



2XKO EU COMMUNITY SERIES

**OFFICIAL RULEBOOK
SEASON 1 | 2026**



VERSION 1.0

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PLAYER QUICK GUIDE (TL;DR)

This summary provides an overview of Season 1. In case of conflict, the full Official Rulebook text always prevails.

ROAD TO EVO LAS VEGAS

- **Goal:** Earn Circuit Points to qualify for the **Season Finale**. The winning Duo of the Finale flies to **EVO Las Vegas 2026**.
- **Season Dates:** Points can be earned from **Feb 18 to April 13, 2026**.
- **Who Can Play:** Residents of Europe, MENA, and India aged **16+**.

HOW TO QUALIFY

Compete for a Top 2 spot on your Regional Leaderboard (France, Spain, DACH, or UK/Nordics). Points are earned across three tiers:

- **Community Nationals:** Major Offline Events (1st: 800 pts) — **NO CAP** (All results count).
- **Community Locals:** Regional Offline Events (1st: 300 pts) — **Top 3** results count.
- **Online Community Locals:** Region-locked Online (1st: 100 pts) — **Top 2** results count.

TOURNAMENT RULES

- **Format:** Double Elimination Bracket.
- **Match Length:** Pools are **Best-of-3**; Top 8 & Finals are **Best-of-5**.
- **Entry:** You can play **Solo** (1 player) or **Duo** (Co-Op). Solo players can face Duo teams.

IMPORTANT RULES

- **NO WI-FI:** For online tournaments, an **Ethernet Cable** is **MANDATORY**. If you fail a lag test on Wi-Fi, you will be disqualified.
- **Region Lock:** Once you earn points in a specific region (e.g., France), you are **locked** to that region for the whole season.
- **Controllers:** Bring your own controller/converter to offline events. **Desync** your wireless controller after every match.
- **Be on Time:** Check-in on Start.gg is mandatory. If you are 10 minutes late to a match, you forfeit the set.
- **Zero Tolerance:** Hate speech, threats, or aggressive behavior (smashing controllers) results in an immediate ban.
- **Harassment:** If you feel unsafe or see harassment, report it immediately to a Tournament Official (offline) or via the Discord Ticket system (online)

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1. INTRODUCTION & SCOPE

1.1. PURPOSE OF THE RULEBOOK

The 2XKO EU Community Series ("The Circuit") is the official project for 2XKO in Europe. The primary purpose of this Official Rulebook is to establish a **unified competitive standard** across all sanctioned events, ensuring a fair, professional, and consistent experience for everyone involved. These rules are designed to:

- **Preserve Competitive Integrity:** Ensuring that skill and sportsmanship are the only factors determining the outcome of matches.
- **Protect the Community:** Defining clear guidelines for conduct to safeguard players, Tournament Organizers (TOs), and spectators.
- **Standardize Operations:** Providing a cohesive structure for how Circuit Points, brackets, and match rules are handled across different countries and categories.

By participating in any event within the Circuit, all Players, Teams, and Organizers agree to be bound by these rules and the final decisions of the Circuit Administration.

1.2. APPLICABILITY

This Rulebook applies to all events officially sanctioned as part of the 2XKO EU Community Series, specifically classified under the following categories:

- **Community Nationals:** Major offline tournaments.
- **Community Locals:** Regional offline community tournaments.
- **Online Community Locals:** Online tournaments restricted to EU residents.

Note: Specific events may have their own additional "Event Manuals" (e.g., specific venue rules or prize distribution details). In case of a conflict between an Event Manual and this Rulebook, this Rulebook shall prevail unless explicitly stated otherwise by Riot Games.

1.3. SPIRIT OF THE RULES & MODIFICATION

The rules contained in this document are intended to facilitate the smooth operation of the Circuit. However, no rulebook can cover every possible scenario.

- **Spirit of the Rules:** In situations not explicitly covered by this document, the Circuit Administration reserves the right to make decisions based on the "Spirit of the Rules" prioritizing competitive integrity, fairness, and good sportsmanship above technical loopholes.
- **Rule Changes:** Riot Games and the Circuit Administration reserve the right to amend, modify, or supplement these rules at any time to preserve the integrity of the

competition. Any material changes will be communicated to the community via official channels (Discord/Website) with immediate effect.

2. PLAYER ELIGIBILITY

2.1. RESIDENCY REQUIREMENTS

The Circuit is a regional competitive ecosystem designed to identify the best talent within Europe, the Middle East, Africa and India. Accordingly, a player's residency status determines their eligibility to earn Circuit Points and participate in region-locked competitions.

DEFINITION OF A RESIDENT

A player is considered a "Resident" if they have their primary legal residence in one of the countries listed below for at least **six (6) months** prior to the start of the competition.

PROJECT COVERAGE

The project allows the participation of all players belonging to countries in the following sub-regions:

- **Europe:** Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City.
- **CIS (Commonwealth of Independent States):** Armenia, Azerbaijan, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Mongolia, Russia, Tajikistan, Turkmenistan, Ukraine, Uzbekistan.
- **Middle East & Africa (MENA) & India:** Afghanistan, Algeria, Bahrain, Djibouti, Egypt, India, Iraq, Israel, Jordan, Kuwait, Lebanon, Libya, Mauritania, Morocco, Oman, Pakistan, Palestine (UN observer state), Qatar, Saudi Arabia, Somalia, Sudan, Syria, Tunisia, United Arab Emirates, Western Sahara (Sahrawi Arab Democratic Republic), Yemen, Bangladesh, Sri Lanka, Nepal and Maldives.
- **Turkey:** Turkey.

ONLINE COMMUNITY LOCALS RESTRICTION

Participation in **Online Community Locals** tournaments is **strictly limited** to players physically located within the countries listed at the time of the tournament. Connection tests may be performed to verify location/ping.

INTERNATIONAL PARTICIPATION (OFFLINE EVENTS)

- **Community Nationals & Locals Events:** Are "Open" events. Players from outside Europe (e.g., NA, JP, KR) **MAY** participate in the tournament to compete for cash prizes.
- **Circuit Points Lock:** However, **ONLY** eligible EU Residents will be awarded **Circuit Points**. If a non-EU player places in a point-earning position (e.g., 1st Place), the Circuit Points for that placement will be forfeited and will **not** pass down to the next player. The points simply dissolve.

RESIDENCY CHECK

To ensure the integrity of the Circuit Points system, proof of residency validation will be conducted strictly during the **Player Check-In** process at the venue, prior to the start of the tournament.

- Upon arriving at the venue, every player wishing to earn Circuit Points must present a valid government-issued ID (Passport, National ID Card, or Residence Permit) to the Tournament Officials at the registration desk.
- **Verification Status:**
 - Players who successfully prove residency in an eligible country are flagged as "Circuit Eligible" and will earn points based on their placement.
 - Players who cannot provide valid proof of residency (or are visiting from outside the eligible regions) will be classified as "International Competitors." They are fully permitted to compete for prize money and the trophy, but they **will not receive Circuit Points**, regardless of their final placement.
- Players with citizenship/residency in multiple eligible countries must declare their primary "Competitive Region" at this moment. This decision is final and locks the player to that region for the remainder of Season 1.

If a player forgets their physical documentation, the Tournament Organizer may, at their sole discretion, accept a digital copy (e.g., a photo of the ID or banking app statement) solely for the purpose of checking in. However, the Circuit Administration reserves the right to withhold points retroactively if the digital proof is later found to be insufficient or forged.

2.2. AGE RESTRICTIONS

All participants must be at least **16 years of age** as of the official start date of the tournament they intend to enter. Tournament Officials reserve the right to request valid government-issued identification (ID card, Passport, Driver's License) at any time to verify a player's age. Failure to provide such documentation upon request may result in immediate disqualification.

Players who have reached the minimum age of 16 but are under the age of majority in their country of residence (typically 18 years old) are classified as "Minors".

- **Offline Events (Community Nationals & Locals):** To participate in any offline tournament, Minors must provide a **Parental Consent Form** signed by a parent or legal guardian.
 - Tournament Organizers (TOs) are responsible for collecting and verifying these forms during the player check-in process.
 - A Minor who fails to produce a signed consent form will be ineligible to compete in the offline bracket.
- **Online Events (Online Community Locals):** By registering for an online tournament, players acknowledge that they have obtained the necessary parental permission to participate.

