

Enrollment Requirements

- 1.1 Register the game ID;
- 1.2 Register the NickName identical to the game;

About the Matches

- 2.1 MATTA-MATA mode (custom match);
- 2.2 TOTAL of 3 matches
 - 2.2.1 At the end of 3 matches, whoever has 2 wins wins, if there is a tie, whoever has more combat points wins;
 - 2.2.2 The first 2 matches will be on alternate HOST;
 - 2.2.3 If you need the third, the player with the most points has the right to host;

About the Equipment

- 3.1 Basic grenades only;
- 3.2 Medical kit of the player's choice;
- 3.3 Radar and Anti Radar only;
- 3.4 All weapons permitted;
- 3.5 All Permitted Vests;

About the Tournament

- 4.1 Worldwide Format of Selections;
- 4.2 Selection of the seed (Made by the organization);
- 4.3 Group draw;
- 4.4 32 players;
- 4.5 8 groups with 4 players;
- 4.6 Everyone in the group faces each other;
- 4.7 The first 2 Qualify;
- 4.8 The first-placed team meets the second-placed team from the side;

4.9 Pre-defined keys;

About the Dates

5.1 The round will last for 1 week;

5.2 Starting on Friday;

5.3 If the player does not answer the calls for battle marking, he will lose by WO;

5.4 The non-completion of the battle intentionally by the players will result in a tie;

Punctuation

6.1 Perfect Victory: 3 points;

6.2 Victory (2x1): 2 points; (if the player wins by the score of 2 x 1, he gets only 2 points)

6.3 Tie: 1 point;

6.4 Defeat (1x2): 1 point;

6.5 Defeat (0x2): 0 point;

6.6 Tiebreaker will be used combat points;

Validation

7.1 The match will only be validated if the Screenshots of the battles played are sent;

7.2 The only channel for sending will be through the organizers' private message;

Punishment

8.1 If the player fails to comply with one of the equipment rules, he will lose the MATCH in question by the combat score of 200 x 0;

8.2 The player may not change his Nickname without prior notice to the organizers. If you start a round with a different Name, the round will be void and your opponent will win by WO.