

AT&T ANNIHILATOR CUP

Tournament Layout

- **Four (4) games over the course of four (4) weeks**
 - Thursdays - 7-11pm ET
 - PT
 - May 1st - Counter-Strike 2
 - May 8th - League of Legends
 - May 15th - Street Fighter VI
 - May 22nd - Call of Duty Black Ops 6

Scoring Formats

Each game will have its own specific scoring format based on a number of factors. These scoring formats will weigh multiple factors, including overall team performance, to determine an individual Talent's weekly performance. These factors will be utilized to determine Talent's weekly positioning. In order to ensure clarity for fans at home, we will implement a UNIFIED SCORING SYSTEM (below) to determine individual TOURNAMENT positioning. Formatting and scoring outlined below:

UNIFIED SCORING SYSTEM

The below represents **individual placement points** based on weekly performance. Weekly placements will accumulate week over week to determine TOURNAMENT placement.

<u>Place</u>	<u>Points</u>	<u>Place</u>	<u>Points</u>
1	25	11	6
2	20	12	5
3	18	13	4
4	15	14	3
5	12	15	2
6	11	16	1
7	10	17	0
8	9	18	0
9	8	19	0
10	7	20	0

Overall Tiebreakers for 1st place if needed to crown a champion.

1. **Most first place finishes**
2. **Average Game Placement**
3. **Highest Finish of the lowest performing week.**

Should there be a tie at the end of the overall tournament, payout will be split accordingly. For Example: If there are 3 players tied for 3rd place the money the three players tied for third place earn is the total money for third, fourth and fifth place combined together and divided by three.

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Teams

- New for 2025, we are introducing a team element to the tournament.
- Team Composition
 - Each team consists of 5 players.
 - Each team will be assigned a captain who communicates with officials and makes drafting decisions.
- Draft Phase
 - A snake draft format is used (1–2–3–4–4–3–2–1).
 - Captains take turns selecting players from a pool of additional competitors until each team has 5 players.
 - The draft order is determined by using a randomizer.
- Scoring System
 - Each player earns individual points based on the unified scoring system for each title.
 - Points are distributed via a combination of performance metrics relevant to the game being played (e.g., KDA, kills, assists, objectives, damage, etc.) and team placement.
 - A team's total score is the sum of the 5 individual player scores after unified scoring points have been handed out at the end of each week.

Player	Week 1 Points	Week 2 Points	Week 3 Points	Week 4 Points	Total:
P1	25	25	25	25	
P2	20	20	20	20	
P3	18	18	18	18	
P4	15	15	15	15	
P5	12	12	12	12	
Team Total:	90	90	90	90	360

1. Rules

1.1. General Guidelines

The rules, which are listed below, are to be followed at all times by players taking part in the tournament.

Players should check the rules page for updates prior to the event dates. As games often get updated or patched, we will work towards making sure this is an even and fair competitive environment while trying to avoid any potential game breaking moments. Changes will be relayed in by the game admins in discord.

1.2. Conduct

All players must act with some sense of decency towards other participants and to any member of the event staff. If a player is found guilty of misconduct by an admin, they may receive penalty points and risk expulsion from the tournament.

1.3. Game Versions

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All participants must own a legal copy of every competition game. If it is proven that a player is using a pirate or illegal copy, he/she will be removed from the tournament. We will be moving ahead with the latest patch of each game on their respective tournament day.

1.4. Time zone

By default all times given are in Eastern Standard Time (EST).

1.5. Restarts

The 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 the Game or Match is disrupted by a Force Majeure or other event.

1.6. Pauses

Tournament Organizers may pause a Game or Match at any time and for any reason.

2. Cheating

2.1. General

All forms of cheating in matches are forbidden and will be penalized by Event Staff. Players found cheating outside of the rules may be barred. By breaking any rule a player risks being completely excluded from all tournament proceedings. This may also include their team.

We ask that our competitors do not engage in coaching or professional help in any way during the Annihilator Cup competition live periods the first four Thursdays in May.

3. Matches

3.1. Game Prep

Make sure that you have updated all of the game titles to the newest version before call time and are ready and able to take part in whatever form for said time

3.1.1. Attendance

- We require everyone to be in discord at least 2 days prior to the event in order to make sure that we can relay any needed information and that participants have ample time to read and understand rules/regulations. This helps make sure that game day is as streamlined as possible
- Competitors must check in 30 min prior to tournament start each Thursday in discord.
- If there is an inability to take part on any day, that competitor will receive zero points for that day and will be subject to further disciplinary measures.