VENUE-SPECIFIC AGE RESTRICTIONS

Certain Offline Events may take place in venues subject to stricter local laws or policies regarding age (e.g., establishments serving alcohol, gaming bars, or casinos requiring 18+ or 21+ entry).

- **Supremacy of Venue Rules:** In such instances, the venue's age policy **supersedes** the Circuit Rulebook. If a player meets the Circuit's minimum age (16) but does not meet the venue's entry requirement (e.g., 18+), the player is **ineligible** to attend or compete in that specific event.
***Disclaimer: It is the player's responsibility to check the specific age restrictions of each "Official Stop" before registering or traveling. Tournament Organizers must clearly state any venue-related age restrictions on the event's registration page.*

2.3. ACCOUNT ELIGIBILITY

RIOT ID REGISTRATION

All players must register for the Circuit and individual events using a valid **Riot ID**. The "Game Name" and "Tag Line" used to register on the tournament platform (Start.gg) must exactly match the Riot ID used in the in-game client. This consistency is required to facilitate automatic point tracking, seeding verification, and broadcast overlay accuracy. If a player changes their Riot ID during the season, they must immediately update their Start.gg profile and notify the Circuit Administration to ensure their Circuit Points are correctly transferred. Failure to do so may result in points being split across two identities, which cannot be merged retroactively.

SINGLE ACCOUNT & SMURFING POLICY

To maintain the integrity of the Leaderboard and Seeding:

- A player may only compete using **one (1) account** throughout the duration of the Circuit season.

- The use of "Smurf" accounts (secondary accounts used to disguise a player's identity, manipulate bracket seeding, or evade bans) is **strictly prohibited**.
- Players are expected to compete on their "Main Account," defined as the account with the highest rank or most playtime.
- If a player is found competing on an undeclared secondary account or multiple accounts, they will face immediate disqualification from the current event, forfeiture of all earned Circuit Points, and a potential season-long ban.

ACCOUNT STANDING

Players must be in "Good Standing" with Riot Games to participate in the Circuit. Players who currently hold an active suspension or ban on their Riot Games account (due to toxicity, cheating, boosting, or other Terms of Service violations) are **ineligible** to participate in any event of the Circuit.

Circuit Administration reserves the right to conduct "Behavior Checks" on the accounts of top-ranking players prior to major events (Community Nationals). Players found to have a history of severe toxicity or unsportsmanlike conduct may be denied entry at the sole discretion of the Administration.

IN-GAME NAME STANDARDS

Riot IDs and Account Names must not include any content that is insulting, derogatory, offensive, or promotes hate speech, discrimination, or illegal activities. Names intended to impersonate other players, Riot employees, or Tournament Officials are prohibited.

Tournament Organizers reserve the right to require a player to change their display name or play under a generic handle if their current name violates these standards or broadcast guidelines.

2.4. RIOT GAMES EMPLOYEES & CONFLICT OF INTEREST

In order to maintain the impartiality and integrity of the competition, **employees of Riot Games, Inc.**, its respective **affiliates, subsidiaries**, and the designated **Circuit Administration** agency are strictly prohibited from participating in the 2XKO EU Community Series. This prohibition extends to participating for prizes, earning Circuit Points, or influencing the outcome of any match. Any verified violation of this clause will result in the immediate nullification of match results and potential disciplinary action.

Tournament Organizers (TOs), Referees, and Administration staff actively involved in the operation or adjudication of a specific event may not participate in that same event as competitors. This rule ensures that no individual has the power to influence the bracket or rulings of a tournament in which they have a personal competitive interest.

Recognizing the community-driven nature of Community Locals events and the potential constraints on staffing, a limited exception applies exclusively to Community Locals tournaments. In these specific cases, a Tournament Organizer or staff member may participate as a competitor provided they fully recuse themselves from any administrative duties, dispute resolutions, or rulings involving their own matches or bracket pool. However, for Community Nationals events, this prohibition is absolute, and no staff members may compete under any circumstances.

3. CIRCUIT STRUCTURE & SCHEDULE

3.1. THE CATEGORY SYSTEM & EVENT CLASSIFICATION

The 2XKO EU Community Series is organized into a comprehensive tiered designed to reward competitive excellence while fostering community growth at all levels. This structure ensures that players are rewarded with **Circuit Points** commensurate with the difficulty, scale, and prestige of the event they attend. The Circuit classifies sanctioned tournaments into three distinct categories, each with specific mandates regarding format, participation, and competitive environment:

- **Community Nationals:** Defined as the pillars of the European circuit, these are large-scale offline Majors capable of attracting top-tier talent. To qualify for Premier status, an event must be held strictly in-person and achieve a minimum participation threshold of 32 unique checked-in players, adhering to the highest standards of production and integrity.
- **Community Locals:** Serving as the regional engines, these offline community tournaments are designed to nurture local talent. To be sanctioned as a Community Locals event, a tournament must be held strictly in-person and maintain a minimum participation threshold of 16 unique checked-in players.
- **Online Community Locals:** These recurring online tournaments prioritize accessibility. Unlike offline events, participation is strictly region-locked to verified residents of the EU region to ensure connection stability. An online tournament must reach a minimum of 16 unique checked-in players to award points.

The classification of an event is dynamic and contingent upon final execution. The Circuit Administration reserves the right to enforce a "**Category Reclassification Clause**" if a tournament fails to meet the mandatory quality standards or operational requirements established for its provisional category. In such cases, the Circuit Administration may, at its sole discretion, reclassify the event to the appropriate lower category for point distribution purposes, ensuring that the Circuit Points awarded always reflect the actual level of competition and quality delivered by the event.

3.2. CIRCUIT POINTS SYSTEM

Player standings on the Regional Leaderboard are determined by the accumulation of **Circuit Points** awarded based on final placement in sanctioned events. Points are distributed according to a standardized **Double Elimination Matrix**, scaled to reflect the prestige of each Category. Naturally, **Community Nationals** events award the highest volume of points, serving as the primary driver for qualification, followed by **Community Locals** and **Online Community Locals** events respectively. Points are awarded not only to the Top 8 but extend deeper into the bracket for higher categories to recognize the achievement of advancing through difficult pools. The complete point distribution for every placement is detailed in the **Official Point Matrix** below:

POSITION	NATIONALS	LOCALS	ONLINE LOCALS
1st	800	300	100
2nd	500	200	70
3rd	350	150	50
4th	250	100	35
5th - 6th	150	75	25
7th - 8th	100	45	15
9th - 12th	80	25	10
13th - 16th	60	15	8
17th - 24th	40	10	6
25th - 32nd	30	5	4
33rd - 48th	20	5	3
49th - 64th	15	5	2
65th - 96th	10	5	1
97th - rest	10	5	1
DQ/No-show	0	0	0

***In Duo Team entries, both players are awarded the full point value associated with their placement strictly to their individual profiles. Points are not split.*

To ensure competitive fairness and prevent the leaderboard from favoring solely those players with the financial means to attend every single event, the Circuit utilizes a strict **"Scoring Cap"** system. A player's Total Season Score is calculated based on a combination of their best performances rather than a cumulative sum of every tournament played. For **Season 1**, the applicable caps are defined as follows:

- **Online Community Locals:** Only a player's **Top 2** highest scores will count towards their total score.
- **Community Locals:** Only a player's **Top 3** highest scores will count towards their total score.

- **Community Nationals:** Due to the high difficulty and scarcity of these major events, **all results** earned in this category will count towards the player's final score without limitation.

In the event that two or more players conclude the season with an identical number of Total Circuit Points, the following hierarchy of **Tiebreakers** will be applied in strict order until the tie is resolved:

1. **Highest Total Points from Community Nationals:** The player with the highest combined score earned specifically from **Community Nationals**.
2. **Highest Single Placement:** The player with the single highest individual tournament finish (e.g., a 1st place result outweighs two 2nd place results).
3. **Average Placement:** The player with the better average placement across all attended events.
4. **Head-to-Head Record:** The win/loss record between the tied players in official Circuit matches (if applicable).
5. **Sudden Death Set:** In the rare instance that a tie determines a qualification spot for the Season Finale and cannot be broken by the above metrics, a Best-of-5 tiebreaker set may be organized by the Administration.

