



# Dragon Ball FighterZ Ultimate PS4 Tournaments, FGC Arcade: Summer Community Series 2022

## TOURNAMENT RULESET

[1. Overview](#)

[2. Player Eligibility](#)

[3. Competition Structure](#)

[4. Prizing](#)

[5. Game Coverage](#)

[6. General Terms](#)

[APPENDIX A: CODE OF CONDUCT](#)

[Appendix B: Countries & Age](#)

## 1. Overview

The Dragon Ball FighterZ Ultimate PS4 Tournaments, FGC Arcade: Summer Community Series 2022 ("EVO2022ARC-DBFZ" or "Competition") is operated by ESL Gaming (alternatively "ESL" or "Tournament Organizer").

The EVO2022ARC-DBFZ is a video game competition conducted using BANDAI NAMCO Entertainment Dragon Ball FighterZ Ultimate ("DBFZ") for the PlayStation®4 console ("PS4") on the PS4.

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PS4 Tournaments is in no way sponsored, endorsed or administered by, or associated with, BANDAI NAMCO Entertainment.

If you have any questions about this competition, its registration process and how to participate, please visit the link [HERE](#).

## 2. Player Eligibility

### 2.1 Eligibility Requirements

Only eligible individuals can participate in the Competition.

Employees of ESL, Sony Interactive Entertainment LLC ("SIE"), BANDAI NAMCO Entertainment (alternatively "Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employee are not eligible to participate in the competition.

Individuals who wish to participate must:

- a. be residents of a participating jurisdiction as outlined in Appendix B: Countries/Areas & Age.
- b. be at least the legal age of majority in the individual's jurisdiction of residence at the time of entry as outlined in Appendix B: Countries/Areas & Age.
- c. at all material times during the Tournament own or have access to a PS4 version of DBFZ and play ALL matches on a PlayStation®4 console with a compatible controller;
- d. have a valid account for PlayStation Network ("Account for PSN") and an associated PSN ID;
- e. have a valid PlayStation®Plus subscription;
- f. have a valid ESL account;
- g. have at least 5Mb of internet connection bandwidth to be able to broadcast;
- h. confirm acceptance of the terms and conditions governing this Tournament ("EVO2022ARC-DBFZ" (see 2.2 below for how to accept).

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Individuals who meet all of the eligibility requirements listed above are referred to hereafter as "Players".

If at any point during the Tournament, the Tournament Organiser becomes aware that an individual does not meet any one of the eligibility requirements they will be removed from participating in the Tournament and/or prevented from winning a prize.

## 2.2 Registration

To register, Players must:

1. sign up for EVO2022ARC-DBFZ using the integrated tournament app on the PS4 ("Tournament App") through [compete.playstation.com](https://compete.playstation.com) or the ESL Play tournament hub page [here](#).
2. link their Account for PSN to their ESL account on the Tournament App or on the ESL Play tournament hub page;
3. Read and accept the EVO2022ARC-DBFZ Ruleset and relevant privacy policies, including the ESL privacy policy. For more information on how ESL will process your information, please review section 6 ("General Terms") below.

# 3. Tournament Structure

The EVO2022ARC-DBFZ will be run in the following regions:

- Europe
- North America
- South America

The full list of countries per region is available in Appendix B: Countries & Age. Players qualify and advance to the Regional Finals through Open Qualifiers.

## 3.1 Registration & Format

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## Registration

All Players can enter/take part/participate in the tournament

## Tournament Format Details

- Mode: 1on1
- Seeding: random
- First to 2 wins
- Tournament system: Double Elimination (if there is no more than 256 participants) or Swiss\* (if there is more than 256 participants)

If the Swiss system is used the settings are as follows:

- Number of rounds: 8
- Elimination after 2 losses

There will be 2 Open Qualifiers per region:

- 2x Europe
- 2x North America
- 2x South America

The TOP4 of each qualifier will be invited to the Regional Finals!

\*Swiss is a cup system where you won't get kicked out of a Swiss cup after your first loss, you will stay in the Swiss cup until a certain loss-threshold has been reached or the cup has finished. Every Swiss cup has a fixed amount of rounds. In every round you will be matched against opponents of your skill group, based on the current player score (for example, players who have a 1-1 score face others with the same score). A ranking will be shown at the end of the cup based on the points of every contestant's performance.

## Ranking and tiebreaker system

Final position in the ranking will be determined by the number of wins, or if equal than determined - by tiebreakers. Tiebreaker system takes three values into account which are described below.

- **Tiebreaker 1 (Buchholz system):** represents the sum of the opponents wins.

