



MAPUA
MALAYAN COLLEGES
LAGUNA



Mechanics for Tekken 7 E-Sports



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GUIDELINES & MECHANICS

As part of the annual Wizards' Cup, a Tekken Tournament shall be competitively played by the students of Mapúa Malayan Colleges Laguna to showcase their skills in the field of Esports.

| | |
|----------------------|-----------------------------------|
| Venue | FLUX Rooms E301 - E305 |
| Date and Time | 06 FEB 2025 12:00 PM - 6:00 PM |

With this, the following are the guidelines and provisions for each game as listed:



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A. GUIDELINES

- a. Participants of the Tekken tournament/competition shall meet the following qualifications:
 - i. Participants must be bonafide students of Mapúa Malayan Colleges Laguna from the date of registration to the date of execution of games.
 - ii. Participants shall have registered through the MS Forms provided by their respective departments.
 - iii. Participants agree to adhere to the rules and regulations of the competition as deemed by the decision of the marshals and the committee.
- b. Each team must observe the following conditions:
 - i. The player chosen by each department should **only** be students of the respective department.
- c. The race shall be guided by the general guidelines in addition to the rules:
 - i. The entire matchup will be between two (2) players.
 - ii. This consists of multiple games.
 - iii. The matches will be in a **Best-of Three** format.



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B. GAME RULES

a. The rules established in these guidelines must be strictly followed and observed by all players and officials involved in the match. These guidelines establish a comprehensive structure to manage Tekken games while encouraging fair play and sportsmanship among all participants. The Wizards' Cup Tekken tournament shall comply to the following regulations:

1. **Game Version.** PlayStation 4 and PC.
 - a. **Patch Version.** Tekken 7 Patch 4.22.
2. Tournament Mode settings are applied.
3. **Rounds.** First to win three (3).
4. **Matches.** First to win two (2) or First to one (1).
5. Character customizations are turned off.
6. Character preset costumes are legal for tournament use with the **exception** of the following:
 - a. Jack-7 Preset 3
 - b. Jack-7 Preset 4
 - c. Gigas Preset 3



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1. Players cannot use the same preset.
 - Should both players wish to use the same preset, they will play a tiebreaker as determined by the game marshal to determine who may use their preferred preset costume for the duration of the match.
2. If a character customization or one of the above listed presets that cannot be used were used, the match is subject to not being scored. Players are responsible for immediately finishing the match with one (1) player holding forward for the remainder of the rounds to quickly return to the lobby and restart the match.
3. **Grand Finals** will be Best-of-Five.
4. **Stage Selection.** Game 1 will be Random Stage Select.
5. Winner of the previous game must keep the same character.
6. Losers of the previous game may either quickly rematch, switch characters, or pick a stage. If the player decides to switch characters, the stage selection must be random.
7. All rules found in the official Tekken World Tour ruleset will also be in effect.



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b. Rulebook

1. **In-game Pause.** The player whose controller paused the game will receive a round loss.
2. **Inevitable Defeat** is invoked when a pause occurs during a move or animation, and after the game has been unpaused, the round or game ends (i.e. a player is Knocked Out) with no further inputs from either player. In this scenario, the game proceeds like normal.
3. **Remake.** Remakes can only happen for the following reason
 - **Game Breaking Bugs.** If an in-game bug occurs that can break the flow and balance of the game.



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C. POINT VALUES AND CATEGORIES OF WINNERS

- a. Categories of Winners
 - i. Champion
 - ii. First Runner Up
 - iii. Second Runner Up
- b. Scoring System
 - i. A player who wins the best-of-three matches is the player who played three matches (consisting of three games) wins the match-up.
 - ii. The player who wins the match-up proceeds to the next match-up.

D. PENALTIES AND VIOLATIONS

- a. Team Violations Clause
 - i. **Lack of players.** Participating teams that do not have enough members during the competition will be given a grace period of fifteen (15) minutes if they cannot complete their team within the allotted time the opposing team will win by default.
 - ii. **No Show.** Participating teams that do not show during their scheduled games will lose by default.
 - iii. Late Show.
- b. Game Violations Clause
 - i. **Unfair Play.** The following actions will be considered as unfair play and will be subject to penalties.



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1. **Collusion** - Deliberately losing a game for compensation, or for any other reason, or attempting to introduce another player to do so.
2. **Exploiting** - Intentionally using any in-game bug or any feature not working as intended or to seek advantage.
3. **Ghosting** - Playing under another player's account or soliciting, inducing, encouraging, or directing, or directing someone else to play under another player's account.
4. **Profanity and Hate Speech** - A Team Member may not use language that is obscene, foul, vulgar, insulting, abusive, libelous, slanderous, defamatory, or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct. This rule applies to public social media, live streaming, or player comms during the competition.



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ii. **Behavioral and Sportsmanship.** Players are expected to behave and respect everyone in the tournament. Below are the Dos and Don'ts during the competition:

1. Show respect to everyone involved in the tournament. This includes, but is not limited to, players and staff.
2. Do not use any discriminatory language, including, but not limited to, any language regarding ethnicity, nationality, race, gender, religion, sexual orientation, or personal beliefs.
3. Do not use any extreme foul language, including, but not limited to, excessive profanity or language that is graphically sexual, grotesque, or violent.
4. Do not harass, stalk, provoke, or purposely do things to make someone else feel uncomfortable or threatened.

c. **Sanctions.** Upon a completed investigation of any Team Member committing any violations and misconduct, Malayan Esports Club may, without limitation of its authority, issue the following sanctions or penalties:

a. **1st Warning**

- i. Verbal Warning

b. **2nd Warning**

- i. Game Forfeiture
- ii. Match Forfeiture
- iii. Player Disqualification



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E. INTERRUPTIONS

- a. **Disconnection.** If any player disconnects during a match the game will be paused and the player should reconnect immediately after disconnection.
- b. **Substitutions.** Substitution is only allowed before each match begins and will not be allowed during the duration of the match.

F. EQUIPMENT RIDER

- a. Laptops. Owned by each player.
- b. Players may opt to play on their keyboard, controller, or stick.
- c. Gaming Area (E301-E303)