3.1.2. Game Broadcasting

All forms of game broadcasts will be subject to being featured on our main broadcast. Depending on the game title, some days will be more heavily participant stream focused than others.

3.2. Game settings

Game settings are to be set to match the listed game-specific rules and are to be abided by.

3.3. Results

Players and teams are responsible for submitting results after games. Admins will use these submitted results to confirm and update scores on the backend. In the case of any disagreements concerning score, players / teams should keep screenshots for event staff to settle the issue.

4. Game Format

4.1. General

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The Annihilator Cup is split into a 4 week competition with each week featuring a different game/game type to allow all participants to show off their overall skill.

4.1.1 Overall Tiebreakers for 1st place if needed to crown a champion.

1. **Most first place finishes**
2. **Average Game Placement**
3. **Highest Finish of the lowest performing week.**

For 2nd-20th: Should there be a tie at the end of the overall tournament, payout will be split accordingly. For Example: If there are 3 players tied for 3rd place the money the three players tied for third place earn is the total money for third, fourth and fifth place combined together and divided by three..

4.2. Week 1 - CS2

Teams

- 4 Teams of 5 Players

Tournament Structure

- Four (4) Team Round Robin
 - Best of 1
 - In the event of a tie, round differential will be utilized to determine tie-breaker
 - MR 16 - (First to 9)
- Top two (2) teams after Round Robin move to finals
 - MR 24
- Bottom two (2) teams play in a 3rd place match decider
 - MR 24

Points Structure

- The Points will be awarded based on two factors, Team placement and individual KDA (Kills/Deaths/Assists) ranking.
- Team Placement Point Structure
 - 1st place - 15 points
 - 2nd place - 10 points
 - 3rd place - 5 Points
 - 4th place - 0 points
- The points for KDA rankings will begin with 25 points going to the highest KDA trickling down to 1 point for the 16th ranked KDA. Those falling below that shall not receive any points. Following the Unified Scoring System.
- Overall tournament points will be given based on the Unified points system after the CS:2 tournament is completed.
 - The player that wins the day will be awarded 25 points. Second place will receive 20 points with third place getting 18. Points will continue to be awarded down to top 16 (16th place), with anyone below that receiving no points.

Total/Final Points Standings

- Final Points will be decided by a combination of Part 1 and Part 2 as seen above.
 - Part 1 - Team Placement

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- Part 2 - Individual KDA
- Part 1+2 = Final Standings for USS

4.2.1. Game Settings (Round Robin)

Freeze Time - 15 seconds

Round Time - One minute and 55 seconds

Regulation Max Rounds - 16 (First to 9)

Regulation Start Money - \$800

Map Veto - Team on top of match will start the Map Veto

Regulation Side Selection - Knife for sides

The team with the most alive players at the end of the round picks their side

4.2.2. Game Settings (Finals/3rd Place)

Freeze Time - 15 seconds

Round Time - One minute and 55 seconds

Regulation Max Rounds - 24 (First to 13)

Regulation Start Money - \$800

Map Veto - Team on top of match will start the Map Veto

Regulation Side Selection - Knife for sides

The team with the most alive players at the end of the round picks their side

4.2.3. Map Pool

- Nuke
- Anubis
- Inferno
- Mirage
- Ancient
- Dust II
- Train

4.2.4. Overtime Rules

Overtime Max Rounds - 3 (first to 2 rounds wins in a row)

Overtime Start Money - \$10,000

Overtime Side Selection - in overtime, teams first play the side they last played in regulation

4.2.5. Map VETO process

- Each team will take turns eliminating maps until there is 1 left. That's the map that will be played for the match. The first team listed will ban first.

4.2.6. Group Stage TieBreakers

In the event of a tie, the following will be used to break said tie:

- Match Wins
- Round Difference
- Rounds won
- Wins vs Tied Team(s)

4.2.7. Individual Tie Breakers

In the event of a tie, the following will be used to break said tie:

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- Total Kills throughout the entire CS2 tournament
 - Most Kills in one match
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4.3 Week 2 - League of Legends

Teams:

- 4 Teams of 5 participants

Tournament Structure

- All Matches are Best-of-1 Game
- Game Rules:
 - Tournament Draft
 - Summoner's Rift
- Semifinals Matches will be played first, followed by the 3rd Place Match, then the Finals.

