

Injustice 2 1v1 Rules

Tournaments Information

Date: 10/1

Console: PS4

Max Players: 32

Elimination Type: Double

Game Settings

- Rounds: First to Two
- Timer: 240 seconds
- Stage Select: Random
- Interactables: On

Match Procedure

The following steps outline the process of playing a Match.

- 1) Players select their sides.
- 2) Players select their characters. Either Player may invoke Double Blind Character Selection.
- 3) The Players play the first Game of the Match.
- 4) The losing Player of the preceding Match may choose to change characters.
- 5) The next Game is played.
- 6) Repeat steps 4 and 5 for all subsequent Games until the Match is complete.
- **Side Selection**
 - Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively. If Players cannot agree, they will play RockPaper-Scissors to determine who picks their side.
- **Double Blind Character**
 - Selection Either Player may request that a double blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the Players' choices for the first round. Both Players are to then select their first round character, with the staff validating the character selections.
- **Permitted Controllers**
 - All standard fight sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers other than DualShock 4 are not permitted. Players that use

DualShock 4 but do not un-sync their controller after the Match are subject to disqualification at the discretion of Tournament Organizers.

Match Obligations

- Punctuality All Players must be physically present by the Match start time. Players that are not ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.
- Forfeits Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.

Match Disruptions

- Pauses If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits the current Round.
- Restarts Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish.
- Stalling Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers.
- **Coaching**
 - Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.
- **Cheating**
 - Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.