

Rules & Regulations

UCSRN Online Tournament 2020



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1.Introduction

As you probably know the "UCSRN Tournament - The Far East" was postponed a couple of weeks ago due to the Covid-19 outbreak. However, because a lot of people looked forward to this event, multiple UC's have been collaborating and tried to make sure we could still have some sort of tournament. To make these times of self-isolation a bit more bearable, we decided to do something to virtually unite everyone and let all the UCs compete with each other over digital platforms!

Ladies and gentlemen, we would like to present to you the UCSRN Tournament - Online! In this document you will be able to find all the rules and regulations for the activities. If you have any questions, you can use Discord to reach out to the tournament team, and contact details for your UCs contact person will be provided later! As you can read in the document, the deadline for most submissions is at 20.00 (CEST) on May 16th, and the results will be announced in a closing ceremony on May 17th!

We hope you will have fun, and that this event can bring you together during these complicated times. On behalf of the Inter-UC Tournament Team and the UCSRN I would like to wish you the best of luck, and may the chances be in your favour!

2. Centralized Platforms

2.1 Twitch (Streaming)

A video streaming schedule will be released at a later date where you can watch some of the online games live! Find the UCSRN channel here:

https://www.twitch.tv/ucsrn_tournament

2.2 Discord (Voice-Chat)

The online platform Discord will be used for all communication with the UCSRN Online Tournament team. You could also use this platform as a way to get in touch with other students, and meet new people! Be sure to join the Discord server and tag yourself with your UC. Find the Discord server here: <https://discord.gg/6eW22mx>

2.3 Challonge (Tournament Brackets)

To be invited into the tournament brackets, you will need to create a Challonge account. Find all the different tournament brackets here:

<https://challonge.com/communities/UCSRN/tournaments>

2.4 Whatsapp (Submission of pictures and videos)

Whatsapp will be used as a general submissions platform where you can submit your pictures and videos. You will receive the contact details of your UCs contact person soon! You can use Whatsapp for questions as well, but try to use Discord for this as much as possible, as this will be the central platform for communication.

3. Sport Activities

You will submit your videos to a representative from your UC. **The representative will be announced on Discord, in the #sports.** This can be done until 20:00 (Dutch time) on May 16th. The representative will send the best participant for each activity to a group of representatives where every UC has a member of their UC's tournament team and a member of the social committee. This group will then find the winners for each activity. To be announced on May 17th!

PLEASE WEAR SOMETHING REPRESENTATIVE OF YOUR UC or STATE WHICH UC YOU ARE FROM IN THE VIDEO!

3.1 Basketball

For the basketball challenge, participants will have to perform a trick-shot with either a basketball, toilet-toilet paper, paper roll. Trick-shots can be performed in a basketball court, at home (using either a hoop or a bin as the basket). The participants will be judged on the quality and degree of difficulty of their trick-shot.

Assessment Criteria

- Difficulty/Complexity: A trick-shot that is hard to be replicated
- Creativity: Use your imagination and perform something out of the ordinary
- Technique: Perform a trick-shot based on the sport of **basketball** (avoid kicking the basketball)

Rules and regulations

- Use a basketball, toilet-paper roll, paper roll
- The basketball/toilet-paper roll, paper roll **must go through/into** a basket/hoop/bin
- Video: must be under 1 minute long
- Video must be sent to representative before 23:59 on May 16th

An example: <https://www.youtube.com/watch?v=21iDm07vVZk>

Scoring: After receiving the submissions, they will be filtered before sending the finalists to a group of representatives. Here they will be given scores with the lowest ranking University College receiving 1 point, the second-lowest receiving 2 points, and so forth. Submit this video with the amount you think you did and/or the time you took to the relevant whatsapp number below. Include your name and your UC. We will be checking and counting your results as well!

3.2 Football

For the football challenge, participants will be judged on the quality of their keepy-up routine.

