



**SAVANNA
F.G.C**

KENYA KOMBAT CIRCUIT

**RULES AND
REGULATIONS**

1. Certain Definitions

- **“the Circuit”** – The Kenya Kombat Circuit, a Mortal Kombat tournament series organised by Savanna FGC.
- **“Circuit Rules”** – The rules and regulations outlined in this document, which govern the Circuit.
- **“Finals”** – The final tournament of the Circuit, played after the end of the Regular Season.
- **“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 eighteen (18) years on the day of a given tournament on the Circuit.
- **“Non-organisier”** – Any individual who is not an employee, member or representative of Savanna FGC.
- **“Organiser”** – An employee, member or representative of Savanna FGC.
- **“Player”** – An individual who has registered themselves to compete in the Circuit.
- **“Player Equipment”** – Hardware used to play Tekken, such as a gamepad or arcade controller, as well as accompanying accessories such as earphones and headphones.
- **“Regular Season”** – The preliminary tournaments on the Circuit prior to the Finals, i.e. Qualifiers 1 to 6.
- **“Set”** – A group of multiple matches, in which one Player must win two matches (FT2) or three matches (FT3) before the other to win.
- **“Savanna FGC”** – Savanna Fighting Game Community (formerly TEKKEN Two-Five-Four Gaming) and Ace Pro Gaming, any official partners or sponsors of the Circuit, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.
- **“TEKKEN 254”** – Savanna FGC's operations concerning the Tekken community, including but not limited to the “TEKKEN 254” logo, website and social media platforms.
- **“Title Game”** – Mortal Kombat 11 on the PlayStation 4.
- **“Tournament Venue”** – The location at which a tournament is taking place.

2. Competition Format

2.1. General

- All **Sets prior to the Top 8** 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.
- All **Sets within the Top 8** 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 **two rounds of ninety (90) seconds each**. A match consists of a **minimum of two and a maximum of three rounds**; winning a match constitutes **winning two rounds** against the opponent.
- Players are advised to **bring their own Player Equipment** as there may be none provided at a Tournament Venue.
 - All standard gamepads and arcade controllers (e.g. arcade sticks or Hitbox controllers) are permitted. Macro functions (e.g. turbo buttons) and wireless controllers, except for DualShock 4 controllers, are not permitted.

2.2. Eligibility

- Tournaments on the Circuit are **open to individuals who are seventeen (17) 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 eighty percent (80%) of any prize money won**. The remaining twenty percent (20%) shall be awarded to the next highest-placed Non-organiser.

2.3. Points System and Tiebreakers

- For the Regular Season, Players shall be ranked based on their performances in tournaments over the course of the season. At the end of the Regular Season, the **top sixteen Players in the overall ranking** shall **advance to the Finals** and compete for their share of the overall prize pool.
- Points shall be awarded to Players on a **reverse points system** in which there will be as many points available as there are total Players registered for the Circuit prior to a given 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. if there are 24 players



registered for the Circuit, then 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.

2.4. Ranking, Seeding and Draws

- Based on their performance at a tournament, each Player shall be awarded a set number of points (see Section 2.3 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 the 2019 Rampage Invitational series**. Seeding for subsequent qualifiers shall be done **based on rankings after the previous qualifier** (e.g. Seeding for second qualifier shall be done based on results of first qualifier).
- The **top three ranked Players at the end of the Regular Season** shall be awarded a prize money bonus, with the **top ranked Player** also **receiving the Savanna Shield** as the Circuit's Regular Season winner.
- The **top sixteen ranked Players at the end of the Regular Season** 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 equal 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.

2.5. Pool Stage and Top 8

- All brackets shall be completed in a **double-elimination format**; a Player shall be **eliminated from the tournament after losing two Sets**.
- At the end of the pool stage, the **winner of the Winners' Final** shall **progress to the Top 8 in the winners' side of the bracket**, while the **winner of the Losers' Final** shall **progress to the Top 8 in the losers' side of the bracket**.
- 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**.

3. Match Play

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

- The following **“Tournament” settings** must be configured in The Title Game prior to beginning play:
 - Round time: 90
 - Fatal blow damage boosts: On
 - Lowered health bars: Off
 - Environmental interactions: On
 - Arena select: Off
- 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 **game of rock-paper-scissors (FT2)** overseen by a Judge shall determine who gets to pick their side. Players are then **committed to the same side for the entirety of the Set**.
- **All characters already publicly released may be selected for a Match.** Should a new character be released, **that character may only be selected if they are available at least thirty (30) days prior to the next tournament** on the Circuit.
- Either Player may request **double blind character selection**. This involves **each Player secretly informing a Judge of their character choice for the first Match**. Both players are to then select their characters, with the Judge validating their character selections. **If a Player fails to select their character as communicated to the Judge, they will be forced to forfeit the first Match.**
- Once sides and characters have been chosen, the Players shall begin the first match in the set. At the end of a Match:
 - If a “Mercy” is performed, the outcome of the Match is delayed, and the result afterwards is then official.
 - **The loser of the Match may change their character** 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.
 - If the **winner of the previous Match is found to have switched characters 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.
- 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.

