

Command & Conquer 3: Tiberium Wars™

- ❑ **Game Version: Command & Conquer 3: Tiberium Wars**
- ❑ **ESRB Rating: Teen 13+**
- ❑ **General**
 - Competition Method : 1 vs. 1
 - Match Length : Until the winner is determined
 - Match Winner: The player who completely destroys the opponent or if the opponent surrenders
- ❑ **Game Settings**
 - Competition Mode: Normal
 - Race Selection: Free Choice, Random is allowed. (Players must notify their race selection to the referee before the start of the match. If a player changes the race without referee's permission, the player may be given a warning or lose by default at the referee's sole discretion.)
 - Game Speed : Maximum
 - Initial Resources: 10,000
 - Broadcast Type Delay: 10m (For stage matches: 0m)
 - Maps: Small town USA, Tournament, Tournament Dustbowl
(* Each map may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)
 - After the match is over, the players must allow the referee to check the match results and save the replay file. If the replay file is not saved, the player may be given a warning or lose by default at the referee's sole discretion.
- ❑ **Intentional Use of Game/Program Bugs: A warning at the minimum or Loss by Default**
 - Any other intentional practice that is determined as unfair and/or usage of a program bug, at the sole discretion of the board of referees, can result in a warning at the minimum or loss by default for the offending player.
- ❑ **Disconnections**
 - Disconnection: Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues
 - Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit
 - When any disconnection occurs:
 - 1) If disconnection occurs within 3 minutes of start of match: match restart

- 2) If disconnection occurs after 3 minutes of start of match:
 - If both players agree to a match restart, the match will be restarted.
 - If the players cannot reach an agreement, the winner will be determined by a referee after the analysis of the match replay file.
 - If the winner can not be decided by analyzing the match replay file, the players must agree to a match restart or forfeit the match.

❑ **Penalty for Unfair Play**

- Unfair Play
 - 1) Use of any map hack program
 - 2) Intentional disconnection
 - 3) Use of any settings exceeding standard and permitted settings
 - 4) Any unnecessary chatting during the match.
 - 5) If referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion.
- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.

❑ **These rules are for the WCG 2007 National Championship and are subject to modification in the following aspects.**

- Use of most recent patch/version release of each official game within WCG committee's own discretion.
- In-game settings and required factors necessitated by use of most recent patch version/release
- Cheat Protection Program release and/or cheat protection functions.