



TCC RULES & REGULATIONS

ONLINE TOURNAMENT

This document contains the rules and regulations for the online E-Tournament and athlete's behaviour within our competitions. This document tries to include rules for all types of situations; however, assistance might be needed in some areas. If this is the case, send a message to a TCC Athlete Admin on athlete@thecalisthenicsclub.com or specific group chat formed for a TO. Every athlete must be aware of the behaviour guidelines and online E tournament rules.

1. General rules

- 1.1 The TCC TO organizers assume that each participant who enters a tournament is aware of all the rules and regulations and checks them periodically. The lack of knowledge regarding the rules and regulations cannot be used as an excuse for breaking the rules.
- 1.2 An athlete can only create one profile account. Selling, renting, trading or receiving compensation in any way, shape or form is forbidden.
- 1.3 Every participant who breaks a rule, will be penalized. The severity of the punishment will be decided by the TCC Admin involved. Examples of punishments are: point loss, having to replay the round, dismissed from the tournament immediately, a temporary ban or a permanent ban.
- 1.4 Rosters will be uploaded on the thecalisthenicsclub.com website before the tournament begins. Once the tournament commences, no changes or substitutes to the roster will be allowed.
- 1.5 Events need to be played within the times the TCC roster shows.
- 1.6 Athletes who participate are required to compete with the TCC sports ID they have specified.
- 1.7 The athlete sports ID which is being used has to be equal to the competition ID shown on the roster.
- 1.8 Every participant is required to be in a group chat of the tournament organizer in the country of origin they are participating in.
- 1.9 Every athlete is responsible for their own connection and has to have a good internet connection to avoid possible 'lag'.
- 1.10 Complaining about losing a round unfairly after a round can not be taken into account in the final outcome of an event. If there are reasons to suspect that your opponent is not playing by the rules or serious lag occurs for a long time, report this to the admin prior to the start of the event before your opponent has taken advantage of the problem.

2. Tournament Guidelines

- 2.1 Each athlete has to register with their purchases (credits) or after inscription first in order to participate in an online E tournament.
- 2.2 All participants must check themselves in 30 minutes before the tournament starts. This can be done via (the inbox or via the tournament lobby). NOTE: If you do not check yourself within the 30 minutes, you will not be eligible to participate in the tournament and you will lose your participation.
- 2.3 The competition schedule and the participation timetable will be published after registration is completed and closed.
- 2.4 The order in which the athletes will compete will be decided before the knockout phase by the competition organizer.
- 2.5 All participants are responsible for contacting the organization in the country of origin + TCC to compete in the competition by means of registration for the Tournament.
- 2.6 If the athletes are ready and have started their round, they will not be allowed to hold extra or longer breaks than those established in the specific event regulations.
- 2.7 When an online tournament is organised for teams, only the team captain needs to register for the tournament.

- 2.8 When a tournament is organized for teams and one of the teams is missing athletes, they will be disqualified.
- 2.9 Each team is required to record the round according to the given recording specifications.
 - Record: Specification will be provided by the organization TO organizer
- 2.10 When your next competition is available in the roster, you have to start immediately. If the round doesn't begin within 15 minutes, the athlete who doesn't show up in time will be disqualified.

3. Specific round setting TCC

Information to be filled out by organization TO

3.1 General

- Divisions:
- Categories:
- Round duration:
- Level:
- Point system:
- Ranking system:
- Modalities:
- Athlete registration account on TCC:
- Sports ID:
- Judges selection/registration:
- Virtual TO regulations:
- Prizes/incentives:
- Video upload for qualifiers:
- Entry fees for event:
- Event agenda/timetable:
- 3.2 Fairplay will be required in all events.
- 3.3 All events must be carried out according to the online guidelines.
- 3.4 It's forbidden to use any form of doping, compiling to WADA anti-doping standards.
- 3.5 If the TCC/sportdata servers go down during a competition, and any participants of the tournament get kicked during a round, the affected round will be redone.
- 3.6 If two athletes in the knockout can't connect at the same time in a round, they won't receive any competition points. If there is a possibility, the affected athletes will be given the chance to do the round after the rest of the athletes have concluded their rounds. They need to contact the TCC Admin to reschedule the round after all other rounds have concluded.
- 3.7 When the connection is lost, the round will be resumed at the remaining time and the current score.
- 3.8 Team Tournaments:
The top (2) athletes of each team will qualify for the knock-out stage:
 1. When the round points are the same, a new final round average will decide who's going to the k.o. stage.
 2. When the earned points in the ranking (overall) are the same, there will be a new round between the two top athletes or teams. When that match is a tie, there will be a new round with "The Golden Bar" round rule. (The athlete/team that performs the best wins the round)
- 3.9 Playoff stage:
 - All rounds in the knock-out stage will be Best of One (So 1 round)
 - When it's a tie, there will be a new round with "The Golden Bar" rule. (The athlete/team that performs the best, wins the round)
- 3.10 It is allowed to participate with affiliated (IF), National Federations, (NGB) Associations, Sport Clubs, Gyms, Event Organizations (companies), teams, individual athletes.
- 3.11 It is allowed to substitute up to 2 athletes in your team during the tournament.
- 3.12
 - Only the team captain has to check in at TCC.
 - When a team is not competing with the correct amount of athletes, they will immediately be disqualified.
- 3.13 CPL tournaments: When it's a tie during knock-out, you need to continue the round