4. Violations


It is the responsibility of Players to detect Match play rule violations and report them to a 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 or characters 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 Player pausing/stopping the Match.
- **Players are not allowed to receive coaching during a Match**. 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, a Player **may consult with one (1) designated coach and look at data before a Match and for a maximum of one (1) minute 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 Player pausing/stopping the match.
- **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**, including but not limited to a power outage or equipment failure, **will be dealt with by Judges, Organisers and/or Tournament Venue staff**. **If the round cannot be resumed** from the point of interruption, **the Match will be replayed** under the same conditions.
- In the event of Player Equipment failure, the reporting Player may either:
 - **Finish the Match** with the current Player 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 Player 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 Kenya Kombat Circuit WhatsApp group** (Players are added upon registration). **Failure to appear for a Match within ten (10) minutes** after its scheduled starting time shall result in the **forfeiture of the Set** for the violating Player.

5. Code of Conduct

- **All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Organisers, Circuit spectators and Tournament Venue staff.** Players must follow all instructions given by Savanna FGC.
- **Players are expected to play at their best at all times** within the Circuit and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. **Any Player behaving inappropriately, or not competing in compliance with these Circuit Rules, as determined by Savanna FGC in their sole discretion, may be immediately disqualified from the tournament or Circuit and forfeit all potential prizes.** Further, Savanna FGC reserves the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Savanna FGC.
- Behaviour that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:
 - Interfering with the operation of the tournament, the Circuit or the TEKKEN 254 website;
 - Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the tournament or Circuit, or to annoy, abuse, threaten or harass any other person;
 - Engaging in collusion (e.g. any agreement between two [2] or more Players to pre-determine the outcome of a Match or multiple Matches);
 - Cheating of any sort through any means;
 - Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
 - Offensive, vulgar or obscene usernames, avatars, logos, branding or gamertags;
 - Sexism, ageism, racism or any other form of prejudice or bigotry;
 - Engaging in violence or any activity which is deemed in the judgment of Savanna FGC to be immoral, unethical, disgraceful, or contrary to common standards of decency;
 - Engaging in any activity that is illegal in the Republic of Kenya;
 - Offering any gift or reward to a Player, Organiser, Tournament Venue staff or Savanna FGC for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
 - Betting or gambling on your own performance or the results of the tournament, the Circuit or any phase of the tournament or Circuit;

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- Making any modification to the Title Game that has not been disclosed to and authorised by Savanna FGC;
 - Intentionally using any in-game bugs or so-called "hacks" to seek a competitive advantage;
 - Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
 - Using any facilities, services or equipment provided or made available by Savanna FGC or Tournament Venue staff to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;
 - ○ Taking any action or performing any gesture directed at an opposing Player, Organiser or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
 - Touching or otherwise interfering with lights, cameras or other studio equipment;
 - Engaging in any other type of behaviour or conduct deemed inappropriate by Savanna FGC in their sole discretion; or
 - Otherwise violating these Circuit Rules.

Any Player who violates the Code of Conduct may be disqualified, and Savanna FGC reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

Caution: Any deliberate attempt to damage any website or equipment used in connection with the tournament or Circuit, tamper with the Title Game or the competition format, or otherwise undermine the legitimate operation of the tournament or Circuit may be a violation of criminal and civil laws, and should such an attempt be made, Savanna FGC reserves the right to cooperate in the prosecution of any such Player(s) and to pursue all remedies available to them to the fullest extent permitted in equity or under the law.

6. Appearance Release

- By participating in the Circuit, **each Player hereby irrevocably grants Savanna FGC permission to film, photograph, record and stream the Player's performance in the Circuit itself and in other Circuit-related activities**, including the Player's name, username, logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively known as the "**Appearance**") and **the right, but not the obligation, to distribute, exploit or otherwise use such Appearance**, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity for any purpose, including but not limited to, advertising, marketing and promoting the Circuit, Circuit-related activities, Savanna FGC, the TEKKEN 254 website and future tournaments.
- As between each Player on the one hand, and Savanna FGC, on the other hand, **the Appearance shall be deemed a work-made-for-hire for Savanna FGC prepared as a work specifically ordered and/or commissioned by Savanna FGC**, and therefore, **Savanna FGC shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe**. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Savanna FGC, then by way of assignment and transfer of present and future copyright and otherwise, **each Player hereby irrevocably grants, transfers, sells and assigns to Savanna FGC, all of their right, title and interest in and to the Appearance throughout the universe in perpetuity**. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Savanna FGC's ownership of such rights.
- Savanna FGC shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalise or otherwise alter the Appearance for any purpose which Savanna FGC deems necessary or desirable. To the fullest extent allowable under any applicable law, **each Player hereby irrevocably waives any and all so-called moral rights (*droit moral*)**—which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world (including, without limitation, the so called right of paternity [*droit à la paternité*], right of integrity [*droit au respect de l'œuvre*], right of withdrawal [*droit de retrait* or *droit de repentir*] and/or right of publication [*droit de divulgation*])—they may have in the Appearance, and **agrees that they will make no claim of any kind against Savanna FGC as a result of any of the uses described above**, and **irrevocably and unconditionally waives and releases Savanna FGC from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use** including but not limited to any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. **Each Player expressly acknowledges that Savanna FGC and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance**. Accordingly, if under any

applicable law, the above waiver or assignment by a Player of moral rights (*droit moral*) is not effective, then **each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.**

- **Savanna FGC shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity.** Savanna FGC shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements as outlined in Section 2.2.

