



STARCRAFT II

OFFICIAL TOURNAMENT RULEBOOK

WORTEX CHALLENGER SERIES

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OFFICIAL TOURNAMENT RULEBOOK

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01 ELIGIBILITY & REGISTRATION

The WORTEX Challenger Series StarCraft II tournament is an individual 1v1 offline LAN competition.

Players must complete the official tournament registration form and provide all required information accurately.

Submitting a registration does **not** reserve a tournament place.

A tournament place is secured only after:

- the registration has been accepted by the organizer; and
- the full entry fee has been received before the announced payment deadline.

Tournament capacity is limited. Confirmed places are awarded to paid and accepted players according to the tournament's published registration procedure.

The organizer may reject a registration where reasonably necessary, including incomplete or false information, failure to meet tournament requirements, previous serious misconduct, failure to join the official WORTEX Discord server, failure to complete payment by the deadline, or tournament capacity having been reached.

Players under the age of 18 must contact the organizer before registering.

Contact: challenger@wortexgg.hu

02 CHECK-IN

CHECK-IN OPENS 1 HOUR BEFORE TOURNAMENT START

DEADLINE: 30 MINUTES BEFORE TOURNAMENT START

Players are responsible for arriving at the venue with sufficient time to complete check-in, prepare peripherals, log into the required accounts, configure game settings, and resolve reasonable equipment issues.

If a player knows that they may be unable to meet the check-in deadline because of an exceptional situation, they must contact a tournament administrator as soon as possible.

Failure to check in without contacting the organizers may result in loss of tournament place, match penalties, or disqualification, depending on the situation.

03 TOURNAMENT FORMAT

The tournament uses an opening stage followed by:

CODE S — MAIN CHAMPIONSHIP BRACKET

CODE A — SECONDARY TOURNAMENT BRACKET

All registered players begin in the opening stage. Players are placed into Code S or Code A based on the results of the opening stage.

The exact tournament format depends on the final number of confirmed players. The planned formats are published on the tournament website.

Unless otherwise announced:

- Group stage — Best-of-3
- Playoffs — Best-of-3
- Code S Semifinals — Best-of-5
- Code S Grand Final — Best-of-7
- Code A Final — Best-of-5

The organizer may make reasonable changes to the tournament structure where necessary because of participant count, scheduling, technical problems, venue restrictions, or other unforeseen circumstances.

GROUP STAGE STANDINGS & TIEBREAKERS

Group standings are determined by:

1. Number of series wins
2. Head-to-head result, where exactly two players are tied
3. Map differential (maps won minus maps lost)
4. Total maps won
5. If players remain tied and qualification or seeding is affected, a Best-of-1 tiebreaker match may be played.

For ties involving three or more players, head-to-head is used only where it produces a clear ranking among the tied players.

If head-to-head does not produce a clear ranking, map differential and total maps won are applied.

If players are still tied and the result affects Code S / Code A qualification or playoff seeding, tournament administrators may require one or more Best-of-1 tiebreaker matches.

Tournament administrators may adjust the exact tiebreaker procedure where reasonably necessary because of scheduling or tournament operations, but competitive qualification should not be decided randomly where a competitive tiebreaker can reasonably be played.

04 MATCH PROCEDURE

Players must be ready to begin their matches at the scheduled time.

Before a match starts, players should be seated at the correct tournament station, log into the correct Battle.net account, confirm game settings, confirm map and server, and confirm readiness with the opponent or administrator.

Players must use the Battle.net account submitted to the tournament unless an administrator approves a change.

Players must follow administrator instructions regarding match lobby creation, map selection, server selection, stream assignment, match start, and result reporting.

The final map selection / veto procedure will be published together with the final tournament map pool before the event.

Until then, players must follow administrator instructions for map and server selection.

A player must not intentionally delay the start or continuation of a match.

05 SPORTSMANSHIP & BEHAVIOUR

All players are expected to compete in a respectful and sportsmanlike manner.

Bad manners, harassment, intimidation, offensive behaviour or deliberately disruptive conduct are not allowed in game, at the venue, on tournament communication channels, or toward opponents, spectators, staff, or venue employees.

Players must not use offensive, discriminatory, threatening or abusive language. In-game chat should be kept to what is reasonably necessary for the match.

Tournament administrators determine whether behaviour crosses the line into unsportsmanlike conduct.

06 GG / FORFEITS

WRITING **GG** = MAP CONCESSION

Writing **GG** or an equivalent clear surrender message during an active game is considered a concession.

Once a player writes GG, that player is considered to have forfeited the current map and must leave the game within approximately 30 seconds unless instructed otherwise by an administrator.

A player may not write GG on behalf of the opponent. An offensive or intentionally provocative GG may itself be treated as a concession and/or unsportsmanlike behaviour.

07 PROVOCATIVE GAMEPLAY / MANNER MULES

Gameplay actions performed primarily to taunt, humiliate or provoke an opponent may be reviewed by tournament administrators. This includes behaviour commonly referred to as “Manner Mules” or similar intentionally disrespectful actions.

