



HELLBALL TOURNAMENT

Official Rules v1.0 — Feb 14 - 22



This document constitutes the authoritative ruleset, tournament structure, and schedule for the HellBall Tournament^{STM}, a formally organised competitive event presented by the [HellDads Parental Corps](#), in cooperation with its recognised partners and under the supervision of the Ministry of Unity.

This HellBall Tournament^{STM} marks the first official event of this competitive format. While active participation requires affiliation with a HellDads Division, the event itself is fully public, and all citizens of Super Earth are encouraged to follow the tournament through our official channels and live streams.

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Goal of the Game

Score points by causing the accidental death of your opponents, preferably by using melee attacks against their active shield.

Rules

1. Players compete in teams of two (2 vs 2) for one mission (match). Both players on a team must wear the same cape. Flip a coin to select a mission and difficulty.
2. Players may only engage other players while wearing a shield backpack (SH-32 Shield Generator Pack).
3. Any direct damage to another player's health is a foul, including offensive stratagems. However, melee attacks against an active shield are explicitly allowed!
4. Death of an opposing player caused by direct damage, results in an immediate disqualification.
5. A disqualified player must drop their shield backpack and remain in the match until the end. They may no longer actively participate.
6. Deliberately playing for time is not allowed, players must reinforce others and re-equip their shield backpack as quickly as possible.
7. In all fairness, when technical issues occur, restart or reschedule the match.

Rule violations result in a yellow card as a warning. A second violation results in a red card, with immediate disqualification. Any disqualification leads to an exclusion from the following match. The team may replace disqualified players in the next match.

Scoring

Every death counts regardless of whether it was caused by a foul or a rightful accidental kill; the team with the lowest total number of deaths wins the match. A team with two disqualified players automatically loses the match. A screenshot of the mission statistics screen on the Super Destroyer is mandatory for reporting the results.

Winning = 3 points | Draw = 1 point | Losing = 0 points

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Tournament

This tournament is open to all HellDads Divisions; each will assemble a team of players during the qualification rounds and select their best lineup to participate in the upcoming matches.

Qualification

The goal of the qualification rounds is to provide each division the opportunity to practice the game and develop a strategy to win the tournament. You can play as many qualification games as you like in preparation of the event, their outcome is not relevant for the statistics, but allows you to address essential questions before it gets serious.

Group Matches

Each division will play against each other to qualify for the finals. We have five divisions, which means that each division will play four matches. The total score of all matches will qualify two teams for the finals. The lineup can be changed before a match, but not during a match.

HellDads Divisions					
Baldzerkers	-				
Crayon Commandos		-			
Diaper Division			-		
Science Team				-	
S.N.A.C.K. Division					-
Totals	?	?	?	?	?

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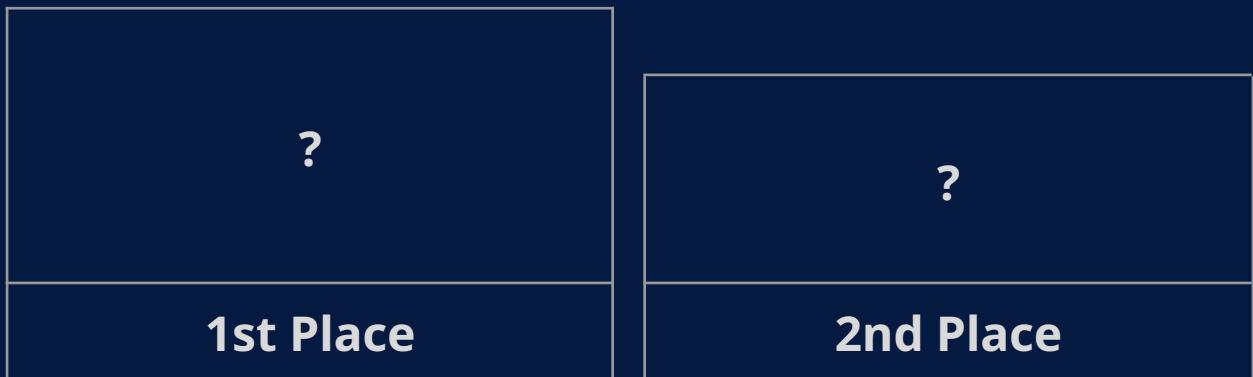
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The Finals

The two teams with the highest total score qualify for the finals, the most prestigious of all matches in this tournament. The best of the best will compete in a head to head race for the title of becoming the new **Super HellBall^{STM} Champion** of the HellDads in 2186!