3.3. SEASON STRUCTURE

SEASON WINDOW

The competitive narrative of the 2XKO EU Community Series is framed within a strict "**Season Window**," ensuring a concentrated period of competition. For the inaugural season, the acquisition of Circuit Points is strictly limited to sanctioned tournaments concluding between **February 18th, 2026, and April 13th, 2026**. Any tournament taking place outside of these dates will not award Circuit Points towards the Season Finale unless explicitly granted a "**Special Window Exemption**" by the Circuit Administration due to force majeure or scheduling conflicts.

In the event that a sanctioned tournament is postponed to a date outside the Season Window, the Administration reserves the right to strip the event of its Point-Awarding status to preserve the integrity of the qualification timeline.

LEADERBOARD

The Regional Leaderboard serves as the single source of truth for player standings and is updated weekly, typically on the **Tuesday** following the conclusion of weekend tournaments. To ensure accuracy, a mandatory "**Player Audit Period**" is in effect: players have a **48-hour window** following an update to review their points and report any discrepancies to the Administration via the official support ticket system on Discord.

Notwithstanding the standard audit window, the Circuit Administration retains the absolute authority to retroactively correct, modify, or adjust Leaderboard data at any time if a material error is discovered that compromises the competitive integrity of the Circuit. This "Right of Rectification" ensures that the final standings always reflect the true competitive reality, safeguarding the project against technical glitches, calculation errors, or administrative tieroversights.

SEASON FINALE

The Season Finale serves as the ultimate celebration of the 2XKO EU Community Series, shifting the focus from individual glory to regional pride. For the inaugural season, this event will feature a unique "**National Duo**" format, bringing together the top talent from the four primary competitive territories: **France (FR)**, **Spain (ES)**, **DACH**, and **UK & Nordics**.

Participation is strictly by invitation based on the final standings of each Regional Leaderboard. Each region will be represented by a "National Duo" consisting of exactly two (2) players: the **Top 2 ranked players** from their respective leaderboard at the moment of the Season Lock.

Within each Duo, players are assigned a "Seed Number" corresponding to their final ranking:

- **Seed #1:** The Regional Champion (Rank 1).
- **Seed #2:** The Runner-up (Rank 2).

Participation in the Season Finale is both an honor and a responsibility. To ensure that every region is fully represented by a complete Duo:

- If a qualified player (Seed #1 or #2) is unable to attend due to visa denial, personal reasons, or scheduling conflicts, they must notify the Administration immediately.
- The vacated slot will be offered to the **next highest-ranked player** on that specific Regional Leaderboard (e.g., Rank 3, then Rank 4, and so on) until the spot is filled.
- **New Seed Assignment:**
 - If **Seed #2** drops, the substitute takes the Seed #2 slot.
 - If **Seed #1** drops, the original Seed #2 is promoted to Seed #1, and the substitute takes the Seed #2 slot.
- All travel substitutions must be confirmed no later than **3 days** prior to the event. If a player drops out after travel has been booked or within 48 hours of the event ("Last Minute No-Show"), the region may be forced to compete with a substitute determined by the Administration or forfeit the series if no replacement is available.

The competition utilizes a strategic **Team Battle Format**. Regions will face off in a Best-of-5 "Series," where every individual match contributes **one (1) point** to the Duo's global score. The first Duo to secure 3 points wins the Series. The matchups are designed to test both team synergy and individual skill:

- **Match 1 (Solo):** Seed #1 **vs** Seed #1
- **Match 2 (Solo):** Seed #2 **vs** Seed #2
- **Match 3 (Duo):** Seed #1 & Seed #2 **vs** Seed #1 & Seed #2
- **Match 4 (Solo):** Seed #1 **vs** Seed #2
- **Match 5 (Solo):** Seed #2 **vs** Seed #1

The stakes for the Season Finale are the highest in the ecosystem. The **winning National Duo** (2 players) will be awarded the Grand Prize: a fully sponsored travel package from Riot Games to compete at **EVO Las Vegas 2026**.

- The Package Includes **round-trip airfare and hotel accommodation** for both players to attend the event in Las Vegas.
- This reward is strictly personal to the winning players and cannot be transferred, sold, or exchanged for cash value.
- Both players are solely responsible for possessing a valid passport and obtaining any necessary visas (ESTA/Visa) to enter the United States. If a player cannot travel due to visa denial or personal reasons, the prize for that individual slot will be forfeited and does not pass down to the runner-up.

Every player who qualifies for the Season Finale has already proven themselves as one of the elite competitors in Europe. To commemorate this achievement, **every member of a participating National Duo** will be awarded a custom-forged medal.

These exclusive awards are tiered based on final placement in the tournament:

- **Gold Medals:** Awarded to the **Winning National Duo** (the EVO Las Vegas representatives).
- **Silver Medals:** Awarded to the **Runner-up Duo** (Finalists).
- **Bronze Medals:** Awarded to the **Semifinalist Duos** (3rd/4th Place).

These medals serve as the definitive symbol of their status as their country's top defenders in the inaugural 2XKO EU Community Series.

SEASON MVP

Beyond the team-based glory of the Season Finale, the 2XKO EU Community Series recognizes individual consistency and dominance over the course of the season. The player who concludes Season 1 ranked **#1 on the EU Leaderboard** (based on total accumulated Circuit Points across all eligible events) will be officially crowned the **Season 1 MVP**.

As a testament to their individual excellence, the Season 1 MVP will be awarded a unique, **commemorative trophy** symbolizing their status as the most consistent player in Europe.

Note: In the event that the Season 1 MVP is also a member of the winning National Duo at the Season Finale, they will receive both the commemorative trophy and the travel package to EVO Las Vegas.

4. TOURNAMENT FORMAT & OPERATIONS

4.1. STANDARD BRACKET FORMAT (DOUBLE ELIMINATION)

To ensure consistency and competitive fairness across the entire ecosystem, all sanctioned events within the Circuit, regardless of Category, must utilize a traditional **Double Elimination Bracket** format. This structure guarantees that every player must lose two matches before being eliminated from the competition (one loss in the "Winners Bracket" and one loss in the "Losers Bracket"). While Tournament Organizers of **Community Nationals** events may request special permission to utilize alternative preliminary formats (such as Swiss or Round Robin Pools) for broadcast purposes, the final phase of any tournament must always resolve via Double Elimination to determine the winner.

4.2. SEEDING PROTOCOLS

Proper seeding is essential to prevent top players from eliminating each other early in the tournament. Tournament Organizers are mandated to seed their brackets using the official **Regional Leaderboard** data available on the Circuit platform at the time of the bracket creation.

Recognizing that no Leaderboard data exists at the start of the inaugural season, the first events of the year may utilize "**Legacy Seeding**" (based on known player skill from other tournaments or other Fighting Games) or **Random Seeding** at the discretion of the Tournament Organizer. However, once the first Leaderboard update is published, it becomes the sole binding reference for seeding.

4.3. MATCH LENGTH & SET RULES

The duration of a match, referred to as a "Set," varies depending on the stage of the bracket to balance time management with competitive depth.

- All preliminary matches, including Pools and Top 32, will be played as a **Best-of-3 Games** (First to 2 wins).
- Once the tournament reaches the **Top 8** phase (Winners Semi-Finals, Losers Top 8, etc.), all remaining sets must be played as a **Best-of-5 Games** (First to 3 wins).
- The Grand Finals is a Best-of-5 set. If the player coming from the Losers Bracket wins the first set, a "Bracket Reset" occurs, and a second, decisive Best-of-5 set must be played to determine the champion.

4.4. PLATFORM & CROSSPLAY STANDARDS

2XKO is a multi-platform title, but tournament logistics require standardization.

