

RULES

OverFrag

2016 v1.1

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General rules

1. General

- 1.1. First and foremost, we are using the CET (Central European Time) and CEST (Central European Summer Time) as references in terms of indicators for time in the winter and summer seasons respectively.
- 1.2. The selection and approval criteria in terms of priority to play in the cups are based on the following points:
 - Clan average skills (to be determined by OverFrag supervisors)
 - Penalties obtained in former seasons
 - Stability within the clan
 - Participation in former seasons
- 1.3. Players are selected for participation based on their proven stability (i.e. the ability to complete leagues), their reputation and their experience with international online matches.
- 1.4. Players who violate the following rules will be given a card. In serious cases of breaching the rules, the player or clan in question will be excluded from future cups. A clan can be given 3 types of card:
 - Yellow card: This card is given out for relatively small rule violations. In certain cases where a yellow card has been handed out, the win will be handed to the opposing player or team. A second yellow card will be turned into a red card.
 - Red card: The match in which they received this card will be changed into a forfeit loss. In some cases this card is handed out together with one or more player bans.
 - Beyond red card: A player or clan that already has a red card but has violated again will be kicked from the cup.
- 1.5. Only 1 card can be given for each match. In case of several violations only the most severe card will be handed out. However, all extra punishments for each of the rule that was violated are still applied.
- 1.6. Abusive behavior towards an OverFrag crew member or opponent, at any time during the cup season, can be punished.
- 1.7. If the abuse is severe a supervisor can also punish with a temporary or permanent removal from the cup of either the offending players or the entire clan.
- 1.8. The clan leader or team captain is responsible for his own members knowing and following the rules. A clan leader or team captain breaking the rules may incur penalties against the whole clan.

- 1.9. OverFrag organization reserves the right to broadcast every match. The recording of such broadcasts can't be refused by the players. In many cases third parties will be asked and allowed to broadcast the matches. Spectators may never be charged.

2. Tournament Layout

- 2.1. One round lasts for one week.
- 2.2. Teams will play against each opponent in group, playing one game per round. At the end of group stage, the highest ranked clans will proceed to play-offs and finals stages.

3. Supervisors

- 3.1. The cup is supervised by OverFrag supervisors who are responsible for enforcing the rules, scheduling matches that aren't scheduled on time by the clans, and recruiting. For any problems, contact the OverFrag on the Discord channel, forum or through the e-mail address.

4. Clans and Players

- 4.1. Clans overall skills are determined by OverFrag administrators.
- 4.2. Clans who quit the cup or who are removed from the cup for 2 no-shows / forfeits may be excluded from the next cup season.
- 4.3. Players must use their main Steam accounts with original Steam ID to attend their cup matches. By main account we typically mean the player's first account. In case that is not possible due to difficulties with login in, contact the supervisor as soon as possible.
- 4.4. A player has to meet requirements listed below to participate in cup:
 - Account registration and connection with their respective clans in the cup. The player must register their in-game nickname on Challonge.com in the nickname section. If the nick of a player isn't added at the start of a match this match is considered a defloss.
 - The player must be accepted by OverFrag supervisors.
- 4.5. It is strictly forbidden for a player to play for 2 clans at once in the same cup. If it turns out that a player has been playing for 2 clans at the same time, the clans in question will both be kicked from the cup.
- 4.6. Players are allowed to play for multiple clans given it isn't in the same cup, e.g. like iFT and iCTF.
- 4.7. It is only allowed to add 2 players while a cup is in group stage. An admin has to be informed instantly about any rooster-changes. Clans are not allowed to add players once a cup has reached playoff stage.
- 4.8. Any attempt by a clan to deceive the Supervisors by letting a player fake nick, or providing deliberately false information (including faking match scores) will result in the clan being

removed from the cup. Additionally any players involved in the match may be banned if it can be proven that they were aware of an attempt to break the rules. If this attempted deceit occurred in the last week of group matches or later then the player(s) will also be banned from the next cup season.

