rules will not be accepted as an excuse and may result in penalties for non-compliance.

2. Eligibility

2.1. Player Eligibility

    2.1.1.   Be a Citizen in any participating Southeast Asia Region country.

    2.1.2.   Be enrolled in any Institute of Higher Learning (IHL), Institute of Technical Education College, Polytechnics, or Universities (as evidenced by a valid and official document issued by such IHL)

    2.1.3.   Use no more than one in-game name for the entire duration of a Campus Legends Tournament. Such in-game names must be appropriate for a public audience. They cannot contain any offensive, toxic, or harmful words or phrases in ANY language, or otherwise violate the Campus Legends Code of Conduct.

    2.1.4.   Comply with all requests from Tournament Officials for information to prove their eligibility. This includes, but is not limited to, conducting student status and identity verification checks.

Note: An IHL student awaiting graduation shall be permitted to participate in a Campus Legends Tournament, provided that their official transcript certifying their graduation has not

yet been issued by the team's registration date for the respective Campus Legends Tournament.

2.1.5. Use no more than one in-game name for the entire duration of a Campus Legends Tournament. Such in-game names must be appropriate for a public audience. They cannot contain any offensive, toxic, or harmful words or phrases in ANY language, or otherwise violate the Campus Legends Code of Conduct.

2.1.6. Comply with all requests from Tournament Officials for information to prove their eligibility. This includes, but is not limited to, conducting student status and identity verification checks.

2.2. Registration

2.2.1. Registration for any Campus Legends Tournament shall be in accordance with such methods and procedures as shall be communicated through Campus Legends' or SCOGA's social media pages, or the Campus Legends channel on Discord.

2.2.2. Any non-compliance with any registration method or procedure may affect any player's or team's eligibility to participate in such Campus Legends Tournament.

2.2.3. Only 1 PSN, Xbox Network, Steam account or Nintendo Account per player is allowed to register for the Tournament.

2.2.4. If it is verified that a player has registered with more than one account, he/she will not be allowed to participate in the CL SEA for that year.

3. **Individual Conduct**

3.1. It is every player's individual responsibility to ensure that they adhere to the Campus Legends Code of Conduct throughout the entirety of the Campus Legends Tournament. Any violations of the Code of Conduct may result in action taken against any player described in **Section 5 of the Code of Conduct.**

4. Prize

4.1. Table of Prize Pool

Campus Legends SEA Street Fighter 6 (SG$3,000 worth of cash & product)	
1st Prize	SG$1,000 + 1x ARION Superlight Wireless Gaming Mouse
2nd Prize	SG$600 + 1x BALIOS Ultralight Wired Gaming Mouse
3rd Prize	SG$400 + 1x BALIOS Ultralight Wired Gaming Mouse
4th Prize	1x BALIOS Ultralight Wired Gaming Mouse
5th-12th Prize	8x Canter XXL1 Hard Speed Deskmat (1x Each)

4.2. Terms & Conditions

4.2.1.   Monetary prizes shall be awarded to the teams within 90 days after the Tournament concludes, and the teams must provide the designated receiving accounts at that time.

4.2.2.   Product prizes should be sent and collected by the teams within 90 days after the end of the Tournament. Failed collection of product prizes by the team 30 days after delivery will be considered as forfeiture.

5. Match Setup and Processes

5.1. Game Client Version

5.1.1.   All matches are played on PC, provided by the Tournament organisers onsite.

5.1.2.   All matches are to be played using the latest version of the game client that is available.

5.2. Match Settings

5.2.1.   Games will be played in:
- Fighting Grounds
- Versus / Offline
- One on One
- Commentary Settings: Off
- Rounds: 3
- Timer: 99
- Control Type: Modern or Classic (Dynamics is not available)
- Button Release Input: off or on
- Advantage: No Advantage

- Stage: Random

All OPTION settings are default except the following two settings:
Graphic Settings: "Motion Blur On" & "Input Delay Reduction On" "Damage Display Settings: No Display" & "Pause Menu on Long Hold On"
Player side selection (1P or 2P) will be determined by the players onsite. The Officials will administer Coin Flip if a final decision can not be reached.

5.3. Characters

5.3.1. There is no restriction on any prohibited characters. SCOGA reserves the right to update the list of prohibited characters, costumes, and/or colours throughout the Tournament.

