

OLYMPIC ESPORTS SERIES

TOURNAMENT REGULATIONS - BASEBALL EVENT FINALS

1 General Rules

- 1.1 The Baseball Event Finals at the Olympic Esports Series (the "Tournament") will follow the rules and regulations set forth by the World Baseball Softball Confederation (WBSC), Konami Digital Entertainment (KDE) and the International Olympic Committee (IOC).
- 1.2 The Tournament will be conducted using the "WBSC eBASEBALL™: POWER PROS" video game published by Konami Digital Entertainment (KDE). Consoles will be provided by KDE while the rest of the hardware from the organizing committee appointed by the IOC.
- 1.3 All players must comply with the rules and regulations specified in this document and any additional guidelines provided by the organizing committee in the participation agreement.

2 Tournament Format

- 2.1 The Tournament will consist of a total of 10 players, divided into two groups of 5 players each. The WBSC will, in consultation with Konami and the International Olympic Committee, determine the group composition and the Tournament game schedule.
- 2.2 On the first day of the Tournament (June 23), the group stage will be played in a round-robin format, where each player will compete against every other player in their respective group. Players are required to be present at the group stage location from the beginning till the end of the competition. The group stage will take place at the WBSC/Konami Free to Play Zone or in a dedicated space prepared by the organizing committee under the supervision of the WBSC and KDE.
- 2.3 The top two players from each group, based on wins and losses record, will advance to the semi-finals and finals, which will be held on the second day (June 24) of the Tournament. – for tie breaking criteria see point 9
- 2.4 In the semi-finals which will be played simultaneously on the main stage, the top player from one group will compete against the second-ranked player from the other group.
- 2.5 The losers of the semi-finals will compete in the third-place game while the winners of the semi-finals will compete in the championship game.

2.6 All games will be contested over a single three-inning game.

3 Game Settings and Regulations

3.1 The game settings, including difficulty level, game duration, and other specific configurations, will be standardized by the WBSC in consultation with KDE and approved by the IOC. They will be communicated to all participants prior to the Tournament.

3.2 Players must submit their respective team rosters at least two days before the group stage takes place. All in-game characters that are available in the game at the time of submission are allowed to be used, including characters who are rewarded from winning the in-game championships. The admins will implement the team rosters accordingly in the gaming devices.

3.3 The maximum number of characters in the rosters shall be 29, all of whom shall be registered in the first squad.

3.4 Each player's submitted rosters information will be made available to all players.

3.5 Players can ban one character against each opponent's rosters during a game. Each player must declare to the referee the character to be banned by the specified time before the match; the banned character must be set in the second squad.

3.6 During and only in the group stage, the match will be called to end by the referee when one player is winning (or losing) by greater than or equal to 10 runs regardless of the progress of the match. In the event where this condition is met by a home run, all characters who are already on the bases during that inning where the home run is hit must be counted as well in the total number of runs.

3.7 Any use of cheats or exploits detected and judged at sole discretion of the WBSC and KDE, will result in immediate disqualification from the Tournament.

4 Technical Requirements

4.1 Each player will be assigned a controller, the use of personal controller is not allowed.

- 4.2 The use of attachments to adjust the feel of the controller is permitted. However, the addition of devices to assist operation, such as additional buttons, is prohibited.
- 4.3 The use of personal headset is permitted if they are compatible with the existing hardware and approved by the event organizers. If not, the organizer will provide the player with a headset.
- 4.4 The Software is set to be played in English.
- 4.5 In the event of technical difficulties or disconnections during a match, the organizing committee will determine the appropriate course of action, which may include replaying the match or awarding a win based on the circumstances. Suspended games point 8.