Assessment Criteria

- Technique/skill: How well the keepy ups are done themselves
- Creativity: Something out of the regular.
- Flair

Rules and regulations

- Video must be under 1 minute long
- Use of a football is not required - can be creative
- Video must be sent to representative before 23.59 on May 16th

An example: <https://www.youtube.com/watch?v=ZlvVihq01NM>

Scoring: After receiving the submissions, they will be filtered before sending the finalists to a group of representatives. Here they will be given scores with the lowest ranking University College receiving 1 point, the second-lowest receiving 2 points, and so forth. Submit this video with the amount you think you did and/or the time you took to the relevant whatsapp number below. Include your name and your UC. We will be checking and counting your results as well!

3.3 Hockey

For the hockey challenge, participants will be judged on the quality of their keepy-up routine with a hockey stick. Submissions must be sent to your respective UC representative, who will then judge which one is the best for that given UC. The videos that win from each UC will then be voted on from members of the UCSRN board.

Assessment Criteria

- Technique/skill: How well the keepy ups are done themselves
- Creativity: Something out of the regular.
- Flair

Rules and regulations

- Video must be under 1 minute long
- Use of a hockey ball and stick is not required - can be creative
- Video must be sent to representative before 23.59 on May 16th

An example: <https://www.youtube.com/watch?v=ZlvVihq01NM>

Scoring: After receiving the submissions, they will be filtered before sending the finalists to a group of representatives. Here they will be given scores with the lowest

ranking University College receiving 1 point, the second-lowest receiving 2 points, and so forth. Submit this video with the amount you think you did and/or the time you took to the relevant whatsapp number below. Include your name and your UC. We will be checking and counting your results as well!

3.4 Running

For the running challenge, participants will have to run 7km, take a screenshot of their performance and send it to the phone number given at the end of this paragraph through WhatsApp. The winner will be the fastest participant to complete the challenge and will win the most points for their UC. Scoring works as such that after receiving the submissions, the lowest ranking submission will receive 1 point, the second-lowest receiving 2 points, and so forth.

In order to be able to compare the performances of each participant, participants will have to use an app which must show:

- The distance they ran
- how long it took them to complete the challenge
- the date

It is important to show the date as ALL screenshots must be sent on the 16/05 to the phone number. Results of a run which took place on another day than the 16/05 will NOT be taken into account.

When sending a screenshot send us your full name, your UC and all the information mentioned above. We will be checking if it is correct!

Running apps: Here are some examples of running apps you can use: Strava, nike plus, runkeeper, runtastic, pumatrac or freeletics running. However, you can use any running app you like as long as it shows the criteria mentioned above.

3.5 Volleyball

For the volleyball challenge, participants will be judged on the quality of a routine consisting of requirements that are outlined below.

Requirements for the routine

- The ball can be kept in the air for a maximum of ten times when using the bump technique and an additional 10 times using the setting technique.
 - Bump technique:



- Setting technique:



- Lie on the floor at least one time.
- Clap your hands.
- Do a 180 (a 360 would also be appreciated).
- Touch a wall.
- Add a creative element of your own.
- Finish by catching the ball behind your back.

Rules and regulations

- The video you submit can only contain one routine.
- The use of a volleyball is not required.
- Video must be sent to your representative before 23:59 on May 16th.

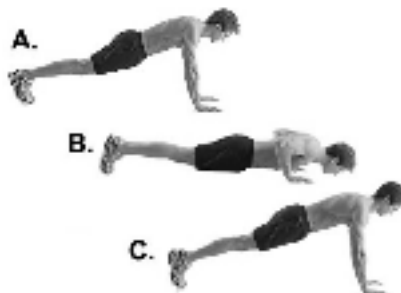
Scoring: After receiving the submissions, they will be filtered before sending the finalists to a group of representatives. Here they will be given scores with the lowest ranking University College receiving 1 point, the second-lowest receiving 2 points, and so forth. Submit this video with the amount you think you did and/or the time you took to the relevant whatsapp number below. Include your name and your UC. We will be checking and counting your results as well!

3.6 Fitness Challenges

This activity is made up of different challenges. You can decide to do just one, or to do multiple. Take a video of yourself and have a timer visible. Submit this video with the amount you think you did and/or the time you took, your full name, and your UC, to the relevant whatsapp number below. We will be checking and counting as well!

