



RULES AND REGULATIONS

Definitions

- **“the Circuit”** – The TEKKEN 254 Circuit, a Tekken tournament series organised by TEKKEN 254 and Ace Pro Gaming.
- **“Equipment”** – Hardware used to play Tekken, such as a gamepad, arcade stick, hit box or keyboard.
- **“Finals”** – The final tournament of the Circuit.
- **“FT2”** – First to two; A set in which one player must win two matches before the other to win.
- **“FT3”** – First to three; A set in which one player must win three matches before the other to win.
- **“Judge”** – An individual recruited by the organisers to monitor play during a tournament.
- **“Match”** – A contest between two players in which one player must win three sixty-second rounds against the other to win.
- **“Minor”** – An individual below the age of 18 years on the day of a given tournament on the Circuit.
- **“Non-organiser”** – Any individual who is not a member of or does not represent TEKKEN 254 or Ace Pro Gaming.
- **“Organiser”** – A member or representative of TEKKEN 254 or Ace Pro Gaming.
- **“Player”** – An individual who is registering or has registered themselves to compete in the Circuit.
- **“Qualifiers”** – The preliminary tournaments prior to the final tournament of the Circuit.
- **“Set”** – A group of multiple matches, in which one player must win two matches (FT2) or three matches (FT3) before the other to win.
- **“Tournament venue”** – The location at which a tournament is taking place.

Competition format

General

- All **sets in the pool and playoff stages**, as well as **all sets in the final stage prior to the winners' final** shall be played on a **FT2 basis**. A FT2 consists of a **minimum of two and a maximum of three matches**; winning a FT2 constitutes **winning two matches** against the opponent.
- The **winners' final, losers' final and grand final of the final stage** shall be played on a **FT3 basis**. A FT3 consists of a **minimum of three and a maximum of five matches**; winning a FT3 constitutes **winning three matches** against the opponent.
- All **matches** shall be played to **three rounds of sixty seconds each**. A match consists of a **minimum of three and a maximum of five rounds**; winning a match constitutes **winning three rounds** against the opponent.
- Players are advised to **bring their own equipment and earphones/headphones** as there may be none provided at a tournament venue.
- Players **may only miss three qualifiers** throughout the season. Failing to attend three qualifiers without prior communication to the Organisers shall result in **immediate disqualification** from the Circuit.
- By registering for the Circuit, the player has consented to be included in pictures and videos taken during tournaments and used in promotional material for the Circuit.

Divisions

- Twenty players returning from Season Two will compete in the **Premier Division**, which will be capped at 24 players. The remaining four places shall be filled by the four winners of the **Premier Division Playoff** from the Season Two Finals.
- The four losers of the Premier Division Playoff from the Season Two Finals, as well as other new registered players, shall compete in the **Challenger Division**, which will be capped at 16 players.

Eligibility

- Tournaments on the Circuit are **open to individuals who are 13 years of age or older** on the day of a given tournament. Players must be able to provide a copy of their birth certificate, identification card or passport as proof of eligibility during player identification prior to the start of a tournament.
- **Any player who is a minor** on the day of a given tournament **must be accompanied by a parent or legal guardian** to be allowed to compete and **should not submit payment** for a place in a tournament until they have received permission from their parent or legal guardian to compete.
- **Any prize money won by a minor** shall be **awarded to their parent or legal guardian on their behalf**. Their parent or legal guardian shall be identified by the name provided by the player during registration.
- **Organisers may also compete** in the Circuit but shall only be **eligible to claim seventy-five percent (75%) of any prize money won**. The remaining twenty-five percent (25%) shall be awarded to the next highest-placed non-organiser.

