



**BARCELONA
KEENCON**

TEAM SERIES

**KEEN
CON**

A large red geometric logo of a roaring mouth, identical to the one in the top left corner, positioned between the 'C' and 'O' of 'CON'.

PLAYER GUIDE & RULES



INTRODUCTION

The rules and policies within this document apply to all teams and players.

This Player Guide for the Quake® Champions “KeenCon Team Series” (From now on, “Team Series”) is considered a living document and may be updated and modified at any time, for any reason. Rulings outside the scope of this document may be made to preserve fair play and tournament integrity. The Team Series is sponsored by Adrenal1ne Marketing Agency S.L (“Adrenal1ne”).

Good luck to everyone competing!

THE COMPETITION

Monthly 2V2 online tournaments in a double-elimination format at BO3.

With the aim of keeping the professional and amateur Quake® scene active, KeenCon is launching the Team Series, a series of monthly online tournaments played in pairs, starting on 2nd March.

Based on the SR score of the highest ranked player of each team at the end of each month, each team can join their respective category (Elite, Diamond or Gold) every month and compete in a double-elimination playoff on BO3 maps for a chance to win monetary prizes. In addition to the monetary prize, players only in the Elite category will receive points based on their final position at the end of each monthly tournament, which will be added up in a Regular League ranking that will last for the whole season.

At the end of the season, the top 8 teams in this ranking will get a direct entry into the 2024 Barcelona KeenCon 2V2 LAN, with a prize pool of €10,000. In addition, a €250 grant will be given to each qualified player to cover the costs of the trip to Barcelona.



TOURNAMENT

ENTRY LEVEL: SR 1300+

MONTHLY PRICE PAYOUT:

Top 3

1st - €200 + 50% Donations

2nd -€100 + 35% Donations

3rd - €50 + 15% Donations

PRIZE POOL AND POINTS REWARD

The Top 3 teams will receive monetary prizes. The top 32 teams of the monthly playoffs will receive points for the Regular League:

1st – 10 points + €200 + 50% Donations

2nd – 7 points + 35% Donations

3rd – 6 points + 15% Donations

4th – 5 points

5th – 6th – 4 points

7th – 8th – 3 points

9th – 12nd - 2 points

13th and below: 1 point

BARCELONA KEENCON 2024 QUALIFIER

The top 8 teams will directly qualify for the initial Group Stage of the 2024 Barcelona KeenCon 2V2 LAN tournament.

Each player will receive a **support of €250** to help defray the costs of the trip to Barcelona.



PARENTHESIS

FINALS DURING BARCELONA KEENCON 2024

Based on the KeenCon Team Series leaderboard, the top 8 teams will directly qualify for the initial Group Stage of the 2024 Barcelona KeenCon 2V2 LAN tournament, and will be sorted out according to their places during the league.

The 2V2 LAN tournament will consist of 2 groups of 8 teams, in which the best 4 teams of each group will qualify for the double elimination bracket. Only teams that ended up Top1 and Top2 will be seeded accordingly in the bracket, the remaining 4 teams that ended up Top3 and Top4 will be randomly seeded. All the matches will be best-of-3, and during day 3 of the tournament, matches will be best-of-5, with a grand final to a double best-of-5 in case of a bracket reset.

The remaining 8 slots for the 2V2 LAN tournament will be open to anyone under previous registration, but if the number of registrations exceeds the number of places, the remaining 8 teams will be determined by an on-site LAN qualifier in our studios during the first day of the tournament.

All the players are required to be at the studio to participate in the tournament.

END OF PARENTHESIS



REQUIREMENTS TO PARTICIPATE

- Players from all countries are welcome in the tournament, but to be eligible you must be able to attend the Barcelona KeenCon 2024 in Barcelona (Spain) in person.
- Tournament exclusively for adults (+18 years old).
- All the players are required to have an active ranking.

REGISTRATION

REGISTRATION LINK

The registration link will be published at the beginning of each month.

For each monthly playoff, we will open registrations at the beginning of that month, and the categories accessible to each player will be based on the ELO scores obtained up to the last date of the previous month.

All players must register each month to reserve a place in their categories.

All teams should have official names. Non-appropriate names are not allowed. The organization preserves the right to ban the team for using inappropriate names.

TOORNAMENT LINK

https://play.toornament.com/es/games/quake_champions



All players are required to join our Discord Server at

<https://discord.gg/BH6eHBm9We>

TEAM COMPOSITION

All the teams signed at the beginning of the league are required to keep their players in order to keep the points.

No changes of partners are allowed during the season. The organization will only consider the possibility of allowing changes in exceptional cases and the new pair will re-start with 0 points in the Regular League.

CALENDAR

Here are the 7 dates when the KeenCon Team Series monthly playoffs will be held:

- Month 01: Saturday, March 2nd
- Month 02: Saturday, April 6th
- Month 03: Saturday, May 4th
- Month 04: Saturday, June 8th
- Month 05: Saturday, July 6th
- Month 06: Saturday, August 3rd
- Month 07: Saturday, September 7th

The 2v2 LAN Finals will be held at the Barcelona KeenCon 2024 venue during the days 1st, 2nd and 3rd of November.