5.3.2. Character selections are through the "Standard Method." Both players will choose their characters to use at any given time. Once the character has been selected, they cannot change their character.

5.4. Match Progression

6.4.1 The Match series ends when either player takes the specified number of Battles. (First to 2 / First to 3)

6.4.2 Once either player has won the prescribed number of Battles, the winner of the match reports the result to the Officials with a screenshot of the Match result(s).

6.4.3 The player who won the previous Battle (within their FT2 / FT3 series) does not have the right to change sides; as for the player who lost the last Battle. They are free to switch sides if needed (1P, 2P) or remain on their sides and proceed to the next Battle.

5.5. Contactability

5.5.1. Each Player must have a Discord account for communication with Campus Legends Officials and join the Campus Legends SEA Discord Server: https://discord.gg/ehA663c4

5.5.2. Each Player must also be readily contactable and responsive through Discord, their mobile device, and in-game throughout the entirety of the Campus Legends Tournament. This is particularly important for Campus Legends Officials to verify all Players participating in every Game. The failure of any Player to be contactable beyond a grace period of 10 (TEN) minutes may result in the Player being deemed ineligible to participate in any Game, Match, or the Campus Legends Tournament, which may in turn lead to forfeiting such Game or Match, or be disqualified from the Campus Legends Tournament altogether.

5.6. Match attendance

5.6.1. Players participating in any Game must be ready 30 minutes before its scheduled start time. This is to allow Campus Legends Officials to conduct any identity and /or eligibility verification checks (including presenting any relevant document as proof of eligibility) at any point before the start of any Game.

5.6.2. Suppose there is a violation of Section 5.5.1 or 5.5.2. In that case, Campus Legends Officials reserve the right to deny the participation of such Players in violation or to declare that they have forfeited the relevant Game or Match.

5.6.3. To ensure the smooth progress of each Match and avoid any violation of Section 5.5.2, Players are advised to avoid going for breaks between Games during a Match. Campus Legends Officials will only grant extended breaks between Games within a Match in exceptional circumstances.

5.7. Game progress and interruptions

5.7.1. Once a Game becomes a Game of Records (in accordance with the rules and regulations), it will be considered officially in progress and scored. A Game of Record will not be paused or restarted, except in the event of a Terminal Situation, and only at the sole discretion of Campus Legends Officials. Once both players have decided on Coin flip and Character Selection, it will be categorised as GOR, further disclosure in 6.7.2

5.7.2. If either player or the Tournament Organiser reports during the 1st ROUND that the game setting is wrong, or a prohibited stage has been used, then the BATTLE will be null and void. If there is no report from either player or the Tournament Organiser that a prohibited stage has been selected and the BATTLE proceeds, the BATTLE will be considered valid as the second ROUND begins.

5.7.3. Suppose a player suffers a disconnection due to an Unintentional Connection or a Terminal Situation. In that case, the Player should not only pause the Game (if possible), but also promptly alert a Campus Legends official and explain the pause.

5.7.4. In the event of a Terminal Situation, Campus Legends Officials shall first determine at their own discretion the severity of such Terminal Situation, and may make such directions to rectify or mitigate the effects of such Terminal Situation, which includes restarting a Game or awarding a game victory (in accordance with Section 6.8).

Examples of such directions include: If a Terminal Situation has significantly disadvantaged a Participant, the said Participant may be offered the opportunity

to remake the Game (especially if the Game has not yet become a GOR). Rules governing Game processes, such as game settings, may be modified on a case-by-case basis to maintain fairness between the teams.

5.7.5. An Intentional Disconnection may be a violation of the Code of Conduct. If an Intentional Disconnection is found, Campus Legends Officials reserve the right to take action against the player(s) involved. Players may be subject to disciplinary action in accordance with the Code of Conduct, while the Game or Match in question may be deemed forfeited.

5.8. Results

5.8.1. Upon completion of every Game, the Winning Player must send a screenshot of the Game result to Campus Legends Officials via Discord. Any failure to report the end-match consequence may result in the participant(s) forfeiture or disqualification.

5.8.2. If a Match is forfeited, the results will be reported as the minimum score required to win the match (e.g., 2-0 for first-to-2).

