



## **OFFICIAL STANDARDS**

Universal Sea of Champions Ruleset

# Table of Contents

<b>1 Introduction to Sea of Thieves Esports</b> .....	<b>4</b>
<b>1.1 Regions</b> .....	<b>4</b>
<b>1.2 Event Types</b> .....	<b>4</b>
1.2.1 Regional .....	4
1.2.2 Multi-Regional.....	4
1.2.3 Global .....	4
<b>2 Introduction to STANDARDS</b> .....	<b>5</b>
<b>2.1 Definition of Terms</b> .....	<b>5</b>
2.1.1 Game .....	5
2.1.2 Match.....	5
2.1.3 Match Day .....	5
2.1.4 Tournament Series .....	5
<b>2.2 Spirit of the Rules</b> .....	<b>5</b>
<b>2.3 Rule Changes</b> .....	<b>5</b>
<b>3 Player Eligibility</b> .....	<b>6</b>
<b>3.1 Age</b> .....	<b>6</b>
<b>3.2 Player Aliases</b> .....	<b>6</b>
<b>3.3 In-Game Nicknames</b> .....	<b>6</b>
<b>3.4 Multiple Regions</b> .....	<b>6</b>
<b>3.5 Conflict of Interest</b> .....	<b>6</b>
<b>3.6 Broadcast Requirement</b> .....	<b>6</b>
3.6.1 Reasonable Quality .....	6
3.6.2 Extenuating Circumstances .....	6
<b>4 Team Eligibility</b> .....	<b>7</b>
<b>4.1 Regional Roster Requirements</b> .....	<b>7</b>
<b>4.2 Multi Team</b> .....	<b>7</b>
<b>4.3 Conflict of Interest</b> .....	<b>7</b>
<b>5 Code of Conduct</b> .....	<b>8</b>
<b>5.1 Sea of Thieves Code of Conduct</b> .....	<b>8</b>
<b>5.2 Best Ability</b> .....	<b>8</b>
<b>5.3 Collusion and Match-Fixing</b> .....	<b>8</b>
<b>5.4 Betting and Gambling</b> .....	<b>8</b>
<b>5.5 Bribery</b> .....	<b>8</b>
<b>5.6 Prohibited Exploits</b> .....	<b>9</b>
<b>5.7 Hacking</b> .....	<b>9</b>
<b>5.8 Cheating</b> .....	<b>9</b>
<b>5.9 Ringing</b> .....	<b>9</b>
<b>5.10 Intentional Disconnects</b> .....	<b>9</b>
<b>5.11 Profanity and Hate Speech</b> .....	<b>9</b>
<b>5.12 Disruptive and Abusive Behavior</b> .....	<b>10</b>
<b>5.13 Harassment and Sexual Harassment</b> .....	<b>10</b>
<b>5.14 Discrimination and Denigration</b> .....	<b>10</b>
<b>5.15 Criminal Activity</b> .....	<b>10</b>
<b>5.16 Confidentiality</b> .....	<b>10</b>
<b>5.17 Concluding the Competition</b> .....	<b>10</b>
<b>6 Conduct Violations and Penalties</b> .....	<b>11</b>
<b>6.1 Penalties</b> .....	<b>11</b>
<b>6.2 Right to Issue and Publish</b> .....	<b>11</b>
<b>7 In-Game Scoring</b> .....	<b>12</b>
<b>7.1 Match Points</b> .....	<b>12</b>
<b>7.2 Placement Points</b> .....	<b>12</b>
<b>7.3 Total Points</b> .....	<b>12</b>

7.4 Tie Breaker .....	12
8 Inhibiting Factors .....	13
8.1 Reschedule.....	13
8.2 Player Schedule Conflict.....	13
8.3 Team Schedule Conflict .....	13
9 Changelog.....	13

# 1 Introduction to Sea of Thieves Esports

## 1.1 Regions

Sea of Champions 2020 (“Competition”) spans across the following 6 regions:

- North America
- South America
- Europe
- Asia
- Africa
- Australia

## 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 attends 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 Competitors 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. Competitors 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

Competitors 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 Mixer at a Reasonable Quality. The broadcast must be stored on the Competitor'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 Competitor'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

Competitors must always abide by the following Code of Conduct throughout the entire Competition. By participating in the Competition, Competitors 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

Competitors 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

Competitors 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

Competitors shall not participate in any act of collusion or match-fixing. Collusion is defined as any agreement between two or more Competitors to cheat, deceive, or disadvantage opposing Competitors. 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 Competitor to do so
- Deliberately losing for any reason or encouraging another Competitor 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 Competitors

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

Competitors 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. Competitors must never place, attempt to place, or encourage the placement of bets on any Match of the Competition. No Competitor may benefit directly or indirectly from gambling on any result of the Competition.

### 5.5 Bribery

Competitors 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. Competitors must never offer or receive any form of compensation to or from another Competitor or any other person to attempt to gain or give an unfair advantage in the Competition.



## **5.6 Prohibited Exploits**

Competitors 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**

Competitors 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**

Competitors 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**

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

## **5.10 Intentional Disconnects**

Competitors 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 Competitor that causes a disconnect shall be deemed intentional regardless of the intent.

## **5.11 Profanity and Hate Speech**

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

## **5.12 Disruptive and Abusive Behavior**

Competitors 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. Competitors are responsible for being aware of the sensitivities of the cultures of the hosting country, the participating Teams and Competitors, 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**

Competitors 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**

Competitors 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**

Competitors 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**

Competitors 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 Competitors shall continue to participate in the Competition to its conclusion. Teams and Competitors shall not refuse to participate in the Competition for any reason including, without limitation, disagreement with a decision by Administration, an accusation of competitive integrity of the Competition, or imperfect playing conditions.

## **6 Conduct Violations and Penalties**

Competitors 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. Competitors shall not withhold information from Administration during an investigation. During an investigation, Competitors must adhere to the instructions of Administration and supply complete and accurate information. Competitors 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 Competitors hereby waive any right to legal action against Administration, its Affiliates, or other Teams and Competitors 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 Inhibiting Factors

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

- Game systems malfunction that prohibit the Competition from continuing.
- Malfunction of support systems required to run the Competition.
- Health or other emergency on behalf of a Competitor(s) or Staff member(s).

### 8.1 Reschedule

If the Administration determines a reschedule is necessary, reasonable Competitor 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.

## 9 Changelog

Any material changes to this document will be listed in this Changelog section and communicated directly to Competitors 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