**TF2CC P4SS Cup Info**

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**1. Code of Conduct**

**[1.1] Sportsmanship and Spirit**

Players are expected to uphold competitive integrity and a level of professionalism. Unrestrained bad manners and disrespect undermines a healthy environment for competition. Trash talk is part of the game but behavior such as the ones outlined in rule [1.2] Harassment, Flaming, Toxicity, etc. are strictly prohibited. If you suspect a player or team of a violation, you should create a [support ticket](https://discord.com/channels/727627956058325052/930255788717510707) in the TF2CC Support Center.

**[1.2] Harassment, Flaming, Toxicity, etc.**

Misconduct reports are judged on a case by case basis from TF2CC PUGs, events or platforms. TF2CC does not police private settings but evidence from private spaces can be used in investigations. TF2CC does not tolerate toxicity in its spaces. What constitutes as toxicity includes, but not limited to:

* Verbal abuse, offensive behavior or hate speech
* Sexual harassment
* Racism, bigotry or discrimination of any type
* Threats of doxxing or harm
* Stalking
* Circumventing Blocks
* Spamming or encouraging disruption

Trash talk or gossip does not fall under rule [1.2] however they may fall under rule [1.1] Sportsmanship and Spirit.

Code of conduct violations may result in individuals or teams being disqualified/removed from the tournament at the discretion of event staff.

**2. Player Registration & Eligibility**

**4v4 PASS Time Cup Dates:**

**Registration Starts: Nov 14, 2023 at 11:59 PM EST**

**Registration Ends: Nov 28, 2023 at 11:59 PM EST**

**[2.1] Sign Up Form**

Players who qualify (see rule [2.2] below) may sign up for the TF2CC PASS Time Cup using [this link](https://docs.google.com/forms/d/e/1FAIpQLSc2SI-Oq6alWXb4BYtWoJwK0ZKHTSxlMqPOWrS58_yzj86azg/viewform?usp=sf_link). The sign up form is a team registration form, however people who wish to be available to ring may use the form as well.

There is a maximum of 8 players to a team; ringers do not count towards this maximum.

**[2.2] Player Eligibility**

If a person wishes to register for the TF2CC PASS Time Cup, then they must abide by the eligibility requirements mentioned below.

A public Google sheet that contains who has been accepted and denied will be available for everyone to view. Reason(s) for why a person/team was denied will also be shown on the sheet. Signups may attempt to remedy any issues with their application but should open a [support ticket](https://discord.com/channels/727627956058325052/930255788717510707) to inform cup staff.

[TF2CC 4v4 PASS Time Cup Team/Player Status](https://docs.google.com/spreadsheets/d/1kPB04Jal6ARMAkiV983rLx94EIANI1M-sgg2KD1R0wE/edit?usp=sharing)

**[2.2.1] Steam Info**

Players will need to have met certain Steam profile requirements at the time their application is reviewed:

* Any/All VAC bans must be more than a year old

If any of the things mentioned above are private, missing, or invalid at the time your application is reviewed, then your application will be immediately denied.

**[2.2.2] Competitive Background**

Players who have placed in playoffs in RGL 6s Main or above or who have played Advanced Highlander may be denied to encourage better competition amongst TF2CC’s audience. This will be dependent on the amount of time you have on the respective classes (via trends.tf) and other factors. Players who have competitive experience are required to put links to their competitive experience in the signup form, otherwise the team’s application will be denied.

If you are already in the 4v4 PASS Time Discord or another 4v4 PASS Time Discord, your rank must not be above Journeyman or its equivalent.

If your competitive profile has an active ban, then your application will be immediately denied.

**[2.2.3] Jumping Background**

Players whose Tempus profiles showcase that they are within the top 100 of Tempus players for Soldier may be denied or class-restricted to encourage competition. This limitation will not apply to demo. If you have multiple players who cannot play Soldier and thus cannot fit under the class limit, your team will be rejected.