5.9. Awarded Game Victory (Situational)

5.9.1. In the event of a technical difficulty which may result in a game restart, Campus Legends Officials may instead choose to award a game victory to a specific Participant. This is under the condition that Campus Legends Officials determine that a Participant cannot avoid defeat to a degree of reasonable certainty. The following criteria will be considered to determine the reasonable certainty:

5.9.1.1.   If a game has been played for more than 1 Round in the current battle

5.9.1.2.   A match cannot be a draw in any Tournament.

5.9.1.3.   The inevitable defeat rule applies. Inevitable defeat means that if a player has properly won the round in question (e.g., with a move to defeat an opponent hit), but pauses before the game has awarded him the victory icon, he still wins the game. A typical example of this rule is a scenario where player 1 uses a Super Arts on player 2, but since it's a grabbing move, no damage is inflicted until the last hit is processed. In this case, player 2 would still have been defeated adequately by ROUND. If there is a disagreement as to whether a technique KO'd the other player, the judges or Tournament Organisers will unpause the match to check the result of the technique, and if the opponent was not knocked down by the technique, the

player who interrupted the game play will be considered to have lost the ROUND in question.

6. Campus Legends Tournament Format

6.1. Playoffs and Grand Finals

- The 8 players who have qualified to Campus Legends SEA through their respective Campus Legends Country Qualifiers and Last Chance Qualifier will compete in a single-elimination bracket.

- All rounds leading up to the Grand Finals are Best-Of-3 Series. The Grand Finals Match will be a Best-Of-5 Series.

- Round 1 and Round 2 Odd and Even Match details will be played concurrently, with one match being played on stage (livestreamed) and the other off stage. Matches to be played on stage and livestreamed will be selected by Campus Legends Officials.

- All semi-finals and Grand Final Matches will be played on stage and livestreamed.

- The Winner of the Grand Finals match will be determined the Champion of Campus Legend SEA.

- A third-place decider match will be played off stage to determine the second runner-up / 3rd prize winner.

- Live Challonge Bracket Link:

  https://challonge.com/785bepa2

7. Documentation and Official Requests

Documentation or other reasonable requests may be made of any player or team by Campus Legends Officials at any time throughout the duration of a Campus Legends Tournament. These could be made for purposes including (but not limited to) eligibility verification, or the investigation of any potential violation of the Code of Conduct or any rules or regulations about the Campus Legends Tournament. Any player or team that fails to cooperate with any such request may be penalised.

8. Contingencies

To keep these Rules as concise as possible, it is impractical to make provision for every contingency that may arise in the course of Campus Legends.

Accordingly, if in the course of Campus Legends any gap in the Rules & Regulations is disclosed or anticipated, Campus Legends Officials may act with the necessary authority and at their sole discretion consistent with the spirit of other Campus Legends rules or its code of conduct, including making such decisions or declarations or taking any other action against any player or team, to defend the best interests of Campus Legends.

9. Finality of decisions

Any decision made by Campus Legends Officials with respect to these rules shall be final and cannot be appealed, and shall not give rise to any claim for refunds, monetary damages or any other legal or equitable remedy.

10. Amendments

The Rules and Regulations may be amended from time to time. These amendments shall take effect when they are posted on the Campus Legends website, and any such amendment shall be deemed accepted by your continued participation in Campus Legends.

11. Interpretation

In these Rule books, and unless the context requires otherwise:

"**Campus Legends Tournament**" means the scheduled Tournament consisting of qualifiers (if any), group stages, and finals in respect of a particular game title, which shall commence upon its official announcement and end upon the conclusion of its final scheduled match.

"**Game/Battle**" means an individual instance of a game title that is played until a winner is determined in accordance with the specific rules of the game title or the relevant Campus Legends Tournament.

"**Game of Record**" or "**GOR**" means a Game which has progressed to a point of meaningful interaction between the opposing teams, based on such conditions as are set out in Section 6.7.1

"**Intentional Disconnection**" means a player losing connection to a Game client due to the player's actions (e.g. quitting the game client or pulling the plug), regardless of the player's actual intent.

"**Match**" means the set of Games/Battles that is played until one team wins the majority of the total Games (e.g. winning three Games in a Best of Five match/First to 3).

"**Terminal Situation**" means a situation where, at the sole discretion of Campus Legends Officials, either or both teams have been significantly disadvantaged due to a situation beyond the control of either team.

"**Unintentional Disconnection**" means a player losing connection to a Game due to problems or issues with the game client, network, or gaming device in a manner that does not fall within the definition of an Intentional Disconnection.

Campus Legends reserves the right to change the Rules and Regulations.