Not every unusual gameplay decision is automatically considered misconduct. Administrators will consider competitive context, intent, timing, repeated behaviour, match situation, and previous warnings.

Where an action is determined to be intentionally offensive or provocative, penalties may include warning, map loss, or series loss. Repeated or serious violations may result in disqualification or exclusion from future WORTEX competitions.

08 PAUSES, TIMEOUTS & BREAKS

A player may pause a game only for a legitimate reason, such as a technical problem, hardware issue, game malfunction, or urgent physical or medical need.

The reason for the pause must be communicated immediately to the opponent and/or tournament administrator.

1 PLAYER PAUSE PER SERIES

1 TIMEOUT PER SERIES BETWEEN MAPS

Each player may initiate **one player pause per series** unless additional pauses are approved by an administrator because of genuine technical circumstances.

Each player may request **one short timeout per series between maps**.

A timeout may last up to **3 minutes** unless an administrator approves additional time.

Timeouts cannot be used during an active map except for a legitimate pause reason covered by the pause rules.

For longer series: after 3 completed maps, both players are entitled to a break of up to 5 minutes. Administrators may approve additional breaks where reasonably necessary.

Players must not abuse pauses or breaks to disrupt momentum, delay the tournament, interfere with an opponent, or obtain outside information.

09 LATENESS & NO-SHOW

Players must be ready to play at the scheduled match time.

10 MIN LATE → 1 MAP LOSS

20 MIN LATE → SERIES LOSS

Tournament administrators may adjust these penalties where the tournament itself is running late, a previous match caused the delay, there is a verified technical problem, or the administrator has approved the delay in advance.

Repeated no-shows or serious lateness may result in disqualification.

10 MAP POOL & GAME VERSION

The final tournament map pool and game patch/version will be published before the tournament.

DEFAULT INTENTION: CURRENT ACTIVE STARCRAFT II LADDER MAP POOL

Unless otherwise announced, WORTEX intends to use the current active StarCraft II ladder map pool and the current tournament-appropriate live game version.

The final map selection / veto procedure will be published together with the final tournament map pool before the event.

If Blizzard updates the game, balance patch or map pool shortly before the tournament, the organizer may choose to use the new version or retain the previously announced version/map pool, depending on competitive fairness and practical tournament requirements.

Administrators retain authority over map and server selection during the event. The final decision will be announced before the tournament begins.

11 DRAWS

DRAW ACCEPTED → REPLAY / REMAKE THE MAP

If both players agree that a game has reached a legitimate drawn position and neither player is able to reasonably progress toward victory, they may request a draw.

A draw is valid only if both players clearly agree and the tournament administrator approves the decision where required.

When a draw is accepted, the map is restarted / remade. The same map should normally be replayed unless the tournament administrator instructs otherwise.

Players may not intentionally force or abuse draws to delay the tournament or manipulate map selection. If the players disagree, play must continue unless a tournament administrator rules otherwise.

12 TECHNICAL PROBLEMS & DISCONNECTS

DISCONNECT → **RECOVER FROM REPLAY** WHERE POSSIBLE, OTHERWISE **REMAKE**

Players must immediately notify a tournament administrator of significant technical problems.

If a disconnect or game failure occurs: **do not** restart or remake the game without administrator approval.

Preferred resolution:

1. **Restore / restart from replay** where reasonably possible.
2. If recovery is not reasonably possible: **remake the map**.

The tournament administrator determines the appropriate solution based on game state, available recovery functionality, cause, competitive advantage, and fairness.

Intentional disconnection may result in map loss, series loss, or disqualification.

13 MATCH REPORTING & REPLAYS

ALL REPLAYS REQUIRED WITH EVERY SERIES RESULT

All match results must be reported through the designated WORTEX Discord results channel.

After every completed series, players must submit the final series score, winner, and all replay files from the series.

Players must retain their replay files until the tournament has concluded. Both players are responsible for ensuring that the submitted result is correct. The winner is primarily responsible for reporting the result unless tournament staff instruct otherwise.

Players must not knowingly report a false result, manipulate scores, falsely claim a walkover, omit relevant replays intentionally, or alter/falsify evidence.

If a result is disputed, administrators may review replays, Battle.net history, screenshots, observer information, broadcast footage, and player statements. The result recorded by tournament administration is official.

14 EQUIPMENT & STREAMED MATCHES

Tournament PCs and monitors are provided by the venue / organizer. Players should bring their own personal peripherals where possible.

STREAMED MATCHES: ORGANIZER-PROVIDED NOISE-ISOLATING HEADSET REQUIRED

For matches selected for the official WORTEX broadcast, players must use the noise-isolating headphones / headset provided by WORTEX when instructed by tournament staff.

15 SPECTATORS

Only spectators specifically permitted by WORTEX may enter restricted player or tournament areas.

Spectators must not communicate gameplay information to players, interfere with active matches, distract players, enter restricted stations, or touch equipment without permission.

Tournament administrators may remove any spectator who interferes with the event. Players must immediately report suspected outside assistance.