Premier Division

Points system and tiebreakers

- For the qualifiers, players shall be ranked based on their performances in tournaments over the course of the season. At the end of the qualifiers:
 - The **top sixteen players** shall **advance to the Finals** and compete for their share of the overall prize pool.
 - The **bottom four players** shall drop to the **Premier Division Playoffs** to compete against the **top four players of the Challenger Division** for the four vacant places left in the Premier Division for Season Four.
- Points shall be awarded to players on a **reverse points system** in which there will be as many points available as there are players competing a tournament. In this system, the highest-placed player will be awarded the most number of points available, while the lowest-placed player will be awarded the least number of points available (i.e. 1st = 24 points, 2nd = 23 points, 3rd = 22 points ... 22nd = 3 points, 23rd = 2 points, 24th = 1 point).
- Players shall be ranked by the following criteria in the following order:
 - i. **Most points** accumulated
 - ii. **Least tournaments played**
 - iii. **Most sets won**
 - iv. **Least sets lost**
 - v. **Most matches won**
 - vi. **Least matches lost**
- **Points shall not be awarded to players who fail to appear** for a tournament.
- Ongoing rankings shall be published on the TEKKEN 254 website at the end of each tournament.

Ranking, seeding and draws

- Based on their performance at a tournament, each player shall be awarded a set number of points (see "**Points system and tiebreakers**" above). Players shall be **ranked on total points** accumulated over the course of the season.
- For the first qualifier, seeding shall be done based on the **final rankings for Season Two** of the Circuit. Seeding for subsequent qualifiers shall be done **based on rankings after the previous qualifier** (e.g. Seeding for second qualifier will be done based on results of first qualifier).
- The **top sixteen ranked players at the end of the qualifiers** shall **advance to the Finals**, where their ranking shall have no bearing on their final placing and prize money won if any.
- Prior to each tournament, a random draw shall be conducted, and its results published on the TEKKEN 254 website.
- Players shall be **divided into six pots of four based on their current ranking**. Each pool shall be **drawn in the "ABCD" format**, meaning that **players in the same pot will not face each other in the pool stage** of a tournament.

Pool stage

- All pools shall be completed in the **round-robin format**; each player shall play against every other player in the pool once.

- To determine who progresses to the Top 8 stage, players shall be **ranked by most sets won**. If two or more players finish the pool stage with an equal number of set wins, they shall **then be ranked by most matches won and then by least matches lost**.
- If two players also finish with an equal number of match wins and losses, **a FT2 playoff shall be played** to determine who finishes in the higher place. If more than two players also finish with an equal number of match wins and losses, **head-to-head** will be used to determine who won and lost the most matches among the players involved. If the players are still equal on match wins and losses after head-to-head, **another round-robin** will be played amongst the players involved to determine who finishes in the higher places.
- At the end of the pool stage, **the top two players** from each pool shall **progress to the Top 8 stage**, while **players that finish below second place** in their pool shall **drop to a playoff stage** alongside the corresponding players from the other pools to determine exact final placings for the reverse points system to work (i.e. the third-placed players from each pool shall face each other in their playoff stage, etc).
- All players shall have their **losses from the pool stage reset** for the Top 8 stage. This means that **no players shall begin the Top 8 stage in the losers' side of the bracket**.

Playoffs

- A playoff bracket shall consist of **players finishing in the same position from each pool** (e.g. all third-placed players). The playoffs shall be used to determine exact placings below the Top 8 (i.e. third-placed players = 9th-12th place; fourth-placed players = 13th-16th place; fifth-placed players = 17th-20th place; sixth-placed players = 21st-24th place).
- Players shall first compete in semi-finals to determine who advances to the **winners' playoff** and who drops to the **losers' playoff**. The winners of these final sets shall claim the first and third places up for grabs, while the losers shall claim the second and fourth places.

