

Campus Legends® Singapore Season 8: Street Fighter 6

1. Introduction

1.1. This is the official rulebook for **Campus Legends® Singapore Season 8: 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® Singapore - Code of Conduct**.

1.2. Scope

1.2.1. These rules apply to all participants involved in Campus Legends® Singapore Season 8, including:

- Players

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 Singaporean Citizen, Permanent Resident, Student's Pass or Long-Term Pass Holder (as evidenced by a valid and official document issued by the Singapore Immigration & Checkpoints Authority).

2.1.2. Be residing in Singapore throughout the duration of the Campus Legends® Tournament.

2.1.3. Be enrolled in a local Institute of Higher Learning (IHL), being an institute of Technical Education College, a Local Polytechnic, or a Local University (as evidenced by a valid and official document issued by such IHL)

2.1.4. 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 and cannot contain any offensive, toxic, or harmful words or phrases in ANY language, or otherwise be in violation of 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 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.

3. Individual Conduct

3.1. It is every player's individual, as well as every team's collective, responsibility to ensure that each and every player adheres to the 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 or team described in Section 5 of the Code of Conduct.

4. Prize

4.1. Prize details will be announced at a later stage by the Tournament Organisers.

4.2. Terms & Conditions

4.2.1. Monetary prizes shall be given to the teams respectively within 90 days after the end of the tournament and the designated receiving accounts are to be provided by the teams after the conclusion of the tournament.

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 Desktops 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.
- 5.1.3. To avoid any undue delays, all players should ensure that their game client is updated before the start of any match.

5.2. Match Settings

- 5.2.1. Games will be played in the following settings:

- 5.2.1.1. Fighting Grounds
- 5.2.1.2. Versus / Online
- 5.2.1.3. One on One
- 5.2.1.4. Commentary Settings: Off
- 5.2.1.5. Rounds: 3
- 5.2.1.6. Timer: 99
- 5.2.1.7. Control Type: Modern or Classic (Dynamics is not available)
- 5.2.1.8. Button Release Input: off or on
- 5.2.1.9. Advantage: No Advantage
- 5.2.1.10. Stage: Random

- 5.2.2. All OPTION settings are default except the following two settings:

- 5.2.2.1. Graphic Settings: “Motion Blur On” & “Input Delay Reduction On” “Damage Display Settings: No Display” & “Pause Menu on Long Hold On”
- 5.2.2.2. Player side selection will be determined between the players, if not a coin flip will be administered by the Tournament officials for the side selection. The winner of the coin flip will choose the side of his/her choice

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. Contactability

- 5.4.1. Each player must have a Discord account for communication with Campus Legends® officials. This Discord account must be set up by such time as directed by Campus Legends® officials.
 - 5.4.2. 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 the team forfeiting such game or match, or be disqualified from the Campus Legends® tournament altogether.
- 5.5. Match attendance
- 5.5.1. To confirm their attendance for any match, each player must check in on the Campus Legends Discord channel 1 (ONE) hour prior to the scheduled start time for the Match Day.
 - 5.5.2. In addition players participating in any game must be ready from 30 minutes prior to 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 prior to the start of any game.
 - 5.5.3. If there is a violation of Section 5.5.1 or 5.5.2, Campus Legends officials reserve the rights to deny the participation of such players in violation or to declare that the player has forfeited the relevant game or match.
 - 5.5.4. 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.
- 5.6. Game progress and interruptions
- 5.6.1. Once a game becomes a “Game of Records”(GOR) in accordance with the rules and regulations, it will be considered as officially in progress and scored. A GOR will not be paused or restarted, except in the event of a “Terminal Situation”, and only at the sole discretion of Campus Legends® officials. The following to determine GOR:
 - 5.6.1.1. Any attack or ability landing opposing characters.
 - 5.6.2. In the event where a player suffers a disconnection due to an “Unintentional Connection” or a “Terminal Situation”, either player should not only pause the Game,

but also promptly alert a Campus Legends® official and explain the pause. In any case, any player who experiences a disconnection, whether it is through a connection interruption, game client crash, computer or device crash or any other reason whatsoever, should use their best efforts to return to the game as soon as possible and continue playing.

5.6.3. 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 (in accordance with the Section 5.8).

5.6.3.1. Examples of such directions include: If a player has been significantly disadvantaged by a “Terminal Situation”, the player may be offered the opportunity to remake the game with the same characters existing prior to the “Terminal Situation” (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.

5.6.4. 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.

5.7. Results

5.7.1. Upon completion of every game, both players must send a screenshot of the game result to Campus Legends officials via Discord. Any failure to do so by a team captain may result in their team’s forfeiture or disqualification.

5.7.2. In the event that a Match is forfeited, such results will be reported by the minimum score it would take to win such a match (e.g. 3-0 for best-of-five).

6. Campus Legends Tournament Format

6.1. Institutional Qualifiers: 6th - 7th June

6.1.1. Players will face off in a Single-Elimination, Best of 5 (BO5) format to determine the school representatives who will proceed into the Group Stage and Playoffs.

6.2. Group Stage & Playoffs: June - July Period

6.2.1. Group Stage & Playoffs:

6.2.1.1. The top players will compete in a Best of 7 (BO7) Double Eliminations Format up to the Lower Bracket and Upper Bracket Grand Finals.

6.2.2. Grand Finals: 1st - 2nd August CL Grand Finals @ *SCAPE

6.2.2.1. Upper Bracket and Lower Bracket Grand Finals will be a Best of 9 to determine the Champion.

7. Documentation and Official Requests

7.1. 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 pertaining to the Campus Legends® tournament. Any player or team that fails to cooperate with any such request may be penalised.

8. Contingencies

8.1. 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

9.1. 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

10.1. 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

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

- 11.1.1. **“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.
- 11.1.2. **“Game”** 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.
- 11.1.3. **“Match”** means the set of Games that is played until one team wins the majority of the total Games (e.g. winning three Games in a Best of Five match).
- 11.1.4. **“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 the Section 5.6.
- 11.1.5. **“Terminal Situation”** means a situation where, at the sole discretion of Campus Legends® officials, either or both teams has been significantly disadvantaged due to a situation beyond the control of either team.
- 11.1.6. **“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.
- 11.1.7. **“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.

12. **Reservation of Rights for Rules And Regulations**

- 12.1. Campus Legends® reserves the right to change the Rules And Regulations.