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- **Tiebreaker 2 (W/L Sum):** represents the performance of opponents that a player played during the tournament. Players who played against stronger opponents will be ranked higher within the standings of the tournament. To calculate this value, sum the number of points each opponent contributes. Opponents contribute +1 for each win they accumulate throughout the tournament and -1 for each loss they accumulate throughout the tournament. Each single opponent may never contribute less than -3 points to a player's first tiebreaker. Default wins contribute 0 points to the player's W/L Sum tiebreaker.
  - **Tiebreaker 3 (First Tiebreaker Sum):** represents the performance of the opponents that all of a player's opponents played. Players who played against opponents who consistently played against stronger opponents throughout the Tournament will be ranked higher within the standings of the tournament. To calculate this value, total the sum of W/L Sum for all opponents that the player played. Default wins contribute 0 points to the player's Second Tiebreaker Sum tiebreaker.

## 3.2 Regional Finals

### Registration

For the broadcasted Regional Finals, players will be able to see their invitation via email. Invited players need to confirm participation with admin via email within 24 hours and perform a Discord check-in the day prior to competition. During the Discord check-in players will need to provide a "PS4 connection status" screenshot showing their bandwidth capabilities in order to guarantee the quality and stability of the stream during the tournament.

### Tournament Format Details

- Mode: Player Match
- Seeding: position is taken from the player's best qualification result in the qualifiers. In case a player has played more than 1 qualifier, his best position will prevail. In case of tie, the player with less tries takes the spot.
- Tournament system: Double Elimination, First to 3 wins

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## 3.3 Match Rules

### Match start time

All matches of the tournament must be played as soon as both players are added to the match. Both players have 10 minutes to enter the game and join their match.

To keep the delay during the cup as low as possible we reserve the right to disqualify players from the tournament. This will only be done in cases where a player shows no real effort to get a match done or is even obviously stalling. In severe cases, this can even affect both players.

To prevent delaying the SWISS rounds, every match must be played in the period of 30 minutes. If the match takes longer than the period of time the match will be cut and a draw will be given. Any abuse of this rule is considered to be deception and will result in punishment, up to and including disqualification of the Player.

### Joining your game lobby

1. Add your opponent as a friend
2. Start Dragon Ball FighterZ
3. Open a custom game
4. Invite your opponent
5. Remember the "Game Details" below
6. Start the fight

### Match details

- First to 2 wins (for Open Qualifiers), First to 3 wins (for Regional Finals)
- Match Settings: 300 seconds.
- Stage: Random (a stage may be chosen of both players agree to it)
- Winner must keep character (this rule does not apply to Qualifiers, only Finals)
- Loser may switch character (this rule does not apply to Qualifiers, only Finals)
- Control Setting: any controller function such as rapid pressing (turbo) or hardware-based macros are not allowed during the Tournament.

### No show

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Each player has **10 minutes** to show up to a match. (scheduled match start time +10 minutes). Not showing up within 10 minutes results in a default loss. The player that is waiting must create a Protest Ticket (which is available in the match event page).

### Results

Results have to be reported after the end of the match through the match event on the PS4™ console. Players should upload the screenshot/video which shows the match score. Match media has to be uploaded directly on the match event page.

### Ties

Since games cannot end in ties, when the 300 seconds runs out, whoever has the most remaining health will win the round. If both players enter a match extension they are to play out the extension.

### Disconnection

- In the event of a common "Game Session has ended" disconnect, both players will restart the best of 3/best of 5 game.
- In the event of a player disconnect that player will forfeit the entire game, not just a round. It will be the responsibility of the player that got disconnected to connect his opponent within 5 minutes.

### Match Disputes

- If any issues are encountered in a match, it's the players responsibility to create a dispute and reach out to the admin team.
- In order to create a dispute, go to the match page in your PS4 and select the option "Go to Support Page".
- Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to website such as Youtube or Twitch.

## 3.4 Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Twitch livestream VODs (with clear naming of the players, selected fighters, date, tournament round).
- Screenshots (or photographs) showing both players and the result/issue.

## 4. Prizing

Players can participate in this Competition against Players from across their Tournament Region (as defined in Appendix B). As a result, prize winners are not guaranteed to be participants from any particular country except where stated otherwise. The following prizes for the Tournament will be distributed to the Players based on their finishing position/point of exit from the Tournament as stated below:

### Open Qualifiers prize distribution

Place	Prize
1st - 4th	Move on to Regional Finals

### Regional Finals prize distribution

Place	Prize
1st	EVO Hospitality Package (valued at \$3000)
2nd	\$200



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3rd - 4th	\$100
5th - 8th	\$25

Cash prize values referenced are always before taxes. For this competition ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct any applicable taxes from prize winnings, except where prohibited by local law.

