



# CHALLENGERS

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## Quake® Challengers Ruleset

### Introduction:

The rules and policies within this document apply to all players.

This Quake® Challengers Ruleset for Quake® Champions is considered a living document and may be updated and modified at any time, for any reason. Rulings outside the scope of this document may be made to preserve fair play and tournament integrity. The Quake Challengers is sponsored by Bethesda Softworks LLC (“Bethesda”)

Good luck to everyone competing!

### General:

The Quake® Challengers League features two divisions - Europe & The Americas - and has a duration of 9 weeks: 8 weeks of Regular Bracket Play and 1 week of Playoff Bracket. Every week, the top 2 players from their respective division will qualify for the Challengers Playoffs.

Once all 8 weeks of Regular Play are completed, the top 16 qualified players will compete in a double elimination bracket on the 9th Challenger week to strive to be one of the top two players within their region.

The top 2 players in The Americas division and top 2 players in the European division will get the opportunity to challenge the bottom ranked players in the Quake Pro League one relegation match.

If victorious, these players will continue in the Quake® Pro League bracket and earn themselves a spot in the Quake® Pro League during the subsequent Stage.

### Signup:

Challengers Webpage: [quake.pglesports.com](http://quake.pglesports.com)

Discord Link - <https://discord.gg/2eXK678>

The tournament registrations will open on Mondays at 12:00 PM local time for each region (12:00 PM ET - Eastern Time - for Americas region and 12:00 PM CET - Central Eastern Time - for Europe region) and will end 12 hours before the start of the tournament.



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## League Schedule:

The Quake Challengers Stage 2 will kick off on January 16th, 2021. Players will be required to attend 8 weeks of Single Elimination Bracket and 1 week of Double Elimination Playoffs. The Challengers League competitions will be played every Saturday based on the schedule below:

Month	Week #	Day	Date	Format
January	Week 1	Saturday	16/1	Single Elimination Bracket
January	Week 2	Saturday	23/1	Single Elimination Bracket
January	Week 3	Saturday	30/1	Single Elimination Bracket
February	Week 4	Saturday	6/2	Single Elimination Bracket
February	Week 5	Saturday	13/2	Single Elimination Bracket
February	Week 6	Saturday	20/2	Single Elimination Bracket
February	Week 7	Saturday	27/2	Single Elimination Bracket
March	Week 8	Saturday	6/3	Single Elimination Bracket
March	Week 9	Saturday	13/3	Double Elimination Playoffs

## Challengers Playoffs:

The Challengers Playoffs will take place on Saturday 13 March 2021, with sixteen (16) players in a best-of-three (BO3) double elimination bracket.

## Tournament Format:

- Single Elimination Bracket
- All matches are Best-of-3
- All rounds will be played as soon as the previous round has finished

## Seeds:

- Seeds will be random week to week.



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### **Match Format:**

#### **Settings**

- Mode: Timelimit Duel
- Timelimit: 10 Minutes
- Fraglimit: 100 Frags
- Overtime: Sudden Death
- Champions: 1 Champion Limit

#### **Maps**

- Awoken
- Exile
- Corrupted Keep
- Deep Embrace
- Molten Falls
- Ruins of Sarnath
- Vale of Pnath

#### **Map Ban and Pick Process**

1. High Seed - High Seed is random and picks first map ban or defer
2. Player 1 - Ban Map 1
3. Player 2 - Ban Map 2
4. Player 1 - Pick Map 1
5. Player 2 - Pick Map 2
6. Player 1 - Ban Map 3
7. Player 2 - Ban Map 4

#### **Champion Ban and Pick Process**

8. Player 1 - Ban Champion 1
9. Player 2 - Pick Champion Map 1
10. Player 1 - Pick Champion Map 1
11. Player 2 - Ban Champion 2
12. Player 1 - Pick Champion Map 2
13. Player 2 - Pick Champion Map 2
14. Player 1 - Ban Champion 3
15. Player 2 - Pick Champion Map 3
16. Player 1 - Pick Champion Map 3



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### **Servers**

Servers selection must be the lowest delta between the two players within the the Americas Region (North America or South America) or the Europe Region (Europe, CIS). If both players agree to a server, they can play on any server at their discretion.

### **Tournament Rules/Policies:**

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all developers, publishers, tournament organizers, and spectators. Additionally, any defamation of the brand or associated companies and staff in relationship to PGL or Quake Champions whether in person, or on any digital platform including but not limited to any and all social media and chat programs may result in a ruling by committee that can result in a forfeit of potential prizes, suspension or ban from sponsored event participation.

### **Discipline:**

Violating any policy in this section may result in a verbal or written warning, forfeiture of a round, forfeiture of a match, reduction in prize money, or a combination of these penalties.