5. Demos and screenshots

- 5.1. All players must record demos from the whole match. Both clans may request the demos from the other clan during a match conflict as long as they have a valid reason for wanting the demos. The players must keep the recorded demos for 3 days after the match time of the game.
- 5.2. If either clan decides to request demos in case of a conflict they must also explain their reasons for doing so and post an official conflict on the cup forum within 24 hours of the stated match time. The players who the demos are requested from have 72 hours to upload the demos in question.
- 5.3. If a clan fails to provide the requested demo(s), or if some of the requested demos are broken or missing 3 or more minutes, a forfeit loss will be awarded against the clan who failed to provide the requested demos. If both clans fail to provide the requested demos the match will be cancelled and a double forfeit will be submitted as both clans have violated cup rules. Clans and players repeatedly failing to provide demos will be removed and suspended from the following seasons cups.
- 5.4. In case a clan wants demos from the opponent the clan should immediately state the exact demos they want (player and map). If the clan doesn't comply with this request the opponent is free to upload any demo of the match as he sees fit.

6. Group Rankings

- 6.1. Group rankings are worked out by the following rules, in order of importance:
 - Match wins
 - Wins vs Tied Participants
 - Game/Set Win %
 - Points Difference
- 6.2. A forfeit loss corresponds to a loss of all maps. No map scores will be entered. A no-show is regarded as a forfeit loss.
- 6.3. A clan that forfeits a group match for the second time will be removed from the cup.
- 6.4. If a clan leaves the cup with only one match to go, then the last match will be considered a forfeit loss and all the clan's matches will count for the ranking. This rule does not apply however to clans that had already forfeited a match or that had won or lost all their previous matches.

- 6.5. If a clan leaves the cup after having qualified for the playoffs, it can be replaced by the clan ranked below it in its group.

7. Wildcards

- 7.1. Each clan is given 1 wildcard, which it can use to cancel and reschedule a planned group match, for whatever reason. Clans are strongly advised to cherish their wildcard until they really need it because of bad luck (e.g. connection problems). Using the wildcard lightly and then losing a later match because of real problems would be a painful way to be eliminated from the cup.
- 7.2. The wildcard can be used up until the match start time. If a clan attempts to use a Wildcard after the match start time they will forfeit the match.
- 7.3. A wildcard used against a clan that later quits the cup is not restored.
- 7.4. Clans that try to use their wildcard a second time lose by forfeit. It is not the cup admins responsibility to check whether a clan already used its wildcard.
- 7.5. When a wildcard is used, the clans have to reschedule the match immediately to one of the days into the same or the following matchweek of the original match date, and inform the supervisor. If no agreement is communicated to the Supervisor within 48hrs of the original match time, he may force the match to be played as he sees fit.

8. Cheating and Abuse

- 8.1. The uses of any third-party software such as wallhack, autoaim or autotrigger are strictly forbidden. The use of any forbidden program or file by any clan member during a cup match will lead to the exclusion of the clan from the cup and a ban according to the general cheating and abuse policy. The use of such program or file outside the cup may lead to the same sanction.
- 8.2. Programs that do not interact with the game in any way are allowed, even if they can be used and operated simultaneously with the game. Voice communication programs are examples of such programs.
- 8.3. For situations not covered by the rules, the supervisors will make decisions applicable on the situation.
- 8.4. Any attempt to mislead a supervisor will be met with an “appropriate” penalty.

9. Changes and Exceptions

- 9.1. These rules are subject to change at any time. Changes made after the start of a Cup will always be reported on the cup page. All clans leader are expected to know and follow all the rules. Not knowing them is no valid excuse for not following them.

Match Rules

10. Server Settings

- 10.1. Checking the server settings is both clans' responsibility. If a certain setting is wrong they should alert the supervisor immediately. Matches will not be replayed or restarted because of a wrong setting that could have been reported before or in the beginning of the match.
- 10.2. It is not allowed to change any server settings after the match has started without both clans agreeing to it. Failure in following this rule will result in a default loss of the match.

