

## REGISTRATION AND TOURNAMENT GUIDELINES



AUGUST 8, 2026 / 10 AM / NEW POINT, ANGELES CITY PAMPANGA

# OFFICIAL TOURNAMENT RULEBOOK

## Tournament Eligibility, Registration, and Competition Regulations

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### ARTICLE I – ELIGIBILITY

#### Section 1. General Eligibility

1.1. The tournament is open to all individuals regardless of nationality, gender, competitive ranking, or prior tournament experience.

1.2. Both experienced competitors and first-time participants are welcome to compete provided they comply with all tournament rules, event policies, and organizer requirements.

1.3. Participants are responsible for ensuring that they are physically capable of competing throughout the duration of the tournament.

1.4. Submission of the registration form does not automatically guarantee participation. Registration shall only become official after verification by the Tournament Organizer.

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### ARTICLE II – REGISTRATION

#### Section 2. Early Bird Registration

**Registration Fee:** ₱400.00

Each Early Bird registration includes:

- One (1) Official Tournament Slot

- One (1) Official Tournament Player ID
- One (1) Raffle Entry

### **Registration Schedule**

Date: August 8

Time: 10:00 AM – 11:30 AM

Participants who complete the online pre-registration shall receive priority processing during on-site registration.

Early Bird participants will also be invited to the **Official Tournament Discord Server**, where they will receive:

- Official tournament announcements and updates
- Bracket and schedule notifications
- Tournament reminders and important event information
- Direct communication with Tournament Administrators
- A dedicated channel for questions, concerns, and participant support before and during the event

Discord access is intended solely for official tournament communication. Participants are expected to follow the server rules and maintain respectful and professional conduct. The Tournament Organizer reserves the right to remove any participant from the Discord server for violations of its rules without affecting their tournament eligibility, unless the violation also breaches the tournament's Code of Conduct.

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## **Section 3. Walk-in Registration**

**Registration Fee:** ₱450.00

Each Walk-in registration includes:

- One (1) Official Tournament Slot
- One (1) Official Tournament Player ID
- One (1) Raffle Entry

Registration Period:

11:00 AM – 11:30 AM

Walk-in registrations shall only be accommodated after all pre-registered participants have been processed and are subject to remaining tournament slots.

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## **Section 4. Payment Policy**

4.1. No advance payment is required.

4.2. Registration fees shall be collected exclusively during the official registration period.

4.3. Participants who fail to complete payment before registration closes may lose their reserved tournament slot.

4.4. Registration fees are non-refundable and non-transferable except when the tournament is cancelled by the Tournament Organizer.

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# **ARTICLE III – TOURNAMENT FORMAT**

## **Section 5. Competition Structure**

The official tournament format shall depend on the total number of confirmed participants.

The Tournament Organizer reserves the right to utilize any of the following formats:

- Single Elimination
- Double Elimination
- Round Robin
- Swiss System
- Group Stage with Playoffs
- Hybrid Formats
- Any other competitive format deemed appropriate by Tournament Administration.

The final format shall be announced before tournament play begins.

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## **Section 6. Bracket Administration**

Tournament brackets shall only be finalized after registration closes.

The Tournament Organizer reserves the exclusive authority to determine:

- Player seeding
- Bracket placement
- Byes
- Match order
- Streaming assignments
- Match schedule

Bracket adjustments may be made due to:

- Player withdrawal
- Disqualification
- Technical difficulties
- Venue limitations
- Operational requirements
- Force Majeure

Organizer decisions regarding bracket administration shall be final.

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## **ARTICLE IV – MATCH PROCEDURES**

### **Section 7. Check-in**

Players must report immediately after their match has been called.

Failure to appear within ten (10) minutes shall result in an automatic Match Forfeit unless otherwise determined by Tournament Administration.

Players are expected to remain within the tournament venue throughout the competition.

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### **Section 8. Player Position**

Before each match, both competitors may mutually agree on their preferred player side.

If no agreement can be reached, one of the following procedures shall determine player side:

- First-to-One Coin Flip

OR

- Best-of-Three Rock-Paper-Scissors

The winner chooses their preferred side.

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## **ARTICLE V – DURING MATCHES**

### **Section 9. Character Selection**

The winner of the previous game must continue using the same character.

The losing player may freely select another character.

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### **Section 10. Stage Selection**

The stage shall always be selected randomly unless otherwise specified by Tournament Officials.

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### **Section 11. Draw Games**

In the event of:

- Double Knockout
- Double K.O.
- Simultaneous Victory

The game shall not count.

The match shall immediately be replayed using the exact same character selections.

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## **Section 12. Electronic Devices**

Players are prohibited from using:

- Mobile Phones
- Smart Watches
- Tablets
- Earbuds
- Headphones connected to personal devices

during active tournament matches.

Exceptions require Tournament Official approval.