**[2.2.4] Player Logs**

Players who have demonstrated that they perform exceedingly well in logs may be denied from playing in this tournament altogether or on a specific class. What determines if a player is performing well is determined on a case-by-case basis by the event staff. If an event runner gives you or a player on your team a class restriction for the 4v4 PASS Time Cup, it will be stated on the [TF2CC 4v4 PASS Time Cup Team/Player Status](https://docs.google.com/spreadsheets/d/1kPB04Jal6ARMAkiV983rLx94EIANI1M-sgg2KD1R0wE/edit?usp=sharing) sheet. If your Team Lead approves the class restriction, you may play in the tournament with that class and put in a support ticket to inform us. Otherwise, the team will be rejected.

**[2.2.5] Player Region**

This is a North American event. While players from other regions are allowed to sign up, games will be played on servers located in North America.

**3. Classes**

The TF2CC PASS Time Cup will be following the 4v4 PASS Time competitive standard with class limits of 3 soldiers, 1 demoman, and 1 medic.

**4. Preparation Period**

**The preparation period begins the moment registration opens and ends the moment it closes.**

Teams are recommended to assemble as quickly as possible to begin educating themselves and practicing 4v4 PASS Time’s bombs and strategies. Getting a feel for the gamemode and its physics are incredibly important.

**[4.1] Tutorials**

Tutorials for 4v4 PASS Time are available in #pass-time-questions’ pinned forum post. All players are recommended to watch both Basic and Advanced tutorials and to practice privately or with your team on a server.

**[4.2] Scrimmages**

Scrimmages (scrims) are practice matches against other teams. Scrims have no typical schedule, but it’s recommended you do it before 8:30 PM EST, as 6s scrims usually occur at and after that time. Scrims also last however long you like. A good amount of time would be 30 minutes for each team you scrim against, but ultimately it’s up to your Team Lead. Teams in the TF2CC 4v4 PASS Time Cup may get scrims against other 4v4 PASS Time Cup teams or any other team that they may find. Team Leads will have the responsibility of scheduling these scrims and putting in the work necessary to make the scrim happen.

**[4.3] 4v4 PASS Time Master Class**

A class will be held on **Nov. 18th at 7:30 PM EST** by **PND4**, a 4v4 PASS Time Master. Other PASS Time Coaches may join to assist with the lesson. It will go into greater detail than the tutorial videos supplied, informing players about callouts, advanced tech, how to play as each class, and how map-specific mechanics work (jumppads). Players are recommended to use the time before this class to create a list of questions to ask the coach.

**5. Matches**

The TF2CC 4v4 PASS Time Cup matches are split into two days. Day 1 will determine seeding for Day 2. Playoff seeding is based on rounds won & lost. See rule [5.9] for how Playoffs matches work.

**[5.1] Official Match Times**

**Day 1: December 2nd, 2023**

Round 1: 5:00 PM EST

Round 2: 6:00 PM EST

Round 3: 7:00 PM EST

Round 4: 8:00 PM EST

**Day 2: December 3rd, 2023**

Round 1: 5:00 PM EST

Round 2: 6:00 PM EST

Playoffs Round 1: 7:00 PM EST

Playoffs Round 2: 8:00 PM EST

Playoffs Round 3: 9:00 PM EST

Playoffs Finals: 10:00 PM EST

Matches must start within 15 minutes of the times listed above by default. If a match is being casted, then teams must wait for event staff to give them a signal that they may start their match. This delay is to ensure that the casting staff are able to properly set up the stream.

During the tournament matches, while event staff can not monitor the team communication channels, there should not be any extra persons in those channels other than the players that are playing in the match. If a team is caught with extra people in their channel, then the match may be overturned in favor of the opposing team.

**[5.2] Player Swapping**

Each team may only have 4 players in the match server at a time. Teams may decide to swap players out during a match. In order to do so, one of the players in the match server must leave the server, and then the alternate player may join the match. Teams may decide to pause the match in order to allow this switch to occur. Refer to rule [5.8] for pauses.

**[5.3] Home vs Away**

One team will be marked as the “Home” team and the other team will be marked as the “Away” team. The Home team has a few different responsibilities for the match to proceed:

* Provide a suitable server for the match to be played on. A suitable server is outlined in rule [5.4].
* Report the final results of the match as laid out in rule [5.7].

