

# HardReadCH

## Tekken 7 Ruleset

### Format, buy-in, prices

Will be listed separately for each tournament

### How to play a set

1. Prior to starting, either player may contest port priority.
2. Warmup, button checking (max. 1min)
3. Players select their characters. Either player may elect to Double Blind.
4. "Random stage" is chosen.
5. The players play the first match of the set.
6. Either player may request to go back into character select after the match has finished. Only the loser is allowed to change character. If both players agree, the "Rematch" option may be chosen.
7. If "Rematch" was not chosen in 6., "random stage" must be chosen.
8. The next match is played.
9. Repeat Steps 6 through 8 for all subsequent matches until the set is complete.

### Characters & stages

- All characters and stages are allowed.
- Default costumes must be used

### General Rules

- Game settings: BO5 rounds (3 round wins), 60 seconds, no handicap
- Double blind: If elected
- Contest Port Priority: If elected
- During character selection, both players must be locked into their character after 1 minute max. Violating this rule may result in a forfeit loss of the next match.
- After a match, both players must choose rematch or character select after 1 minute max. Violating this rule may result in a forfeit loss of the next match.
- In case of a double KO, both players must choose rematch and play until a winner has been determined in a match.
- A player may have 1 coach with him/her. Coaching is restricted during matches, it may only take place in the time in-between matches. Players who violate this rule will receive a warning (BOTH the player AND the person coaching the player) on the first attempt. Upon repeated offense, players may be disqualified from the tournament altogether.
- Gentleman's Clause does not apply.
- Players are to attend their matches at the designated times. The starting times of pool and bracket phases will be made known in advance. If you are not in the designated tournament area at the time without discussing with the tournament leader, you will lose your matches as soon as you are called.  
To make sure that each player will enjoy the full event on a timely manner we will strictly enforce this disqualification rule.
- Players may ask their Tournament Director for an extended break between Matches. The Tournament Director may set a time limit by the end of which the Player must

report to their upcoming Match's Station or they may also deny the Player's request. Players will forfeit a set if they haven't reported to their upcoming Match's Station by the end of their Tournament Director's set time limit.

- In order to dispute Game results, Players must notify their Referee that they would like to Protest the Game before a new Game has begun. In order to dispute Match results, Players must notify their Referee that they would like to Protest the Match before the Match's Score Sheet has been submitted to the Tournament Director.
- If a Console/TV malfunction should occur, the Tournament Director reserves the right to rule that the Game should be replayed or that a winner should be declared.
- All macros available via the in-game controller configuration menu are allowed.
- Hardware programmable input entry, rapid-fire (turbo), or other hardware assisted mechanisms are strictly forbidden.
- If a player pauses a match (this includes hardware malfunctions of his/her own controller), the player has to forfeit the currently played round. If both players agree, they may continue playing normally.

### **Hardware:**

- The tournament is played on PlayStation 4 consoles.
- Players must provide their own functional controller.
- All controller and adapters are allowed. Macro and turbo restrictions apply as listed in the general rules.
- Wireless controllers are allowed. Players must properly disconnect their controllers when leaving the console. A player that interrupts a tournament match because his controller was still synced to the console, may get disqualified from the tournament.

### **Term Definitions**

- Double Blind: Either player may request that a double blind selection occur. In this situation, a 3rd party should be told, in secret, each of player's choices for the first round. Both players are to then select their first round character, with the 3rd party validating that the character selected is the same as their word.
- Contest Port Priority: If an agreement cannot be made as to who gets what port, the players may enact a best of 1 game of Rock Paper Scissors. Winner gets their port selection, loser selects any other port.
- Gentleman's Clause: Any stage may be played on if both players agree to it. Players may NOT agree to change the number of matches to be played.
- Macros: Macros allow players to press a button that results in their Character performing a set of actions that would normally require the Player to press multiple buttons.
- Turbo: Turbo capabilities allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press the same button multiple times.