- **Offline Events:** Organizers must declare a "Primary Tournament Platform" (typically PC or PlayStation 5) prior to registration. While the game supports cross-play, matches should ideally be played natively on the provided hardware to minimize technical risks. Players are responsible for bringing their own compatible controllers or converters if their device does not match the tournament platform.
- **Online Events:** All Online Community Locals tournaments will utilize the game's built-in **Crossplay** functionality, allowing PC, Xbox, and PlayStation users to compete in the same bracket. Players are responsible for ensuring their "Crossplay" setting is enabled in the game options before checking in.

5. GAMEPLAY RULES

5.1. GAME SETTINGS

To ensure a consistent competitive environment, all tournament matches must be played using the "**Versus Mode**" with the default Tournament Settings enforced by the game client. Players and Organizers are strictly prohibited from altering core gameplay parameters unless explicitly instructed by the Circuit Administration to address a critical bug. The mandatory configuration for all Circuit matches is as follows:

- **Game Version:** All matches must be played on the latest available patch of 2XKO at the time of the event.
- **Timer:** Set to **99 Seconds** (Default).
- **Team Size:** A "Competitive Entry" (the entity playing the match) may consist of either a **Single Player** (Solo Mode: one pilot controlling both characters) or a **Duo Team** (Co-Op Mode: two pilots, each controlling one character). Cross-format matchups are fully permitted. A Single Player may face a Duo Team, and such matches are treated as standard competitive sets.
- **Stage Selection:** set to "**Random**" by default. Players may opt to agree on a specific stage ("Gentleman's Agreement").
- **Input Method:** Default settings. Any "Simple" or "Stylish" input modes provided by the game are legal for tournament play unless they are proven to provide an unfair automated advantage.

5.2. SIDE SELECTION & MATCH SETUP

Before the start of the first game of a Set, "Side Selection" and "Pick Order" are determined by a game of Rock–Paper–Scissors (RPS). In a match involving a Duo Team, the Duo must designate one representative to play the RPS. The winner of the RPS may choose **either**:

- **Side Selection:** To play on Player 1 (Left) or Player 2 (Right).
- **First Pick:** To defer the Side Selection to the opponent and instead enforce the "First Pick" order (requiring the opponent to select their team first on screen).

Once sides are established, players proceed to the Character Select screen. A complete "Loadout" in 2XKO consists of two distinct Characters (Point & Assist) and a selected **Fuse**.

- Players select their two Champions first, followed by their Fuse.
- In a Duo Team, players must physically sit (or log in) corresponding to the character they will primarily control or the assist duties they will perform, though they may swap roles between games if they are the Losers.

To prevent "Counter-Picking" before the match begins, any player or Duo may request a "Double Blind Pick" prior to character selection.

1. Upon request, a Tournament Official (Referee) will be called to the station. Both players/teams must secretly whisper or write down their intended **Champion Duo** and **Fuse** selection and show it to the Referee.
2. Once verified by the Referee, players must select strictly the Characters and Fuse they declared. If a player attempts to select a different loadout after seeing the opponent's choice, they will forfeit the first Game of the set.

5.3. POST-GAME FLOW & STRATEGIC ADJUSTMENTS

A "Game" is concluded when the in-game announcer declares a winner (K.O. / Time Over). The result must be verbally acknowledged by both parties. In the event of a dispute regarding the score, the Tournament Official will consult the in-game replay or history if available.

Otherwise, the ruling will default to the Referee's discretion.

To preserve the competitive balance, the Player or Duo Team that won the immediately preceding game is **strictly locked** into their current configuration.

- **Characters:** They must select the exact same two Champions.
- **Fuse:** They must select the exact same Fuse.
- **Duo Roles:** In a Duo Team, the players must maintain their specific pilot assignments (e.g., if Player A controlled the "Point" character and Player B controlled the "Assist" character in the win, they cannot swap roles for the next game).

The Player or Duo Team that lost the immediately preceding game is granted the right to adjust their strategy for the next game. They are permitted to:

- **Change Characters:** Swap one or both Champions.
- **Change Fuse:** Select a different Fuse style.

- **Swap Roles (Duo Only):** In a Duo Team, the players are permitted to exchange controllers or assignments (e.g., Player A switches to controlling the Assist character), provided this swap is completed within the standard 60-second time limit between games.

The flow between games must adhere to the following strict order to prevent confusion:

1. The **Winner** confirms their readiness to the Referee/Opponent (indicating "No Changes").
2. The **Loser** declares their intention: "Rematch" (No changes) or "Character Select" (Go back to menu).
3. If the Loser chooses to change, both teams return to the Character Select screen. The Winner re-selects their locked team first, followed by the Loser making their new selection.

5.4. PAUSES, DISCONNECTS & TECHNICAL ISSUES

Players are solely responsible for the proper functioning of their hardware and the mapping of their buttons. In the event that a player (or a member of a Duo Team) initiates a "Pause" (pressing the Start/Options button) during a match, whether accidental or intentional, the following penalty applies strictly:

- In most scenarios, the player/team that caused the pause **immediately forfeits the current Round**. The opponent is awarded the round win, and players must proceed to the next round.
- If the pause occurs during a "Cinematic Finisher" or an "Inevitable Defeat" scenario, the penalty escalates to the forfeiture of the entire **Game**. A scenario is defined as "Inevitable Defeat" if the following two conditions are met simultaneously:
 1. An attack with a cinematic animation (e.g., a Level 3 Super Art) has successfully connected and the animation sequence has begun on screen.
 2. The opponent's remaining health is sufficiently low that the standard damage of the move in progress would mathematically reduce their health to zero.
 - **If a player pauses during a Level 3 Super that was guaranteed to kill, they forfeit the Game to prevent "rage-quitting" or denying the opponent the satisfaction of the K.O.*
- If the opponent explicitly agrees to continue the match without penalty (e.g., the pause was instant and didn't affect the gameplay state), the match may resume. However, the opponent is under no obligation to grant this mercy, and Referees will enforce the forfeiture by default unless instructed otherwise by the non-offending player.

If a controller disconnects or malfunctions (e.g., "my stick stopped working") during active gameplay, it is treated exactly as a **Pause**. The player forfeits the current Round. Matches will not be stopped or replayed due to battery failure or loose cables.

Players are mandated to perform a "**Button Check**" prior to the start of the set. Once the first official game begins, claims of "my buttons are mapped wrong" will not be accepted as valid grounds for a restart.

In the rare event of a verified hardware failure (e.g., console crash, monitor blackout, or game client freeze) that is not caused by the players:

- The current Game must be restarted.
- To the best of their ability, players should attempt to reproduce the rough state of the match (e.g., if Player A had won the first round, Player B should allow Player A to win the first round of the replay quickly) to restore the competitive situation. If the players cannot agree on the state, the Game is replayed from a 0-0 score, but the Set count (e.g., 1-0 in games) is maintained.

In a Duo Team composition, both players share collective responsibility. If **Player A** pauses the game or disconnects their controller, the penalty applies to the entire **Team**. Arguments such as "It was my partner's fault, not mine" are invalid. The Team wins or loses as a single unit.

5.5. UNRESOLVED MATCHES & ANOMALIES

In the unlikely event that a game concludes without a clear winner being declared by the software (e.g., a "Double K.O." on the final characters resulting in a Draw screen, or a "Time Over" with identical health values), the standard protocol is to recognize the result as a "**No Contest**."

- **Resolution:** The game must be replayed immediately with the exact same Characters, Fuses, and Settings. The score of the Set remains unchanged.

A "**Technical Stalemate**" is defined as a scenario where a software glitch or specific interaction causes the match to enter an infinite state from which neither player can progress (e.g., characters stuck in geometry or an infinite block-stun loop caused by a bug).

- Players must immediately alert the Referee.
- **Resolution:** The Referee will verify the glitch and order a restart of the current game.

5.6. COMPETITIVE EXPLOITS & BUGS

It is acknowledged that in modern fighting games, the line between "advanced technique" and "glitch" can be thin. Generally, techniques that utilize the game's physics engine or animation canceling systems to gain an advantage (e.g., complex option selects, specific unblockable setups, or high-execution combos) are considered **LEGAL** unless explicitly banned by the

Circuit Administration. However, intentionally abusing a software error to halt the match or create an impossible game state is strictly prohibited.

