



Hive City Classic 6 – Tournament Rules

Saturday and Sunday, February 21–22, 2026

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

Challenge: (update link when ready)

HiveMind: <https://kqhivemind.com/t/sfl/hive-city-classic-6-2025>

The tournament will be played on the Current Build.

Entry & Registration

- Players must pay the \$30 entry fee at the bar prior to participating
- Upon payment, players will receive a wristband as proof of entry
- Players must then proceed to the front desk/registration booth to receive their goodie bag and merchandise
- Failure to pay the entry fee will result in denial of entry into or removal from the tournament

Tournament Structure

Two (2) Stages

1. Groups (Saturday, February 21, 2026)

- a. Group A
 - i. 11:00am – 1:00pm EST
- b. Group B
 - i. 1:00pm – 3:00pm EST
- c. Group C
 - i. 3:00pm – 7:00pm EST

2. Double Elimination & Grand Finals (Sunday, February 22, 2026)

- a. 11am – ~7pm EST

A. Group Stage

- Three (3) groups
 - o Group A: 5 teams
 - 5 rounds, 4 matches played
 - o Group B: 5 teams
 - 5 rounds, 4 matches played
 - o Group C: 6 teams
 - 5 rounds, 5 matches played
- Single Round Robin
- Three (3) games played
 - o Round 1:
 - Day, Night, Dusk
 - o Round 2:
 - Night, Dusk, Twilight/Meat
 - o Round 3:
 - Dusk, Twilight/Meat, Day
 - o Round 4:
 - Twilight/Meat, Day, Night

- Round 5:
 - Day, Night, Dusk
- Points are scored based on games/maps won

B. Double Elimination Tournament

- Sixteen (16) teams total
- Best of five (5) games played
 - TO rolls a D4 for first map pick
 - Day (1), Night (2), Dusk (3), Twilight/Meat (4)
 - For all subsequent maps the team currently down in the set has map choice
 - If the score is tied the most recent losing team has map choice
 - No vetoes or map bans
- Map counter-picks
 - A team may not select a map they have already won 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 chooses Twilight/Meat, wins, and ties the series 1-1, team A can choose any map **except** Day since they have already won on that map and Night and Dusk have not been played.

Grand Finals

- Initial set is Best of Five (5)
- If a bracket reset occurs, the team from the loser's bracket may choose whether the reset is Best of Five (5) or Best of Seven (7)
 - This decision acknowledges that the losers bracket team has already played more games

- A team may not select a map they have already won 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 chooses Twilight/Meat, wins, and ties the series 1-1, team A can choose any map **except** Day since they have already won on that map and Night and Dusk have not been played.

Teams

- Teams may have up to five (5) players
- Players may only control one (1) character per game
- Players may only play on one (1) team
- Alternate players are allowed only in extenuating circumstances
 1. All alternate players are at the discretion of TO
- Replacement players will be selected in the following order:
 1. Randomly selected non-participant volunteers
 2. Eliminated player volunteers

Cab Decision

- Cabinet decisions are based on HiveMind, no switching is permitted
 - Per HiveMind, if there is a reversal in Grand Finals, teams will switch cabs
- Finals and Grand Finals will be played on Glitch Cab 1 (Front Cab)
- No exceptions

Tie Breakers

- Games/maps won are 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 map
 - No team can choose to return to a map that they have won on

Absent Player

- If a team is missing a player, they may use a bot
- If the absent player arrives mid-game, they may join the ongoing match

Warm-Up

- One (1) minute warm-up per team the first time they play each day
- If both teams have already warmed up for the day but have not played in a while, there can be additional warm-ups if both teams agree
- If both teams do not agree, there will be no warm-up

Timeouts

- One (1) one-minute timeout per stage:
 - Group Stage
 - Double Elimination
 - Grand Finals
- Timeouts must be declared to a TO before the start of a game
- Games may not be paused to call a timeout

Standby Time

- Between games in a match:
 - The team responsible for map selection has 30 seconds to choose a map and tap in
 - The opposing team then has 30 seconds to tap in
 - This process allows both teams time to strategize and prevents last-second map changes
- No more than one (1) minute is allowed between matches
- If time limits are exceeded, a TO may demand the match begin

- Refusal to start will result in a forfeit (game or first game of the match, respectively)

Glitches, Hacks, and Exploits

- Zero tolerance for abuse of glitches, hacks, or exploits
- Examples include (but are not limited to): snail pushing with berries, charge-ups, wrap hacking
- If a software glitch occurs during a game, the game may be replayed and will not count toward scoring
- Players must not tank or intentionally sabotage gameplay

Mechanical Issues

- Notify a TO immediately if a joystick or button issue occurs, but continue gameplay
- After the game, two participants (one being a TO) will test the issue
- If confirmed and determined to have affected gameplay, the game may be replayed
- Repeated issues after maintenance will no longer qualify for replays
- Screen glare is not a valid reason for replay

Conduct

- Be kind and respectful to all participants
- All Glitch Bar rules must be followed
- Excessive intoxication, fighting, vandalism, theft, or other banned behavior will result in removal from Glitch Bar and Hive City Classic 6
- No cross-cab communication (verbal or non-verbal)
- No coaching from the crowd
 - This includes callouts such as “SNAIL” or “LEFT GATE”
- Ask for consent before physical contact
- Respect staff, bartenders, and the venue