16 VENUE RULES

All participants must follow the rules of the tournament venue.

NO EXTERNAL FOOD OR DRINKS UNLESS SPECIFICALLY PERMITTED BY THE VENUE

Food and drinks may be purchased from the venue/bar. Players must treat equipment and venue property with reasonable care.

Intentional or negligent damage may result in removal, disqualification, liability for costs, or further action by the venue or organizer.

17 DISCORD REQUIREMENT

OFFICIAL WORTEX DISCORD MEMBERSHIP REQUIRED

Membership of the official WORTEX Discord server is mandatory for tournament participants.

Discord is used for announcements, organizer communication, player contact, result reporting, replay submission, schedule information, and important event updates.

Players must provide a valid Discord username during registration. Discord membership may be checked by the organizers.

Failure to meet the Discord requirement after being warned may result in rejection or cancellation of the registration.

18 CHEATING & COMPETITIVE INTEGRITY

Cheating is strictly prohibited. This includes hacks, unauthorized software, map hacks, prohibited macros, unfair scripts, intentionally exploiting serious bugs, receiving outside gameplay information, stream sniping, collusion, match fixing, account sharing, and intentionally falsifying identity or account information.

Tournament administrators may inspect tournament PCs, game settings, accounts, replay files or relevant match information where reasonably necessary.

CONFIRMED CHEATING → IMMEDIATE DISQUALIFICATION

Confirmed cheating may also result in exclusion from future WORTEX tournaments.

19 ENTRY FEE & REFUNDS

Registration alone does not reserve a tournament place. A tournament place becomes confirmed only after the entry fee has been received and the registration has been accepted.

The entry fee must be paid before the announced payment deadline.

ENTRY FEE NON-REFUNDABLE AFTER CONFIRMATION IF THE PLAYER WITHDRAWS OR FAILS TO ATTEND

Once the entry fee has been paid and the player's tournament place has been confirmed, the entry fee is non-refundable if the player chooses not to participate or fails to attend.

If the tournament itself is cancelled by the organizer, refund arrangements will be communicated separately. Where applicable, mandatory consumer-law rights remain unaffected.

20 PRIZE PAYOUT

The final prize pool and prize distribution will be published by WORTEX.

TARGET PAYOUT WITHIN 30 DAYS AFTER THE TOURNAMENT

Prize payments will normally be processed within 30 days after the tournament, provided that the winner has supplied all information reasonably required for payment and legal / accounting administration.

Prize payout may be made through bank transfer, Revolut, PayPal, or another method agreed or selected by the organizer. Players are responsible for providing accurate payout information. Prize payments are subject to applicable tax, accounting and legal requirements.

21 PENALTIES

Tournament administrators may apply penalties for violations of these rules. Depending on severity, context and repeated behaviour, penalties may include:

1. Verbal / official warning
2. Map loss
3. Series loss
4. Disqualification
5. Removal from the event
6. Exclusion from future WORTEX events

Penalties do not always need to be applied in this exact order. Serious misconduct may result in immediate disqualification.

22 ORGANIZER DECISIONS

Tournament administrators are responsible for interpreting and enforcing these rules.

Where a situation is not explicitly covered, administrators may decide based on competitive integrity, fairness, tournament operation, player safety, venue requirements, and established esports tournament practice.

Players may ask for clarification or request an administrator review. Once a final decision has been made, players must follow that decision.

WORTEX may update or clarify tournament rules before the tournament where reasonably necessary. Any significant changes will be communicated to registered players.

23 PLAYER RESPONSIBILITY

By registering and participating, players are responsible for reading the tournament rules, checking announcements, joining the official Discord, checking in on time, arriving at matches on time, paying the entry fee before the deadline, using the correct Battle.net account, following administrator instructions, respecting opponents, staff and venue rules, protecting their own account credentials, reporting problems promptly, reporting match results correctly, and submitting all required replay files.

Players are expected to ask an administrator before acting if they are unsure about a tournament rule.

24 QUESTIONS / RULE CLARIFICATION

For questions regarding tournament rules or participation:

challenger@wortexgg.hu

QUICK REMINDER

GROUP RANKING

Wins → Head-to-head → Map differential → Maps won → BO1 if required

CHECK-IN

Opens 1 hour before start.
Deadline: 30 minutes before start.

LATE

10 minutes → Map loss
20 minutes → Series loss

GG

Writing GG = map concession.

DRAW

If both players agree and a draw is accepted, replay the map.

DISCONNECT

Recover from replay where possible. Otherwise remake.

RESULTS

Report via the official Discord results channel.

REPLAYS

All replay files must be submitted with every series result.

DISCORD

Official WORTEX Discord membership required.

PAYMENT

Registration does not reserve a slot. Payment + acceptance confirms the place.

REFUNDS

Confirmed entry fees are non-refundable for withdrawal/no-show.

CHEATING

Confirmed cheating → immediate disqualification.

STREAM MATCH

Organizer-provided noise-isolating headset required.

PRIZES

Target payout within 30 days after the event.

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