The following behaviors are strictly prohibited and will result in the immediate forfeiture of the game (or match, at the TO's discretion):

- **Game-breaking glitches:** any action that intentionally causes the game to freeze, crash, reset or disconnect.
- **Soft-Lock:** using a glitch to trap a character in geometry (walls/floor) or an animation state from which they cannot escape or take damage, rendering the match unfinishable.
- **Invincibility glitches:** exploiting a bug to make a character permanently immune to damage or interaction outside of intended game mechanics.
- **Infinite stalling:** performing a repetitive loop that prevents the game from progressing to a conclusion (e.g., an infinite block-string that does not kill but is used solely to run out the timer).

If a player discovers a new, undefined bug during a tournament match:

1. **Do not stop:** Players should continue playing if possible.
2. **Report After:** After the game concludes, report the incident to a Referee.
3. **Ruling:** The Referee will decide if the bug significantly altered the outcome. If a player is found to have intentionally triggered a game-breaking bug to avoid a loss, they will receive a Loss for that game.

The Circuit Administration reserves the right to issue an emergency "Global Ban" on specific characters, fuses, or interactions if a critical bug is discovered mid-season. These bans will be communicated via the official Discord and must be respected immediately.

6. CODE OF CONDUCT & RULES OF THE VENUE

6.1. PLAYER ETIQUETTE & SPORTSMANSHIP

All participants in the Circuit are expected to exhibit the highest standards of competitive integrity and personal behavior. The Circuit Administration reserves the right to immediately disqualify any player who fails to adhere to these standards.

Tournaments must run on schedule. It is the player's sole responsibility to be present at their assigned station when their match is called.

- **5-Minute Rule:** If a player is not present and ready to play (controller plugged in) within **5 minutes** of their match being called, they will forfeit the **First Game** of the set.

- **10-Minute Rule:** If the player remains absent after **10 minutes**, they will forfeit the entire **Match (Set)** and be sent to the Losers Bracket or eliminated from the tournament.
- Players must notify a Referee immediately if they need to leave the tournament area for a bathroom break or food. Unannounced absences are not a valid excuse for lateness.

Fighting Games are built on a tradition of face-to-face respect:

- While not legally mandatory, players are strongly encouraged to offer a handshake or fist bump before the first game and after the final game as a sign of mutual respect.
- Trash talk is part of the culture, but it must remain within the bounds of friendly rivalry. Hate speech, discriminatory slurs, threats of violence, or excessive harassment toward opponents, referees, or staff will result in **Immediate Disqualification** and a potential seasonal ban.
- Celebrating a victory emotionally is permitted, provided it does not involve physical contact with the opponent, invading their personal space, or damaging property.

Rage-induced behavior is strictly prohibited: Slamming the table, throwing a controller, or punching a monitor after a loss is a **Zero Tolerance** offense. Any player who damages tournament hardware (consoles, monitors, furniture) due to aggressive behavior will be **immediately disqualified**, removed from the venue, and held financially liable for the replacement cost of the damaged equipment.

6.2. IN-MATCH COACHING POLICY

Players are permitted to have **one (1) designated coach** present at the station during their match. To prevent disruption of the gameplay flow, coaching from an external party is strictly regulated:

- External coaches may **only** speak to players or offer advice during the downtime **between games** (the period after a K.O. and before the start of the next round 1).
- Coaches must not speak, shout instructions, or use hand signals while a game is officially in progress (from "Round 1 Fight" until the final K.O.).
- Violating this rule will result in a **Warning** for the first offense. A second offense will result in the **Forfeiture of the current Game** for the player/team receiving the coaching.

In a Duo Team composition, the two active players are considered a single competitive unit. Therefore, **verbal communication between teammates** is permitted at **all times**, including during active gameplay. Players in a Duo may coordinate strategies, call out assists, or discuss tactics mid-round without restriction, provided they do not physically disrupt the opponent.

6.3. VENUE STANDARDS & PERSONAL HYGIENE

To ensure a comfortable environment for all participants, every player is required to maintain a reasonable standard of personal hygiene.

- Tournament Organizers and Referees reserve the absolute right to disqualify or remove any attendee whose personal hygiene (e.g., strong offensive body odor, unwashed clothing) negatively impacts the competitive experience or comfort of opponents and staff.
- If a complaint is lodged, a Tournament Official will privately address the player. Failure to rectify the issue immediately (if possible) or repeated offenses will result in removal from the venue.

Players are prohibited from competing under the visible influence of alcohol or illegal substances. If a player appears intoxicated to the point of being unable to compete fairly or behave respectfully, they will be disqualified.

Participants must adhere to all specific rules of the host venue (e.g., "No Food/Drink near equipment," badge visibility, restricted areas). Violation of venue rules is treated as a violation of the Circuit Code of Conduct.

6.4. COMPETITIVE INTEGRITY (COLLUSION & WAGERING)

Collusion is defined as any agreement among two or more players to disadvantage other participants or to influence the outcome of a match for financial or strategic gain. The following behaviors are strictly prohibited and will result in immediate disqualification and potential lifetime bans from the Circuit:

- **Soft Play:** Intentionally not playing at one's best level against a specific opponent (e.g., a friend or teammate) to allow them to advance.
- **Prize Splitting:** Agreeing to split prize money or Circuit Points regardless of the match outcome. The winner must take the first-place prize, and the loser must take the second-place prize.
- **Throwing:** Intentionally losing a game or match to manipulate bracket placement (e.g., losing to enter the Losers Bracket intentionally to avoid a specific opponent).

To comply with international anti-corruption standards and legal regulations:

- No player, coach, or tournament official may place any wager, bet, or gamble, whether using real money or in-game currency, on any match within the 2XKO EU Community Series.
- Players are prohibited from instructing third parties to bet on their behalf or providing "insider information" to gamblers regarding their health, strategy, or intent to win.

Because collusion is often difficult to prove with hard evidence (e.g., verbal agreements), the Circuit Administration reserves the right to make a ruling based on **reasonable suspicion** derived from gameplay analysis.

6.5. DISCIPLINARY MATRIX & PENALTIES

Infractions within the 2XKO EU Community Series are punished according to their severity. The Circuit Administration reserves the sole right to determine the appropriate penalty level for any given offense.

- **Level 1: Verbal Warning:** A formal caution given for minor, non-malicious infractions (e.g., accidental delay of match, minor equipment failure, first-time accidental coaching). Warnings are logged. **Two (2) Warnings** within a single tournament upgrade automatically to a Game Loss.
- **Level 2: Game Loss:** The forfeiture of a single Game within a Set. Applied for moderate infractions (e.g., pausing during play, illegal coaching, failure to report results).
- **Level 3: Match Forfeiture (Set Loss):** The loss of the entire match. Applied for severe tardiness (10+ minutes) or repeated moderate infractions.
- **Level 4: Disqualification (DQ):** Immediate removal from the current tournament. Applied for gross misconduct, severe unsportsmanlike behavior, or cheating. A DQ forfeits all Circuit Points and prizes earned in that event.

For egregious offenses that threaten the integrity or safety of the community, penalties may extend beyond the specific tournament day.

- **Circuit Suspension:** Players found guilty of collusion, violence, harassment, or hate speech may be suspended from all Circuit events for the remainder of the Season.
- **Global Blacklist:** The Circuit respects bans issued by Riot Games. If a player is banned from official Riot ecosystems (e.g., League of Legends or VALORANT competitive bans), they are automatically ineligible to compete in the 2XKO EU Community Series.

All decisions regarding rule interpretations and penalty assessments made by the Head Administrator or Tournament Organizer are **final and binding**. While players may respectfully ask for clarification, arguing with a referee after a final decision is delivered may result in an escalation of penalties.

6.6. REPORTING HARASSMENT & SAFEGUARDING

The 2XKO EU Community Series is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity, sexual orientation, disability, physical appearance, race, or religion. We do not tolerate harassment of participants in any form.

If you are being harassed, notice that someone else is being harassed, or have any other concerns regarding safety, please contact a Tournament Official immediately.

