



RULES & REGULATIONS



UNITED ARAB EMIRATES & KINGDOM OF SAUDI ARABIA
DISCORD FOR TOURNAMENT COMMUNICATION
AGE ALLOWED: +17

1. GENERAL RULES

Game Mechanics

- Room configuration
- Moment of the day: Day
- Interface configuration: Pro League

Game configuration

- Number of vetoes: 4
- Veto stopwatch: 30
- Number of Rounds: 10
- Change of attacking / defender role: 5
- Rounds with extension: 3
- Extension score difference: 2
- Alternation of side: 1
- Target rotation parameter: 2
- Rotation of target type: Rounds played
- Attacker's only appearance: Yes
- Election phase chronometer: 25
- Phase of the Sixth Chosen: Yes
- Phase Six of the Sixth Chosen: 20
- Limit of damage: 100
- Fire damage friend: 100
- Wounded: 20

- Fast race: Yes
- Look out: Yes
- Repeat death: No
- Game Mode: CME - Bombs
- Duration of placement: 7
- Duration of disarmament: 7
- Activation time: 45
- Selection of the SEDAX carrier: Yes
- Duration of the preparation phase: 45
- Duration of the action phase: 180

Available maps

A random map will be selected from the following:

- Bank
- Border
- Club
- consulate
- Coast
- Oregon
- Villa

** If a banned weapon/ability is used, it will result in a forfeit for the rounds in which they were used.*

Disconnections

- If a player disconnects during a round and has not yet made any drop, both teams must recreate the game without playing that round.
- If a player falls during a round in which there has been a loss, he must continue with the round until he finishes and then recreate the game.
- When recreating the game they must continue with the result they had until that moment and in their corresponding side.

OTHER GENERAL RULES

- A team must consist of a minimum of 5 players and maximum 6 players (1 substitute).
- Rules are subject to change at any time, for any reason.
- In case of any dispute regarding any issue, the final decision will be made by the admin.
 - Game Admin has the power to refute any rule depending on the situation at hand.

2. IMPORTANT RULES

- Team Captains of both teams should take a screenshot of the picks and bans, incase of a remake.
- If anything happens with the server, making it so the game can't continue, the team Captains must contact the official tournament Admins right away.
- Team Captains are expected to read and understand all of the rules and inform their players about the rules.
- Show good sportsmanship (Gentleman's Rules)
- Admins are above the rules and will have the last say in any issue that may occur.
- Any form of cheating, glitching, abusing in-game mechanics, or unsportsmanlike behaviour may result in a forfeit of a Map, Match, or Ban

3. REMAKES

- If an admin says the game should be remade, it will be remade.
 - If a remake occurs, the game settings will be Blind pick, and all the players must pick the same champions as were picked before the remake.
- The game will be remade if any of these issues should occur:
 - Game crashes
 - Game hangs
 - Server spikes
 - Stream goes offline
 - Technical issues
 - Medical issues

4. TEAMS

- All of the players participating, must be registered on the official homepage of the tournament
- Every sub-account and nickname change must be registered on the tournament's official home page if they are going to be used in the tournament.
- A player can't play for two(2) teams. If this occurs, both teams will be disqualified.

5. GAMES

- Admins decide when the games will be played
- Every team must meet up 30 minutes before the game is scheduled to start, and the game must be started before or at the starting time.
- If you are participating in the main tournament, you have to meet in the platform 30 minutes before game starts

5.1 ABUSE & EXPLOITATION

- Bug exploitation: Exploiting known or newly discovered bugs during the game will result in disqualification of the exploiting team.
- Definition of bugs:
 - Anything that will give one of the teams an unfair advantage
 - Anything that makes the game crash or stop

5.2 PUNISHMENT

- Warning: After one(1) warning has been given, the game will continue. If a team receives more than one(1) warning during a game, the team will be disqualified from the tournament
- Game loss: if a team receives any punishment for a minor offense, they will get a loss by default, no matter the result of the game.

- Disqualification: A team that gets disqualified will be thrown out of the tournament. They will not get to compete in any more tournament games.
- Point reduction: A team may get a reduction in points for minor offenses.

5.3 DISCONNECT/CONNECTION ISSUES:

- Any player that has disconnected from the client without reconnecting, with the intention to get a remake of the game, will get his/her team a loss by default.

5.4 GENTLEMAN RULES

- The gathering game crew advices everyone to follow these rules, even though it is not imposed.
- Disconnected players shall not be attacked
- No typing in all-chat, trash talking or unnecessary chat.
- You must **NOT** be involved in any kind of intimidating behavior, either in or out of the game
- Be a good winner and a good loser.