

CoD UO Reborn Cup #4 rules

GENERAL RULES

The tournament is 5v5 AWP CoD:UO Cup.

Matches will be played 5v5 (4v4 or 6v6 can be played only if agreed by both teams, the proof of the agreement has to be uploaded with the map results).

Group phase: 18 january-7 february.

Playoff: 8-28 february.

Each team will assign 1 team captain during the registration, who will be contact person on CoD UO Allstars discord.

There is only one round during the group phase. All teams qualify to playoffs. Top 4 teams from each group start in the upper brackets while bottom 4 teams from each group start in the lower brackets. During the group phase the maps will be randomly selected for each round, you have to play them in the order you find it in the document uploaded to the CoD UO Allstars discord or on Unitedbase website.

NOTE: The format of the groupphase might be changed depending on the number of signups.

A date period will be set for games, it's up to the clans to schedule the matches and make sure they are played on time. You can play your group matches in any order, but you have to finish all of the games until the deadline.

Teams starting in lower brackets are eliminated after first loss. Teams starting in upper brackets are moved to lower brackets in case of a loss and get one more chance to earn their place in the Grand Final in the Loser's bracket.

In the playoff each team can pick their own maps (from the map pool), but only once during the Winner's Bracket. If you go down to the Lower Bracket your maps will be reset and you can once again pick the same map (but only once). In the Grand Final you can choose all the maps again.

Two maps are played in the groupstage with mr12 (first to 25 rounds is the winner). In the playoff you play best of 3 maps (bo3) with mr12 (first to 13 rounds on a map is the winner).

Bo3: You have to win 2 maps out of the 3. If a map is tied you play overtime mr3 until you have a winner. The third map is picked after a banning phase (last map standing is the third map). A pistolbash decides who starts banning. In the grand final the team from the Winners bracket decides who starts banning.

All of DQed teams' results will be deleted and given 10-0 to their opponents.

Teams can't refuse the joining of a cup admin at any time of the games. For discipline, clans and players can be awarded yellow and red cards during and/or after the matches:

Player Cards:

Yellow = round loss. /e.g.: breaking the match rules/

Yellow x3 (for the same player, same game) = DQ from match.

Red = match loss + DQ from competition. /e.g.: hack usage/

Team Cards:

Yellow = match loss /e.g.: no show/

Yellow x2 / Red = DQ from competition.

PRE-MATCH RULES

It is the responsibility of the team captains to arrange the matches so the results can be uploaded before the deadline. Please be active!

Once a set time has been arranged, you have to upload the date and time to the CoD UO Allstars discord or contact an admin.

If both teams agree, a match can be rescheduled, you have to notify the admins and upload the new time and date to the CoD UO Allstars discord.

Even if admin(s) are on the server, it is the team captains' responsibility to check the GUID's before the start of the match. You can find the GUID's on discord or Unitedbase. Remember, once the match has started, you cannot claim the victory because the other team had an unlisted player. Sort it out BEFORE the match.

The teams have to make sure in advance that they have all the maps, have a functioning PB before their matches, if the team members are not able to connect on the set time and date then the no show rule will be applied! DOWNLOAD LINK for 1.51, mappack, german_town!

MATCH RULES

Both teams must have 5 (4 or 6 if agreed) players on the server at the agreed time. The latest the war can be delayed is by 15 minutes.

No show:

if the team's captain doesn't respond in within 3 days in the CoD UO Allstars discord or in any other platform.

if the team doesn't have at least 4 of the 5 players on the server in within 15 minutes to the set time and date. (Advice: Always make sure to agree on the Time Zone too!) After 15 minutes the match has to start (even in 4v5), in case of 3v5 or less the team with all the players can claim the victory. (The rule doesn't apply if you have 4 or less players!)

In case of misunderstanding each other or the time zones the admins will decide the outcome of the match.

When a team reaches 25 rounds you can leave the server. But the rest of the rounds will be given to the other team. Those rounds dont count in the standings but in case of a conflict round deduction is a possibility. So we recommend to play all 24 rounds on both maps.

A bash for teams will take place on the first map.

In the groupstage the winner of the pistolbash can decide which map they want to choose side on. The losing team will pick side on the other map. It is allowed for the winner to choose side on second map, then the loser choose side on the first map.

In the playoffs the winner of the pistolbash choose which map AND side to start on. The losing team picks side on the second map. In case of a third map there will be another pistolbash.

Subs are only allowed during Ready-Up-Periods, or during timeout.

No whining. If there is constant whine and global, the team may be penalised.

A team is considered to have left if 2 or more players of the same team disconnect from the server.

A team is allowed 1 pause per map. The team must request the pause before the next round starts otherwise that round has to be played. If you request the pause in the middle of the round your team loses the round! The pause can last just 5 minutes. type `/matchtimeout` for a pause and then `/matchetimein` when ready.

Referees are allowed to watch the match. Cup admins cannot be refused unless they represent one of the teams playing the match.