5 Code of Conduct

- 5.1 All participants must conduct themselves in a respectful manner, both in-game and in any communication channels associated with the Tournament.
- 5.2 Any form of harassment, discrimination, or unsportsmanlike behaviour will not be tolerated and may result in disciplinary action, including disqualification from the Tournament.
- 5.3 Unsportsmanlike behaviour may include the unnecessary withholding of the game, by unreasonably delay pitching or excessively pausing the game. Both conducts will be judged by the game referee, who will issue warnings. Should this behaviour continue multiple warnings may result in forfeit game. Forfeit games are recorded with the 13-0 score.
- 5.4 Appeals: Only decision that is not related to this tournament regulations may be appealed. Official's decisions related to the game are final and only appeal other items not related to game rules can be appealed.
- 5.5 The appeal must be forwarded in written and in English to the Tournament director no later than 2 hours after the conclusion of the game.

6. Practice

The organizing committee will set-up appropriate practice station at the game venue. The details will be presented to the players upon their arrival.

7. Prize Distribution

The prize distribution will be determined and announced by the organizing committee prior to the Tournament.

8. Suspended Games

In the unlikely event that a game is suspended or interrupted due to unforeseeable circumstances, the following applies:

- a. Should the game be interrupted during the first or second inning, it shall be restarted from the beginning. This applies to all games of the tournament.
- b. Should a game be interrupted during the third inning, the score at the end of the second inning will be deemed final.

9. Group Stage Tie-breaking

All ties after the Opening Round will be settled as follows (in order):

Ties are when players have the same win-loss record at the end of the group stage.

The standing of the teams after the round robin shall be according to the win-loss record of all the games played.

All ties shall be settled in the order of the following list. That is, if criteria (1) does not break the tie, then it is no longer considered the criteria capable of breaking the tie, and the next criteria (2) will be used. This logic continues through the list, in order, until the tie is broken:

- a) The team that won the game(s) between the teams tied shall be given the higher position.
- b) Team's Quality Balance (TQB) and win-loss records in games between the teams tied.
 - a. **Note: If three or more teams are tied and when criterion a) does not break a tie, the team with the highest TQB will be placed in the first spot. The TQB is calculated as follows: (runs scored / innings played at bat) – (runs allowed / innings playing on defence). For a three (or more) -way tie and when the TQB is needed to break the tie, the TQB will place all three teams from highest to lowest placing.**
- c) TQB considering all games played during the group stage
- d) Total number of points scored
- e) A coin flip.

Note: These regulations are subject to change or modification by the organizing committee if deemed necessary. Participants will be notified in advance of any updates or amendments to these regulations.

The settings for the matches are as follows

Basic Settings		Options	
Platform	Nintendo Switch	Cursor Movement	Optional
Cost	55(Pitching:40、Fielding:40)	Digital Speed	Optional
Stadium	Crown Stadium	Controller Vibration	Optional
WX·Time	Fair·Night Game	Player Condition	Default
DH Rule	Use	Batting Level	Normal
Game Settings		Pitch Velocity Level	Normal
Regular Innings	3 Innings	Camera View (Batting)	Normal
Extra Innings	GS: Up to 5 Innings Finals: Up to 9 Innings	Camera View (Pitching)	Normal
		Control Guide	No
Tiebreaker Rules	From 4th Innings	Batting System	Lock-on 0~3
Called Game	7 Runs	Pitching System	Optional
Errors	Yes	Pitching Cursor	Hide
Injury	None	Pitch Type Guide	Direction
Spotlight	None	Strike Zone	Show
Pitch Time Limit	No limit	Throw Control Type	Optional
Replay	Yes	Field Shift Selection	Optional
Style Model	Player	Formation	Optional
Special Ability Effect	Yes	Drop Point	Area
Home Run Effect	Yes	Running Controls	Manuel
Fielder Camera Zoom	Yes	Pitching Controls	Manuel
Fan Count	Many	Fielding Controls	Manuel
Fan Ratio	Normal	Player Substitution	Manuel

* Cells highlighted with the color are not allowed to be changed by the players.

Groups Composition and home and away seeds will be determined by the WBSC

In the semi-final the number 1 of each group will be home with the second placed playing away (pitching first)

3rd place – coin flip

Final – coin flip