- **Most push-ups in 60 seconds**

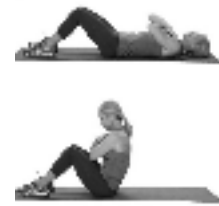
- Fully stretched arms at the beginning and end. Maximum of 90 degrees when at the bottom. The timer starts when you start your first push-ups and ends after 60 seconds. Only full push-ups count. You are not allowed to have your knees touch the ground until the end.



○

- **Most sit-ups in 60 seconds**

- Go up until your elbows touch your knees. When going down, make sure your shoulders touch the ground.
- The timer starts when you start your first sit-up and ends after 60 seconds. Only full sit-ups count.



- **Most pull-ups in 60 seconds**

- Either overhand or underhand grip → be creative with a bar :)
- Begin and end with stretched arms. Make sure your chin goes above the bar. You cannot let go of the bar in the 60 seconds.
- The timer starts when you start your first pull-up and ends after 60 seconds. Only full pull-ups count.



- **Most squats in 60 seconds**

- Make sure to sit at a 90 degree angle and come all the way up.
- The timer starts when you start your first squat and ends after 60 seconds. Only full squats count.



- **Longest wall-sit**

- Back flat against the wall, feet shoulder width apart, and sitting at a 90 degree angle.
- The time starts when you enter the wall-sit. Check the form below. The moment you fall out of this form, that will be your time to submit.



- **Longest plank**

- The time starts when you go into the plank. Check the form below. The moment you fall out of this form, that will be your time to submit.



- **In a handstand put on a shirt**

- Lay down a t-shirt in front of you (visible on camera).
- The time will start when you try to get into your handstand. You need to be in a straight handstand against the wall. No triangles ;) Your t-shirt needs to be fully on and that is your time.



- <https://www.youtube.com/watch?v=xszkiKrAxyY>

Scoring: After receiving the submissions, they will be filtered before sending the finalists to a group of representatives. Here they will be given scores with the lowest ranking University College receiving 1 point, the second-lowest receiving 2 points, and so forth. Submit this video with the amount you think you did and/or the time you took to the relevant whatsapp number below. Include your name and your UC. We will be checking and counting your results as well!

3.7 Rube Goldberg Machine

The Rube Goldberg Machine is a machine designed to perform a simple task in an overly complicated matter. The (simple) task that needs to be completed via such a chain-reaction machine will be announced two days in advance of the tournament. In the meantime you may have a look at some examples:

- <https://www.youtube.com/watch?v=nORRgU8sGdE>
- https://www.youtube.com/watch?v=0lz8_aaKNXA

Of course we understand the limits of your resources, space and time during this pandemic. Therefore, we would like you to adhere to the following rules to make it fair for everyone participating:

- The Rube Goldberg Machine should be inside

- You may only use household items (→ no makeshift machinery to accommodate the chain-reaction)
- The video needs to be one-take and can be **no longer than 2 minutes**

After you have created, performed and shot your (amazing) machine, make sure you send it to the relevant Whatsapp number for your UC. Make sure to include *your name(s)* and which *UC you are studying at*. The deadline for sending in your submission is **the 16th of May!**

Your machine will then be judged on the following aspects:

[Disclaimer]: If *any* of the above mentioned rules have not been adhered to, your video will not be considered in the judging process.

1. The machine completed the to-be announced task
2. The machine showed an overly complicated manner (=chain-reaction) of completing the task
3. The machine showed outstanding creativity from its makers
4. The machine included some surprising elements, which made it fun to look at

We wish you all the best of luck (and fun) with creating your chain-reaction extravaganza and remember this challenge requires skill, patience and creativity to be ranked as the number one UCSRN Rube Goldberg Machine 2020!

Scoring: After receiving the submissions, they will be filtered before sending the finalists to a group of representatives. Here they will be given scores with the lowest ranking University College receiving 1 point, the second-lowest receiving 2 points, and so forth. Submit this video with the amount you think you did and/or the time you took to the relevant whatsapp number below. Include your name and your UC. We will be checking and counting your results as well!

