

eBasketball Open 2021

Competition Rules and Instructions

Version 1.0

Organiser:

Pragosport a.s.
Na Ořechovce 579/6, 162 00 Prague 6
ID: 186 28 010

(hereinafter the "Organiser")

The organising team reserves the right to change any of these rules, even during the competition. It further reserves the right to assess any particular instance of infringement and to make decisions in any particular case at its discretion. Participants are obliged to respect these decisions.

We strongly urge participants to report any irregularities or suspected rule violations immediately and not wait for the entire match to be played. At the same time, we strongly recommend that the parties document these facts so that they can substantiate their claims if necessary.

All communication with the organizing team takes place primarily through the Discord ([link](#)). Alternatively, you can use the email info@ebasketball.cz. The person communicating for the team is the captain.

1. General Rules

- 1.1. Participants must conduct themselves in a courteous manner during their participation, with respect for their opponents, members of the organising team and other interested parties. They must observe the principles of fair play and good conduct. Inappropriate team names or inappropriate player nicknames are also prohibited in this context.
- 1.2. The content of all communication with the organising team, e.g. in the form of ticket discussions on the tournament platform, private messages with the organizer, etc., is non-public and participants are not allowed to publish this communication or any part of it in any way.
- 1.3. Players cannot represent multiple sports teams/organisations in the same tournament.
- 1.4. If the opponent is not present with a full complement of five players within 10 minutes after the announcement of the match, the match is automatically forfeited to the team present.
- 1.5. Players are responsible for their HW and SW. Therefore, situations where, for example, the internet stops working, a game update is not downloaded in time, etc. will not be taken into account.
- 1.6. An exception to Rule 1.5 is when a player is disconnected while loading a game. In this case, the game restarts automatically. If a player is disconnected before the first half of the first quarter the game will also restart. **This rule can only be applied twice per game.**
- 1.7. The entire tournament will be played on Playstation 4. Alternatively, the game can be played on Playstation 5 in a special Playstation 4 compatibility game mode.

2. Tournament registration

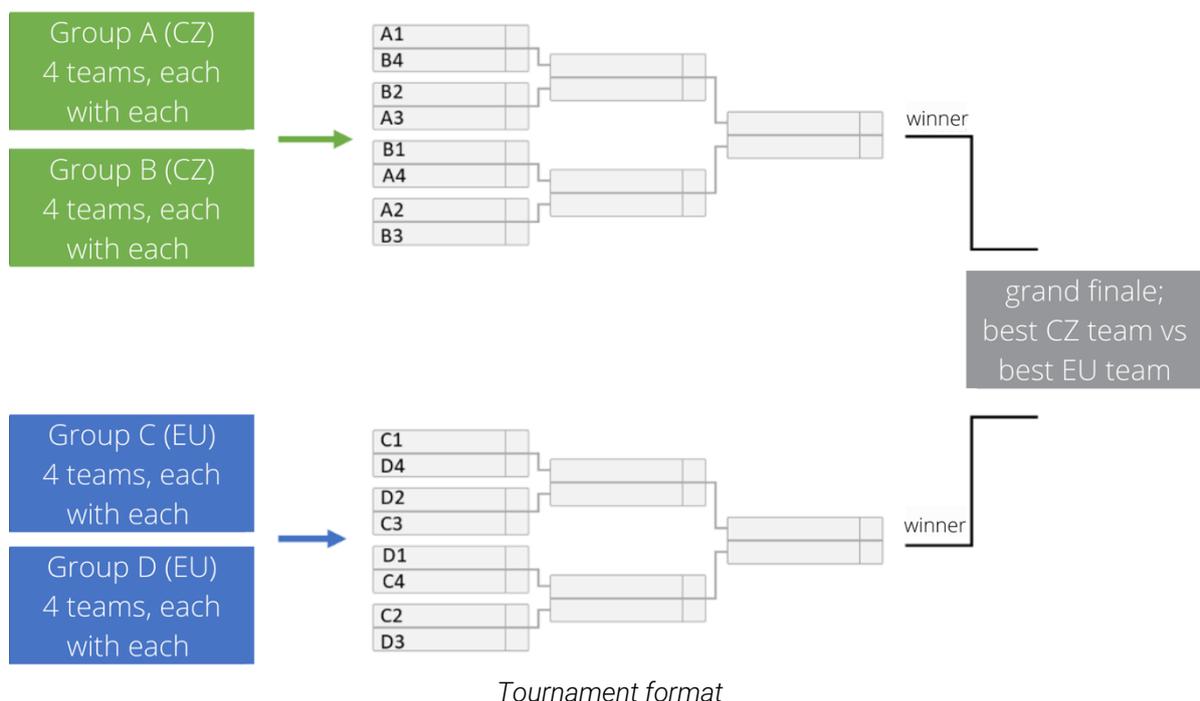
- 2.1. Registration for the tournament takes place via the web form on the pages www.ebasketball.cz.
- 2.2. Once the form is filled out correctly, the participant will receive an email with a confirmation link to confirm the team's registration.
- 2.3. In case of registration of a team or pair, it is sufficient if only one participant – the team representative/captain, who will continue to communicate with the tournament organizers on behalf of the whole team.