7. Disclaimers and Limitation of Liability

Each Player knowingly consents to participate in any and all Circuit-related activities under their own free will and without duress or undue influence of any third party.

- All Players are expected to look after themselves and their personal belongings at a Tournament Venue. By registering for the Circuit, **each Player hereby releases and holds harmless Savanna FGC from and against any and all actual and potential, known or unknown, suspected and unsuspected claims, demands, causes of action, costs, losses, injuries, liabilities and damages of any kind, including but not limited to mental and/or physical injuries or death and damages to or loss of personal property, due in whole or in part, directly or indirectly, to competing in the Circuit, attending or participating in any Circuit-related activity and/or the use or misuse of any prize won from competing in the Circuit.**
- By registering for the Circuit, **each Player hereby releases and holds harmless Savanna FGC from any and all actual and potential, known or unknown, intentional or unintentional damage** caused to equipment and/or facilities at a Tournament Venue. **Each Player also hereby accepts to provide compensation for any such damage if found responsible** for said damage, whose value may be determined at the discretion of the Tournament Venue staff; **the parent(s) or legal guardian(s) of the Player(s) responsible shall provide compensation for said damage if the Player(s) responsible is/are (a) Minor(s).**
- **Savanna FGC is not responsible for any incorrect or inaccurate information or other materials on, associated with or utilized as part of the TEKKEN 254 website, and Savanna FGC assumes no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the TEKKEN 254 website or the field of play in the Title Game.** Although Savanna FGC attempts to ensure the integrity of the Circuit, **Savanna FGC is not responsible for the actions of Players in connection with the Circuit**, including a Player's attempt to circumvent these Circuit Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the Circuit. Without in any way limiting the generality of the foregoing, **each Player agrees that Savanna FGC shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:**
 - incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or

technical problems, failures, or malfunctions of any kind, whether originating with the Player, Savanna FGC, or otherwise, that may prevent or limit a Player's ability to participate in the tournament or Circuit or send or receive messages requiring action or response by such Player;

- any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of gameplay or affect Match results; and
- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Circuit.

8. Disputes

- **These Circuit Rules are governed by the national and county government laws that apply to Nairobi City County, Kenya.** Except as otherwise provided herein, any legal suit, action or proceeding arising out of or relating to these Circuit Rules, the operation of the Circuit or otherwise, will be resolved by litigation in the courts located within Nairobi City County, Kenya.

9. Indemnification

- **Each Player hereby agrees to indemnify and hold Savanna FGC harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses,** including reasonable outside legal fees and costs relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Circuit Rules.
- The indemnification obligations hereunder shall survive the expiration or earlier termination of the tournament and Circuit.

10. Force majeure

- **Savanna FGC reserves the right to modify, suspend, extend or terminate the Circuit or any part thereof** if they determine, in their sole discretion, that the Circuit and/or tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the Circuit, a tournament or any portion thereof as contemplated herein.
- **In the event Savanna FGC are prevented from continuing with the Circuit by any event beyond their control,** including but not limited to fire, flood, epidemic, earthquake, explosion, labour dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any national or county government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Savanna FGC's control (each a "Force Majeure" event or occurrence),

Savanna FGC shall have the right to modify, suspend, extend or terminate the Circuit or tournament.

- **Savanna FGC, in their sole discretion, may require the replaying of any Match, or declare any Match or other phase of the tournament or Circuit null and void by reason of any of the foregoing.** In the event Savanna FGC determine, in their sole discretion, that any individual Match or other phase of the tournament or Circuit, has been tampered with or that the validity of any Match or other phase of the tournament or Circuit has been compromised for any reason, it may eliminate that Match or other phase of the tournament or Circuit, and may conduct the tournament or Circuit on the basis of the remaining Match and/or other phases of the tournament or Circuit.

11. Invalidity

- **These Circuit Rules and any other agreements referenced herein constitute the full and complete agreement and understanding between each Player and Savanna FGC in connection with the Circuit** and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and Savanna FGC with respect to the subject matter hereof.
- **These Circuit Rules cannot be modified or amended in any way except by a written instrument signed by Savanna FGC.** The waiver of any term, condition, or breach of these Circuit Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Circuit Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Circuit Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein.
- **The use of the neuter pronouns “they”, “them”, “their” and any variations thereof in these Circuit Rules shall be deemed singular or plural and shall be deemed to include the masculine and feminine genders as well,** as the context may permit or require.
- **Headings and bullet points, as well as bolding and italicisation of text, are used in these Circuit Rules solely for convenience and ease of reference and shall not be deemed to affect in any manner the meaning or intent of these Circuit Rules or any provision hereof.**