WASD Melty Blood: Type Lumina Tour

Rules and Regulations
December 31, 2022

The **WASD Melty Blood: Type Lumina Tour** is set up in a double elimination fashion where the winner of the loser's bracket must defeat the winner of the winner's bracket twice to claim first place (once to reset and then again to take the top spot).

All rounds will be best of three (3), with the exception of the winner's finals, loser's finals, and grand finals which will be best of five (5).

Players may mutually agree on who takes the Player 1 and Player 2 sides before the match or, if no consensus can be made, can ask a Tournament Organizer (TO) to flip a digital coin.

Players may select any stage. Regarding character swaps, only the loser may make character changes mid-set. Between rounds, however, players should feel free to modify their selection as they see fit.

Battle mode will be the default 1 vs. 1, and the time limit will remain the default 99.

In the rare event of a tie, declared by a Double K.O. screen in the Game, the Game will not be scored and both players will replay the tied Game with the same characters and on the same stage.

All tournament participants *must* check in via the WASD Discord #tournament-check-in channel before the tournament starts, have Discord notifications enabled, and use a username that matches their name on Challonge or be subject to penalties including possible **disqualification**.

In short: if we cannot ping you we will DQ you—no exceptions.

Connection Testing

All entrants must visit speed.cloudflare.com and submit a screenshot of their results which includes the PC taskbar (as proof of a wired connection) to the tournament staff (ImpurestClub, any Moderator, or anyone in the Support Staff category in the WASD Discord) via DM upon registration.

If you have not had your connection properly vetted at least one hour before tournament start you'll be DQed from the bracket. Players who failed an initial test may request a retest should they make a *substantial* change to their networking setup that could positively affect their results. Likewise, players with an okay should seek out another test should they make a meaningful change to their network that could adversely affect their results.

If a player plans on streaming, they should test their connection **while streaming** to ensure no extra lag will be introduced to their gameplay.

If a player who requires it has not had their connection properly vetted at least an hour before a given tournament starts they will be **disqualified** from the bracket.

Additionally, **all players will be required to use an ethernet cable.**

Finally, if we learn a player has lied about their region to enter bracket or has installed a patch of some sort to hide their Wi-Fi status in game they will be explicitly ***banned from all other tournaments in the season***.

Lag and Connection Issues

DISCLAIMER 1: IF YOU CANNOT HANDLE PLAYING IN AN ONLINE ENVIRONMENT AND POTENTIAL ISSUES WITH THE NETCODE PLEASE DO NOT ENTER OUR EVENTS.

Should connection complaints arise mid-tournament both players involved will be asked to:

1. Run a simple ping test to check their respective network jitter and upload/download speeds at speed.cloudflare.com.

The results will then be submitted to one of the bracket runners via a screenshot. **Excessive packet loss and/or jitters over 20ms will result in a DQ and the requirement that you retest before entering another tournament.** This is a hard limit and applies to both players (yes ImpurestClub will DQ both participants of a set if necessary).

If both players pass Step 1 we'll:

2. Quickly interview their past matches to see if there were any unreported connection issues.

3. If both players are deemed to have a fine connection they will be asked to play the set through. If both players decline the result will be determined via a *single coin flip* with the winner moving on. (Coin will be flipped using the !coinflip command). Otherwise, if only one player is willing to play the set through that player will advance through the bracket.

WARNING: IF YOU HAVE CONNECTION ISSUES PLEASE LET WASD SUPPORT STAFF KNOW ASAP. IF YOU COMPLAIN AFTER A SET IS SAID AND DONE YOU WILL HOLD THE RESULTS OF YOUR SET NO MATTER THE CONNECTION ISSUES.

DISCLAIMER 2: Keep in mind that netcode for most current FGs is very touchy and based peer to peer. Connection test results are enough to pass you, but unfavorable games can always happen. We encourage you to play as many games as you can with the other entrants *before the tournament starts* to get a general feel for the connections you'll be playing in.

THE FINE PRINT: The rules above are by no means comprehensive. Should an event arise that isn't clearly covered by them the tournament organizer (ImpurestClub, WASD Moderators, and WASD Support Staff) will have final say regarding the situation.

Willful Disqualification

Any participant who leaves a bracket midway will receive their earned placement up to that point.

Additionally, if this becomes a regular occurrence, said player may be barred entry to future events including but not limited to regular season tournaments, the LCQ, and the Finals Event.

Scoring

At the end of each tournament in the Tour (excluding the Finals Event), points will be assigned based on final placement as follows:

Placement	Points
1st	200
2nd	150
3rd	100
4th	70
5th	45
7th	25
9th	15
13th	10

Total points earned during the Tour will help determine the players invited to participate in the Finals Event.

Last Chance Qualifier

The **Last Chance Qualifier (LCQ)** is a tournament that will be held one week before the Finals Event comprised of the players who have entered previous events in the season. Any player who has entered two or more other events in the season may enter the bracket with the overall winner earning the last place seed in the finals event.

Finals Event

The **Finals Event** will be comprised of the fifteen (15) players who have collected the most points over the season plus the winner of the Last Chance Qualifier.

In the event that a player must withdraw from the Finals Event or cannot be contacted for an extended period of time to confirm their entry, their spot will be filled with the next highest placed player from the Last Chance Qualifier. In other words, if one person must withdraw the second-place player from the LCQ will be called in as a substitute. If two must withdraw the second and third-place players will be called up. Etc.

In the event that there are two players with the same placement that could be called up the players in question will play a first to five (5) set to determine who will be granted entry to the Finals Event.

Scheduling

The Tour will commence on January 16th and run until May 8th. With a preseason exhibition tournament on the January 9th which will not affect the overall ladder standings.

Events will be weekly and begin promptly at **8pm (EST)** every Monday. The full schedule can be found below:

Event Type	Date
Exhibition Tournament	January 9th
Tournament	January 16th
Tournament	January 23rd
Tournament	January 30th
Tournament	February 13th
Tournament	February 20th
Tournament	February 27th
Tournament	March 6th
Tournament	March 13th
Tournament	March 20th
Tournament	April 3rd
Tournament	April 10th
Tournament	April 17th
Last Chance Qualifier	May 1st
Finals Event	May 8th

Selected matches from every winner's round along with overall tournament Top 8 will be played live and streamed with commentary. Players must be ready to play within ten (10) minutes of their Match start time or be subject to penalties including a possible match forfeiture.

Other matches will be played off-stream with the results being sent to the TO via Discord for bracket updates.

Prizes

Prizes will be awarded to top placers in each tournament event (with the exception of the Last Chance Qualifier whose prize is entry to the Finals Event) and in the Finals Event.

Each prize pool which garners 32 or more entries will be seeded with $40. The Finals Event will be seeded with $660.

Additionally, there will be payment tiers to unlock payouts to more participants (minimum Top 3 payout):

$150 - Top 4 Payout
$320 - Top 6 Payout
$660 - Top 8 Payout

Payments will be made in USD and delivered via Matcherino. All extra donations via Matcherino will go towards the prize pool up to $660. Once the pool surpasses $660 the influx of cash will be added to the end of season Finals Event pot.