**The 1st place winner of the EVO2022ARC-DBFZ will receive an email from ESL with instructions on how to claim their prize from our partner, Think Travel. The winner will have until July 22nd, 2022 to respond to the email prompt with the information necessary for travel. If the winner does not respond prior to the date above they agree to forfeit their prize.**

#### 4.1 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes.

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**For the Evo Hospitality Package, the following additional requirements will apply:**

- Experience must be booked by July 29, 2022.
- Spending money will not be provided. Prizing consists of Hotel, Flight, and Airport Ground Transportation to and from destination.
- Hotel is selected by Sponsors.
- Travel Insurance will not be provided
- No transfer or cancellation of experience will be permitted after the experience has been booked.
- No cancellation of reservation or transfer of reservation to another date will be permitted after reservation has been made.
- Experience is non-transferable and cannot be exchanged for cash or any other product.
- Verified Winner is responsible for obtaining any required necessary documentation (i.e., valid passport, visas, etc.) prior to travel.
- Verified Winner must sign a liability prior to issuance of travel documents.
- Certain blackout dates and travel restrictions may apply.
- Winner is responsible for paying for anything not included in the prize description (e.g. all food and beverage, insurance – including medical, travel, and health insurance. Items and expenses of a personal nature, including but not limited to, room charges, tips, telephone and laundry, and all other additional costs.)
- Winner will be required to provide a valid credit card upon hotel check-in.
- Transportation subject to fare rules and other transportation conditions.
- Additional terms may apply to the experience (e.g. flights, hotel, travel company).
  
- Evo Hospitality Package is solely for the verified winner only

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## 5. Game Coverage

SIE reserves exclusive rights to the coverage of PS4 FGC Arcade: Summer Community Series matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, Youtube and the likes. SIE can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions would have to be arranged with SIE management, or ESL as Tournament Organiser, before the match is shown. In case of a broadcasted Final, additional rules can apply. In this case all participants will be informed of the new ruleset within their invitation

In general, SIE or ESL as Tournament Organizer, will contact any player or team if they wish to broadcast one of their matches. If no contact is made within 24 hours before a match starts, Players are allowed to arrange their own broadcasts.

## 6. General Terms

Players' personal data will be collected, shared, and used subject to ESL's Privacy Policy which includes ESL's sharing of personal data with SIE. By choosing to participate in the Tournament, you agree to such Privacy Policy and data sharing with SIE. Players' personal data will be processed for the purpose of organising, running and monitoring the Competition and prize fulfilment, including, publishing Player's names in public brackets, and if a Player wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online (including but not limited to social media or the ESL Website) in connection with the Competition. Please note that if you choose to link your Account for PlayStation Network with ESL and participate in the Tournament, your personal data, name and country, as mentioned before, will be displayed publicly regardless of any choice you made to hide [Game Name] in your Account for PlayStation Network or console privacy settings.

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Players can remove their name from the Winner(s) List by unlinking their PSN and ESL account and deleting their ESL account.

**For Argentina Residents Only:** The permissions given to the Sponsor under these Official Rules by an Entrant that is a resident of Argentina shall be for a period of three years from the termination or expiration of this Promotion, without such Entrant having the right to claim compensation. Entrant acknowledges that participation in the Promotion does not cause them any financial damage and expressly waive any claim that may be made based on such alleged damage or decrease in their income.

Personal data will be processed in Germany, in the European Union, or any other country in which, ESL, its subsidiaries, or third party agents operate. By entering the Competition, you consent to your personal data being transferred to recipients in the United States and other countries that may not offer the same level of data protection as the laws in your country/area of residence or citizenship.

Players have the right to access, delete, and correct their personal data on their ESL [account page](#).

1. Sign into [your ESL account](#)
2. Edit your personal data
3. Save

By participating in this Competition, each Player further agrees:

(a) That the tournament organiser's decisions will be final and binding on all matters related to this Competition;

(b) The Competition is governed by the laws of the State of California and all claims must be resolved in the United States. Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your country of residence that cannot be derogated from by agreement.

(c) The Tournament Organiser reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Tournament Organizer in its sole discretion. If terminated, Tournament Organizer may, in its sole

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discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. Tournament Organizer, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition, or the PlayStation Network Terms of Service and Users Agreement, or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Tournament Organizer reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Tournament Organizer's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

(d) To the fullest extent permitted by applicable law, by participating in the Competition each Player agrees (or, if a minor, such player's parent or legal guardian agrees on such Player's behalf) to completely release and hold harmless Sony Interactive Entertainment Inc., Sony Interactive Entertainment Europe Ltd., and Sony Interactive Entertainment LLC, and each of their respective employees, agents, parents, subsidiaries, and affiliates from any and all liability or any injury, loss or damage of any kind arising in connection with the Competition.

(e) By accepting any of the prizes, you acknowledge and agree that the Tournament Organizer and its designees have the right to use the below information and any other information provided in the administration, marketing, and promotion of the EVO2022ARC-DBFZ, without further consent or compensation to you, unless otherwise noted below:

- Background info: Full name, country of residency, age, platform, persona (including PSN ID), likeness
- Social Media info: Twitter handle and Twitch account handle (if applicable)

(f) THE PLAYERS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT ITS SOLE DISCRETION, ANY PARTICIPANT THAT IS INVOLVED WITH ANY ILLEGAL ACTIONS.