4. Reporting scores

How do I report scores?

- 4.1 E-referees must enter the score on the website of TCC/sportdata after finishing the round,
- 4.2 The total score of a round must be reported by the E-referees.
- 4.3 Athletes need to send in the video of the round within five minutes after the end of the round.
- 4.4 The decision about what score is awarded ultimately rests with the TCC Admin. We take a conflict seriously and want to provide the best experience for all of our athletes.
- 4.5 If someone purposely sends in the wrong video (video edits, cuts, etc) the athlete in question immediately gets excluded from all online E-tournaments.
- 4.6 If both athletes do not report their score, the TCC Admin will determine the outcome of the round.
- 4.7 When only one of the two participants report the score (or when proof of the score is necessary), that athlete will be designated as the winner of the round.
- 4.8 When both athletes report no score (or when needed proof of the score) to the Admin, both athletes will be disqualified.
- 4.9 When there is no Admin present during a round conflict, the solution to the conflict between two participants will be postponed until an Admin is online.

5. Behaviour rules

- 5.1 All participants in TCC E tournaments must treat other competitors and members of the organization with respect.
- 5.2 If a participant makes hurtful, offensive or racist remarks towards their opponent, they will be immediately disqualified and disciplinary measures will be taken.
- 5.3 Bad language and/or threats against the TCC Admin means an instant disqualification.
- 5.4 In cases of fraud and/or cheats, a participant will be disqualified immediately and disciplinary measures will be taken.
- 5.5 All participants are treated the same way by the TCC Admin. When breaking the rules, the following disciplinary measures will be taken.
 - **1st offense:** The athlete will be disqualified immediately and will get an official warning
 - **2nd offense:** The athlete will be disqualified immediately and will be excluded from the tournament for three months
 - **3rd offense:** The athlete will be disqualified immediately and will be excluded from all future tournaments

6. TCC/Sportdata team

- 6.1 If you have any questions and/or problems, you can contact a TCC Admin at any time.
- 6.2 The participants need to treat the TCC team respectfully.
- 6.3 The TCC team needs to treat the participants respectfully.
- 6.4 The TCC Admin eventually has the right to make decisions when exceptional situations occur.

7. Experience points

- 7.1 Every registered member of TCC receives ranking points if they participate in an online E-tournament.
- 7.2 Ranking points show how much experience the player has with the online E tournaments and can establish new competition levels.
- 7.3 Ranking points can be set up according to the organization organizing the TO.

8. Ratings

- 8.1 Rating points determine the level of an athlete. Winning a round or tournament increases the ranking, losing a round or tournament decreases the ranking.
- 8.2 The ranking of a participant determines in which tournament the athlete can compete.

9. Badges

- 9.1 Each registered member of TCC can earn Certificates for their profile based on their performances as they progress in each level.

10. Tournament Levels

- 10.1 There are four tournament levels S&E: level 1, level 2, level 3 (Amature), Pro (Elite).
- 10.2 Participants can only take part in the event of their level.
- 10.3 Before the league each athlete will be tested on their levels of competition (level classifications)

12. Other rules

- 12.1 TCC reserves the right, to make statements and decisions about matters that are not specifically provided for in the rules, in order to maintain fair competition and sportsmanship.
- 12.1 TCC reserves the right to change rules at all times in accordance to the decisions made by the Tournament organizer. For example, this could be caused by changes in software updates or releases or new rules and regulations.

