Clash OnAir Cup x Campus Game Fest Special Series

Rules and Regulations

1. Organizer

Organized by Easy OnAir Sdn Bhd & C2E4 Pte Ltd

Supported by Level Infinite and Timi Studio Group

2. Participation Requirements

2.1   Age requirements:

Any participants below 16 years old need parental/guardian consent to join

the tournament.

2.2   Team composition:

A.   5 players

B.   1 substitute (Optional)

2.3   Information needed:

A.   Team Name,

B.   Player's Name

C.   Player's Phone Number

D.   Player's Email

E.   Player's Nationality

F.   Player's IGN

G.   Player's UID

H.   Player's Discord.

2.4   Registration Deadline
        12th October 2024, 8:00pm GMT+8.

3. Format and Scheduling

3.1   Format

A.   Tournament format: Single Elimination

Best-Of-1 for Round 1, 2, 3

Best-Of-3 for Round 4 and Semi Finals

Best-Of-5 for Grand Final

- B.   Tournament location: ITE College Central, Singapore

- B.   Participants should be responsible for their travelling expenses, including buying the entrance ticket for the event. Price for the entrance ticket is SGD 50

- B.   Register and buy your team's tickets at ticketing.cgf.sg

- B.   Global Ban Pick will be implemented. I.e. if Blue Team picks Loong. Blue Team cannot pick Loong for the rest of the series. But the Red Team can pick Loong, and afterwards cannot pick Loong for the rest of the series. Each time a team qualifies to the next series, the Global Ban Pick will be reset.

- B.   The maximum participating team is 64 teams. Brackets will be adjusted according to the number of participants.

- B.   Brackets (32 teams) example is shown below:

3.2 Scheduling

A.   Tournament date: **26th - 27th Oct 2024**

B.   Tournament time: **11am - 7pm**

C.   For match timing can refer to the schedule below. Exact schedule will be shared on Discord.

Match	Round	Day	Time	Format	Live Stream
Match 1-4	Round 1	26th October, Saturday 2024	11:00	BO1	1 Selected
Match 5-8	Round 1	26th October, Saturday 2024	11:30	BO1	1 Selected
Match 9-12	Round 1	26th October, Saturday 2024	12:00	BO1	1 Selected
Match 13-16	Round 1	26th October, Saturday 2024	12:30	BO1	1 Selected
Match 17-20	Round 1	26th October, Saturday 2024	13:00	BO1	1 Selected
Match 21-24	Round 1	26th October, Saturday 2024	13:30	BO1	1 Selected
Match 25-28	Round 1	26th October, Saturday 2024	14:00	BO1	1 Selected
Match 29-32	Round 1	26th October, Saturday 2024	14:30	BO1	1 Selected
Match 33-36	Round 2	26th October, Saturday 2024	15:30	BO1	1 Selected
Match 37-40	Round 2	26th October, Saturday 2024	16:00	BO1	1 Selected
Match 41-44	Round 2	26th October, Saturday 2024	16:30	BO1	1 Selected
Match 45-48	Round 2	26th October, Saturday 2024	17:00	BO1	1 Selected
Match 49-52	Round 3	26th October, Saturday 2024	17:30	BO1	1 Selected
Match 53-56	Round 3	26th October, Saturday 2024	18:00	BO1	1 Selected
Match	Round	Day	Time	Format	Live Stream
Match 57-60	Round 4	27th October, Sunday 2024	12:00	BO3	Yes
Match 61	Semi Finals 1	27th October, Sunday 2024	13:00	BO3	Yes
Match 62	Semi Finals 2	27th October, Sunday 2024	14:00	BO3	Yes

Match 63	Grand Final	27th October, Sunday 2024	15:00	BO5	Yes, on stage

Honor of Kings Championship 2024 Watch Party

27th Oct, Sunday @18:00

4. Competition Rules

4.1 Player Eligibility

A.   All players participating in the Clash OnAir Cup x Campus Game Fest Special Series must enter with their registered Honor of Kings IGN.

B.   The game account will be used to invite players into custom matches and for verification purposes.

C.   Players are not allowed to change their Honor of Kings IGN for the duration of the tournament to prevent verification issues.

D.   Players must use the account used to register into the tournament and are not allowed to use a different account for the tournament.

E.   This is a community level tournament. Therefore, contracted professional teams, teams that have participated in A-tier Tournaments or higher, are not eligible to join this tournament.

4.2 Registered Players

A.   Teams are only allowed to play with players registered on the team roster during the registration phase.

B.   Players are not allowed to be playing for more than one team during the tournament.

4.3 Game Pause

A.   There will be no pause allowed during the non-stream match. For streamed matches, players are to notify the marshall immediately.

