

Tekken 7 Ruleset

Tournament Format and Rules

1. Double Elimination

The Tournament Events will be played out as Double Elimination competitions. In a “Double Elimination” competition, Players compete in Match Sets and advance starting from the winner’s side of a tournament bracket (the “Winner’s Bracket”). If a Player loses a Match Set while in the Winner’s Bracket, that Player will move to the loser’s side of the tournament bracket (the “Loser’s Bracket”). If a Player loses a Match Set while in the Loser’s Bracket, that Player is eliminated and will no longer advance further in the tournament.

2. Match Play

All “Match Sets” will be Best-of-Three, except that Winner’s Finals, Loser’s Finals, and Grand Finals of each Tournament Event bracket will be Best-of-Five. In a Best-of-X, the first Player to win the majority of “X” number of Matches is declared the winner of the Match Set, and any Matches that have not been played at that point will not be played. In a Best-of-Three, for example, the first Player to win two (2) Matches will be immediately declared the winner of that Match Set. The winner of a single Match is determined when the Game awards the win to that Player or upon the opponent causing a Match Disruption or other violation of the Rules as determined by the Tournament Organizer staff member. During a Match Set, the winner of a Match must comply with the following “Winner Lock Rules”: (i) during the first Match Set, each Player selects their character and the stage is selected at random; (ii) after a Match, the winner is “locked” into their character and they are not permitted to switch their character until/unless they lose a subsequent Match; (iii) all Matches are loser’s choice; and (iv) a loser of a Match may rematch with the current characters and stage, rematch with the current characters and a new stage of his or her choice, or return to character select to choose a new character and new random stage.

3. Player Options

Prior to commencement of a Match Set, Players may exercise the following options:

- Side Selection. Players may mutually agree who plays as Player 1 side or Player 2 side at the start of a Match Set. If Players cannot agree on this, they will play a Best-of-One Rock-Paper-Scissors to determine who will pick their preference first. Players will play out the entirety of the Match Set with this selection.
- Blind Pick. Players may request a Blind Pick for character selection. “Blind Pick” means that, prior to the first Match, Players will each tell a Tournament Organizer staff member, in secret, their characters selection for the first Match. Players will then select their character with the Tournament Organizer staff member validating their selections. If a Player purposely does not select the character

they told the Tournament Organizer staff member, that Player will forfeit the Match.

- Button Check. Players may request to do a “button check” to check the proper functionality of their controller with a test match before the official start of a Match Set.

4. Double K.O

In the event of a tied Match declared by a Double K.O. on the Game screen, the Match will not be scored and both Players will replay the tied Match with the same character selections.

5. Grand Finals

The “Grand Finals” of a Double Elimination competition is a Match Set series comprised of up to two (2) Best-of-Five Match Sets between the final two (2) Players left in the Tournament (the highest advancing Player from the Winner’s Bracket, and the highest advancing Player from the Loser’s Bracket). In the event the Player from the Winner’s Bracket wins the first Best-of-Five Match Set, the Grand Finals immediately ends, giving the Player from the Loser’s Bracket his or her second loss to be eliminated from the Tournament. The Player from the Winner’s Bracket is declared the overall winner of the Tournament. In the event the Player from the Loser’s Bracket wins the first Best-of-Five Match Set, thereby giving the Player from the Winner’s Bracket his or her first loss, a second Best-of-Five Match Set will be played. Players may choose different characters and exercise any Match Set options for this new Match Set. The Player that wins this final Match Set, thereby giving the other Player his or her second loss to be eliminated from the Tournament, is declared the Grand Champion.

6. Missing Players

Players must be physically present at the call time for a Match Set. Players that are not present and ready to play within ten (10) minutes of this call time are subject to Match Set forfeiture.

7. Match Disruptions

If a Player intentionally or accidentally pauses a Match by either pressing the Options button or disconnecting a controller, the Player that caused the pause will forfeit the current round of the Match. If a Match Disruption occurs that is out of control of the Players of the Match Set, such as action of another Player’s un-desynced controller or a Game software crash or console hardware failure making Players unable to continue a Match, the Tournament Organizer staff member shall order to restart the Match.

8. Coaching

Players may designate one (1) individual to be their coach during a Match Set. Players may consult with the coach for a maximum of one (1) minute in between Matches in a Match Set. Coaching while a Match is in play is not allowed and is subject to Match forfeiture.

9. Button Binds

Sequence mapping is banned. A Player may not program functions on a controller using methods outside the basic functions of the Game, including, but not limited to, programmable and turbo controllers.

10. Game Settings

- Game version: PlayStation 4
- Rounds: 3 out of 5
- Time Limit: 60 seconds
- Stage: Random
- Character Customizations: Off
- Character Preset Costumes are legal for Tournament use with the exception of the following: (i.) Jack-7 Preset 3 & 4 cannot be used. (ii.) Gigas Preset 3 cannot be used. (iii.) Players cannot use the same Preset. Should both Players wish to use the same Preset, they will play a Best-of-One Rock-Paper-Scissors to determine who may use their preferred Preset Costume for the duration of the Match.