

IGL DBFZ Tournament Rulebook

1. Overview

The DragonBall Fighter Z Tournaments (“DBFZ” or “Competition”) is operated by IGLLeague (alternatively “IGL” or “Tournament Organizer”).

The DBFZ is a video game competition conducted using Bandai Namco, Inc for the PC.

IGLeague is in no way sponsored, endorsed, or administered by, or associated with, Bandai Namco

2. Player Eligibility

2.1 Registration and acceptance of official rules

Participants must sign up for DBFZ using the IGL website. To be considered for eligibility. Participants who meet the eligibility requirements in the Player Eligibility section below (individually a “Player” or “competitor” or “Participant”) must also (1) own or have access to Dragonball FighterZ on the PC; (2) own or have access to a PC and compatible controller; (3) have a valid account for Steam (“Account for PC”) and an associated Steam ID; (4) have at least 25Mb of internet connection bandwidth to be able to broadcast.

Players must link their Account for PC to their IGL account on the website. Players must read the DBFZ ruleset, IGL Global Policy and relevant privacy policies, including Bandai Namco USA Online Privacy Statement, available at [BandaiNamco](#), and agree to these rules before entering the tournament. Once a Player has registered, they are considered for eligibility for the entire DBFZ, as outlined in Section 3. Competition Structure.

2.2 Age

Players must be eligible to DBFZ according to their local age restrictions, at the point of tournament registration, as outlined in Appendix B: Countries & Age.

2.3 Conflicts of Interests

Staff of IGL, BandiNamco or ("Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such staff members or employees are not eligible to participate in the competition.

3. Competition Structure

The DBFZ will be run in the following regions:

- North America - East
- North America - West

3.1 Open Qualifier

3.1a Seasonal League

- The seasonal leagues will run bi-weekly for 3 months with a point system. The top (X) competitors with the most points. will be moved up from Open division to the Main division for the next season to compete for a bigger prize pool and tougher competition.
- **Seasonal Point System**
 - 1st Place: 100 Points
 - 2nd Place: 50 Points
 - 3rd Place: 25 Points
 - 4th Place: 10 Points
 - 5th Place: 5 Points
 - 6th Place: 5 Points
 - 7th Place: 5 Points
 - 8th Place: 5 Points
 - Set Wins: 1 Point

Registration

All Players with a IGLLeague subscription and paid entry fee are eligible to participate.

Tournament Format Details

- Mode: 1on1
- Random player seeding
- Tournament system: Double Elim

- Number of rounds: Best of 3

From each Weekly Qualifier for North America East and North America West the TOP32 will qualify for the Final. Double Elimination.

3.2 Final

Registration

Players who qualify from Weekly Qualifiers will be invited to the Final tournament. Invited Players will be able to see their invitation via email and in their IGL Profiles. Invited Players need to sign-up and check-in to the eligible tournaments to participate.

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

Tournament Format Details

- Mode: 1on1
- Player seeding: position is taken from player's best qualification result in the weekly qualifiers of the month. In case a player has played more than 1 Weekly Qualifier, his best position will prevail. In case of tie, the player with less tries takes the spot.
- Tournament system: Top 8 - Double Elimination with Double Grand Final.

- 3.3 Match Rules

Match start time

All matches are played on the scheduled match time. To see the match schedule, access the match event page on discord.

Joining your game lobby

1. Join the Lobby listed
2. Player's decide who hosts ring
3. Stage set to Cell game
4. Start the fight

Weekly Qualifier Match details

- Number of Rounds: 4+, as described above in Section 3.1
- Time: Default
- Character Selection: On
- Hardware configuration: No preference
- Private Places: 1
- Custom password
- Map: Must be manually selected from the list of approved stages.

Final Match details

- Tournament system: Single Elimination until Top 8 - Double Elimination with Double Grand Final.
- Time: Default
- Character Selection: On
- Hardware configuration: No preference
- Private Places: 1
- Custom password
- Map: Must be manually selected from the list of approved stages.

No show

Each Player has **5 minutes** to show up to a match. (Scheduled match start time +5 minutes as communicated via Discord). Not showing up within 5 minutes results in a default loss.

Results

The results will be reported by the players on the scoresheet with the corresponding screenshots.

Ties

Since games cannot end in ties, when the time seconds runs out, Player with the most remaining health will win the round. If both Players enter a match extension, they are to play out the extension.

Disconnection

- In the event of a common "Game Session has ended" disconnect, both Players will restart the best of 3 game.
- In the event of a Player disconnecting such Player will forfeit the round. It will be the responsibility of the Player that got disconnected to connect his opponent within 5 minutes.

Match Disputes

- If any issues are encountered in a match, it's the Players responsibility to create a dispute and reach out to the admin team.

- In order to create a dispute, go to Clip page in your PC and show proof.
- Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as YouTube or Twitch.

4.1 Prizing Terms and Conditions

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

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

Commercial Rights

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

Participant shall not associate themselves with the DBFZ, IGL, BandaiNamco, or Steam in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretion. Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the DBFZ, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.

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

DURING THE TOURNAMENT

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

Players will refrain from using vulgar or offensive language.

Abusive behavior, including harassment and threats is prohibited.

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

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

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

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

COLLUSION POLICY

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

Examples of collusion include, but are not limited to:

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

IGLeague Staff and Admins have the final say in any dispute and have the right to add, alter, or remove any ruling at any time as they see fit.