B.   A maximum of 5 minutes pause would be allowed.

C.   Pausing without reason will be punished according to the organizer's discretion.

D.   Any delays need to be kept to a minimum; no time wastage is allowed.

4.4 Roster Lock

A.   Rosters will be locked during the first team Check-ins. Once the roster is locked, there may be no more additions or player changes made.

B.   The Check-in will be held on 24th October 2024 at 8pm.

C.   The Team's Captain will be contacted personally regarding the check in time.

4.5 Game Version

A.   All games are to be played using the latest version of Honor of Kings available on AppStore or Google Playstore.

B.   Any updates must be installed before the start of the tournament.

4.6 Choosing Sides

A.   All first round match sides will be decided by coin toss, the coin toss winner will make the side selection.

B.   Losing team will get a side selection for the next game.

4.7 Match Settings

A.   Selected games will be streamed, and lobbies will be created by admins for these games.

B.   For non-streamed matches, team captains will be tasked to create the game lobbies.

C.   Teams are not allowed to surrender the game no matter the in-game situation, games must be played until the crystal has been destroyed. Any surrenders will be punished with a penalty.

4.8 Disqualification

A.   To maintain fairness during the tournament, the Organizer reserves the rights to disqualify teams. Teams found in the following scenarios will be disqualified from the tournament:

- Deliberate stalling of the game can result in losing that game or series entirely

- Deliberate leaving of a match before it ends can result in forfeit and winning point awarded to the opposing team

- Failure to follow Global Ban/Pick Rules, or deliberately picking heroes already used in an earlier game within the same series.

- Using an account that is not registered

- Usage of exploits or third-party programs/cheats/game breaking exploits will result in player and/or team disqualification

- Unsportsmanlike conduct (Toxicity in chat, excessive bad manner and etc.) will result in player and/or team disqualification

- Betting or match fixing will result in player and/or team disqualification

- No Show or severe unpunctuality

5. Tournament Schedules and Administration

5.1. Tournament and Match Fixtures shall be posted in Clash OnAir Cup's Discord channel.

5.2. If any team is not ready during the designated time decided by the Organizer.

A.   their opponent can take a default win by contacting an official and having him check the in-game lobby.

B.   In order to keep the Tournament on schedule, teams may not wait more than 10 minutes, or both teams may get disqualified.

C.   If both teams agree, they can delay for a maximum of 10 minutes.

D.   whoever has the most players in the team during the 10 minute window in the lobby will be granted a default win and must report to an official to check the lobby.

5.3. All results must be reported to tournament officials via Discord right after the match within 10 minutes by the Team Captain.

A.   Teams should screenshot the end-of-match result screen for verification purpose

5.6. Draft Pick Tournament lobby will be created by the tournament official or tasked captains.

A.   Team captains will be notified to join and check in before the tournament.

B.   Respective team captains are to invite their team members to join the lobby.

5.7. Substitution of players shall only take place prior to tournament official verification process every match.

A.   Team captain is required to notify the Tournament official.

5.8. Tournament officials will verify all players virtually in the lobby before allowing draft mode to begin.

5.9. Should a team be absent or uncontactable during registration/attendance taking phase, exceeding the waiting time shall be marked late and not allowed to participate in the match/tournament.

5.10. All Teams are responsible for smooth and stable internet accesses for their matches during the match.

5.11. All Teams are responsible for their electrical power supply for their mobile devices.

5.12. All Players are responsible to be contactable throughout the tournament.

5.13. Players are to make full use of the break time (for Toilet/food and etc.) in between rounds or during the allocated break time, as they may not have breaks during a break and/or after a game.

6. Organizer's Rights

6.1 The Organizer may overrule any of the rules mentioned above based on the situation on a case by case basis, at their discretion.

6.2 In case of any dispute, the Organizer's decisions are final after investigation.

6.3 There needs to be a minimum of 8 teams before the tournament can proceed.

6.4 By registering, Teams acknowledge that all usage of photos, videos, and any form of recording during the tournament have been given legal consent by the players for media and marketing purposes.

7. Prize Pool Distribution

7.1. All prize pools will be paid within 45 days after the conclusion of the Tournament.

7.2. Monetary prizes for foreign teams will be issued through PayPal according to the conversion rate on 27th October 2024.

7.3. All prizes are to be collected by the registered team captains. The team captains are responsible to ensure that his team members will receive the prizes.

7.4. The Organizers are not responsible for any internal dispute of the teams.

7.5. Total Prize Pool: SGD2000

Champion: SGD1000

2nd Place: SGD500

3rd and 4th Place: SGD250