Total/Final Points Standings

- Final Points will be decided by a combination of Part 1 and Part 2 as seen above.
 - Part 1 - Team Placement
 - Part 2 - Individual Kills + Assists
 - Part 1+2 = Final Standings for USS

Point Structure

- Team placement ranking points:
 - 1st place - 15 points
 - 2nd place - 10 points
 - 3rd place - 5 Points
 - 4th place - 0 points
- The points for kills+assists rankings will begin with 25 points going to the highest kills/assists trickling down to 1 point for the 16th ranked. Those falling below that shall not receive any points. Following the Unified Scoring System.
- Overall tournament points will be given based on the Unified points system after the LoL tournament is completed.
 - The player that wins the day will be awarded 25 points. Second place will receive 20 points with third place getting 18. Points will continue to be awarded down to top 16 (16th place), with anyone below that receiving no points.

4.3.1 Game Settings:

All games will be played on League of Legends Tournament Realm using summoners rift. All characters and skins will be unlocked.

4.3.2 Tiebreakers

- Should there be a tie at the end of the League of Legends day, points distribution will be split accordingly. For Example: If there are 3 players tied for 3rd place the points of the three players tied for third place earn is the total points for third, fourth and fifth place combined together and divided by three.
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4.4 Week 3 - Street Fighter 6

Groups:

- 4 Groups of 5 Players

Tournament Structure

- Round Robin within each individuals' groups
- All matches are best of 3
- Top four (4) seeds from each group advance to the Top 16, bracket system
 - Group Winner - Seeds 1-4
 - 2nd Place in groups - Seeds 5-8
 - 3rd place in groups - Seeds 9-12
 - 4th place in groups - Seeds 13-16
 - Last place finisher in each group is eliminated
 - Top 16 (Top 16)
 - Top 8 (Quarter-Finals)
 - Top 4 (Semi-Finals)
 - Top 2 (Finals)
 - Competitors eliminated from bracket play will compete for final placement in consolation bracket

Points System

- Individual placement through bracket play and consolation bracket
- Overall tournament points will be given based on the Unified points system after the SF6 tournament is completed.
 - The player that wins the day will be awarded 25 points. Second place will receive 20 points with third place getting 18. Points will continue to be awarded down to top 16 (16th place), with anyone below that receiving no points.

4.4.1. Game Settings:

All games will be played in Street Fighter 6's Battle Lounge game mode, see below for the following settings and setup:

4.4.2 Adding a player

- From the "**Multi Menu**" go to "**CFN**"
- Go to Players > Search > Keyword Search and search for the following player names
- Add "OSSGame1"
- Add "OSSGame2"
- Add "OSSGame3"
- Add "OSSGame4"

4.4.3 Lobby Creation

When Creating a Custom Room in "**Fighting Ground**", Go to Online > Custom Room > Create Room, then use the following settings

Mode Settings:

- Mode: Singles
- Battle Slot 1: One on One
- Battle Slot 2: One on One
- Battle Slot 3: One on One

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Rules Settings:

- Rounds: 3
- Timer: 99
- Matches to Win: 2

Room Settings:

- Players:7
- Reserved Slots: 6
- Privacy: Friends Only
- Spectating: Private
- Allowed Connection Quality: All
- Passcode: Will be TBD provided by Admins
- Comment 1: No Selection
- Comment 2: No Selection
- Comment 3: No Selection

4.4.4 Fighting Ground

When searching for a Room in “**Fighting Ground**”, Go to Online > Custom Room > View Invitation, then use then choose an invite

4.4.5 Banned Stages and Characters

The following stages and characters are banned from tournament play.

- Banned Characters: None
- Banned Stages:None

4.4.6. Group Stage TieBreakers

- Round differential
- Rounds Won
- Wins vs Tied Opponents

4.4.7. Consolation Bracket for Tie Breakers

- 5th-8th Place - Bracket between the losers of top 8
- 9th - 12th Place - Bracket between the losers of top 16
- 13th-16th Place - Bracket between the loser of consolation 9th/12th Round 1

4.4.8. SF6 Scoring Terminology

- Match - Player 1 vs Player 2
- Games - Best of 3 means a player has to win at least two games to win the match
- Rounds - SFV has in game rounds that are used to determine the winner of each game.
 - A player needs to win 2 rounds to win a game.
 - Rounds are won by dropping an opponent's health to Zero first.
 - Or whoever has the most health at the end of the timer.