3.8 The Floor is Lava

For this challenge, you will have to make a video that is a maximum of one tik tok long, i.e. between 15 and 60 seconds (It does not have to be in tiktok format!), in which you challenge yourself to play out a self-made parkour of the floor is lava (like Andri Ragettli did - <https://www.youtube.com/watch?v=PrLxvytR4yI>). Record yourself (or have your roommate record you) while you creatively use objects that help you not touch the floor. This can be done both in- and outside but remember to stay safe and follow the rules of your country! Points will be given in the following categories

1. Actually not touching the floor
2. Entertainment value: it must be fun to look at!
3. Creativity in using objects: maybe think of a certain theme!

The video must be one-take and remain unedited. Submissions should be sent to the relevant whatsapp number with your full name. After receiving the submissions, a team will rank them, with the lowest ranking submission receiving 1 point, the second-lowest receiving 2 points, and so forth.

4. Team Games

4.1 Counter Strike: Global Offensive

- Single Elimination Bracket Tournament
- The tournament bracket will be posted on Challonge (https://challonge.com/UCSRN_CSGO). You will have to sign up as a team to your UC's tournament team, which will then inform the UCSRN Online Tournament Team. You will also need to create a Challonge account to be invited in the tournament bracket.

All server/match issues will be handled through the UCSRN Discord server. We will have a dedicated text channel for CS:GO.

Ruleset

General Rules

- The overall rule is simple: Behave. Be respectful of others.
- All global FACEIT rules will apply.

Server and Game Configuration

COMPETITION SETTINGS

The UCSRN CS:GO competition will use the official FACEIT CS:GO competition settings, used in ESC, Flashpoint etc.

SERVER SETTINGS

- Friendly-fire is ON.
- Timeouts: You can call a timeout using the in-game escape menu vote selector, creating a timeout that will last 60 seconds.
- Each team will have 4 tactical timeouts of 60-seconds throughout the game.
- The *!pause* feature is enabled for use to call an admin or for **serious technical issues only**.
- Each pause will last for 2 minutes. If further time is needed, a manual pause function can be issued.

MAP POOL

*The official Valve competitive map pool applies:

- Dust 2
- Inferno
- Mirage
- Nuke
- Overpass
- Train

- Vertigo

Cheating, Scripts and Exploits

All forms of scripting and macros are forbidden, including but not limited to

- Bunnyhop scripts/macros.
- Accuracy scripts or single-bullet fire scripts.
- Anti-recoil scripts/macros.
- Name change scripting.
- Offensive text binds.

Exceptions to this rule are:

- Buy binds
- Jump throw scripts.
- Non-offensive text binds.

Exploits are forbidden, this includes but is not limited to:

- Pixel walking.
- Transparent textures.
- General game bug exploits.

[MORE INFORMATION ON CS:GO RULES CAN BE FOUND HERE](#)

4.2 League of Legends

All server/match issues will be handled through the UCSRN Discord server. We will have a dedicated text channel for League of Legends.

- Swiss-system tournament bracket
- The tournament bracket will be posted on Challonge ([https://challonge.com/UCSRN LoL](https://challonge.com/UCSRN_LoL)). You will have to sign up as a team to your UC's tournament team, which will then inform the UCSRN Online Tournament Team. You will also need to create a Challonge account to be invited in the tournament bracket.
- Every team needs a team captain. Captains are the point of contact between the team and the tournament moderator (UCSRN). The Captain is responsible for communicating with the team they are battling and setting up the private game. Team captains' contact details (email, summoner name) must be submitted to their UC's tournament team.

Matchmaking and in-game regulations

- Every game will be set up as a draft game, with the regular 5 bans for each team.
- In case the opposing team does not show after 15 minutes, the result is an automatic loss by forfeit for the team that did not show.
- In case of connection issues at the start of the game, the team which has the connection issue can ask for a remake if no more than 3 minutes have passed in-game time. In case of connection issues in the middle of the game, it is up to

the discretion of the teams to resolve a remake. In case no consensus is reached, normal play resumes.

- The outcome of the game (win/loss) must be reported by both team captains to the Challonge tournament bracket.

4.3 Minecraft: Ultra Hardcore

All server/match issues will be handled through the UCSRN Discord server. We will have a dedicated text channel for Minecraft.

