



## OFFICIAL STANDARDS

Universal Sea of Champions Ruleset

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# 1 Introduction to Sea of Thieves Esports

## 1.1 Regions

Sea of Champions 2021 (“Competition”) spans across the following 6 regions:

- North America
- South America
- Europe

## 1.2 Event Types

### 1.2.1 Regional

Events where teams from only one region attend are considered Regional Events.

### 1.2.2 Multi-Regional

Events where at least one team from more than one region attends are considered Multi-Regional Events.

### 1.2.3 Global

Events where at least one team from every region attend are considered Global Events.

## **2 Introduction to the Official Standards**

This Universal Sea of Champions Ruleset (“STANDARDS”) applies to all Teams and Players (“Competitors”) in the Competition. STANDARDS should be used in addition to any other rules supplied by a Sea of Champions Competition.

### **2.1 Definition of Terms**

#### **2.1.1 Game**

The term “Game” refers to Sea of Thieves.

#### **2.1.2 Match**

The term “Match” refers to a single instance of Sea of Thieves where a winner is determined based on the scoring system as outlined in this document.

#### **2.1.3 Match Day**

The term “Match Day” is used in the context of a tournament series and refers to the day that Matches are taking place.

#### **2.1.4 Tournament Series**

The term “Tournament Series” is used to describe the Qualifiers, Semi-Finals, and Finals of a themed event.

### **2.2 Spirit of the Rules**

STANDARDS is a living document that is intended to establish and reinforce a positive and competitive environment that is defined by sportsmanship and integrity. STANDARDS will continually be refined and updated to reflect the rules that govern the Competition worldwide.

### **2.3 Rule Changes**

Administration reserves the right to amend, remove, or make changes to these rules for any reason at any time. Any material changes to this document will be listed in the Changelog section and communicated directly to Players via the appropriate channels. Administration reserves the right to make judgement on cases not specifically covered by this document to preserve the spirit of fair play and sportsmanship. Players are always expected to understand and operate on the latest version of these rules.

## 3 Player Eligibility

Players must adhere to the following rules in addition to any eligibility requirements defined by specific Sea of Thieves competitions to be eligible to compete.

### 3.1 Age

To be eligible to compete in the Competition, players must be 13 years of age or older.

### 3.2 Player Aliases

Player Aliases are subject to approval by Administration. Administration reserves the right to deny the use of a Player Alias and require a change for any reason. Player Aliases may not exceed 14 characters. Player Aliases may use any combination of uppercase and lowercase letters (A-Z) and digits (0-9).

Player Aliases must adhere to the following rules. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

- Player Aliases may not include a sponsor name.
- Player Aliases may not include any product name or description.
- Player Aliases may not contain vulgarities or obscenities in any way.
- Player Aliases must comply with the Code of Conduct.

### 3.3 In-Game Nicknames

In-Game Nicknames are subject to approval by Administration. Administration reserves the right to deny the use of an In-Game Nickname if it violates our Code of Conduct.

### 3.4 Multiple Regions

Players may not compete in more than one region at the same time.

### 3.5 Conflict of Interest

Players may not be employees of Status Effect LLC.

### 3.6 Broadcast Requirement

To be eligible to compete in the Competition, Players must broadcast their participation to either Twitch or YouTube at a Reasonable Quality. The broadcast must be stored on the Player's channel for at least 2 weeks. Administration may grant leniency to this rule under Extenuating Circumstances.

#### 3.6.1 Reasonable Quality

The term "Reasonable Quality" refers to a broadcast that maintains consistent gameplay audio, unobscured gameplay video, and a minimum upload bitrate of 2500 kbps.

#### 3.6.2 Extenuating Circumstances

The term "Extenuating Circumstances" refers to instances where streaming is not possible due to Internet speed, software, or hardware failure out of the Player's control.

## **4 Team Eligibility**

Teams must adhere to the following rules in addition to any eligibility requirements defined by specific Sea of Champions competitions to be eligible to compete.

### **4.1 Regional Roster Requirements**

During regional events each team must consist of legal citizens or permanent residents from its region.

### **4.2 Multi Team**

To preserve the integrity of the Competition, users may not compete on multiple teams during the same Tournament Series.

### **4.3 Conflict of Interest**

Team members may not include any employee or contractor of Status Effect LLC or its Affiliates.