Important: There must be a clear and unambiguous winner; in the event of a draw, an additional match must be played to determine the winner.



Schedule

- **Weekend, 14th / 15th February 2186 - Qualification and training matches**
- **Friday, 20th February 2186 - First half of Group Matches**
- **Saturday, 21th February 2186 - Second half of Group Matches**
- **Sunday, 22nd February 2186 - Finals**

Event Channel

Please follow our dedicated event channel for the HellBall Tournament^{STM} on [Discord](#). Here we will make all major announcements, coordinate the matches and have our team of organizers and judges ready to ensure a fair and competitive tournament.

Our goal is to provide live-stream coverage, allowing everyone to watch and follow the matches in real time. Instructions for players and viewers will be shared in this channel.

~ *This event has been created by xnShiLong & Therius85, we hope you enjoy it!*

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TERMS OF SERVICE & PARTICIPATION AGREEMENT

By participating in, observing, being adjacent to, or being aware of the existence of the HellBall Tournament^{STM} ("the Event"), the participant ("the Participant") confirms that participation is voluntary, intentional, and undertaken with full acceptance of all known, unknown, foreseeable, unforeseeable, accidental, intentional, and statistically inevitable consequences. The Event is conducted under the unified authority of Super Earth through the Ministry of Unity.

The Participant acknowledges that HellBall^{STM} constitutes a high-risk competitive activity and agrees that any injury, loss, damage, psychological impact, reputational harm, or untimely demise occurring before, during, or after participation shall not be considered the responsibility of the Ministry of Unity, Super Earth, the HellDads Parental Corps, or any affiliated ministries, councils, representatives, sentries, contractors, observers, or statistically uninvolved parties. All outcomes, including but not limited to falling, crushing, burning, drowning, friendly accidents, delayed reinforcements, or acts of sudden heroism, are accepted as integral to the Event.

The Event is sponsored by PermaCura, a subsidiary of the Ministry of Unity and manufacturer of medical stims for the Super Earth Armed Forces (SEAF). Sponsorship by PermaCura shall not be interpreted as an endorsement of any gameplay decisions, tactical approaches, participant behaviour, survival outcomes, or medical expectations. Medical assistance, where provided, is supplied as-is, without warranty, implied safety, or promise of effectiveness.

The Participant accepts full and exclusive responsibility for their actions and decisions during the Event and agrees to indemnify and hold harmless the Ministry of Unity and all associated entities from any claims, liabilities, costs, losses, or inquiries arising from participation. The Ministry of Unity explicitly declines responsibility for whether the Participant returns in whole, in part, or at all, and retains the right to remain unimpressed by complaints to the contrary.

All rules governing HellBall^{STM} are mandatory, final, and subject to immediate reinterpretation or enforcement at the discretion of authorized personnel or circumstances. Failure to comply, deliberate misinterpretation, or creative rule bending may result in penalties, disqualification, or administrative disappointment. Matches may be recorded, streamed, archived, reviewed, edited, reused, or repurposed for entertainment, education, propaganda, or dispute resolution, and participation constitutes irrevocable consent to such use.

Difficulty selection, mission choice, biome selection, and environmental awareness are the sole responsibility of the Participant. Environmental hazards are intentional. Failure to notice them is not. Choosing difficulty 1 may reduce alien interference but may also affect how the Participant is remembered.

This agreement shall be considered binding upon being read, partially read, skimmed, ignored, or existing within reasonable proximity to this document. The Ministry of Unity reserves the right to amend, replace, or retroactively enforce these terms at any time, with or without notice, justification, or explanation.

This event is a non-commercial fan project maintained by volunteers of the HellDads gaming community, it is not affiliated with Arrowhead Game Studios or Sony Interactive Entertainment.



Patres Inferni

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