



SHOWDOWN CUP RULES

OFFICIAL TOURNAMENT RULES AND MATCH INFORMATION

FORMAT	MAP POOL	ROUND VICTORY
1v1 Single Elimination	Showdown + Metro Station	First to 5 rounds

01 ELIGIBILITY

- 1.1** One Roblox account per player. Alt accounts are an instant disqualification for every account involved.
- 1.2** Your Roblox username must match the one you registered with.
- 1.3** Name changes are not permitted after registration closes.
- 1.4** Accounts with an active Showdown ban cannot enter, regardless of when the ban was issued.

02 MATCH FORMAT

- 2.1** Match format: Single Elimination 1v1 duels.
- 2.2** Matches will range from Best of 1 to Best of 7 based on seeding, which will be announced once the brackets are locked.
- 2.3** Map pool: Showdown and Metro Station.
- 2.4** Match Victory: First team/player to win 5 rounds.
- 2.5** Maximum Rounds: 9 (a winner is guaranteed by round 9).
- 2.6** Respawning: Disabled during a round.
- 2.7** Round Win Condition: Eliminate the opponent.
- 2.8** Round Reset: Health, ammunition, and Jutsu cooldowns reset between rounds.
- 2.9** All weapons and Jutsu are unlocked for all players.
- 2.10** One Punch Jutsu and Rasengan are banned from the entire event.

03**SCHEDULING**

- 3.1** Be in the lobby 10 minutes before your listed match time.
- 3.2** There is a 10 minute grace period. After that the match is forfeit.
- 3.3** Reschedules need both players to agree and an admin to approve, at least 24 hours ahead.
- 3.4** Bracket times are published in IST and shown in your local time on this page.

04**CONDUCT**

- 4.1** No hate speech, harassment, or targeted abuse in game or in chat.
- 4.2** No stream sniping. Matches on the main broadcast run on a delay for a reason.
- 4.3** Any third-party software that touches the game client is cheating.
- 4.4** Admin decisions on conduct are final and can be applied mid-bracket.

05**DISPUTES**

- 5.1** Report issues in your match channel before the next map starts. Later reports may not be actionable.
- 5.2** Keep a local recording of your matches. Clips are the only accepted evidence.
- 5.3** Disconnects inside the first 30 seconds mean a restart. After that the round stands.
- 5.4** Prize decisions are final once results are posted and the appeal window closes.

06**RULE CHANGES**

- 6.1** Showdown Team reserves the right to amend, remove, or otherwise change the rules, without prior notice. Showdown Team also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.