## 5 Code of Conduct

Players must always abide by the following Code of Conduct throughout the entire Competition. By participating in the Competition, Players agree to abide by these rules and any instructions or decisions of Administration and conduct themselves in a positive and professional manner.

### 5.1 Sea of Thieves Code of Conduct

Players shall comply with the Sea of Thieves Code of Conduct. The full Sea of Thieves Code of Conduct can be found here: <https://www.seaofthieves.com/code-of-conduct>

### 5.2 Best Ability

Players must always attempt to compete at their best ability and use their best effort during any Match and avoid any behavior that is inconsistent with principles of sportsmanship, honesty, integrity, and fair play.

### 5.3 Collusion and Match-Fixing

Players shall not participate in any act of collusion or match-fixing. Collusion is defined as any agreement between two or more Players to cheat, deceive, or disadvantage opposing Players. Collusion includes, but is not limited to the following:

- Agreeing to any ruleset outside of the official rules
- Worsening performance or losing a Match or encouraging another Player to do so
- Deliberately losing for any reason or encouraging another Player to do so
- Pre-arranging the splitting of prize money or any other form of compensation
- Sending or receiving any signals or messaging to opposing Players

Match-fixing is defined as offering, agreeing, conspiring, or influencing the outcome of any Match by means that are prohibited by law or these rules.

### 5.4 Betting and Gambling

Players shall not participate in any act of betting or gambling. Betting is defined as the act of wagering money (cash, cash equivalent, credit of monetary value, or any other monetary instrument) on the outcome of a Match. Players must never place, attempt to place, or encourage the placement of bets on any Match of the Competition. No Player may benefit directly or indirectly from gambling on any result of the Competition.

### 5.5 Bribery

Players shall not participate in any act of bribery. Bribery is defined as the act of offering compensation or anything else of value to influence the judgement or conduct of a person. Players must never offer or receive any form of compensation to or from another Player or any other person to attempt to gain or give an unfair advantage in the Competition.

## **5.6 Prohibited Exploits**

Players shall not participate in any exploits deemed prohibited by Administration which include but are not limited to:

- Macro assisted gameplay
- Exploits that allow multiple, or single, projectile weapons to be fired unreasonable fast
- Exploits that allow a player to deal an unreasonable amount of damage in an unnaturally quick manner
- Exploits that allow a player to bypass oncoming damage, or modify the player model location
- Exploits that allow a player to significantly increase their natural movement speed
- Exploits that expand the player inventory greater than the default size
- Exploits that may put an objective or item in a location inaccessible to other players
- Exploits that may allow a player to leave the intended play zone

## **5.7 Hacking**

Players shall not participate in any act of hacking. Hacking is defined as any modification of hardware, software, game client, or internet connection.

## **5.8 Cheating**

Players shall not cheat by using any kind of device, program, or any other method or activity that may gain or give an unfair advantage.

## **5.9 Ringing**

Players shall not participate in any act of ringing. Ringing is defined as playing under another Player's account.

## **5.10 Intentional Disconnects**

Players shall not intentionally disconnect from a Match by any action (e.g. quitting the Match, turning off PC, unplugging ethernet cable, etc.). Any action from a Player that causes a disconnect shall be deemed intentional regardless of the intent.

## **5.11 Profanity and Hate Speech**

Players shall not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive. Players shall not incite hatred or discriminatory conduct.

## **5.12 Disruptive and Abusive Behavior**

Players shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic. A Competition may be conducted in any country and include Teams from any country in the world. Players are responsible for being aware of the sensitivities of the cultures of the hosting country, the participating Teams and Players, with regards to avoiding any comments, actions or activities that may be reasonably constituted as insulting, mocking, disruptive, or antagonistic. All determinations of any disruptive or abusive behavior is at the sole discretion of the Administration.

## **5.13 Harassment and Sexual Harassment**

Players shall not participate in any act of harassment. Harassment is defined as systematic, hostile, and repeated acts which are intended to isolate or ostracize a person and/or affect the dignity of a person. Unwelcome sexual advances of any kind are strictly prohibited.

## **5.14 Discrimination and Denigration**

Players shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.

## **5.15 Criminal Activity**

Players shall not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

## **5.16 Confidentiality**

Players shall not disclose any confidential information by any method of communication including all social media channels. All communication with Administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited.