- The Minecraft tournament will take place on PC.
- The format will be either Deathmatch in teams from the same university, or solo-play, depending on the signups.
E.g. if enough people from each university sign up, teams can be formed.
- The Free-for-all tournament bracket will be posted on Challonge (https://challonge.com/UCSRN_Minecraft). You sign up as a player to your UC's tournament team, which will then inform the Online Tournament Team. You will also need to create a Challonge account to be invited in the tournament bracket.
- A server will be provided later to all participants via the UCSRN Discord server.

Matchmaking and in-game regulations

- Scoring will be done in order of elimination: the team that is eliminated first will receive the least amount of points and the last remaining player will receive the most.
- Teams have to be equal size, otherwise it will provide a heavily unfair advantage
- Only one match will be played: with a maximum length of 1 hour and 30 minutes.
- Health does not regenerate naturally, players have to obtain items such as golden apples and potions to regenerate health.
- Client modifications such as minimaps, hacks, x-ray or any of the likes are not permitted.
- PVP is disabled in the first 15 minutes
- The world border will be a set amount depending on the player amount. It will start to gradually shrink during the match to force PvP.

4.4 Overwatch

All server/match issues will be handled through the UCSRN Discord server. We will have a dedicated text channel for Overwatch.

- Swiss-system tournament bracket
- The Overwatch tournament will take place on PC.
- The tournament bracket will be posted on Challonge (https://challonge.com/UCSRN_Overwatch). You will have to sign up as a team to your UC's tournament team, which will then inform the UCSRN Online

Tournament Team. You will also need to create a Challonge account to be invited in the tournament bracket.

- Every team needs a team captain. Captains are the point of contact between the team and the tournament moderator (UCSRN). The Captain is responsible for communicating with the team they are battling and setting up the private game. Team captains' contact details (email, summoner name) must be submitted to their UC's tournament team.

Matchmaking and in-game regulations

- Every match will be played on one of the original 12 maps available when the game was released, chosen by a random number generator.
 1. King's Row
 2. Hanamura
 3. Temple of Anubis
 4. Watchpoint: Gibraltar
 5. Numbani
 6. Volskaya Industries
 7. Dorado
 8. Hollywood
 9. Lijan Tower
 10. Nepal
 11. Ilios
 12. Route 66
- All Competitive Play rules according to normal online play are maintained for these custom matches. All those rules can be found here:
[https://overwatch.gamepedia.com/Competitive Play](https://overwatch.gamepedia.com/Competitive_Play)
- In case the opposing team does not show after 15 minutes, the result is an automatic loss by forfeit for the team that did not show.
- In case of connection issues at the start of the game, the team which has the connection issue can ask for a remake if no more than 3 minutes have passed in-game time. In case of connection issues in the middle of the game, it is up to the discretion of the teams to resolve a remake. In case no consensus is reached, normal play resumes.
- The outcome of the game (win/loss) must be reported by both team captains to the Challonge tournament bracket.

5. 1v1 or Free-for-all

5.1 Skribble

Skribble is the online pictictionary! A multiplayer drawing and guessing game. One game consists of multiple rounds, in which each round a player draws their chosen word and other players try to guess it by typing it into the game room to gain points. The number of letters and structure of the word is displayed above the drawing and often one or two letters are displayed to help players guess the word.

- Rules and Regulations:
 - 5 games will be played
 - 1 participant per UC per game
 - The participant with the highest score on Skribble at the end of each round will be allocated 5 points for their UC.

At the end of the game a screenshot of the final results of the game must be sent via whatsapp to an online tournament team representative for verification.

5.2 Hearthstone

All server/match issues will be handled through the UCSRN Discord server. We will have a dedicated text channel for Hearthstone.

- Double Elimination Tournament bracket (see Appendix for further explanation)
- The tournament bracket will be posted on Challonge (https://challonge.com/UCSRN_Hearthstone). You will have to sign up as a single player to your UC's tournament team, which will then inform the UCSRN Online Tournament Team. You will also need to create a Challonge account to be invited in the tournament bracket.
- Setting up a private match is up to the discretion of the players, however, they must follow the rules set below.