11. Match Rules – general

- 11.1. Group matches are predefined by the roster
- 11.2. All matches are played with 4v4 only. 4v3 is allowed in case a clan is not able to provide their last player. 3v3 is allowed only on both teams agreement if unpredictable situation happens after the game already started.
- 11.3. Matches are played with best of three (B03), the first clan to win 2 maps wins the match. Playoffs stage is played B05 until the grand final and 3rd place game, which are played B07.
- 11.4. Official match scheduling can only be done on OverFrag Forum. Every match proposition from one clan to other needs to be made at least 48 hours before official match start time
- 11.5. If both teams cannot agree upon official match date and hour, default date and hour will be applied.
- 11.6. Default day in every competitive week is sunday, 20:00 CET for iFT and 21:00 for iCTF.
- 11.7. If one team is still playing their default iFT match, noshow requests are not valid for iCTF match in case of two default matches in same day.
- 11.8. Each team can use monday as an additional day for match scheduling from week before only if other team also agrees.

12. General

- 12.1. The match may not begin before the streamer is ready (in situation there is any scheduled and confirmed for the game).
- 12.2. If the server crashes during a match, the map will be restarted only if the crash occurred less than 1 minute after the start, or during the 1st round for round-based games. In all other cases the remaining time (rounded to the closest minute and with a minimum of 2 minutes) or rounds will be played, after which the scores will be added to determine the map win.

- 12.3. The break between maps will be exactly 10 minutes unless the clans ready up themselves. The match supervisor may force the map start if players don't ready up in time.
- 12.4. The match admin or team captains will pause or timeout the match whenever a player overflows or crashes. The pause may last no longer than 5 minutes (enough time to reboot and reconnect). The maximum total pause time is 10 minutes per map per team. The server can be paused no more than 5 times for the same player's problem (i.e. repeated lag bursts) during the entire match. After that, the player has to play with his problem or be replaced.
- 12.5. Every team is given 1 tactical timeout during map. To use it team has to call timeout and make public announcement (e.g. say "tactical").
- 12.6. Players always have to be easily identifiable to supervisors, opponents and streamers. Therefore, players must use easily identifiable nicks which are the same as (or very closely resemble) those registered on the Challonge clan's page both on Discord and in-game.

13. Before the Match

- 13.1. Meeting on Discord before the match:
 - Meeting time = 30 minutes before starting time.
 - Deadline time = 15 minutes before starting time.
 - Starting time = the scheduled starting time of the match.
- 13.2. One member from each clan gather on the Discord channel. Channel logs will be used to keep track of the channel discussion.
- 13.3. If either team claims a no-show win the admin or the opposing team may request all of its players (a valid lineup) to join the server. This is to prevent a team claiming a no-show win even though all of its players aren't there either. A request will only be considered valid if it is done publicly in the match channel.
- 13.4. If one clan has not a single representative present 15 minutes before the start, then the other clan may immediately decide on the server. This clan is free to change its server decision later on if the opponent has shown up.
- 13.5. If one clan has not a single representative present at the starting time the result will be entered as a no-show victory for the opponent. If the reason for not showing up is proven to be beyond their control (e.g. ISP problems for all players) the match can be rescheduled.
- 13.6. If no supervisor is available for the match, then the clans are still expected to show up on time, follow the above procedures and keep channel logs.
- 13.7. Once a server has been decided upon, this decision stands for the entire match, except in the following circumstances: both clans agree on a server change, the connections to the

server have changed drastically for several players, or the server decision was based on information that was false or has changed. Only the supervisor can judge whether the latter conditions apply to a sufficient degree to warrant a server change.

14. Map picking

- 14.1. A coin toss decides which team picks the first map or leaves this privilege to the other team.
- 14.2. Best of 3: pick, pick, drop, drop, drop, drop, pick.
- 14.3. Best of 5: pick, pick, pick, pick, drop, drop, pick.
- 14.4. Best of 7: pick, pick, pick, pick, pick, pick, pick.

15. After the Match

- 15.1. The results must be entered by the winning team on the homepage or Challonge.com within 48 hours after the game. If not the game is considered a defloss.
- 15.2. If your opponent didn't show up, inform an admin or supervisor about it.