

Tournament brought to you by:

**gamer lobby**  
create join play

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**About Gamer Lobby**

Created in 2006, Gamer Lobby has served the purpose of allowing gamers of Consoles (PS3/XBOX360) the opportunity to easily create and join matches created by other gamers within the South African Republic. We adhere to rules of the governing body of South African Law and therefore hold anti-piracy laws in high regard within our networks.

We endeavor to ensure that our tournaments are of the utmost standard and quality, and as such request the help of players of the games in question. We also source our rules from international competition should they exist.

*For more about gamer lobby please [visit the site here](#)*

**Tournament Etiquette**

While not always punishable, a certain etiquette should be maintained when competing in any Gamer Lobby tournament, Certain offences if reported will be dealt with by the Referee, Tournament Manager or Tournament Organiser. Offences can include but are not limited to: Swearing, Racism, Unruly banter, Quitting a Tournament Match, etc.

**Tournament Registration Period**

During the tournament registration period, rules are allowed to be edited provided that all players involved do not object. Rules will only be changed before and during a registration period. Once registration has closed the rules may not be amended through the course of the Tournament. Rules will only be amended if there is a serious issue that was overlooked previously. And at the discretion of the Tournament organisers

**Official Fact Sheet**

Street Fighter IV features a mix of returning favorites such as Ryu, Ken, Chun-Li and Guile along with new characters created for this game, such as Crimson Viper, Abel, El Fuerte, and Rufus. Characters and environments are rendered in stylized 3D, while the game is played in the classic Street Fighter 2D perspective with additional 3D camera flourishes. Six-button controls for the game return, with a host of new special moves and features integrated into the input system. Mixing classic genre-defining game mechanics the franchise is known and loved for with all-new, never-before-seen gameplay systems, Street Fighter IV brings a brand new fighting game to fans the world over. With the inclusion of Capcom's latest advancements in new generation technology, Street Fighter IV promises to deliver an extraordinary experience that will re-introduce the world to the time-honored art of virtual martial arts.

- Classic "2D" Street Fighter gameplay with stunning 3D characters and environments
- New special moves that go beyond any Street Fighter fan's wildest imagination, including Focus attacks, Super Combos, and the revenged-fueled Ultra Combo system.
- Classic Street Fighter characters recreated for a new generation of gamers, including the original cast of Street Fighter II

- New brawlers: female super-spy Crimson Viper, lucha libre wrestler El Fuerte, mixed martial artist Abel and more!
- Amazing locations never seen before in a Street Fighter game
- New gameplay elements provide new challenges for both newcomers and the most seasoned Street Fighter pro.

## Street Fighter IV Rules

Please read the information supplied below carefully these are how each match is to be played and conducted accordingly.

### 1. Game Setup

- Rounds per match: **5**
- Matches: **3**
- Time Per Round: **99s**
- **All characters allowed (including unlocked)**
- Best of 3

#### Blown up view:

#### GAME (Player 1 vs. Player 2)

- **Match 1**
  - 5 Rounds
  - 99 Seconds
- **Match 2**
  - 5 Rounds
  - 99 Seconds
- **Match 3**
  - 5 Rounds
  - 99 Seconds

Best of 3 Matches wins (i.e. first to 2)

**Note:** 1 Game is constituted as a win, i.e. if player 1 wins 3 of the 5 games, Player one will be awarded the win and allocated 3 points to his/her score

### 2. General Rules

- While spamming is not a cheat, it is seriously frowned upon. This is a professional tournament and should be treated as such.
- LAG is always an issue in our country it's something we have to deal with in gaming, we recommend that you do the following:
  - Have an ADSL 384Kbps shaped package or better.
  - Ensure that you are the only person on your line while competing
  - Please make sure that you have adequate bandwidth for the game
  - Host should always be the one with the stronger line
  - You may swap the hosting around
    - Game 1 player 1 hosts
    - Game 2 Player 2 hosts
    - Game 3 (player decision)
- Disconnects happen please use your initiative on deciding the outcome otherwise you can follow these guidelines
  - Disconnect happens

- During a Game Round 2 and below restart the game with no outcome
  - During a Game Round 3 and above win is awarded to leading player of the match move to next match.
  - A Double disconnect in the same game from the same person, win goes to connected player move to next match
- Once a match is complete the either player (or both) must submit their results on the Street Fighter IV Tournament - Results Page a link will be provided for this
  - Please be honest about your results notifications will be sent to all parties involved as well as the tournament admin.
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**Tournament Structure**

Tournaments will take place in a round Robin Fashion Players will be facing off against each player in the tournament and they have a week to do so.

The table will look like this:

NULL	Player 1	Player 2	Player 3	Player 4
Player 1	NULL			
Player 2		NULL		
Player 3			NULL	
Player 4				NULL

Once the table has been completed after week 1 of the tournament we will move to the next round.

**Points**

Points will be allocated to each player after a game, players will move up and down a ladder that is judged by the amount of points allocated throughout the tournament. at the end of the 2 week period the winners will be revealed.

Points structure:

- Win = 3 Points
- Draw = 2 Points
- Lose = 1 Point

**Note:** Please note that on the final week of play the points will be hidden for various reasons and we will release the points again on the final day.

**Other**

Please note that rules can change at anytime especially during the registration process so please check regularly for updates.