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## **Section 13. Match Interruptions**

### **Player-Caused Interruptions**

The following are considered player-caused interruptions:

- Pause
- Controller Disconnection
- Accidental Button Press
- Unauthorized Controller Sync

The offending player shall automatically forfeit the current round unless Tournament Administration determines otherwise.

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### **External Interruptions**

If interruption occurs due to:

- Console Failure

- Power Failure
- Software Error
- Hardware Malfunction
- Streaming Equipment Failure

The match shall be restarted while preserving competitive integrity as determined by Tournament Officials.

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## **ARTICLE VI – COACHING**

Each player may designate one (1) coach.

Coaching is only permitted:

- After losing a game
- Once per match

Coaching shall be limited to the duration determined by Tournament Officials.

No coaching shall occur during active gameplay.

Spectators are prohibited from providing strategic assistance.

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## **ARTICLE VII – CONTROLLERS**

Players are responsible for bringing:

- Their own controller
- USB cable
- Required adapters

Only tournament-approved controllers are permitted.

Controllers must be compatible with PlayStation 5.

Players using Xbox or legacy controllers must provide their own adapters unless supplied by the organizer.

Players must disconnect ("unsync") their controllers immediately after every match.

Failure to do so may result in penalties.

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## Controller Restrictions

The following are prohibited:

- Turbo Functions
- Macros
- Automated Inputs
- Modified Firmware
- Hardware providing competitive advantages

Tournament Officials reserve the right to inspect any controller before or during the tournament.

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## ARTICLE VIII – GAME SETTINGS

- Tournament Settings: Default
  - The tournament console used for streaming must use Preset 1
- Screen Settings
  - -In-Battle Status Settings: On
- Versus ("VS") Mode
- Rounds: 3 out of 5
- Time Limit: 60 seconds
- Stage: Random
- Special Style is allowed during Match Play
- Character Customizations: Off
- All Character Preset Costumes are legal for Tournament use, unless BNE determines, in its sole discretion, that certain costumes give an unfair advantage.

- -Players cannot use the same Preset. Should both Players wish to use the same Preset, they will play a Best-Of-One Rock-Paper-Scissors tiebreaker to determine who may use their preferred Preset Costume for the duration of the Match.
  - If a Character Customization or one of the above listed Presets that cannot be used are used, the Set is subject to not being scored. Players are responsible for immediately finishing the Set with one (1) Player holding forward for the remainder of the rounds to quickly return to the lobby and restart the Set.
  - Players must use a Game version on one of the following platforms as determined by the Tournament Organizer or as otherwise set forth herein:
    - PlayStation 5, Xbox Series X|S, or Steam.
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## Costumes

- All official preset costumes are legal unless prohibited by the publisher.
  - If both players request the same preset costume:
  - A Best-of-One Rock-Paper-Scissors shall determine priority.
  - The winner receives exclusive use of the requested preset throughout the match.
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## Illegal Configurations

- If an illegal customization or prohibited preset is selected:
  - The current game shall immediately be voided.
  - Players shall quickly conclude the game by mutual agreement before restarting using legal settings.
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# ARTICLE IX – SPORTSMANSHIP

Players are expected to maintain professional conduct at all times.

The following are prohibited:

- Harassment
- Discrimination
- Unsportsmanlike Conduct
- Verbal Abuse
- Physical Intimidation
- Excessive Celebration intended to provoke opponents
- Intentional Match Delay
- Cheating
- Collusion

Violations may result in:

- Warning
  - Game Loss
  - Match Loss
  - Disqualification
  - Removal from future events.
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## **ARTICLE X – DISPUTES**

Only registered competitors may file a dispute.

Disputes must be reported immediately before the next game begins.

Tournament Officials may review:

- Referee observations
- Stream footage
- Recorded gameplay
- Witness statements

Tournament rulings are final.

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## ARTICLE XI – ORGANIZER AUTHORITY

The Tournament Organizer reserves the exclusive right to:

- Interpret tournament rules
- Modify schedules
- Adjust brackets
- Resolve unforeseen circumstances
- Make competitive rulings
- Enforce penalties
- Amend regulations whenever necessary to preserve competitive integrity.

All official decisions made by Tournament Administration shall be final and binding.

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## ARTICLE XII – MEDIA CONSENT

By participating, competitors authorize the Tournament Organizer to photograph, livestream, record, and publish their likeness, gameplay, interviews, and tournament results for promotional, archival, educational, and commercial event purposes without additional compensation.

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## ARTICLE XIII – DATA PRIVACY

All personal information collected during registration shall be processed in accordance with the **Data Privacy Act of 2012 (Republic Act No. 10173)**.

Collected information shall only be used for:

- Tournament registration
- Event administration

- Player verification
- Prize distribution
- Official announcements

Personal information shall not be disclosed to unauthorized third parties except as required by law.

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## ARTICLE XIV – ACCEPTANCE OF RULES

Submission of the registration form and participation in the tournament constitute full acknowledgment and acceptance of this Official Tournament Rulebook.

All participants agree to abide by these rules and recognize that all rulings issued by Tournament Administration are final.

