# **SVFL Tekken 8 Rules**

## **1. General Rules**

- 1.1. The SVFL Tekken 8 tournament series consists of 8 monthly tournaments. The 8th tournament will consist of the 8 players who have scored the most points during the first 7 tournaments.
- 1.2. The tournaments are played online using the latest version of Tekken 8 on the following platforms: Playstation 5/4, Xbox Series X/S, or PC through the Steam platform.
- 1.3. The tournaments are played on the second Sunday of the month at 3pm. The exact dates are communicated directly on the discord.
- 1.4. Each player must have joined the official SVFL discord (https://discord.gg/mRAgt7yxZP) and be present on it during their time of participation in the tournament. It is not possible to participate in one of the tournaments if you are not connected to the discord.
- 1.5. Participation in the tournaments is open to players from all regions but it is important to note that the final will take place physically in Lausanne, Vaud, Switzerland. The precise location will be communicated later.
- 1.6. There are no specific restrictions on the internet connection of the players.





#### 2. Tournament Rules

- 2.1. Each tournament is based on a double elimination bracket format. All players start on the "Winners side" of the bracket (WB) and play their first set there. Players who win the set continue on this part of the bracket. Players who lose the set are sent to the « Looser side » of the bracket (LB) where they can continue to participate in the tournament until they lose a set again, which results in their elimination.
- 2.2. The sets (WB and LB) of the tournament are played in "First to Two" (FT2). This means that the player who wins 2 matches in the set wins the victory and thus moves on to the next rounds. From the Top 8 it is a "First to Three" (FT3). This means that you need to win 3 matches to win the victory.
- 2.3. The grand final has its own specific fonctionnement. The player reaching the grand final via the Winners Bracket will have to win a FT3 to win the victory while the player reaching the grand final via the Loosers Bracket will have to win a FT3 (reset) then a second FT3 against his opponent to win the victory.
- 2.4. The management of SVFL tournaments is done via Challonge (https://www.challonge.com). Players must create an account there if they do not already have one to register for the tournaments and check in.
- 2.5. The names of the players on the SVFL discord must match their names on Challonge and Tekken 8 in order to make it easier to find their opponents during tournaments.
- 2.6. It is forbidden to register for a tournament with multiple accounts. This could lead to exclusion from the SVFL. It is not allowed

to share the tournament registration link with people who are not on the SVFL discord and/or who have not read and accepted the rules.

- 2.7. Players are not obligated to compete in every tournament during the season.
- 2.8. Registration closes when check-in begins.

- 2.9. Check-in is open from 12:45 PM to 2:45 PM. Players who are not present during this time for check-in will be disqualified from the current tournament, but they will be able to participate in future tournaments if they wish.
- 2.10. Players have 5 minutes to contact their opponent before each match. During the tournament, this must be done via the "Tekken 8 matchmaking" channel. If one of the players does not respond, it is necessary to contact a member of the staff so that they can disqualify the absent player.
- 2.11. If one of the players disconnects during a match, it will count as a match (not a round or a set) won by the opposing player.
- 2.12. Players must go through the Tekken 8 friend matchmaking to play the tournament sets. The lobby settings are as follows:
  - Rounds: 3
  - Time per round: 60 seconds
  - Stage selection: The stage selection is done randomly for the first set, then the loser can change the stage if they wish.
  - Character and stage change: A player is only allowed to change their character and stage after losing a match in the current set. The winner of a match in a set must continue to use the same character but they have the right to change their costume/color before the next match.

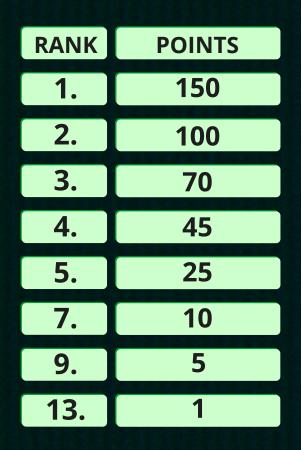
To find your opponent in friend matchmaking, it is necessary for your opponent to already be on your friends list. To add a friend in Tekken 8 you must go through the following path: Replay > Online Replay > Open Menu > Search by TEKKEN ID. There you enter the ID that your opponent will have shared on the #Tekken8-matchmaking channel. You will then have access to your opponent's replays.

Click on one of them and then display the profile of the player in question. Then profile menu then Tekken 8 friend request.

- 2.13. Players must contact a member of staff if their match does not start due to high lag, lobby problems or any other reasons. The staff will then try to determine the cause of the problem to find a solution. If no solution can be found, the winner of the set will be drawn at random.
- 2.14. Abuse of glitches, bugs and any other form of cheating will result in immediate defeat and exclusion from the SVFL.
- 2.15. Sharing your account with another player or letting them play for you during the tournament is not allowed.

### 3. Points distribution

• 3.1 All players participating in tournaments score points except for players who do not participate in any matches. The distribution of points is as follows:



• 3.2. Un lien pour le ranking de la saison en cours peut être trouvé sur

le canal « news » ou directement sur le site internet kbird.ch.

- 3.3. The top 8 qualify for the season finale and the winner of that becomes the season champion.
- 3.4. If 2 players in the Top 8 have the same number of points after the 7th tournament, they will have to play against each other in a set in FT5 to determine their respective place in the top 8.
- 3.5. There is no age restriction for participating in tournaments.

#### 4. Behaviors and others

- 4.1. Insults, discrimination, racism and any form of derogatory attitude will not be tolerated and will lead to permanent exclusion from the SVFL.
- 4.2. Constant complaints about lag and poor connection are not tolerated. Knowing that the tournaments are held online, there may sometimes be problems. By participating in the tournament, you accept this possibility.
- 4.3. SVFL staff members may be required to make decisions on their own if necessary. If you disagree with a decision, you can make it known via the << feedback >> channel.
- 4.4. If you have any questions, you can contact a member of the SVFL staff.
- 4.5. These rules may change over time. If this happens, this information will be communicated in full transparency.