## **5.17 Concluding the Competition**

Upon initiating participation in a Competition, Teams and Players shall continue to participate in the Competition to its conclusion. Teams and Players shall not refuse to participate in the Competition for any reason including, without limitation, disagreement with a decision by Administration, or imperfect playing conditions. Any concerns should be sent via a report to the Administrative team.

## **6 Conduct Violations and Penalties**

Players who fail to abide by these official rules or Code of Conduct may be subject to penalties, suspensions, or bans as deemed necessary and appropriate by Administration.

Administration reserves the right to investigate any instance in which a rule may be violated. Players shall not withhold information from Administration during an investigation. During an investigation, Players must adhere to the instructions of Administration and supply complete and accurate information. Players shall never create any obstruction to an investigation.

### **6.1 Penalties**

Administration reserves the right to issue, without limitation of its authority, penalties at its sole discretion upon discovery of any conduct or rule violations in accordance with the severity of the infraction. Repeated infractions may result in more severe consequences. Penalties may include, but are not limited to the following:

- Verbal warning(s)
- Deduction(s) of Match Points
- Deduction(s) of Placement Points
- Deduction(s) of prize money
- Forfeiture(s) of Match(es)
- Disqualification(s)
- Suspension(s) or Ban(s)

Penalties may not always be imposed in a successive manner.

### **6.2 Right to Issue and Publish**

Administration reserves the right to publish any information regarding any violation of these official rules or Code of Conduct. By participating in the Competition, Teams and Players hereby waive any right to legal action against Administration, its Affiliates, or other Teams and Players regarding the issuing and publishing of penalties.

## 7 In-Game Scoring

Every Match in the Competition will award Points in accordance with the following scoring system.

### 7.1 Match Points

Match points are awarded during each round in the form of “Silver” and determine each crew’s placement.

### 7.2 Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each Match. Teams will accumulate Placement Points based on the following matrix.

Placement	Points
1	8
2	6
3	4
4	2

### 7.3 Total Points

A Team’s Total Points is the sum of all Placement Points accumulated during a Match Day.

### 7.4 Tie Breaker

In the event that two or more teams have the same number of Total Points, the following rules shall be applied to break the tie.

- Compare every tied Team’s total Match Points across all Matches

## 8 Technical Issues

In the event that Technical Issues occur leading up to or during a Competition, Administration may be required to restart or replay a match or reschedule the Competition to a later time and/or date. Administration will reasonably attempt to resolve these factors before reaching a determination. The term “Technical Issues” refers to situations that include but are not limited to:

- Game system malfunction that prohibits the Competition from continuing as expected.
- Game system malfunction that drastically affects the competitive integrity of the event.
- Malfunction of support systems required to run the Competition.
- Health or other emergency on behalf of a Player(s) or Staff member(s).

### 8.1 Reschedule

If the Administration determines a reschedule is necessary, reasonable Player accommodation will be made in choosing a new Competition date and/or time.

### 8.2 Player Schedule Conflict

If a Player(s) on a Team is not able to accommodate the reschedule, the Team may substitute the Player(s) as long as it does not change the original composition of the Team by more than half.

### 8.3 Team Schedule Conflict

If a Team(s) is not able to accommodate the reschedule, Administration reserves the right to substitute the runner up Team(s) based on Total Points and Match Points.

### 8.4 Game Client Disconnect

If a Player experiences an unexpected crash or disconnect of their game client, it is their responsibility to quickly rejoin their team and alert the event Administration of the crash. In some circumstances the Administration may decide to restart or replay the affected Match if:

- A Player is disconnected and unable to rejoin, with a substantial amount of time in the Match remaining
- An entire Team is disconnected from the Match
- The Administration determines that the competitive integrity of the Match has been compromised

### 8.5 Game Client Error

The game client may sometimes behave in unpredictable ways causing the player to experience unintended gameplay. If a Player experiences these errors, they should submit a report to the Administrative team as soon as possible so that the issue can be reviewed. If the error is determined to greatly impact the competitive integrity of the Match, the Administration will alert players if the Match will be restarted or replayed.

## 9 Changelog

Any material changes to this document will be listed in this Changelog section and communicated directly to Players via the appropriate channels.

Version	Date Updated	Note
Version 1.0.0	3/04/2020	Initial draft approved and published
Version 1.0.1	9/15/2020	Section 5.6 amended
Version 1.0.2	3/22/2021	Section 8 amended; added 8.4 and 8.5. Section 3.6 amended