- **During Offline Events:** Locate the nearest Referee, Bracket Manager, or the Head Tournament Organizer at the admin desk. Staff will be identified by "Official / Staff" badges.
- **Online / Post-Event:** If you prefer to report an incident privately or after the event has concluded, please open a **Support Ticket** via the Official Circuit Discord.

All reports will be treated with the strictest **confidentiality**. Tournament Organizers will take immediate action to address the issue, which may include warning the offender, removing them from the venue, or disqualifying them from the Circuit as per the Disciplinary Matrix.

We are here to help. If needed, the organizing staff will help participants contact venue security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the tournament.

6.7. APPEALS & DECISION HIERARCHY

TOURNAMENT OPERATIONS

Disputes regarding the outcome of a match, rule interpretations, or equipment failures must be resolved immediately at the tournament station. The hierarchy of authority is as follows:

1. **Floor Referee:** The first point of contact for any dispute. Players must pause the match (if applicable) and summon a Referee immediately.
2. **Head Tournament Organizer (Head TO):** If a player believes a Floor Referee has made an incorrect ruling based on the Rulebook, they may respectfully request an immediate appeal to the Head Tournament Organizer.

Due to the time-sensitive nature of offline brackets, the decision of the Head Tournament Organizer is **FINAL and binding** for that specific event.

- Once the Head TO issues a ruling and the match resumes or concludes, the result is locked.
- Matches will **not** be replayed retroactively after the event concludes, even if an error in judgment is identified later. The "Spirit of the Rules" (Section 1.3) allows the Head TO to prioritize the flow of the tournament in complex scenarios.

CIRCUIT ADMINISTRATION

While venue decisions regarding specific matches are final, players retain the right to appeal decisions that impact their long-term standing in the Circuit, such as the forfeiture of Circuit Points, retroactive disqualifications, or seasonal suspensions.

- **Submission Window:** Appeals must be submitted formally to the **Circuit Administration** via the official Discord Support Ticket system within **48 hours** of the ruling or the event's conclusion.

- **Required Evidence:** The appellant must provide substantial evidence (e.g., VOD timestamps, screenshots of conversations, or witness statements) to support their claim. Appeals based solely on "word against word" will be dismissed.
- **Review Authority:** The Circuit Administration acts as the supreme oversight body. They possess the authority to overturn a Tournament Organizer's decision regarding **Circuit Points and Standing**, effectively restoring points or removing penalties if the original ruling is found to be arbitrary or incorrect. However, this does not alter the distribution of cash prizes paid out at the venue.

RIOT GAMES PENALTIES

Disciplinary actions issued directly by Riot Games (including but not limited to Vanguard Anti-Cheat bans, Terms of Service suspensions, or toxicity bans in other Riot titles) are **not appealable** through the Circuit Administration. Players seeking to contest a Riot-issued ban must contact Riot Player Support directly via their official support portal.

6.8. OUT-OF-TOURNAMENT CONDUCT & SOCIAL MEDIA

Players participating in the Circuit are public representatives of the 2XKO competitive community. As such, disciplinary action may be taken for conduct that occurs **outside** of the official tournament venue or schedule (e.g., on Social Media, Discord, streams, or other public platforms) if that conduct violates the spirit of the Circuit or brings the competition into disrepute.

The Circuit Administration reserves the right to investigate and penalize players for severe out-of-tournament infractions, including but not limited to:

- **Hate Speech & Discrimination:** Publishing content that promotes racism, sexism, homophobia, transphobia, or ableism on any platform.
- **Harassment & Doxxing:** Engaging in persistent cyber-bullying, releasing private information of others (doxxing), or inciting violence against other players or staff.
- **Criminal Activity:** Being convicted of a violent crime, fraud, or sexual offense under applicable local laws.

If a player is found to have violated these standards, the Administration may impose sanctions ranging from a formal warning to a **Seasonal Suspension** or an **Indefinite Ban** from all future Circuit events, depending on the severity and publicity of the offense.

7. CONTROLLER & HARDWARE REGULATIONS

7.1. PERMITTED EQUIPMENT & CUSTOMIZATION

To promote accessibility and diverse playstyles, the 2XKO EU Community Series permits a wide range of input devices. Players may utilize any controller that falls into the following categories, provided it adheres to the hardware restrictions outlined below:

- **Standard Gamepads:** Official or licensed controllers (e.g., DualSense, Xbox Series Controller) from major manufacturers.
- **Arcade Fight Sticks:** Traditional joystick-and-button controllers.
- **Leverless Controllers:** All-button controllers (e.g., Hitbox, Snackbox) that replace the directional joystick with individual buttons.
- **Keyboards:** Standard PC keyboards are permitted, subject to specific connectivity rules.

Recognizing the PC heritage of the 2XKO community, keyboards are fully legal for competition. However, strict logistics apply:

- **PC Tournaments:** Players may plug directly into the tournament PC.
- **Console Tournaments:** If a tournament is run on consoles (e.g., PlayStation 5), keyboard players are solely responsible for bringing their own **compatible adapters** (e.g., Brooks Converters) to ensure their device functions on the console. Tournament Organizers are not required to provide adapters.
- **Setup Time:** Keyboard players must be able to set up their keybinds within the standard 5-minute limit.

Home-made or modified controllers (Custom & DIY Controllers) are welcomed, but they are subject to "**The Referee Inspection Clause.**" A Tournament Official may inspect, open, or test any non-standard controller at any time to check for illegal modifications (such as hardware macros or turbo switches). If a controller is deemed to provide an unfair mechanical advantage or is functionally unstable (e.g., causes the console to crash), the referee may prohibit its use. The player must then switch to a standard controller or forfeit the match.

7.2. SOCD CLEANING & INPUT INTEGRITY

"**SOCD**" (Simultaneous Opposite Cardinal Directions) occurs when a player physically activates two opposing directional inputs at the exact same time (e.g., pressing "Left" and "Right" simultaneously). While physically impossible on a standard joystick, this is a common occurrence on Leverless Controllers (Hitbox style) and Keyboards. To ensure competitive fairness and prevent impossible movement mechanics (such as blocking in two directions at once), all controllers must possess an internal "**SOCD Cleaner**" mechanism.

Any controller capable of sending simultaneous inputs must adhere to the following strict output logic. Failure to comply will classify the controller as an "Illegal Device."

- **X-Axis Resolution (Left + Right):** When both Left and Right directional inputs are engaged simultaneously, the controller must output **NEUTRAL** (Center).
 - *Clarification:* The controller must send **no directional signal** to the game. It is strictly prohibited for the controller to output "Forward" or "Back" (Input Priority) or to send both signals simultaneously.
- **Y-Axis Resolution (Up + Down):** When both Up and Down directional inputs are engaged simultaneously, the controller must output either **UP** (Absolute Up Priority) or **NEUTRAL**.
 - *Prohibited:* It is illegal for the controller to output "Down" in this scenario.

The burden of proof lies with the hardware. The SOCD cleaning must occur **at the controller level** (firmware or circuit board) before the signal reaches the game console/PC.

- **Legacy Controllers:** Players using older Leverless controllers without SOCD cleaning must update their firmware or install a hardware cleaning kit.
- **Software Scripts:** For Keyboard players on PC, the use of external software scripts (e.g., AutoHotKey) to artificially clean inputs or create complex input priorities is **strictly prohibited** and will be treated as macro usage. The game's native input handling should be the only software layer involved.

Tournament Officials reserve the right to perform an "Input Test" on any suspected controller. The referee will go to the in-game training mode, turn on "Input History," and physically hold Left + Right on the player's controller. If the Input History shows an arrow (Left or Right) instead of a Neutral position while both buttons are held, the controller is deemed illegal. The player will be given the opportunity to switch to a legal controller; failure to do so results in Disqualification.

7.3. PROHIBITED FUNCTIONS (MACROS & TURBO)

To maintain the integrity of competitive execution, all controllers must adhere to a strict **"One-to-One"** mapping protocol. This means that a single physical activation of a button, trigger, or key must correspond to a **single** in-game output action. Any mechanism that breaks this rule is strictly prohibited.