Matchmaking and in-game regulations

- Every player is allowed to bring 3 different decks, with 3 different heroes, from the current Standard format.
- Decklists have to be shared to the player you are facing, after which the players get to ban 1 deck from their opponent. There is no centralised platform where decklists will be shared by the UC Tournament Team. In case the decklist rules are not followed, you can contact the UC Tournament Team through the Challonge platform.
- Once you win with a deck, you have to play with the other non-banned deck.
- Thus, you win the match by winning with both of your decks.
- In case of connection issues, it is up to the players discretion to resolve a remake.
- Match outcomes must be shared by both players to the Challonge tournament bracket.

5.3 Chess

All server/match issues will be handled through the UCSRN Discord server. We will have a dedicated text channel for Chess.

The tournament will follow a round robin format. The tournament bracket will be posted on Challonge: <https://challonge.com/dto0dd47>. In this format, every player plays against each other twice consecutively, once with white and once with black. A win is 1 point, draw is 0.5 and a loss is 0 points. Every game will be of the 10|0 format. This means that there will be 10 minutes per player with a 0 second increment. The games will be played on Chess.com. If there is a tie between players in the final top 3 standings, they will play 4 3|2 games to determine the winner.

5.4 FIFA 20

All server/match issues will be handled through the UCSRN Discord server. We will have a dedicated text channel for Fifa.

The FIFA tournament will take place on PS4 consoles (meaning you need the console and the game yourselves). The tournament bracket will be posted on Challonge: <https://challonge.com/nk4x406>

The players will be divided into 2 poules. Each player will play once against each other player in the same pool. After all poule matches have been finished, the top 2 players of each poule move on to the semi finals. The winners of the semi finals play for first prize in the final and the losers of the semi finals play for third/fourth prize.

Match format:

- Every match will be 6 minutes per half. After this extra time will be played followed by penalties.
- Every player can pick any team they want.

5.5 Poker

All server/match issues will be handled through the UCSRN Discord server. We will have a dedicated text channel for Poker.

- This will be played on the site **POKERSTARS**
- The tournament bracket will be posted on Challonge: <https://challonge.com/4oph8pyg>

Match format: The players will play a 9max cash game table. They will join a 9max playmoney table with 50/100 blinds. When someone busts they will rebuy, but sit out and not play any other hands. That way, no other random players can join. The winner is the last player with chips left. All poker players will join the same discord. Together with them, all players will join a 50/100 table on pokerstars at the same time.

6. Cultural

General scoring system

As judging these activities will be quite difficult without knowledge and experience on the topics, it has been decided that each participant will also be a judge. After the submission of each event, the final products will be open to access for all the participants of that event. Additionally, each event will get a separate scoring sheet.

For the general scoring, each UC will get points based on their position per event.

6.1 TikTok

For the TikTok challenge, you will make a trendy and relatable University College or UCSRN tournament related Tiktok. Get creative! When finished, you should send your TikTok to your UC representative before **20:00 (Dutch time) on May 16**.

6.2 Writing Prompt

For the Writing Prompt event, each participant will be given a writing prompt as the basis to write a creative fictional story. When finished, the writers should send their stories to their UC representative before **20:00 (Dutch time) on May 16**.

Each story has some requirements:

- It has to include all details in the writing prompt.
- It has to be a minimum of 500 words and a maximum of 2000 words.
- It has to be submitted as a pdf file.
- No controversial opinions, racism, bad speech etc.

6.3 Photography

Two days in advance, participants will be given three categories/ themes for the Photography event. Each UC can submit one photo per category to their UC representative. Please make sure to do so before **20:00 (Dutch time) on May 16**. When submitting the final pictures, please name them after the category.

6.4 Painting

For painting, all the UCs will be given a theme at **00:00 (Dutch time) on May 16**. Due to the current situation, you will need to arrange all the supplies yourself. To allow for more creativity and adhere to the digital theme of the tournament, painters may also paint digitally using their preferred software. Each participant has the day itself to create a painting and will have to send their painting to their UC representative before **20:00 (Dutch time) on May 16**. To make sure there will not be any overlap with the Photoshop Challenge, in case you are using a digital medium such as Photoshop for your

drawing, please refrain from using existing pictures in your final painting. Of course you can use them during the drawing process for guidelines and such.