3. Tournament schedule

- 3.1. Start of registration: 23/8 2021
- 3.2. End of registration 24/9 2021
- 3.3. Groups will be drawn: 27/9 2021
- 3.4. Game days
 1. Game day – 10/10 2021 at 5:00pm (groups + 1st round playoff)
 2. Game day – 17/10 2021 at 5:00pm (2nd and 3rd round of playoffs + finals)
- 3.5. 10 minutes before the tournament, the team captain's participation is confirmed (Check-in) on the Tournament Discord. Teams that do not complete this check-in will not be allowed to participate.
- 3.6. In BO3 matches, teams are required to start the second/third match without undue delay. If you need a 5-minute break, you must ask the tournament administrator.

4. Tournament format

- 4.1. The tournament is divided into two parts – basic (group) and the elimination round (playoff).
- 4.2. The tournament is also divided into a Czech and a European part, both parts are played separately and only the winners of these parts will compete in the final for the overall championship.
- 4.3. The group stage consists of 4 groups of 4 teams. Two groups will be purely Czech and two purely European. The group stage is played in a one-on-one format.
- 4.4. In case of equal placings in the groups, the points will be decided first and if there is still a tie, the match will be decided.
- 4.5. All teams advance to the elimination stage (playoffs). The format for the elimination section is a simple bracket with no third place match. The playoff deployment format is 1A vs 4B; 1C vs 4D.
- 4.6. The Czech and European sections will do their playoffs and the winners of this part of the tournament will face each other in the final for the overall victory.



5. Format of the match

- 5.1. All matches will be played in "ProAM 5v5 Private Match" mode.
- 5.2. At the end of each match, the team captain is required to take a screenshot (or photo) of the winning screen. It should be clear from this picture who won and what was the final score of the match. The team captain is required to send this screenshot to the Tournament Admin on Discord.
- 5.3. The "Showtime" and "Heart Crusher" game badges are strictly prohibited in all tournament games.
- 5.4. The match format in the group stage is a one-win match (BO1).
- 5.5. The match format in the elimination part of the tournament is two games to win (BO3).
- 5.6. The format of the final match is two games to win (BO3).



		GRD	PTS	REB	AST	STL	BLK	FLS	TO	FGM/FGA	3PM/3PA
TEAM BLACK		C	11	1	5	2	0	1	4	3/15	3/13
	A+	16	0	3	6	0	0	4	7/9	2/4	
	A+	8	8	4	1	1	2	2	3/7	2/6	
	A-	6	1	1	0	0	0	1	2/2	2/2	
	A+	14	8	3	5	2	3	3	7/9	0/0	
	A-	55	18	16	14	3	6	14	22/42	9/25	
YOUR MATCHUP		B	20	1	5	1	0	5	6	9/14	2/4
	B+	2	0	6	1	0	0	3	1/3	0/1	
	A-	10	0	6	2	0	1	3	4/5	2/3	
	B+	1	1	4	0	0	1	1	0/4	0/3	
	A+	19	17	2	3	2	0	1	9/14	0/0	
Total		A-	52	19	23	7	2	6	14	23/40	4/11

6. Obligations of the Players

- 6.1. Players are obliged to respect the organiser's decision.
- 6.2. Players are not allowed to impersonate other players or lend out their game account (Smurfing).
- 6.3. It is strictly forbidden to use external software that alters the features of the game or favours players over others.
- 6.4. The exploitation of game bugs is prohibited.
- 6.5. Each team is obliged to follow the organiser's instructions when designing and modifying the appearance of the jerseys and stadium. Detailed instructions on how to proceed will be posted on Discord and sent to captains at the emails provided at registration. This applies to all teams at all stages of the competition. Failure to follow instructions may result in expulsion from the tournament.
- 6.6. Each team is required to stream the match on Twitch.tv with recording and public VoD enabled. Report this Twitch account to the tournament organisers at least one week before the tournament.
- 6.7. Teams must be rated "amateur gold" at least. (Hint: can be obtained faster in 3v3 mode) If a team does not have this rating they will not be allowed to participate in the tournament.

7. Prize Pool

7.1. The total prize pool for the tournament is CZK 55,000 and is divided as follows:

1st place	CZK 30,000
2nd place	CZK 15,000
3rd - 4th place	CZK 5,000

Updated: 23/8/2021