If the Home team is unable to provide a suitable server for the match, then the Away team may provide the server. If neither team is able to provide a suitable server for the match, then TF2CC event staff will provide the server that must be used for the match. Either team may open a TF2CC Support Ticket in order to inform event staff that they need a server for their match.

**[5.4] Servers**

The server used for the official match must follow the specifications as mentioned below during a match.

**[5.4.1] Location**

The default server location is Chicago, US. If both teams agree to use a different region, then a server may be obtained for that region. Otherwise, the server must be based in Chicago.

**[5.4.2] Settings / Configs**

The only config that should be used during a match is the **rgl\_pt\_push** config. The whitelist will automatically execute.

sv\_cheats and other such server/console commands may not be used during a match. If a player/team is caught using these server commands, then the opposing team may report this activity to event staff in a TF2CC Support Ticket. Evidence must be provided when making such a report.

EXCEPTION 1: Server commands such as **rcon mp\_winlimit** or **rcon mp\_timelimit** may be used if those settings were not set properly.

EXCEPTION 2: Players having issue with being kicked repeatedly (more than once within a match) for “Issued too many commands to server.” may change the **sv\_quota\_stringcmdspersecond** to **1000**. This may resolve the issue.

**[5.5] Logs / Demos**

The server must upload logs and demos automatically. If requested by event staff, link(s) to the logs or STV demos must be provided. Failure to do so may result in one of the following:

* The match must be replayed in order to provide evidence of logs or demos.
* The participant who event staff are requesting logs or demos from will be suspended/expelled from the tournament.
* The team that cannot provide logs or demos will be expelled from the tournament.

**[5.6] Forfeits / BYE**

Teams may request a forfeit win under a few conditions:

* All participating players on the requesting team are in the server and the team is readied up.
* An attempt was made to contact the opposing team and get them in the server.
* 15 or more minutes have elapsed since contact has been made AND the requesting team has readied up.

OR

* A team has declared that they intend to forfeit the match.

A TF2CC Support Ticket must be opened with evidence of the above.

The team that has received a forfeit win will receive full match points.

A team that has accumulated two forfeit losses will be expelled from the tournament.

In the case that there are an uneven amount of teams in the tournament, then a BYE team will be used. A team that is matched against the BYE team will receive an automatic win and full match points.

**[5.7] Score Submission**

After a match has concluded, the Home team must provide evidence that the match occurred by posting a message in **#pass-time-match-results**.

An example post is:

**TEAM\_NAME\_A 5 - 2 TEAM\_NAME\_B**

**https://logs.tf/123456**

The order of the team name and score matters as that is how event staff will update the scores in the tournament records.

**[5.8] Pauses**

Each team is allowed one pause per map during a match. The pause may be for any reason, however the reason must be laid bare in chat to the opposing team. Any pause may only last a maximum of 5 minutes. If the pause lasts longer than 5 minutes, then the opposing team may forcefully unpause the match.

If a team attempts to pause more than once per map, then the opposing team may report this activity through a TF2CC Support Ticket to have the match forfeit in favor of the opposing team. Evidence must be provided that a team has paused more than once per map.

To pause or unpause a match, any player in the server may use the **pause** console command. This will immediately pause or unpause the game. To repause a match, any player in the server may use the **repause** console command. This will quickly unpause and repause the game.

EXCEPTION 1: A “repause” does not count as a second pause. A repause is used to allow players who are connecting to a server to join the server. The player who is connecting to a paused server will be stuck on “Sending Client Information”, thus a repause is needed to allow that player to join.

EXCEPTION 2: If a player on a team disconnects unintentionally or the team is doing a player swap, then the match may be paused, even if that team has already paused before.

**[5.9] Day 1**

The TF2CC 4v4 PASS Time Cup’s Day 1 matches will consist of:

Round 1: pass\_arena2\_b8

Round 2: pass\_stadium\_b31

Round 3: pass\_stoneworks\_a25

Round 4: pass\_ufo\_a11

**[5.10] Day 2**

The TF2CC 4v4 PASS Time Cup’s Day 2 matches will consist of:

Round 1: pass\_arena2\_b8

Round 2: pass\_stadium\_b31

**[5.11] Playoffs**

There will be 4 teams in each division for playoffs. Matches will be best of three maps using the standard rgl\_pt\_push config.