To get a feeling for the difference between painting and the Photoshop Challenge, please refer to: <https://www.youtube.com/user/CreativeStation/videos>. The speedpaints relate to the painting event and the speedarts relate to this event.

6.5 Photoshop Challenge

For the Photoshop Challenge, all the UCs will be given a photo to edit at **00:00 (Dutch time) on May 16**. Additionally, there will be a theme that will be announced together with the photo to edit. Each UC will get the same picture and has the freedom to use all sources to make a creative edit. To make sure it does not overlap with painting, make sure to (mostly) use existing pictures for the final edit and limit drawing. When you are finished with your edit, please send the final edit to your UC representative before **20:00 (Dutch time) on May 16**.

To get a feeling for the difference between painting and the Photoshop Challenge, please refer to: <https://www.youtube.com/user/CreativeStation/videos>. The speedpaints relate to the painting event and the speedarts relate to this event.

6.6 48h Film Project

For the 48h film project, all the UCs will get a required prop, theme, and sentence 48 hours in advance of the UCSRN Online Tournament. The film can be a maximum of six minutes. When finished, please send the film to your UC representative before **20:00 on May 16**. Keep in mind that uploading the film via WeTransfer, Google Drive, or any medium you prefer can take a few minutes.

IMPORTANT NOTE: When making the film, make sure you keep a distance of 1.5m and adhere to all the COVID-19 regulations. This will make the process more difficult, so you will have to be creative in the way you tackle this challenge!

6.7 Battle of the Bands

For the Battle of the Bands, each UC needs to submit a video of a band playing a set of maximum 10 minutes. Each band will have free choice of genre and which songs they want to play. When the video is done, each UC will need to submit the video to their UC representative before **20:00 (Dutch time) on May 16**. As it might be difficult to have this event with a whole band, solo/ duo acts will also be allowed as submissions.

IMPORTANT NOTE: When making the video, please adhere to the COVID-19 regulations. One way might be to play together over video chat or that everyone records

their instruments separately. If everyone records their instruments separately you will need someone to mix, master, and edit the video.

6.8 Original Song

For the Original Song, each UC will need to create their own song. The theme for the song will be given two days in advance. There is complete freedom in the genre, instrumentation etc. This can be done either individually or as a group. You may use anything you like, live recordings, FL Studio, Ableton, Logic, etc. When finished, please send the final song to your UC representative before **20:00 (Dutch time) on May 16.**

- The only requirement for the song is that it is a complete song between 2:30 and 5 minutes long.

IMPORTANT NOTE: When working as a group, please adhere to the COVID-19 regulations.

7. Evening Activities

7.1 Pubquiz

A pub quiz will be hosted over a zoom call, the quiz is divided into 3 rounds with questions about general knowledge/trivia and UC specific knowledge. To submit answers your team's representative must use the provided google form by the host. You must submit your answers in the given time limits or the answer is not considered. You may use separate rooms/other social media or forms to communicate with team members.

- Rules and Regulations
 - A team cannot have people from different UCs
 - Team of 3 people max. (up to 3 participants per UC)
 - For every question your team gets right, you are awarded 1 point.

Scoring: The team with the most points is the winner- awarded points 10 total, second place 5 points and third place 3 points.

7.2 Beer Pong

Another version of the classic game of beer pong, this version of course still involves drinking beer, but you will play three games with a cup, for every game the first one to win gets a point and the other player must drink. After 3 games the winner goes to the next round and the loser is eliminated. This activity is run by order of elimination, one participant of one UC plays against another participant of another UC. The game will be played over a zoom call. The games will be revealed right before this activity begins!

- Rules and Regulations:
 - 1 participant per UC
 - 1 point awarded for each win
 - A referee will oversee the games are being played fairly and properly
- Materials Needed: A cup (size: per mml), spoon, beer, pencil

7.3 Bingo

Bingo will be played under 3 themes (3 rounds); simple numbers, today's hits and the Netherlands. The goal of the game is to scratch out as many filled boxes on your ticket as possible. Each ticket is randomized with 27 boxes out of which 15 are filled with (numbers, song titles, etc.). The game will be streamed and hosted by a representative of the online tournament team.