FORMAT

DOUBLE ELIMINATION PLAYOFFS

- Unlimited amount of teams
- Each match is best of 3 maps
- **Seedings will be determined by the highest ranking of one of the players of the team. For example, if "X" team has a player ranked #1 and the other one ranked #44, the highest ranking is taken here, so the team will be seeded #1.**

MAP POOL

Every month the mappool will rotate over the next maps. Only 7 maps will be picked by the organization per tournament. If a new map is added to the game, it can be added to this list.

- Awoken
- Blood Covenant
- Blood Run
- Corrupted Keep
- Molten Falls
- Tempest Shrine
- Ruins of Sarnath
- Deep Embrace
- Vestibule of Exile
- Vale of pmath



MAP & CHAMPION PICKS

BO3 FORMAT

Players are required to use pickban.keencon.org/ for the respective draft.

SERVER SETTINGS

Frag Limit: 50 Frags

Time Limit: 15 Minutes

Server: As a worldwide competition, we are going to follow the same format as the Quake® Challengers have used in the past.

- If both teams agree to a server, select that server.
- If there is no agreement between the teams, the server where the players have less than 30ms difference in between each other, that will be the server for the entire match.
- In the absence of both above, teams will play on a Home-away basis, which consists in :

If the delta is greater than 30 MS, matches would be played on a Home and Away server. Home servers would play the majority of the games (ie. bo3, 2 of the 3 games would be played on Home, where 1 of the 3 would be played away) **"Home" would be decided based on the lowest delta server.** For example, if "Team 1" was playing "Team 2" bo3 and their pings were 100 vs 15 on VA and 75 vs 25 on London. The delta on VA is 85 and the delta on London is 50. Therefore London would be the Home server where 2 of the 3 games are played. **Also, if there is a "Home & Away" game the players will work to make the deltas as close to each other as possible.** In case that deltas pings are within ≤ 1 ms, the server with the lowest combined ping total will determine the Home server. For example if Player 1 has 50 ping and Player 2 has 100 on an NA server (50 Delta) while Player 1 has 120 ping and Player 2 has 70 ping on EU server (50 Delta), the NA server will be the home server because the combined ping ($50 + 100 = 150$) is lower than the EU server ($70 + 120 = 190$).

Player who is Away in this situation always wins the coin toss.



CHAMPIONS

One Champion Limit per team. Teams may change Champions mid-map, however at no time can they be the same champion as their teammate. If the same Champion is selected accidentally, the player must go to the menu and “respawn” to a different Champion.

DISCONNECTIONS

If a player disconnects involuntarily in the middle of a map, the map will immediately stop and be returned to the lobby. The current score line will be recorded and carried over to the map restart. The fraglimit will be manually calculated to the map restart. If it is determined that the player who disconnected in the middle of the map did so to gain any advantage, that team will forfeit the map.

TOURNAMENT RULES / POLICIES

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all developers, publishers, tournament organizers, and spectators. Additionally, any defamation of the brand or associated companies and staff in relationship to the Team Series or Quake Champions whether in person, or on any digital platform including but not limited to any and all social media and chat programs may result in a ruling by committee that can result in a forfeit of potential prizes, suspension or ban from sponsored event participation.

Violating any policy in this section may result in a verbal or written warning, forfeiture of a round, forfeiture of a match, reduction in prize money, or a combination of these penalties.

BEHAVIOUR

Players are expected to conduct themselves professionally throughout the entirety of the event. Warnings and penalties may be awarded for the following:

- Profanity
- Threats or implied violence



- Destruction of equipment
- Tardiness & Absenteeism
- Refusal to follow tournament staff instructions.
- Harassment
- Violation of Tournament Rules

ELIGIBILITY

All participants must be 18 years or older.

Players from all countries are welcome in the tournament, but to be eligible you must be able to attend the Barcelona KeenCon 2024 in Barcelona (Spain) in person.

ADMINS

“Admins” are the official representatives of the tournament during the event. The referees are empowered to represent and protect the league's integrity, tournament rules and are responsible for the players during the tournament.

If any questions or problems arise during the event, you must engage the Admins directly, none other. If you do engage someone that is not an Admin, and the information given to you is incorrect, or if you wait too long to report a problem even during the live event, you will be responsible for the consequences that occur. Admins have up to date information on match times, match rules, any potential in game variances.

Instructions and requests by the referees need to be followed immediately without delay at all times. Referees may make decisions that differ from the rulebook to protect the league's integrity.

Any issue that impacts player gameplay must be reported to an Admin immediately

Every team/player is responsible for communicating any unplayable conditions.



Teams/Players are required to play their next match as soon as it is available, unless they are told otherwise by an admin.

PHOTO / MEDIA RIGHTS AND PERSONAL INFO RIGHTS

By participating, all players grant Adrenal1ne Marketing Agency S.L the right to use any photographic, audio or video material on their website or for any other promotional purpose.

By participating, all players grant Adrenal1ne Marketing Agency S.L. the right to use and save their personal information for any purpose related to the management of the tournament. Adrenal1ne Marketing Agency S.L. will keep this information confidential.

Players and teams may be asked to be available before and after matches for any interviews.

INFORMATION CHANNELS

WEBSITES

KeenCon's overall website: www.keencon.org/

KeenCon Team Series's website: <https://quake.keencon.org/>

TWITTER

[@KeenconGaming](https://twitter.com/KeenconGaming)

INSTAGRAM

[@keencongaming](https://www.instagram.com/keencongaming)