



Hive City Classic 5 - 2025 Tournament Rules

Saturday and Sunday, February 22 & 23, 2025

Teams and players must pre-register at www.KQSFL.com

Challonge: https://challonge.com/events/HCC_5

Players must pay any applicable entry fee (\$30) prior to the start of the tournament. Failure to do so will result in denial of entry into or removal from the tournament.

Tournament will be played on the Current Build

Two (2) stages:

1. Groups (Saturday, February 22, 2025)
 - a. Group A
 - i. 12 - 2pm EST
 - b. Group B
 - i. 2 - 4pm EST
 - c. Group C
 - i. 4 - 6pm EST
2. Double Elimination Tournament (Sunday, February 23, 2025)
 - a. 12 - ~8pm EST

A. Group Stage:

- Three (3) Groups
 - Group A - 5 Teams
 - 5 Rounds - 4 Matches played
 - Group B - 5 Teams
 - 5 Rounds - 4 Matches played
 - Group C - 6 Teams
 - 5 Rounds - 5 Matches played
- Single Round Robin

- Three (3) games played
 - Round 1:
 - Day, Night, Dusk
 - Round 2:
 - Night, Dusk, Twilight/ Meat
 - Round 3:
 - Dusk, Twilight/Meat, Day
 - Round 4:
 - Twilight/Meat, Day, Night
 - Round 5:
 - Day, Night, Dusk
- Points scored on games/maps won

B. Double Elimination Tournament:

- Sixteen (16) teams total
- Best of five (5) games played
 - Teams RPS for first map pick
 - Most recent loser or the team that is down in the set picks the next map
 - No vetoes or map bans
- Map counter picks
 - No team can choose to return to a map that they have won on until all four (4) maps have been played
 - Day, Night, Dusk, Twilight/Meat
 - If team A wins Day map and is up 1-0, team B can choose any map **including** Day map
 - If team B wins chooses Twilight/Meat and tie the series 1-1, team A can choose any map **except** Day since they've already won on that map and Night and Dusk have not been played
- Grand Finals
 - First win is Best of Five (5) games played
 - **IF** there's a reset winning team of the reset (from the losers bracket) gets to choose if the games will be Best of 5 or Best of 7
 - This is due to the fact that the loser's bracket players have already played more games
 - We're giving the power to the players to choose
 - No team can choose to return to a map that they have won on until all four (4) maps have been played
 - Day, Night, Dusk, Twilight/Meat
 - If team A wins Day map and is up 1-0, team B can choose any map **including** Day map
 - If team B wins chooses Twilight/Meat and tie the series 1-1, team A can choose any map **except** Day since they've already won on that map and Night and Dusk have not been played

Teams

- Teams can only have five (5) players/participants
- Players can only control one (1) character per game
- Players can only play on one (1) team
- Alternate players allowed in extenuating circumstances

- Replacement player drawn from randomly selected non-participant volunteers first then eliminated player volunteers second
- All substitutions must be approved by all opponents for the remainder of the tournament

Cab Decision

- Cabinet decisions are based off of Challenge
- The team placed in the first (top) spot for a match plays on Blue Cabinet
- The team placed in the second (bottom) spot for a match plays on the Gold Cabinet
- If the teams decide to switch sides it must be made aware to a TO and agreed upon by both teams before a match starts
- No switching cabs in the middle of games played
- Finals and Grand Finals will be played on Glitch Cab 1 (the Front Cab)
 - NO exceptions

Tie Breaker

- Games/maps won is determined by match points
- If two teams are tied in match points, the tie breaker is determined by the sets won.
- When more than two teams are tied in sets won, the tie breaker is determined by the match record between tied participants
- If teams are still tied, there will be a Best of three (3) games played
 - Most recent loser picks the next map
 - No team can choose to return to a map that they have won

Absent player

- If a team is missing a player, they may use a bot at the opposing team's discretion
- If a bot is not allowed, a Tournament Organizer (TO) will tap the missing player's character into the game and the team will continue to play for the remainder of the game
- If an absent player arrives in the middle of a game playing, they are allowed to join the ongoing match

Warm Up

- One (1) minute warm up for each team the first time they play for the days of the tournament.
- If both teams have already warmed up for the day, but have not played in a while, there can be a warm up as long as both teams agree.
- If both teams don't agree, there will be no warm up.

Timeouts

- Teams are allowed a single one (1) minute timeout per stage of gameplay (one timeout allowed in groups, one in double elimination, and one during grand finals)
- If a timeout is called, team must inform a TO before the start of a game
- Players are not allowed to "pause" a game during a match to call a timeout

Standby Time

- No more than thirty (30) seconds allowed between games of a match

- If thirty (30) seconds elapse, an organizer can demand both teams to start, regardless of players present
- If a team refuses to start, they will forfeit that game
- No more than one (1) minute allowed between matches
 - If one (1) minute elapses, an organizer can demand both teams to start, regardless of players present
 - If a team refuses to start, they will forfeit the first game in their match

Glitches, Hacks, Exploits

- There will be no tolerance for any abuse of any glitches or hacks known or found during Hive City Classic 5
 - Examples: pushing snail with berries, charge ups, wrap hacking
 - These have been patched out of the game, just using as examples
- If there's any software glitch happens during a map/round that is played, the game is allowed to be replayed and does not count towards the scoring
- Please play to the best of your abilities and do not attempt to tank or self sabotage your team

Mechanical Issues

- If there becomes a mechanical issue with a joystick or button during gameplay, inform the nearest TO as soon as possible, but continue to play the game through
- After the game is completed there will be a test made by two (2) participants (one of them being a TO)
- If there is an issue with the button or joystick, there will be maintenance made before the tournament moves forward
- If it is determined that the mechanical issue brought up was a determining factor of the gameplay of that specific character, the game will be allowed to be replayed where the original scoring is no longer valid
- If the issue continues to happen after there was maintenance, it will be no longer be allowed as a reason to replay the game
- Glances will not be allowed as a reason for replay

Conduct

- Be kind to one another
- It's okay if everyone isn't friends; be kind and respectful to one another regardless
- Everyone must follow the rules of Glitch Bar
- Excessive intoxication, fighting, vandalism of Glitch Bar property, theft of items, and other banned behaviors will result in instant removal from the Bar and Hive City Classic 5
- No cross cab communications (taunting, singling out, and non verbal gestures)
- No coaching from the crowd
 - "SNAIL"
 - "LEFT GATE"
- This applies to all participants, spectators, and commentators
- Remember to wash hands and sanitize to prevent spread of Covid-19
- Ask for consent before hugging/touching someone

HAVE FUN & GOODLUCK :)