**[5.11.1] Playoff Pick/Bans**

During playoffs, there will be text channels or threads set up in the TF2CC Discord server where the teams will decide on the maps and map order.

The higher seed team may decide whether they want to ban one of the four maps or choose the order of the remaining three maps. The lower seed team will take the option that was not chosen.

For example, if team A decides to ban pass\_ufo\_a11, then team B decides the play order of pass\_stoneworks\_a25, pass\_stadium\_b31, pass\_arena2\_b8. If team A decides to choose the play order of the maps, then team B must first decide which map to ban.

Not acting quickly enough on your decision (e.g. within 5 minutes) may result in your pick/ban being forfeited to the other team.

**6. Substitutes & Ringers**

**[6.1] Differences Between Substitutes & Ringers**

A substitute for the TF2CC 4v4 PASS Time Cup is a participant who is registered on a team, but as a backup player rather than a main player. This participant may play in their team’s matches without needing to be approved as a ringer. There may be a maximum of 4 substitutes per team (total of 8 players).

A ringer for the TF2CC 4v4 PASS Time Cup is a participant who is not on a team but has the PASS Time Ringer role or not on the team that is requesting said ringer but on a different team. This participant may be called upon to temporarily fill in for a main player during a scrim or match. Look for the channel called **#pass-time-lfs-lfr** to either post yourself as a ringer or look for other participants to ring.

Example ringer post: **ring me soldier 9:30 10:30**

Example looking for ringer post: **lfr medic 8:30**

**[6.2] Ringer Qualifications**

In order to be a ringer for a TF2CC 4v4 PASS Time Cup match, the player must have the PASS Time Ringer role and be in the same div, or be on a team within the same div. The player must respect their class restrictions at all times.

**[6.2.1] Declaring a Ringer**

If a team plans on using a ringer for their match, then they must inform the opposing team that they intend to use a ringer and include that ringer’s information. This information may be the steam profile, competitive profile, or otherwise that may be used to identify the ringer.

Failing to declare a ringer to the opposing team during a match will result in the match being forfeit in favor of the opposing team.

**[6.2.2] Restriction on the Amount of Ringers**

A team may only have at most 1 ringer at once in their match. Any attempt to use more will have the match forfeit in favor of the opposing team.

**7. Prize Pool**

TF2CC events are free for players to join and participate. Some events will have a prize pool for the top teams/players. These prize pools are self funded, but may be supplemented by TF2 item donations. The 4v4 PASS Time Cup will have a prize pool of 24 keys, with 12 keys for each division.

**[7.1] Donations**

TF2CC accepts all TF2 item donations. These donations will be used to fund the current and future prize pools of events. We do not require participants to donate any TF2 items if they choose not to. Any items that are donated may be converted into TF2 keys, as keys are the main item for the prize pool.

[Donate TF2 Items Here](https://steamcommunity.com/tradeoffer/new/?partner=1044775142&token=M7WgCdtU) or send a trade offer to any of the event staff.

**[7.2] Distribution**

After the 4v4 PASS Time Cup has finished, a new form will be announced to all teams/players that qualify to receive part of the prize pool. Those participants must fill out the new form in order to receive their winnings. Ringers will not receive any prizes even if they played on a team that qualifies to receive a part of the prize pool.

**8. Other Rules**

**[8.1] TF2CC Support Tickets**

Participants may open a TF2CC Support Ticket for any reason. This will create a private thread for communication between the participant and the event staff. We encourage participants to open a ticket to report any misconduct they notice or questions they may have during the event. To open a TF2CC Support Ticket, go to the **TF2CC Support Center** category and **#create-support-ticket** channel, then press the **New Ticket** button.

**[8.2] Player Communication**

After teams have been created and announced, participants may use their own means for communications (e.g. Discord, Mumble, Zoom, Skype, eMail, in-person communication, etc). TF2CC recommends that teams set up their own Discord server and invite everyone on their team to that server.