A "Macro" is defined as a mechanism that automates a sequence of multiple inputs. The use of any hardware-assisted macros is illegal.

- A player cannot use a controller button that is programmed to execute a specific motion or a complex combo with a single press.

- Controllers found to have pre-programmed macro buttons available (even if the player claims they won't use them) may be rejected by the Referee unless the macro functionality can be visibly disabled or unmapped.

"Turbo" functions, which allow a button to simulate rapid, repeated presses when physically held down, are banned. If a player is observed performing inhumanly rapid inputs (e.g., mash-dependent interactions) that suggest mechanical assistance, a Referee may pause the match to inspect the controller settings.

It is important to distinguish between **Hardware Cheats** and **In-Game Configuration**.

- **Legal:** Mapping a single button to perform a combined action *supported by the game's official button config menu* (e.g., binding L1 to "Dash" or "Parry" within the 2XKO settings) is **fully legal**.
- **Illegal:** Using external software or controller firmware to bind a button to an action *not* natively supported by the game's configuration menu.

7.4. WIRELESS CONTROLLER PROTOCOLS

Wireless controllers (e.g., DualSense, Xbox Wireless) are permitted for tournament play. However, players who choose to play wirelessly assume all risks associated with interference, input latency, or battery failure. A match will not be paused or replayed due to a controller running out of battery or losing connection due to wireless interference.

Immediately upon the conclusion of a set, every player using a wireless controller must explicitly **desynchronize (unpair)** their device from the tournament console before leaving the station. This typically involves deleting the device from the console's "Bluetooth Devices" menu or ensuring the controller is fully powered off and verified not to reconnect when the "Home/PS" button is pressed. It is the player's sole responsibility to ensure the connection is severed. "I thought it was off" is not a valid defense.

If a match in progress is interrupted (paused or disrupted) by a wireless controller that was left paired to the console by a previous player:

- Tournament Officials will immediately identify the owner of the interfering controller.
- The offending player (who failed to desync) will receive an automatic **Disqualification (DQ)** from the tournament. If they have already been eliminated, they may be subject to a ban from the next scheduled Circuit event.
- The match that was interrupted will be resumed or replayed according to the Referee's discretion (typically treated as an accidental pause, but without penalizing the current players).

To minimize risks, players are strongly encouraged to utilize a **USB cable** and configure their controller to communicate via USB (if the hardware supports "Wired Communication Mode"), effectively bypassing the Bluetooth signal entirely.

8. ONLINE SPECIFIC REGULATIONS

8.1. CONNECTIVITY & HARDWARE REQUIREMENTS

To guarantee the stability of the match for both competitors, the use of a wired connection (**Ethernet Cable / LAN**) is strictly mandatory for all Online Community Locals tournaments.

- Playing on a wireless connection (Wi-Fi, 4G/5G Hotspots) is strictly prohibited. While modern Wi-Fi can be fast, it is prone to packet loss and jitter that disrupts the Rollback Netcode synchronization.
- If a match experiences significant lag and a "Lag Test" reveals that a player is using Wi-Fi, that player will be **immediately disqualified**, regardless of the current match score.

Players must meet the following network metrics to participate in the EU Community Circuit. Failure to meet these standards upon request/testing will result in a forfeit.

- The connection between players should not consistently exceed **120ms** (taking into account the vast distance of the EU region). Matches above this threshold may be played if both parties agree, but the player with the unstable connection assumes liability.
- The connection must be stable. "Jitter" (fluctuation in ping) must not exceed **10ms**. Packet loss must not exceed 1% during the speed test.
 - *Note: Any packet loss above 1% is considered "Unplayable" and will be grounds for disqualification.*
- Players must be physically located within the EU region at the time of the tournament. Playing from outside the region (e.g., NA or Asia) is prohibited due to latency constraints.

2XKO is designed to run at a locked 60 Frames Per Second (FPS). Because the netcode synchronizes the game state, if one player's PC cannot maintain 60 FPS, the match will stutter or slow down for **both** players.

- PC players are solely responsible for ensuring their hardware meets the minimum system requirements to maintain a stable 60 FPS during online play.
- If a player's PC performance (frame drops, stuttering) causes the match to become unplayable, and this is verified by an admin or evidence (e.g., in-game performance indicators), that player will forfeit the match.

The use of Virtual Private Networks (VPNs) or tunneling services to mask a player's true location or improve routing is generally **prohibited** unless explicitly authorized by a Tournament Administrator to resolve a specific ISP routing issue (NAT Type strictness). Using a VPN to play from a prohibited region (e.g., a US player pretending to be in the EU) will result in an immediate Ban.

8.2. LOBBY CREATION & HOSTING DUTIES

To minimize delays, the responsibility of creating the game lobby falls strictly on the **Higher Seeded Player/Team**.

- The "Higher Seed" is defined as the player/team appearing on the **Top** (for vertical brackets) or **Left** (for horizontal brackets) of the match interface on the tournament platform (Start.gg).
- In a Duo Team match, the designated Captain of the Higher Seed team acts as the primary Host.
- If the Higher Seed encounters technical issues creating the lobby, the hosting duty may be transferred to the opponent upon mutual agreement.

The Host is solely responsible for ensuring the lobby settings perfectly match the **Game Rules** outlined. Players should inspect the settings before the first round begins. If incorrect settings are spotted, players must exit and remake the lobby immediately. If a game is played to completion with incorrect settings:

- If the Host **Wins**, the game is voided and must be replayed with correct settings (Host penalty).
- If the Host **Loses**, the result stands (the Host is punished for their own error).

Once the lobby is created, the Host must immediately communicate the **Lobby Code** or send direct in-game invites to the opponent(s). This exchange must happen via the official **Match Chat** on the tournament platform (Start.gg) or the designated Discord channel. Using private DMs is discouraged as it hides evidence from Admins in case of a dispute. Failure to provide the lobby code within **5 minutes** of the match start time constitutes a "No-Show".

To prevent lag and potential coaching cheating:

- Lobbies must be set to "Private" or "Invite Only."
- Only the active players and official **Tournament Broadcasters/Observers** are permitted in the lobby. If an unauthorized spectator enters the lobby, the match must be paused, and the lobby recreated.
- Players broadcasting their own POV must apply a delay (recommended 60+ seconds) to prevent opponents from watching their stream to react to strategies in real-time, though this is primarily regulated by the Honor Code in online settings.

8.3. THE "LAG TEST" & DISPUTE PROTOCOL

Complaints regarding connection quality must be lodged **immediately**. If a player feels the connection is unplayable (severe rollback, freezing), they must pause or stop playing within the **first 30 seconds** of the First Game (or before the first Round concludes).

If a player completes a Game (plays until the "K.O." screen), they implicitly **accept** the connection quality for that game. Retroactive complaints (e.g., "I lost Game 1 because of lag, I want to replay it") will be automatically rejected. The result stands.

Upon receiving a Lag Report, the Tournament Admin will pause the match flow and initiate the following investigation:

1. Both players must return to the lobby or main menu.
2. Both players will be required to submit a screenshot of a specific Network Speed Test within 5 minutes.
 - *The screenshot must clearly show the "Connection Type" (Ethernet/Wired symbol), Ping, Jitter, and Packet Loss.*
3. Admins may request a test specifically measuring "Loaded Latency" to see if a player's connection spikes when under load.

Based on the evidence submitted, the Admin will issue one of three rulings:

- **Verdict A:** If a player's screenshot reveals they are on **Wi-Fi**, or their connection fails the stability standards (**Packet Loss >1%** or **Jitter >10ms**), they forfeit the match immediately.
- **Verdict B:** If **both** players submit acceptable results (Wired, Loss <1%) but the connection remains unplayable due to ISP routing issues, the resolution depends on the tournament phase:
 - **Preliminary Rounds (Pools to Top 16):** The match will be determined by a **Single Game Coin Flip (RNG)**. This measure is a last resort to ensure the tournament schedule is not delayed.
 - **Qualifying Rounds (Top 8 & Finals):** The use of a Coin Flip is **strictly prohibited**. The match must be rescheduled to the end of the broadcast day or a later date to allow players to resolve the routing issue or test an alternative host.
- **Verdict C:** If the Admin determines the connection is within acceptable limits (e.g., playable 80ms) and the reporting player was exaggerating or trying to break momentum, the reporting player receives a **Warning** and the match resumes.

