MyRepublic GAMER Arena 2018 Season 1
SOULCALIBUR™VI – Tournament Rules

1.   Participation Criteria
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a.   On the day of the tournament, you can connect online at the time and you **have subscribed to PlayStation®Plus.**
b.   You have a current and valid **SOULCALIBUR™VI** PlayStation®4 version account, and you have registered PlayStation™Network ID correctly on this site, tournament participation setting page.
c.   Required wired Internet connection: 10mbps upload and download speed.
d.   You have not previously received penalties that will expel game accounts.

2.   Meeting Up

2.1   Meeting Time
    a.   Please refer to the [MyRepublic GAMER ARENA Discord Channel](#) for the tournament timings.
    b.   Depending on the progress of the game, the tournament start time is 12pm till the end of the tournament.

2.2   Meeting Area: [MyRepublic GAMER ARENA Discord Channel](#) ("Discord Channel")

3.   Tournament Rules

3.1.   Usable Characters
    a.   All online usable characters including downloadable content ("DLC") are usable if they have been released two weeks before the tournament date.
    b.   Independently created characters, "original character creation" and "regular character customisations" are strictly prohibited.
    c.   Changing characters for each tournament is possible.

3.2.   Tournament Settings
    a.   Number of Matches: 3 rounds
    b.   Game Time: 60 minutes
    c.   Stage: Random

3.3.   Punctuality

    a.   You will need to perform a check-in on GAMER Arena Discord Channel before the tournament starts.
    b.   You must connect to the Discord Channel and enter the chat of the assigned group at least **15 minutes** before the start of the tournament. If you are not connected to the Discord channel, you will be considered absent.
    c.   If your opponent is not connected to the Discord Channel by **12pm,** you must report on the situation of late arrivals to the administrative staff on Discord. The situation will be verified by MyRepublic staff, Eliphant and Beast of the East ("Organisers"), and a grace period of 10 minutes from receipt of notification will begin.
    d.   If your opponent is not connected to the Discord Channel after the grace period, and if the match is not started, a win will be awarded to the other team.
    e.   The Organisers may inform you of any changes to tournament schedules due to unforeseeable events and require your full cooperation to coordinate with the Organisers in the best interest of the tournament.

3.4. Match Procedure
    a. Best of 3 rounds for each match.
    b. You must click on your opponent's card in the tournament table and check the matchup detail page. Any contact with your opponent must be carried out through the Discord Channel.
    c. Players on the tournament table and if their player position is on the left side of the matchup detail page, that player will host the game and invite opponents.
    d. In the case of a game that is not yet completed but you are the next opponent, please wait for completion of the previous round.
    e. When the tournament is settled, enter the result on the matchup detail page and wait for the next match.
    f. You must provide netspeed (netspeed within PS4) upon request.

3.5. Game Client Troubles
    a. Hang Up or Disconnection During Match: If your game client hangs up during a match, the network connection is disconnected or disconnected from the server, results will follow the win or loss display of the match. The winner must take a screenshot of the result by holding the "Share Button" on your controller.
    b. If you disconnect in between matches, it will be counted as a loss.
    c. If there is agreement between opponents, rematch can be performed only once.
    d. If you and your opponent cannot connect to each other, the Organisers will arrange for a lobby to be created for both players to join.
    e. If you and your opponent cannot connect to each other, the player with the least amount of games lost automatically moves forward. If there is a tie of match results between the two players, both players will be counted as loss.

3.6. Inability to Continue Matches
    a. The match may be considered void and restarted upon mutual agreement with your opponent if the match is unable to continue for any reason including without limitation:
- Emergency maintenance entered into the game server;
- Both parties cannot connect to the server during the game;
- Both game clients during the game froze; or
- The game to watch and distribute was not delivered.

    b. The new game schedule shall be solely determined by the Organisers.

4. Contact with Match Administrators
You may contact the Organisers through the following methods:
    a. Contact via Discord with Admins: Chusan or Lorec
    b. Contact via email: Mohan@eliphant.co