

**The Night of Old Video-Games**  
**special edition 1st AIRO e-sport competition**  
G.A. Cignoni, A. Frangioni  
Museo degli Strumenti per il Calcolo, Università di Pisa  
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## **Regulations**

### **Art. 1 - Signup**

- a) Participation at the event is free.
- b) The event is reserved to three-strong teams of people "somehow connected" (sc) to the "AIRO 2015" conference. Are "sc" all the participants to the conference, the accompanying persons, whomever is involved in the organization of the conference at any level, any relative, friend and acquaintance of a "sc" person (recursively), and in general whomever can claim any relationship with the conference, however tenuous and imaginative it may be. The Organizing Committee reserves the right to check the foundations of the claim of being "sc", and the unappealable and incontestable discretion about accepting them.
- c) Signup to the event is exclusively attained by sending an e-mail to [frangio@di.unipi.it](mailto:frangio@di.unipi.it) with subject "Iscrizione NVV 1st AIRO e-sport". The body of the e-mail has to report the name, surname and age of each of the three components of the team, the nickname of the team, and the foundations of the claim for each component to be "sc", unless these are manifest.
- d) Signup is personal and not transferable.
- e) Signup opens at 00:00 of August 24, 2015.
- f) Signup closes at 14:00 of September 8, 2015.
- g) The ranking of teams is determined, at the unappealable and incontestable discretion of the Organizing Committee, taking into account the date and hour of reception of the signup e-mail, and how convincing are the claims to be "sc" of the participants.
- h) The first 18 teams in the ranking are signed up, the others are in overbooking.

### **Art. 2 - Registrations**

- a) Registrations open at 14:00 of September 7, 2015 at the conference site. Only one member for each team need be present, provided she/he is over 14 and can represent the other members. If there are no players over 14 in the team, an adult who can sign on behalf of the team members need be present.
- b) During registrations the information declared in the signup e-mail is checked, the teams confirm their participation to the event, and declare to which of the qualification turns (see Article 3) they are willing to participate. Teams in overbooking are also required to register.
- c) Registrations close at 15:30 of September 8, 2015. After the closure of registrations the final list of participants at the event is determined, possibly including overbooked teams. According to how the teams participates to qualifications, more than 18 teams may be admitted.
- d) At 17:00 of September 8, 2015, at the conference site and at the Museum, the schedule of qualifications with the (estimated) time of each match is made public.
- e) By registering the teams accept without reservation the regulation of the event, the game, the assigned gaming rigs, and all and any decisions of the referees.
- f) Registered teams are granted access to the qualification phase.

### **Art. 3 - Qualification phase**

- a) The qualification phase starts at 18:00 of September 8, 2015 at designated playing field.
- b) The qualification phase is organized in two shifts, the first from 18:00 to 19:30, and the second from 19:30 to 21:00. Each team has to play in at least one of the two shifts.
- c) In each shift, each participating team plays once against a randomly chosen another team (different for each shift) a 5-minutes "Free For All Team" match.
- d) The order of matches is chosen randomly. Each shift is played on a different randomly chosen map.
- e) The final score of a team is the average number of "frags" among the matches the team has played, except for the case of the following comma f). Draws are handled according to the provisions of Article 6.
- f) If an odd number of teams participates in one shift one randomly chosen team plays a third match that will not contribute to setting their final score.
- g) The best 8 teams are granted access to the tournament.

#### **Art. 4 - The tournament**

- a) The tournament starts at 21:00 of September 8, 2015 at designated playing field.
- b) The tournament is organized in a knockout stage with 4 quarters of final, 2 semi-finals, and the final, plus the final for the third place. Denoted by 1, 2, ..., 8 the tournament teams according to their score in the qualification phase (draws being handled according to the provisions of Article 6), the tournament is organized as a complete balanced binary tree whose leaves are, from left to right: 1, 7, 4, 6, 2, 8, 3, 5. The final for third place is then added as an extra node. If less than 8 teams compete, the tournament proceeds with the incomplete tree: teams without an opponent automatically win.
- c) Each confrontation is played with three 5-minutes matches, respectively "Free For All Team", "Spray Your Color Team", and "Capture the Lolly". Maps are randomly selected, without replacement, once for each level of the tournament (quarters of final, semi-finals, final for the third place, final). The team wins who, at the end of 5 minutes, has the best score according to the rules of the specific game mode. In case of draw, the match is prolonged for at most one further minute; if in that time one team scores the deciding point it wins the match, otherwise the outcome is determined according to the provisions of Article 6.
- d) The confrontation is won by the team who wins two matches out of three. The third match is played even in case of two wins in a row.

#### **Art. 5 - Finals**

- a) The finals start at 23:00 of September 8, 2015, at designated playing field. Customarily, the final for the third place is played first.
- b) The finals are played with the same rules as the tournament, except for the time limit: having reached the end of 5 minutes in a draw, the match is continued until the deciding point is scored. The referees reserve the unappealable and incontestable discretion of sanctioning the teams for "campering" tactics only aimed at unduly prolonging the match time. If only one team is found guilty of such tactics the other team wins the match, otherwise the outcome is determined according to the provisions of Article 6.
- c) The finals result in the final ranking of the event with the corresponding access to the prizes.

#### **Art. 6 - Draws**

In all the phases of the event, case of draws are resolved according to the following criteria, in this order:

- a) Absence of booking,
- b) Best score in the previous phase of the event, if available (iteratively),
- c) Higher age among all the components of the team,
- d) Lower age among all the components of the team,
- e) Date and hour of the signup,
- f) Coin toss.

#### **Art. 7 - What shouldn't even need to be written**

- a) The participants arrive on time at all stages of the event.
- b) The participants are always correct, well-behaved, and respectful of the opponents, the organizers and the public.
- c) The participants, knowing that the event is hosted in a Museum, are respectful of the location and of all the materials they came in contact with.
- d) The participant swiftly, serenely and unquestioningly accept each and every decisions of the referees.
- e) Any behavior contrary to the previous rules result in either a booking or downright disqualification from the event.
- f) A second booking results in downright disqualification from the event.