Any player who refuses to submit a speed test screenshot or "ghosts" the Admin for more than 5 minutes during a dispute will be immediately **Disqualified**.

8.4. DISCONNECTIONS & ONLINE STOPPAGES

In an online environment, maintaining a connection to the match is the player's responsibility. If a player disconnects from a game in progress for **any reason**, including power outages, internet drops, or application crashes, they will forfeit that specific **Game** (Game Loss).

- The disconnection counts as a loss for the **current game only**. The player is allowed to reconnect and play the next game of the set, provided they return within 5 minutes.
- If a disconnection occurs, the player who remained in the lobby/session must take a **screenshot** showing the "Opponent Disconnected" message or their opponent leaving the room to claim the win.

If a match is interrupted due to a verifiable external issue affecting **both players simultaneously**:

- The Game is declared a "No Contest" and must be **replayed** from scratch (0-0 score for that game).
- If the official 2XKO servers experience a region-wide outage preventing matches from starting, the Tournament Organizer will pause the bracket. If stability is not restored within **60 minutes**, the tournament may be rescheduled or cancelled.

Intentionally disconnecting from a match to deny the opponent a victory is a severe offense. If a player is found to have "Rage Quit" based on video evidence or timing (disconnecting only when about to lose), the penalty upgrades from a "Game Loss" to a **Match Forfeiture (DQ from the set)**. Repeated offenses will result in a ban from the Circuit.

A "Desync" occurs when the two players see different things happening on their screens (e.g., Player A sees themselves winning, Player B sees themselves winning). If a Desync occurs, players must stop fighting immediately and alert an Admin. Since the true state of the game cannot be determined, the Game must be replayed. If players continue playing through a known Desync, the result shown on the **Host's screen** will be considered final.

8.5. CHECK-IN, REPORTING & DISPUTES

To keep the bracket moving efficiently, the tournament platform (Start.gg) utilizes an automated "Check-In" system. When a match is scheduled to begin, players must navigate to their dashboard and click the "Check-In" button within the match interface. Players have a strict **10-minute window** to check in from the moment the match becomes available.

If a player fails to check in before the timer hits 0:00, the system will **automatically disqualify** them from that match. Admins will not reverse an automatic DQ unless there was a verifiable platform error.

Upon conclusion of the match, the **Winning Player/Team** is responsible for reporting the correct score to the bracket system immediately. The losing player should verify and confirm the score. If the loser does not confirm within 5 minutes, the system may auto-confirm the reported score. If a player mistakenly reports a wrong score, they must contact an Admin via the "Request Moderator" button **before** the next round begins.

In the event of a score dispute, the burden of proof lies with the **Claimant**. Players are strongly advised to take a screenshot of the "Victory Screen" at the end of every match. If a score is disputed and neither player can provide a screenshot or video proof of the victory, the Admin may force a replay of the final game or coin-flip the result if time does not permit a replay.

Once a match result has been finalized and the **next round of the bracket has officially started**, the previous result is considered **locked and immutable**. Even if clear evidence emerges later that the wrong player advanced, the tournament cannot be "rolled back" once subsequent matches have been played. Players must catch errors *before* the bracket advances.

9. MEDIA, DATA & LEGAL OBLIGATIONS

9.1. MEDIA RIGHTS & PUBLICITY

By registering for and participating in the 2XKO EU Community Series (the "Circuit"), all players grant Riot Games, the Tournament Organizer, and their respective licensees, successors, and assigns (collectively, the "Authorized Parties") the non-exclusive, worldwide, royalty-free, perpetual, and irrevocable right to use, reproduce, modify, distribute, and broadcast the player's:

- Name, Riot ID, logo, and likeness.
- Voice, biography, and stats.
- Gameplay footage and audio.

These rights apply to any media format now known or hereafter devised (including but not limited to live streams, VODs, social media clips, promotional trailers, and editorial content) for purposes related to the advertising, marketing, and promotion of the Circuit, Riot Games, and 2XKO.

MINOR'S PUBLICITY RIGHTS

If a participant is under the age of 18 (a "Minor"), it is understood that the **Parental Consent Form** submitted during the check-in process (as detailed in Section 2.2) explicitly includes the parent or legal guardian's agreement to this Grant of Rights on behalf of the Minor. A Minor generally cannot legally grant these rights themselves; therefore, the guardian's signature serves as the binding authorization for the Minor's likeness to be featured in Circuit broadcasts and media.

9.2. DATA PRIVACY & PERSONAL INFORMATION

By registering for and participating in the 2XKO EU Community Series, players acknowledge and agree that their personal data will be collected and processed by Riot Games, Inc. and the designated Tournament Organizers for the purposes of organizing, administering, and broadcasting the competition.

DATA USAGE

Collected data (including but not limited to Riot ID, age, country of residence, and match results) will be used strictly for:

- Verifying player eligibility (Age/Residency).
- Managing tournament operations and the Regional Leaderboard via platforms such as Start.gg.
- Fulfilling prizes and coordinating travel for qualified players.
- Broadcasting and promotional activities related to the Circuit.

PRIVACY POLICY

All personal data will be processed in accordance with applicable data protection laws and the **Riot Games Privacy Notice**. For details regarding your rights and how your data is handled, please visit: <https://www.riotgames.com/en/privacy-notice>

THIRD-PARTY PLATFORMS

Players acknowledge that by using third-party platforms like Discord and Start.gg to participate, they are also subject to the privacy policies and terms of service of those specific platforms.

9.3. LIABILITY, CANCELLATION & EMERGENCIES

Riot Games and the Tournament Organizers shall not be liable for any delay or failure to perform their obligations (including the cancellation or rescheduling of an event) resulting from causes beyond their reasonable control. These "Force Majeure" events include, but are not limited to, acts of God, fire, natural disasters, war, terrorism, government regulations, strikes, power failures, or public health emergencies.

Participation in offline events is at the player's own risk and expense. Riot Games is **not responsible** for any costs incurred by players, including travel, accommodation, or visa fees, in the event that a tournament is cancelled, postponed, or relocated due to unforeseen circumstances or emergency safety measures. Players are strongly advised to purchase refundable travel options or travel insurance.

In the event of an emergency (e.g., fire alarm, security threat, medical incident) during an offline tournament, all participants must:

1. Immediately stop playing.
2. Follow the instructions of the Venue Staff, Security Personnel, and Tournament Officials without question.
3. Evacuate the area calmly if instructed to do so.

Failure to follow safety protocols or emergency instructions may result in immediate disqualification and removal from the venue.

9.4. PRIZES, TAXES & FULFILLMENT

Prizes awarded in the 2XKO EU Community Series (including cash prizes, hardware, and travel packages) may be subject to taxation. **Players are solely responsible** for reporting these prizes to the relevant tax authorities and paying any applicable national, state, or local taxes. Riot Games and the Circuit Administration will not be liable for any tax obligations incurred by the winners.

Cash prizes and physical goods awarded at specific Community Locals and Community Nationals are the **sole liability of the individual Tournament Organizer**.

- The Circuit acts as a sanctioning body for points but does not directly manage the prize pools of independent events. Any dispute regarding the payment of local prizes must be resolved directly between the Player and the Tournament Organizer.
- For Community Nationals receiving a "Circuit Pot Bonus", players acknowledge that the fulfillment of this specific portion of the prize money is subject to the administrative transfer of funds from the Circuit to the Organizer. Consequently, payment timelines for these specific prizes may be extended to accommodate international bank transfers and invoice processing. Players agree to a reasonable waiting period for these specific payouts.

The "Grand Prize" (Travel Package to EVO Las Vegas 2026) awarded at the Season Finale is the only prize directly administered and fulfilled by the Circuit Administration.

- Travel arrangements will be coordinated directly with the winning Duo within 30 days of the Season Finale conclusion.
- Winners must provide valid passports and necessary visa documentation in a timely manner. Failure to provide documentation that prevents travel booking may result in the forfeiture of the prize.