



Official ALWB Rule Book

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1. General

1.1. Acceptance of the Official Rules

- (a) By participating in ALWB tournaments, events, streams, giveaways, raffles, contests, and any other ALWB-related content, in any capacity, you agree to abide by these “Official Rules” in their entirety.
 - i. Failure to abide by these Official Rules may result in punishment, such as forfeiture, disqualification, suspension, penalization, a purging, a timeout or a ban, or any other appropriate punishment as deemed by ALWB and its moderators.
 - ii. These Official Rules are subject to be changed, altered, and implemented in the best interest of ALWB and its moderators without any advanced notice.

1.2. Terminology

- (a) “Fans and Viewers” refers to a person participating in ALWB streams, giveaways, raffles, contests, and any other ALWB-related content..
- (b) “Match” refers to a single contest between two teams.
- (c) “Player” refers to a person participating in ALWB tournaments or events.
- (d) “Series” refers to a set of matches between two teams.
- (e) “Team Captain” refers to the player responsible for communicating with moderators.

1.3. Etiquette

- (a) Players must at all times observe the highest standards of integrity and sportsmanship and are required to behave in a professional manner in their interactions with other players, moderators and members of the ALWB team, fans and viewers, and any stakeholders associated with ALWB, including Ronimo Games and Child’s Play Charity.
- (b) Players may not use obscene gestures in their Steam names, player names, team names, team tags, game chat, general chat, or on any social media associated with ALWB, such as Twitch, YouTube, Facebook, Twitter, and Discord.
 - i. This includes anything deemed by ALWB to be racist, sexist, homophobic, xenophobic, or other harassment and discriminatory behaviour in any language.
- (c) Fans and viewers may not use obscene gestures in their Discord names, Twitch names, YouTube names, Twitter names, Discord chat, Twitch chat, YouTube comments, Tweets, or any other social media associated with ALWB.
 - i. This includes anything deemed by ALWB to be racist, sexist, homophobic, xenophobic, or other harassment and discriminatory behaviour in any language.
- (d) Fans and viewers may not flame or attack others, post links, spam chat, or spoil the results of the match or series in any manner when participating in ALWB-related content.

1.4. Giveaways and Raffles

- (a) Any person can only win once for each type of giveaway or raffle per day.
 - i. For example, a person can win both a Twitter giveaway and a Child's Play giveaway, but cannot win two separate Twitter giveaways in the same day.
- (b) Any person using multiple accounts to enter the same giveaway or raffle will have all entries revoked.
- (c) By entering a giveaway or raffle for a digital prize, you agree that ALWB is not responsible for any Steam key code that does not work and that ALWB is not obligated to send a replacement under any circumstances.
- (d) You must be 18 years of age or older in order to be eligible to win a physical prize.
 - i. By claiming a physical prize, you agree that ALWB is not responsible for any import duties or other fees that may be charged and that there is no guarantee that the prize will arrive or that it will arrive undamaged and that ALWB is not obligated to send a replacement under any circumstances.
- (e) All members of the ALWB team and acting moderators are ineligible to enter giveaways and raffles.

1.5. Betting

- (a) A player participating in ALWB tournaments cannot wager a bet in a match involving themselves or in a non-live match in a tournament they participated in.
 - i. If a player does wager a bet under these circumstances, they will be punished as spoiling a match and cheating.
- (b) A player participating in ALWB tournaments may wager a bet in a live match not involving themselves.

1.6. Streaming or Recording

- (a) Any person participating in ALWB tournaments, events, streams, and any other ALWB-related content may not stream or record ALWB-related content, in any capacity, without the expressed permission of ALWB.

1.7. Cheating

- (a) Any form of cheating by anyone is not acceptable and will not be tolerated.
 - i. This includes using any external software that alters the match in any way, tampering with any process involved in ALWB, intentionally disconnecting, incorrectly submitting match results, lag switching, or egregious abuse of bugs or glitches, as deemed by ALWB.
- (b) If you suspect someone of cheating, by any means, please file a report immediately to: report@alwb.ca and contact a moderator.
 - i. The report must include a description of the incident and any necessary evidence, such as the match ID, a replay file in ZIP format, and/or a screenshot of the Steam chat logs with time stamps.

1.8. Team and Player Naming

- (a) Players must use the exact Steam name that was used during registration while participating in ALWB events.
- (b) Team names must be deemed appropriate by ALWB and teams may be asked to change their team names at the discretion of ALWB.
- (c) Player names must be deemed appropriate by ALWB and players may be asked to change their player names at the discretion of ALWB.

1.9. Turn Off Incognito Mode

- (a) All players participating in an ALWB tournament or event must turn off incognito mode.
 - i. Failure to do so may result in a disqualification by the offending team.
- (b) This option can be found in the general settings.

1.10. Downloadable Content

- (a) Downloadable content is not required to participate in an ALWB tournament or event.
 - i. The All Nauts Pack is recommended as you will have access to more characters.

1.11. No Ping Test

- (a) Players are not permitted to conduct a ping test during an ALWB tournament or event.

1.12. Disconnections

- (a) In the case of a disconnection, the match will proceed as normal while the disconnected player attempts to rejoin the match unless the disconnection occurred before the first death and/or two minutes into the match.
 - i. If the disconnection occurred before the first death and/or two minutes into the match, please contact a moderator immediately before restarting the match.
 - ii. If everyone is disconnected from the match at the same time, please contact a moderator immediately before restarting the match.
- (b) There are no timeouts permitted if a disconnection occurs.

1.13. Equipment Malfunctions

- (a) In the case of an equipment malfunction, the match will proceed as normal while the affected player fixes their equipment.
- (b) There are no timeouts permitted if an equipment malfunction occurs.