

1. TOURNAMENT RULES

- 1.1. **Divisions.** The tournament will be split into two (2) divisions according to skill.
 - 1.1.1. Division 1: Gold and below
 - 1.1.2. Division 2: Plat and above
 - 1.1.3. If a player's role is 2500 or higher, they can not play that role for a division 1 team.
- 1.2. **Stages.** The tournament will be split into two (2) stages.
 - 1.2.1. Stage 1: Round Robin
 - Points are accumulated for each win.
 - 1.2.2. Stage 2: **Single/Double** Elimination
 - Stage 2 will be seeded according to each team's points.
 - In the event of a tie, teams are randomly placed.
- 1.3. **Roster Details.** A roster consists of six (6) core players and **two (2)** substitutes.
 - 1.3.1. Division 1 players may play on a division 2 team.
- 1.4. **Roster Submission.** Rosters must be submitted before **X-DATE**.
 - 1.4.1. Rosters will be posted in **(channel name)** as they are submitted.
 - 1.4.2. Posted rosters will include member name, role, and SR.
 - 1.4.3. Notify a member of administration if you require changes to be made to your posted roster.

2. MATCH DETAILS

- 2.1. **Game day.** Matches will be played every **(other) X-DAY** starting on the **(X)**.
 - 2.1.1. Matches may be played on another day if both teams agree on a time and date.
- 2.2. **Map pools.** Map pools for each stage will be decided by Mythril Tournament Organizers
 - 2.2.1. Map Pool for stage 1 is as follows:
 - Starting Map:** King's Row
 - Control:**
 - Assault:**
 - Hybrid:**
 - Escort:**
 - Tie Breaker:**

- 2.2.2. Map Pool for stage 2 is as follows:
Starting Map: King's Row
Control:
Assault:
Hybrid:
Escort:
Tie Breaker:
- 2.3. **Match Settings.** Matches will be played on the “Competitive” ruleset
 - 2.3.1. Lobbies are set to invite only.
 - 2.3.2. Sprays and emotes are allowed.
 - 2.3.3. Kill cams are disabled.
 - 2.3.4. Limit Roles: 2 of each role per team.
 - 2.3.5. Return to Lobby: Immediately.
 - 2.3.6. Game Mode Start: Immediately.
 - 2.3.7. Spectators must be on the roster and must view their team only.
- 2.4. **Side Decisions.** The team who does not choose the map, chooses attack or defend. No choice is made for Control maps.
- 2.5. **Next Map Choice.** Loser of a map gets to decide the next map.
 - 2.5.1. **Map Order** is the order listed in the map pools for each stage.
- 2.6. **In-Game Pause Time.** In-game pauses are only available to teams in extreme circumstances, such as technical or network issues. Tournament Admins should be notified of reasons for the pause and will determine the proper actions forward to resolve paused matches. The opposing team must confirm the pause after the conclusion of any ongoing team fight. Default pause configuration is **Ctrl+Shift+=**.
 - 2.6.1. **Forced Continuation.** If a full six (6) man roster is unable to be maintained throughout a map due to disconnection or other technical issue, the map will eventually be forced to continue as normal, with teams playing without member(s) that fail to connect. See Section 2.6.2 and Section 2.6.3 for explanation of when a map will be forced to continue.
 - 2.6.2. **Maximum Pause Time.** Tournament Administration will determine the maximum length of a pause. Teams must resolve the issue within the maximum pause time. Failure to resolve the issue will result in the continuation of the map as normal.
 - 2.6.3. **Playing “Man-Down”.** Maps may continue with a team playing “Man-Down” (where a player fails to reconnect or solve technical issues, and cannot participate in the remainder of the map). Maps may not begin with a team playing “Man-Down” (there must be 6 players on each team at the start of a map). In the event that a team is unable to field six (6) players prior to map, utilizing any combination of roster starters and/or substitutes, the team will forfeit the map.

- 2.7. **Tactical pause.** A tactical pause is available to teams in between maps of a set. The length of a tactical pause is three (3) minutes long.
- 2.8. **Substitutions.** Teams may utilize any available substitute who is present on the roster following roster lock.
 - 2.8.1. A substitute may only be utilized during a tactical pause during a match.
 - 2.8.2. If a team must substitute a player due to some technical or network issue, this must be communicated to tournament administration. Tournament administration will decide if it will be allowed without the use of a tactical pause.
- 2.9. **Match Continuation.** Teams are required to be prepared to immediately begin the next map once a match has begun (i.e. the next map will begin immediately following the conclusion of the previous map).
 - 2.9.1. If a team requests time to resolve technical issues, this must be communicated to tournament administration.
 - 2.9.2. Teams may not request the delay of the next map due to personal breaks without the use of a tactical pause.

3. MATCH RULES

- 3.1. **Map Restarts.** The decision of what circumstances merit a map restart are solely at the discretion of tournament administration. Restart protocol will be decided by tournament administration and communicated to team captains before being executed.
 - 3.1.1. **Restart Instances.** Maps may be restarted in the event that a game of record has not been established (see 3.2). Maps may need a restart in the following examples:
 - Incorrect map is selected and loaded.
 - Game settings are not correct
 - The lobby needs to be remade (in situations where players have trouble connecting to the map from lobby start or crash).
- 3.2. **Game of Record.** Game of record is established as a method to track when a map has progressed past the ability to restart.
 - 3.2.1. **Parameters.** Game of Record occurs when the “Setup” in-game timer reaches 0. At this time, teams exit spawn rooms (such as in the case of attacking).
 - 3.2.2. **No Return.** Once a game of record has been established, teams may no longer restart the map. If an issue arises, 2.6 applies to that map. This includes the time in which a team will be forced to play “Man-Down”.
- 3.3. **Post-Match Process**

- 3.3.1. **Results.** Tournament administration will be responsible for confirming and recording all map and match results in real time.
- 3.3.2. **Break Time.** In cases where breaks or delays between matches and maps are necessary, tournament administration will inform the appropriate team captains as soon as possible. Updates will also be provided to teams when available.

4. COMMUNICATION GUIDELINES

- 4.1. **Lobby Creation.** Participating teams will be invited to match lobbies by tournament administration prior to their match start time.
 - 4.1.1. **Lobby Communication.** Map and side picks will be communicated to stage admins using in game chat.
 - 4.1.2. **In- Game Pauses.** Pause requests will be communicated to a stage admin during an ongoing match. The details of why a pause is requested must be communicated to the stage admin.
 - 4.1.3. **Tactical Pauses.** Tactical pauses will be communicated to a stage admin at the end of a map during a match.

5. RULE ADDENDUM

- 5.1. **Rule Addendum:** Mythril Tournament Administration may change the contents of this Rules Document at any time. If this document is changed within the week before the applicable tournament is set to start, participants of the tournament will be notified about the changes. Failure to comply with these rules can and will result in forfeiture of maps and/or disqualification from the tournament.