

Rules – Outpost On Fire 5

1. LAN-Format

1.1 Groups

All 4 groups will consist of 4 teams. All group matches will be BO1 MR12. Every team will play against all 3 other teams in the group. If a map ends in a draw MR3 overtime will be played out until there is a winner. Teams receive 3 points per game won.

The top 2 of each groups will continue to the bracket stage. The lower 2 will be eliminated from the tournament. If there is a draw in points, head to head results will decide the order, if that is impossible the round difference will be the next decider.

1.2 Brackets

1.2.1 Upper bracket

All upper bracket matches will be BO3 MR12 with the possible exception of the first round in the upper bracket. If the group stage has not finished by Saturday 00:00 this round will be played as a BO1.

The winner will advance to the next round and the loser will continue playing in the lower bracket.

1.2.2 Lower bracket

All lower bracket matches will be BO1 MR12. The winner will advance to the next round in the lower bracket. The loser will be eliminated from the tournament.

1.3 Grand finals

The grand final will be a BO3 MR12 match. With the team coming from the upper bracket having won the veto process.

2. Schedule

2.1 Saturday 8 April 2017

The starting time will be 09:00 local time with a meeting of the team captains for group A and B. The meeting for team captains of teams in group C and D will be at 14:30 local time. General information will be shared, it is the team captains responsibility to transfer the details to his team members. The team can already set up while we have this meeting to make sure we can start the tournament on time.

Make sure to keep an eye on the schedule to make sure you show up on time. The schedule is not fixed and matches can start before or after the planned time. The schedule you can find on the tournament website (www.outpostonfire.be) / tournament app (<https://play.google.com/store/apps/details?id=com.oxent.toornamentapp>) (<https://itunes.apple.com/us/app/toornament-esports/id974719460?mt=8>) is the correct one and will be kept up to date.

Group stage will start at 10:00 local time and will be played out during the rest of the day. Once group stage is done the first who matches of the upper bracket will be played out.

2.1 Sunday 9 April 2017

The starting time for the first match is 10:00 local time, the teams that have to play the first match can setup from 09:30 local time. The rest of the schedule will be updated depending on delays or games finishing faster than expected.

3. Game settings

3.1 Maps

The following maps will be played at the LAN:

- mp_backlot
- mp_crash
- mp_crossfire
- mp_citystreets
- mp_strike

3.2 Veto

A knife round will determine who wins the veto process. The winner of the veto process can decide who bans first.

In a BO1 the veto process will be as following: ban, ban, ban, ban. With the 5th map being played, a knife for side will be done afterwards.

In a BO3 the veto process will be as following: ban, ban, pick, pick. With the 5th map being the deciding map. In the first 2 maps the opposite team of the team that picked the map can choose the starting side. In case it should come to a 3rd map a knife for side will be done.

3.3 Server issues

If the server crashes during the game, you are to continue from the previous round played.

3.4 Scheduling rules

Teams have to be present in the server by the schedule time of the match. The game has to be started maximum 15 minutes after the scheduled time. For every 3 minutes a team is not completely readied up 1 round will be forfeited to the opponent. If the team is not readied up 15 mins after the scheduled start time the first map will be forfeited to the opponent.

3.5 General

All matches are to be played with the generic Call of Duty 4 files and the Promod files. Players found with any tweaked files, or non-generic files (e.g. skins, audio, etc.) will result in a disqualification of the team the player represents.

Using any third party software (e.g. nVidia Control Panel or RivaTuner) to tweak graphics settings to give an advantage are not allowed. The most common example of this is ambient occlusion.

It is not permitted for any user to take advantage of map bugs (for example elevators, outside the boundaries of the map, under the map and so forth) or glitches during any match.

Glitching is defined as moving or seeing through or over a physical object and is not permitted.

The use of silent drops is permitted but only in the case of known silent drops.

Players are only allowed to bounce to places which can be reached without the use of a bounce. Bouncing to roofs and balconies which are unreachable in a normal way is prohibited.

Straight forward jumps and those that do not involve any part of the in-game character moving through a physical object, are allowed.

Boosting is only allowed to boost players to spots where a player can get to by themselves.

Players who are caught using bugs or glitches immediately forfeit the round. If this occurs on more than 2 occasions then the match will be forfeited. If a player is caught persistently using bugs or glitches after being warned will result in a disqualification of the team the player represents.

3.6 CFG's

Scripts & config tweaking that affects game play including but not limited to grenade scripts, wait commands, macros and so forth, including configs that change commands/rates are disallowed. These commands range from set grenade binds to gain the longest throw to scripting a superior firing rate of semi-automatic weapons. This also includes multi-command binds such as bind KEY "toggleads; +attack" on the scroll wheel. This also includes any usage of the famous "Double switch script" in any possible way. Players caught using illegal scripts and binds including grenade scripts and weapon next binds will result in a disqualification of the team the player represents.

VSTR commands are not allowed in your config.

EXEC binds may be used.

3.7 Macros & cheating

No macros are allowed, no cheating is allowed. If any player is found using a macro or cheating will result in a disqualification of the team the player represents.

3.8 Demos

All players must record all their matches and place them on a shared folder once the game is completed. More information regarding this will be shared on the team captain meeting.

3.9 USB

No USB is allowed to be plugged in the PC at any time. Doing so will result in a disqualification of the team the player represents.

A shared folder with all the needed software / configs will be provided at the LAN.