Nothing in these Official Rules shall be deemed to exclude or restrict any of the Player's statutory consumer rights.

### **Commercial Rights**

All commercial rights (including without limitation any and all marketing and media rights) relating to the EVO2022ARC-DBFZ belong to Tournament Organizer and its licensors.

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Players shall not associate themselves with the EVO2022ARC-DBFZ, ESL, BANDAI NAMCO Entertainment, or SIE in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretion.

Any Player or Player ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the EVO2022ARC-DBFZ, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.

The recording and dissemination of images or footage of the EVO2022ARC-DBFZ for commercial purposes by or on behalf of Players is strictly prohibited.

“PlayStation” and “PS4” are trademarks or registered trademarks of Sony Interactive Entertainment Inc.

## **Appendix A: Code of Conduct**

This Code of Conduct applies to all Players in the EVO2022ARC-DBFZ at all levels of the Competition unless otherwise specified.

Where a Player is found to have acted in contravention of the Code of Conduct, the Tournament Organiser reserves the right to levy penalties, sanction or disqualify any Player at its discretion.

### **DURING THE TOURNAMENT**

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanour to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

Players will refrain from using vulgar or offensive language.

Abusive behaviour, including harassment and threats is prohibited.

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Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.

Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition.

Gambling, including betting on the outcome of games, is prohibited.

Players must not disclose any confidential information provided by the tournament organiser or any of its affiliates to any other people or groups of people, including via social media.

### **COLLUSION POLICY**

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the tournament organiser at any phase of the EVO2022ARC-DBFZ to be engaging in collusion will be removed from the Competition, be forced to return any compensation and/or prizes they've received.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason.
- Playing on behalf of another Player, including using a secondary account, to aid them.
- Any form of match-fixing.
- Agreeing to split prize money.

### **PENALTIES**

Violation of any part of these Official Rules will, at the Tournament organiser's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the tournament organiser's directions. All decisions and rulings of the tournament organiser are final and binding. The Tournament organiser reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

- Warning
- Reprimand
- Forfeiture of single match
- Forfeiture of all matches

- Loss of awards (including prize money and other paid expenses)
- Disqualification from the EVO2022ARC-DBFZ

The tournament organiser also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the tournament organizer hereby waive any right of legal action against the EVO2022ARC-DBFZ and PlayStation, and/or any of its affiliates.

Please note that this Code of Conduct is in addition to the code of conduct in the PlayStation Network Terms of Service and User Agreement and any game-specific terms of service that may be applicable to your participation in the EVO2022ARC-DBFZ.

### PLAYER SPONSORSHIP

Players in the EVO2022ARC-DBFZ have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the EVO2022ARC-DBFZ. Tournament Organizer and its designees reserve the right to update the below list at any time. The following is a nonexclusive list of prohibited ad sponsors:

- Gambling or gambling websites
- Alcohol, Tobacco, and/or Non-“over-the-counter” Drugs
- Firearms or any type of weapons
- Pornographic or adult material
- Products or services from direct competitors of PlayStation, its partners, and its other subsidiary brands
- Direct competitors of PlayStation

Tournament Organizer reserves the right to prohibit any third party at their sole discretion.

### Appendix B: Countries & Age

Below is a comprehensive list of all eligible countries, their respective tournament region and minimum age required to participate in EVO2022ARC-DBFZ tournaments:

Country	Region	minimum age for eligibility
Canada	North America	18



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Mexico	North America	18
United States	North America	18
Argentina	South America	18
Bolivia	South America	18
Brazil	South America	18
Chile	South America	18
Colombia	South America	18
Costa Rica	South America	18
Ecuador	South America	18
El Salvador	South America	18
Guatemala	South America	18
Honduras	South America	21
Panama	South America	18
Paraguay	South America	18
Peru	South America	18
Uruguay	South America	18
Austria	Europe	18
Belgium	Europe	18
Bulgaria	Europe	18
Croatia	Europe	18
Cyprus	Europe	18
Czech Republic	Europe	18
Denmark	Europe	18
Finland	Europe	18

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France	Europe	18
Germany	Europe	18
Greece	Europe	18
Hungary	Europe	18
Iceland	Europe	18
Ireland	Europe	18
Italy	Europe	18
Luxembourg	Europe	18
Malta	Europe	18
Netherlands	Europe	18
Norway	Europe	18
Poland	Europe	18
Portugal	Europe	18
Romania	Europe	18
Slovakia	Europe	18
Slovenia	Europe	18
Spain	Europe	18
Sweden	Europe	18
Switzerland	Europe	18
Turkey	Europe	18
United Kingdom	Europe	18