- Rules and Regulations:
 - Host will check each claim to a prize immediately. If a false claim is made, there will be a penalty of 2 points.
- Scoring: there are six prizes per game, each worth a different number of points

- Four Corners (first and last box of the top and bottom row): Allocated 2 points
- Rows: Allocate 3 points for each filled row
- Full House: Allocate 10 points for a filled ticket

Each prize is allocated only one time, on a first come first serve basis

Ex. Ticket (with simple numbers)

| | | | | | | | | |
|----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| | 17 | | 32 | | 54 | | 75 | 84 |
| 8 | | 22 | 39 | | | 60 | | 90 |
| | 19 | 24 | | 42 | | 63 | 77 | |

8. Bonus Challenges

8.1 UC Tasks

If you'd like to receive some bonus points throughout the day, you can earn some extra points for your entire UC by completing the Bonus Challenges. These challenges were created to enhance inter-UC bonding despite the physical distance between us.

Each challenge is worth a certain number of points, and the UC with the highest score will receive 10 extra points to their total score, the second highest score will receive 8, and so on. All you need to do to participate is use your UC instagram page. Then a proof of every completed challenge should be posted in their story or timeline. The most important part of this proof is the hashtag: #UCSRNonlinebonus we can see it as well. If a challenge is completed in a very creative or original way, this may even score your UC some extra points.

Example Challenges

**these are a few examples, more will be released on the day itself*

| Task | Points |
|---|-----------|
| Draw the logo of another UC while doing a handstand | 10 points |
| Show some love to someone from the Online Tournament Team | 7 points |
| Whistle the anthem of another UC | 5 points |

8.2 Treasure Hunt

In order to promote further inter-UC bonding, a virtual treasure hunt will also be made available for anyone to participate in. Here, a series of questions will be released, leading you to a particular page on each association website. Once you have found the correct page, take a picture of it and share it on your UC page using the hashtag #onlinehunt. Each correct page is worth 5 points (though bonus points may be allowed for creativity in the picture). Like the bonus challenges, the UC with the highest points will be awarded 10 points in the end, the seconds highest 8, etc.

Example Questions:

- Which UC is the oldest? Go to their website
- Which Committee has the longest name? Go to their page
- Where can I find the anthem of this UC?

Appendix

Swiss-system tournament bracket explained:

There are a predetermined number of rounds based on the number of teams and all teams compete head-to-head in each round (no one is eliminated). The final placement in the tournament brackets is based on the total points each team scored across all the rounds. Since match results impact the next round's team matching, all matches of the previous round need to be finished and any admin calls need to be solved. Round generation has to be triggered manually by the tournament admin from the matches page.

There will be 8 or 6 teams, depending on how many UC teams sign up. One team represents each UC, and the seeds for the tournament bracket are random. There will be four rounds. 1 point per win, 0 points per loss. Placement ties first get resolved by 1v1 win comparison (If the teams played each other, whichever team won will also win the tie). If the tie is not yet resolved, match time is compared, with the overall fastest match times winning the tie.

In case only 7 or 5 teams sign up, a bye will be given to the first team that reaches 2 wins, with the fastest match times deciding the tie-break (a bye is an automatic win, and they will automatically play in the finals in this case).

Double Elimination bracket explained:

Participants are eliminated from the tournament once they have lost 2 matches.

Therefore, after the first game there will be a Winners Bracket and a Losers Bracket.

Since match results impact the next round's team matching, all matches of the previous round need to be finished and any admin calls need to be solved. Round generation has to be triggered manually by the tournament admin from the matches page.

There will be 8 or 6 players, depending on how many people sign up. One player represents each UC, and the seeds for the tournament bracket are random.

In case only 7 or 5 people sign up, a bye will be given to the first player that wins their first two matches by 2 wins, with tie-break being decided in this order:

1. Winning two matches by 2-0 wins.
2. The fastest match times.

If by the finals one player has not lost a single match, the Winner Bracket champion needs to beat the Loser Bracket champion only once to win the tournament, the Loser Bracket champion must beat the Winners' Bracket champion twice.