# **International Masters Rulebook**

**General Definitions**

The International Masters [IM] is a tournament organized by the German Squad Community in collaboration with members of other communities and independent users. It aims to determine the best teams/communities in Squad for the current year. The winner of the International Masters may call themselves the Champion of the Year 2024.

**Tournament Structur**

The tournament is organized as a recurring league, divided into four divisions

**Team / Community**

A team or community consists of at least 30 players. A player may not simultaneously participate in two teams registered in the International Masters. A team can nominate up to 80 players, but a maximum of 30 may be used in a game.

* Mercs are allowed, but may not be part of a team that is excluded from / registered for the tournament
* Mercs may not make up more than 40% of the number of players on a team
* Each team must have uploaded its full member list to<https://compelo.xyz/teams/edit> when registering for the tournament.
* If a player got registered for Team A, and got removed 24h before the first game, he is blocked for other Teams. He will not be allowed to play in Team B when i left / got kicked from Team A

**Referees / Caster**

At the start of the tournament, referees are appointed by the tournament organizers to oversee the games. Each team must independently appoint two referees who can step in during the absence of other referees.

**Tournament Directors**

The tournament directors organize the International Masters tournament and act as administrators to ensure smooth operations. Instructions from the tournament directors must always be followed.

**Sanctions**

In case of misconduct during a game, the tournament directors can impose sanctions, which will be announced at the end of the respective game.

If a team or player is suspected of cheating or of having a modified version of the game, for example other config files or .ini files, the tournament management (@IM - Organizer) can require the player or team to record their screen during the entire game. The game must be completely recognizable and there must be no interruptions in the recordings. If the tournament management has concerns, the player must make his recordings available within 24 hours.

**General tournament information**

* Tournament Name: International Masters 24
* Start Date: 4. October 2024 16:00 UTC
* End Date: 17. November 2024 22:59 UTC
* Each player is responsible for their own hardware, internet connection, and copy of the game.

**3. Registration:**

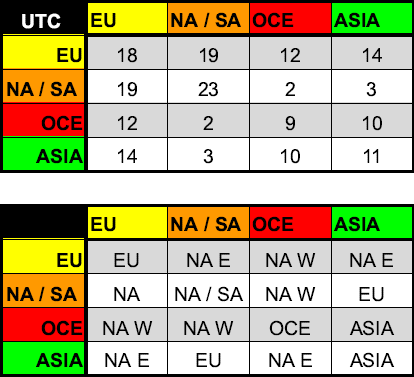
* Registration Start: 1. September 2024 16:00 UTC
* Registration End: 20. September 2024 16:00 UTC
* Teams must register by the registration deadline via <https://compelo.xyz/home>.
* Registration is conducted on the<https://compelo.xyz/home> and will be announced on the Discord of the International Masters tournament.
* Team allocation follows a "first come, first served" principle, but the tournament organizers may reject teams without stating reasons.
* Registration issues should be addressed via Discord with the tournament organizers. No participation fee is required.
* If a team cannot nominate enough players, forming coalitions is allowed.

**4. Tournament Format**

The tournament is organized as a recurring league, divided into four divisions

* Major League
* Super League
* Challenger League
* Promotion League

**5. Servers & Game Times**

* The servers are provided by the tournament organizers.
* Games primarily take place on EU servers, but teams from NA and ASIA can play on regional servers if possible.
* Games can occur in other time zones by arrangement, but this must be confirmed by the tournament organizers.
* The times and server selection are specified in the appendix to the rules. However, the tournament management has the final say and can set a different time or server selection.
* The standard matchday for the Major League and Super League is Sunday. The standard matchday for the Challenger League and Promotion League is Saturday.
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1. **Servercrash**If a server fails during a match, the referee must promptly escalate the matter to the highest-ranking staff member present. A server is deemed to have failed if the instance crashes or if more than 50% of the players are disconnected unexpectedly. If less than 15 minutes have elapsed in the match, the round will be restarted immediately. If more than 15 minutes have passed, the staff and team captains will convene to make an immediate decision regarding the continuation of the game.
2. **Game Rules**

* Each match is played in AAS mode (Assault and Secure).
* Map Selection: The maps for the tournament are determined by the organizers and announced before the tournament starts.
* All players must show respect to opponents, referees, and organizers.
* Two rounds are played per game, a home and an away round.
* A 10-minute break is scheduled after each round, which can be waived by agreement of both teams or extended to 20 minutes by the tournament organizers.
* Game results are based on the sum of "Tickets" after each round.
* Sanctions are deducted from the final result.
* Teams must be fully present on the server 10 minutes before the start of the game; after each team has typed “READY” in “Allchat,” the referee will start the match punctually at the agreed time.
* No later than 15 minutes after the official start of the game, the referee will start the game, regardless of whether the team is “READY” or not.
* If a team is not fully present, they have until the start of the game to provide a substitute player.
* Match Duration: Each match lasts a maximum of one hour plus a 10-20 minute break.
* The game times are agreed upon between the teams.
* Communication takes place via the respective chat room on this discord.
* If there is no agreement, a date will be announced by the tournament organizers, usually the pre-scheduled date (see 5.6 and Appendix)
* The sides are determined by a coin flip
* The team that wins the coin flip gets to choose the starting side.
* Each game is played on servers selected by the tournament organizers.
* These servers will be announced approximately 20 minutes before the start of the game via the Discord chat.
* No spectators of the playing teams are allowed. Only casters [streamers] or the tournament organizers are allowed to watch via admin cam.
* The Commander (CMD) is not allowed to use this abilitys (Drone, Airstrike [...]) in the Mainbase (MB).

1. **Penaltys**

**Defined sanctions for rule violations include points deduction and disqualification.**

* Third-Party Programs and Configuration File Modifications  
  - 200 tickets & player is disqualified.
* Abusing Game Bugs in Any Form  
  - 150 tickets & player is disqualified.
* Cheating

The entire team is immediately excluded from the tournament.

* Disrespect and Provocation  
  - 20 tickets
* Stream Sniping

Immediate termination of the game

* Moving vehicles during the staging phase by spamming keys (WASD).

- 50 Tickets

* Observing the opposing team in-game for an extended period (remaining on the enemy side for over two minutes after connecting) or intentionally switching sides.

- 50 Tickets

* A user does not comply with the requirements of rule 1.5

- 200 Tickets & player is disqualified.

1. **Code of Conduct**

* **Fair Play:** Cheating, bug-using, hacking, stream sniping, or any form of abuse will not be tolerated and may lead to immediate disqualification from the tournament.
* **Communication:** Insults, unsportsmanlike behavior, or harassment of other participants will be strictly punished and may lead to disqualification from the tournament.

1. **Prize Distribution**

Prize Pool: The total prize pool amounts to 315€ and will be distributed as follows:

* **Major League 105€**
* Super League 105 €
* Challenger League 105€
* Promotion League - No price -

The prize pool is distributed for each division as follows:

* 1st place: 60€
* 2nd place: 30 €
* 3rd place: 15€

1. **Referees and Complaint Procedures**

* Referees oversee each match; their decisions are final.
* Complaints must be submitted within 30 minutes after the end of the game, along with evidence of rule violations.

1. **External Rules**

<https://docs.google.com/document/d/1g3Tmf81mcnkC6MWOAQk3Qxff-L6sBOSE2hyQpL-HmJs/edit?tab=t.0#heading=h.x2mqjnaqh314>

1. **Miscellaneous**

* Changes: The tournament organization reserves the right to change the tournament rules as needed. All teams will be informed about such changes.
* Consent: By participating in the tournament, all players and teams agree to the tournament rules.