Example: Playoffs for 9th to 12th place (3rd place in pools)

Playoff semi-finals	
SF 1: 3 rd place Pool A vs 3 rd place Pool D	SF 2: 3 rd place Pool C vs 3 rd place Pool B
11th-12th place playoff	
Loser SF 1 vs Loser SF 2	
9th-10th place playoff	
Winner SF 1 vs Winner SF 2	

Top 8

- All Top 8 brackets shall be completed in a **modified double-elimination** format. These brackets shall include matches for **Losers of Losers' Round 1** (playoff for 7th and 8th place) and **Losers of Losers' Round 2** (playoff for 5th and 6th place).
- In the grand final, the winner of the winners' final shall face the winner of the losers' final.
 - Should the **winners' winner beat the losers' winner** in the first set of the grand final, they shall be **declared the champion**.
 - Should the **losers' winner beat the winners' winner** in the first set of the grand final, the losers' winner shall **reset the bracket**. This means that the winners' winner will be down to one loss and a second set will be played; the **winner of the second set** shall then be **declared the champion**.

Challenger Division

Competition format

- All Challenger Division brackets shall be completed in a **modified double-elimination** format. These brackets shall include matches for **Losers of Losers' Round 1** (playoffs for 13th to 16th place), **Losers of Losers' Round 2** (playoffs for 9th to 12th place), **Losers of Losers' Round 3** (playoff for 7th and 8th place) and **Losers of Losers' Round 4** (playoff for 5th and 6th place).
- In the grand final, the winner of the winners' final shall face the winner of the losers' final.
 - Should the **winners' winner beat the losers' winner** in the first set of the grand final, they shall be **declared the champion**.
 - Should the **losers' winner beat the winners' winner** in the first set of the grand final, the losers' winner shall **reset the bracket**. This means that the winners' winner will be down to one loss and a second set will be played; the **winner of the second set** shall then be **declared the champion**.

Points system and tiebreakers

- For the qualifiers, players shall be ranked based on their performances in tournaments over the course of the season.
- Points shall be awarded to players on a **reverse points system** in which there will be as many points available as there are players competing a tournament. In this system, the highest-placed player will be awarded the most number of points available, while the lowest-placed player will be awarded the least number of points available (i.e. 1st = 16 points, 2nd = 15 points, 3rd = 14 points ... 14th = 3 points, 15th = 2 points, 16th = 1 point).
- Players shall be ranked by the following criteria in the following order:

i. Most points accumulated	iv. Least sets lost
ii. Least tournaments played	v. Most matches won
iii. Most sets won	vi. Least matches lost
- **Points shall not be awarded to players who fail to appear** for a tournament.

- Ongoing rankings shall be published on the TEKKEN 254 website at the end of each tournament.

Ranking, seeding and draws

- Based on their performance at a tournament, each player shall be awarded a set number of points (see “**Points system and tiebreakers**” above). Players shall be ranked on total points accumulated over the course of the season.
- For the first qualifier, seeding shall be done based on a **first-come-first-served basis of registration**. Seeding for subsequent qualifiers shall be done **based on rankings after the previous qualifier** (e.g. Seeding for second qualifier will be done based on results of first qualifier).
- The **top four ranked players at the end of the qualifiers** shall advance to the **Premier Division Playoff** at the Finals to compete against the **bottom four ranked players of the Premier Division** for the four vacant places left in the Premier Division for Season Four.
- Prior to each tournament, a random draw shall be conducted, and its results published on the TEKKEN 254 website.

Match play

The following rules shall be in effect before and during play of a single match.

- **Tournament settings must be switched on** in Tekken 7 prior to beginning play. This can be done by selecting “Options” from the main menu, then “Game options” in the Options menu and toggling “Tournament settings” on. If tournament settings are not active during play, the rules on pausing outlined in this section apply.
- At the console, **both players must agree on which side** they will play on (who will be player 1 and player 2). If an agreement cannot be reached, a **coin toss** conducted by a judge shall determine who gets to pick their side.
- **Use of character customisations is not permitted**. Should customisations be available on a given console and a player is found to have picked a custom outfit for a match, the **players shall be required to abandon the match and return to character select**, where they shall **pick the same characters with stock outfits**.
- **All stage selections must be random**. If a stage selection is found to be manual, the **players shall be required to abandon the match and return to stage select** with the same characters.
- Once sides and characters have been chosen, the players shall begin the first match in the set. Once a match ends:
 - **The loser of the match has the option of switching characters** for the next match. The winner must continue with the same character for the next match, with both players on the same sides for the rest of the set.
 - **The loser of the match also has the option of changing the stage** on which the match was played. The players must play the next match on the same stage if the loser decides not to switch stages.