4.5. Week 4 - Call of Duty Black Ops 6

Teams

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- 4 Teams of 5 Players

Tournament Structure

- Four (4) Team Round Robin
 - Best of 3
 - In the event of a tie, head to head will be utilized to determine tie-breaker
- Top two (2) teams after Round Robin play move to finals
 - Best of 3
- Bottom two (2) teams play in a 3rd place match decider
 - Best of 3

Points Structure

- The Points will be awarded based on two factors, Team placement and individual average player score ranking.
 - 1st place - 15 points
 - 2nd place - 10 points
 - 3rd place - 5 Points
 - 4th place - 0 points
- The points for score rankings will begin with 25 points going to the highest average total player score trickling down to 1 point for the 16th ranked player score. Those falling below that shall not receive any points. Following the Unified Scoring System.
- Overall tournament points will be given based on the Unified points system after the BO6 tournament is completed.
 - The player that wins the day will be awarded 25 points. Second place will receive 20 points with third place getting 18. Points will continue to be awarded down to top 16 (16th place), with anyone below that receiving no points.

Total/Final Points Standings

- Final Points will be decided by a combination of Part 1 and Part 2 as seen above.
 - Part 1 - Team Placement
 - Part 2 - Average Individual Player Score
 - Part 1+2 = Final Standings for USS

4.5.1. Game Settings

- Search and Destroy
 - Match Start Time: 30 Seconds
 - Number of Lives: 1 life
 - Max Health: 100, Health Regeneration: Normal
 - Field Upgrades: On
 - Perks: On
 - Scorestreaks: On
 - Friendly Fire: On
- Hardpoint
 - Match Start Time: 30 Seconds
 - Number of Lives: Unlimited
 - Respawn Delay: 2.5 Seconds
 - Max Health: 100, Health Regeneration: Normal
 - Field Upgrades: On
 - Perks: On

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- Scorestreaks: On
- Friendly Fire: On
- Control
 - Match Start Time: 30 Seconds
 - Number of Lives: 1 Life
 - Respawn Delay: 3.5 Seconds
 - Max Health: 100, Health Regeneration: Normal
 - Field Upgrades: On
 - Perks: On
 - Scorestreaks: On
 - Friendly Fire: On

4.5.2. Restricted Items (CDL Rules)

- Items restricted from the CDL Playlist will be restricted from the tournament.

4.5.3. Map/Modes Pool

- Search and Destroy
 - Hacienda
 - Protocol
 - Red Card
 - Rewind
 - Dealership
- Control
 - Hacienda
 - Protocol
 - Vault
- Hardpoint
 - Hacienda
 - Protocol
 - Red Card
 - Skyline
 - Vault

4.5.4. Map VETO process

- Teams are assigned Team A or Team B randomly.
- Best of 3 Process
 - Game 1: Hardpoint
 - i. A bans one map from pool
 - ii. B bans one remaining map from pool
 - iii. A picks Map 1 of the remaining maps
 - iv. B picks side on Map 1
 - Game 2: Search and Destroy
 - i. B bans one map from pool
 - ii. A bans one remaining map from pool
 - iii. B picks Map 2 of the remaining maps
 - iv. A chooses side on Map 2
 - Game 3: Control
 - i. A bans one map

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- ii. B picks Map 3 of the remaining maps
- iii. A chooses side on Map 3

4.5.5. Group Stage TieBreakers

In the event of a tie after the round robin, the following will be used to break said tie:

- Head to Head
- Total Maps Lost
- Replay Best of 1 S&D match to decide the tie breaker.

4.5.6. Individual Tie Breakers

In the event of a tie, the following will be used to break said tie:

- Higher team placement

ADMINISTRATION RESERVES THE RIGHT TO CHANGE OR UPDATE THESE TOURNAMENT RULES AT ANY TIME, FOR ANY REASON. RULINGS MAY BE MADE OUTSIDE THE SCOPE OF THESE TOURNAMENT RULES IN ORDER TO PRESERVE FAIR PLAY AND TOURNAMENT INTEGRITY. WINNING A PRIZE IS CONTINGENT UPON FULFILLING ALL REQUIREMENTS SET FORTH IN THESE TOURNAMENT RULES.