Disciplinary Action for In-Match Misconduct The following actions are strictly prohibited during a match and will result in a tournament match forfeit sanction to be determined at the discretion of PGL, and an in-match misconduct warning.

A player refuses to follow the instructions of tournament administrator;

A player shows dissent by words or actions towards any other participant; or

A player uses insulting language and/or gestures towards any other participant;

A player commits unsporting behavior.

A player may receive a sanction, such as prize deduction, forfeit tournament match losses, or disqualification, if:

- receives more than one (1) in-match misconduct warning;
- is guilty of unfair proceedings;
- uses any unlawful or unfair proceedings;
- misleads any tournament administrator



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### Eligibility:

All participants must be **18 years or older**.

Participants from all regions and countries may compete except those countries that are embargoed by the U.S. Treasury Department, Iran, North Korea, Syria, Sudan, Cuba, and Venezuela.

Americas Region: All participants competing to be a challenger in the Americas Region must be from North America, South America, or Australia.

Europe Region: All participants competing to be a challenger in the Europe Region must be from Europe, CIS Region, or Africa.

### Disconnects:

If a player disconnects involuntarily in the middle of a map, play will immediately stop, and players will be instructed to return to the lobby. The current score line will be recorded and carry over to the map.

All the players participating in The Quake Challengers must join the official discord server - <https://discord.gg/2eXK678>

All the communication with the admins regarding matches, disputes, or regulations will occur on discord.

### Match Process:

All matches are set to start at 2:00 PM for each region according to their local time zone. 2:00 PM ET (Eastern Time) for Americas region and 2:00 PM CET (Central Eastern Time) for Europe region.

The first round results must be submitted by 2:55 PM CET / ET, in the case no result is submitted by 2:55 PM CET / ET (for round 1), both players will be disqualified.

All the reports must have screenshots with the final score of each map.

The reports not having the screenshot proof will not be taken into consideration, also any resulting dispute must have a screenshot with the result attached.



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1. In order for participants to register for Challengers, they need to create an account at [https://www.tournament.com/en\\_GB/](https://www.tournament.com/en_GB/) .
2. After creating an account, click browse and search for the Quake Champions Challengers tournament and click register.
3. Participants have to check-in in order to be seeded into the bracket, the check-in will open 2 hours before the tournament starts and will end 30 minutes before the tournament starts. Check-in will be open from 12:00 PM to 1:30 PM ET (Eastern Time) for Americas region and CET (Central Eastern Time) for Europe region.
4. Please make sure you enter the correct information when prompted, your Quake ID must be valid in order for opponents to be able to invite you in the lobby. Players are encouraged to do the pick and bans process using the lobby option.
5. After the picks and bans are done, proceed to create the lobby and invite the opponent.
6. After each map both players must take screenshots of the final score (any report that has no attached screenshots will be not taken into consideration).
7. After the match has ended, the winner must use the “report” button and attach screenshots with the score of each map.
8. After this, check your next match and repeat the process.

### **Important Times:**

To avoid delays and ensure tournaments are run in a timely fashion, Players are expected to complete their matches for each round by a specific time. Times for each round are as follows:

- Round 1 – All matches are expected to have concluded by 2:55 PM.
- Round 2 – All matches are expected to have concluded by 3:55 PM.
- Round 3 – All matches are expected to have concluded by 4:55 PM.
- Round 4 – All matches are expected to have concluded by 5:55 PM.
- Round 5 – All matches are expected to have concluded by 6:55 PM.
- Round 6 – All matches are expected to have concluded by 7:55 PM.
- Round 7 – All matches are expected to have concluded by 8:55 PM.



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### **Reports, disputes and pick & bans:**

The pick and bans process must not take more than 10 minutes, so both players must join the lobby and start the game by 2:10 PM.

If a Player is not in the lobby at the time set, or he can't be reached for picks and bans process for 10 minutes, he or she will be disqualified from the tournament.

If any issues that can delay the game occur, the player must contact the admin team at once via Discord.

For any disputes or regulations issues, the players must contact the admin team via Discord at once. Any disputes or issues signaled more than 10 minutes after the match has ended will not be taken into consideration.

A player reporting a "false win" will be banned for the rest of the season.

A player that qualified for the Playoffs in previous weeks cannot participate in any upcoming Challengers Tournaments,

### **Tournament platform terms of use:**

By participating in the Quake® Challengers League, all players agree to be bound by all of the terms and conditions of the Toornament platform which can also be consulted here:

[https://www.toornament.com/bundles/frontapp/pdf/toornament\\_terms\\_of\\_use.pdf?1595234437](https://www.toornament.com/bundles/frontapp/pdf/toornament_terms_of_use.pdf?1595234437)