- If the **winner of the match is found to have switched characters or stages for the next match**, the **players shall be required to abandon the match and return to character select**, with the winner continuing with the same character from the previous match and the loser making any desired changes.
- **A match that ends in a draw as determined by Tekken 7 must be replayed.**
- The **set ends once one player wins two matches (FT2) or three matches (FT3)** against the other. A judge shall be present to monitor the set and report the final result.

Violations

It is the responsibility of players to detect match play rule violations and report them to a tournament judge as soon as they occur. Untimely reports shall be ignored, and no action will be taken.

- Non-gameplay violations (such as the winner of a match switching sides, characters and/or stages for the next match) **must be reported before the next match begins**. Pausing or stopping a match to address a non-gameplay violation shall result in the **forfeiture of a round** in that given match for the person pausing/stopping the match.
- **Players are not allowed to receive coaching during play**. Any player found to be receiving or have received information that may give them an unfair advantage over their opponent or directly influence the result of a match during play will be **forced to forfeit the match**. However, players **may consult with their peers and look at data before and in between matches**.
- Pausing or stopping a match to falsely or mistakenly report a violation shall result in the **forfeiture of a round** in that given match for the person pausing/stopping the match.
- **Collusion between players is forbidden**. Any players deemed by judges to be collaborating to manipulate results during the competition will be **immediately disqualified** and **any prizes** they may have won as a result **will be forfeited** to the next-highest placed player(s).
- **Judges may make note of violations** on behalf of players. However, **if a judge stops a match and erroneously reports a violation, the match shall be replayed** under the same conditions (same sides, characters and stages) and no action shall be taken against the players.
- If a player **accidentally or intentionally pauses or stops a match for any other reason**, they will be **forced to forfeit** a round in that match. **If the round cannot be resumed** from the point of interruption, the player who paused/stopped the match will be **forced to forfeit the entire match**.
- The **inevitable defeat rule** applies for all tournaments in the Circuit. This means that **if a player legally wins a round but pauses the match** before the round is awarded, **they will still be awarded the win**. **If there is a dispute** on whether a player's move would have beaten the opponent, **a judge will resume the match and see the result of the move**. **If the round does not end** after the move, the **rules on pausing above apply**.

- **Match interruptions beyond the players' control**, such as a power outage or equipment failure, **will be dealt with by judges or other personnel** at the venue. **If the round cannot be resumed** from the point of interruption, **the match will be replayed** under the same conditions.
- In the event of equipment failure, the reporting player may either:
 - **Finish the match** with the current equipment and **obtain a replacement afterwards**, or
 - **Forfeit the round**, pause the match and **obtain an immediate replacement**. Once a replacement is obtained, the player may make control configurations and resume the match.
- Players **may make changes to their equipment in between matches**.
- **All players shall receive a schedule for the next tournament** they have confirmed their participation for **at least 24 hours prior** to the start of that tournament **via the TEKKEN 254 Circuit WhatsApp group** (players are added by default upon registration). **Failure to appear for a match within five minutes** after its scheduled starting time and **any disruptive behaviour** affecting a match or the competition as a whole shall result in the forfeiture of the set for the violating player.
- **Friendly trash talk is permitted** during a tournament. However, **personal attacks, threats of violence, sexually explicit acts** and **physical confrontation** by players **towards anyone else** at a tournament venue will result in **immediate disqualification** from the tournament and may also result in eviction from the venue by its personnel.
- **TEKKEN 254 shall not be liable for any damage** caused to equipment and/or facilities at a tournament venue. **Any individual(s) responsible shall provide compensation** for any such damage, whose value may be determined at the discretion of the venue's personnel. **If the individual(s) responsible is/are minor(s), their parent(s) or legal guardian(s) shall provide compensation for any such damage**, whose value may be determined at the discretion of the venue's personnel.