General Competition Rules

1 Head Rules

1.1 Presence You are to be available during the whole LAN and also keep yourself to the general rules of the LAN.

1.2 Fair play The players must in all cases behave towards other players and compo admin. Any player who violates this rule will be excluded from participation in the competition in question.

1.3 Cheating & Violations Any form of cheating will lead to the exclusion of all competitions. Some forms of cheating are; bug abusing, extra software that provides extra benefits and / or hacks (wall-hack, speed-hack, aimbot, etc.), scripts, binds (except scripts and binds are: Namebinds, Demoscripts, Screenshotscripts, Servercontrol-scripts , weapon menu scripts and saybinds) and bunny hopping.

Adjusting the GUI is also seen as forbidden and is punished the same as any other form of cheating. During competitions, participants can be required to take demos and screenshots. This is to prevent the inability to prove certain "illegal acts". The crew holds the right to publish these demos and screenshots.

Any form of a violation can also result in exclusion from the competition regardless of the violation. Should there still be after the award ceremony to prove that a violation has been committed, the crew reserves the right to award the prizes to another team.

1.4 Respect The most important for us is having respect for each other players and compo admin. If you are behaving in an unfriendly way towards another contestant/crewmember/visitor/... you could have yourself suspended by the crew or the compo admin that was in charge.

1.5 Discipline In all discussions we chose the following rule: The admin has the final say in a decision. If you feel that you have been treated in an unfair way you can always ask the head of the compo-department. You'll be able to ask who this is from any crew member. He/she has the final say!

2 Registrations
In order to participate on a competition, players must have a legal version of the game in question and an account with that client. In addition, they must have a ticket for the event that entitles them to participate in the competitions. Day visitors cannot participate in the competitions. Participants are expected to provide a working PC / Laptop themselves, provided with the latest version of the game.

You can register via the instructions on the accompanying competition page. Teams must be the right size (5v5 or 2v2). Teams must register for the time specified in the competition rules stated for each competition.

3 Freelancing
Freelancing is permitted on this edition of the LAN. Next to this we assume that you'll play your matches within the given period (see schedule). There is one important rule when you play on different competitions: Too late = forfeit.

4 Times to play
Each player must be present at his PC 15 minutes before the match, so that games can be made and the match can start at the designated time. If a player is not present at the start of the match, an compo admin must be warned. If a player has not on his PC 10 minutes after the start, a forfeit will be awarded. The maximum achievable score will be awarded to the opponent. This also applies if you are in a match of another competition; Participating in multiple competitions at the same time you do at your own risk.

5 Communication
All communication will go through Discord (https://discord.gg/XVE42vD) and on the compo desk. Keep an eye on the competition Discord channel for announcements and / or changes in the competitions. Players must be present at Discord at all times in the channels of the competitions in which they participate. So you do not want to forfeit loss. Please, download Discord and click on the link above for invite in the channel.

6 Scores
The players can pass on their scores to the compo admin. When both teams have passed the score, the next match can be played. You can find all the scores on: https://dreamlan.challonge.com/

7 Disconnects and Server problems
If a player has to pause due to technical problems, the correct team must report this to the other team. If both teams agree via the chat that the game has been paused, both teams will wait until the technical problems are resolved.

Pausing without good reason will result in a forfeit. If a player changes sides where possible, the round ends immediately. The team where this player is part of automatically loses the round. Players must show evidence (e.g. a screenshot) to the admin before this

rule will be applied. In the case of server crashes, the admins must be informed of server problems that cause delays, so that this can be resolved by us as quickly as possible.

8 Line-up
When a team can look on the screens of another team, you need to find a solution for the start of the match yourself. If this is not possible, please report it to the compo admin. After the match you can no longer object to this point.

9 Match Media
All programs that promote the gameplay of the game are prohibited and will be penalized with exclusion from the competition. All programs running behind the game itself to communicate, such as Discord and TeamSpeak, are allowed. The crew reserves the right to broadcast and / or publish live media, demos and screenshots made during the competition.

10 Changes of competitions
The crew reserves the right to adjust the prices to the competition. Think of a certain number of registrations for a competition. Competition admins have the final say at all times about decisions taken during the competition. Under extreme circumstances admins have the right to change the rules. Both the crew and the competition admin has the authority to stop or cancel a competition.

11 Extra time
Tie in the pool competition does not matter, but in the bracket applies: if you tie, you have to play another map or new game (in Rocket League). You and your opponent or team captains will eliminate maps from the pool until one remains. If a player tries to cause a conscious tie, the admins reserve the right to disqualify the player. The rules may differ in certain games.

12 The end of a competition and stage
End of compo: At the end of the competition, all players who have ranked #1, #2 and #3 have to head over to the compo desk. At the compo desk they will fill in the following details in order to hand out prizes:

● First / last name
● Nationality
● Team
● Address
● E-mail
● Bank account number (if there is prize money and no cash money is available)
● Signature to show that they have received their prize.