Streamers/shoutcasters, that the admins have allowed, cannot be refused unless they represent one of the teams playing the match.

No reconnecting unless you have a valid reason. If you reconnect for no reason or without asking the other team/referee, a referee has the right to stop you playing the match.

Teams have no right to kick an opponent unless requested by the other team.

You have to make screenshots of the results at the end of both maps!

POST-MATCH RULES

After the match, the captain of the winning team has to post the results on the CoD UO Allstars discord with screenshots in within 2 hours. Otherwise the result will be deleted and no points will be given to the winning team. In case of tie you have to decide with the other team's captain who will upload the results in within 2 hours otherwise the same rule applies! Results without screenshots won't be accepted, so make screenshots of the results at the end of each maps!

In the playoff it is also important to write what map each team picked. To prevent teams from picking same map twice.

If an opponent did not show up, you have to post it to the CoD UO Allstars discord too, with the proof of the agreement of the time and date and a screenshot of you online on the server. Any team that fakes a no-show will be disqualified.

If there are any disputes after the game, please let an admin know.

You can ask up to 2 demos from the opponent after the match.

The admins can ask all the demos from the teams, if even 1 demo is missing from a team it will cause a team yellow card (match loss).

Win = 3 points ... Draw = 1 point ... Loss = 0 points.

Let the admins know of the result if available.

MAPLIST

Maplist: mp_uo_carentan, mp_uo_dawnville, mp_uo_depot, mp_uo_harbor, mp_uo_powcamp, mp_cassino, mp_peaks, mp_railyard, tigertown, german_town, arnhem.

Maps will be pre-chosen during the groupstage and they have to be played in the order how you see it in the webpage.

SERVERS

There are official servers for the competition with standard PAM, Anti-Config and settings. It is highly recommended to play the games on the official servers.

Playing on other servers only possible if both teams agree to it.

The passwords and rcon password will be given by an admin.

Changing the server password so the admins are not able to join for the matches can lead to penalties.

PAM-MODES

Groupstage: pam_mode mr12

Playoff: pam_mode bo3 (or pam_mode mr12)

Overtime: pam_mode overtime

The difference between **pam_mode mr 12** and **pam_mode bo3** is that **pam_mode bo3** ends a map when a team reaches 13 rounds. **pam_mode mr12** ends the map after all 24 rounds have been played.

Pam_mode overtime is mr3.

Strattime will be set to 10 seconds.

DEMOS AND CONFLICTS

Every playing team member has to record demos during the matches! (/record "[Clanname]_[Playername]_vs_[Opponent]")

The opponent is allowed to request up to 2 demos from the opponent after the matches.

Any player or team that fails to hand in their demo (more than 5 rounds missing) will be punished after a review by the admin team. If a team fails to hand in a demo after two different matches, they will be disqualified from the competition.

Demo's will be used to solve any conflicts or issues, e.g. jumps, glitching etc.

In case of conflict, after you've watched the demos (max 2) from the opponent you have to send them to the admins with a txt attached, where you mark the map, round and type of issue you've noticed! The demos have to be attached with the name format: "[Clanname]_[Playername]_vs_[Opponent]"

Cup Admins are allowed to request demos from any player from any match without any limitations.

PLAYERS AND GUIDS

Every team has to register their roster with GUIDs to the CoD UO Allstars discord.

If a player does not have the same GUID mentioned in the CoD UO Allstars discord, they cannot play. We may allow exceptions if it can be proved, without a reason of a doubt that the player on the server is in fact the player in the team.

Players must have their GUID and be signed up for at least 24 hours before they can play (unless the opponent agrees).

It's the responsibility of the teams to check the GUIDs before the match starts. The player with false GUID can't play in the match.

If a sub has false GUID, since the game has already started and you are caught, the game will be forfeited for your team.

Unless the other team agrees, ringers cannot be played.

Players can switch teams but only if they haven't played for the another team yet.

Max 2 players can be added per team during the groupstage. When playoff starts you can not add more players. The players you add must not have played for another team in the cup.

CHEATING AND ABUSE

There is a document that contains all the information of the bug usage and the trick jumps in each map, it is uploaded to the CoD UO Allstars discord .

After conflict or an admin notices something the Admins together check the demos and decide how to act. Keep that in mind that every situation is different, we don't recommend the usage of any of the listed bugs of the game, because it may lead to a penalty!

If a pbss shows any sign of hacking, the player will be disqualified, added to the master ban list and the match will be forfeited for his team. This also includes any pb related kicks or a player being caught with paid cheats.

If hacking is obvious in a demo, the player will be disqualified from the competition and his team loses the game. The admin group decides from the demo!

NO GLITCHING/BUGS is allowed at all. e.g. no reload glitch for rifles/snipers. It can lead to a round loss; the online admin can decide it during the match or the admin group from the demo! If you are not sure what includes this group, ask the admin(s) before the match / the competition!

Using MACRO is not allowed, even if you are using your mouse's official software. It can lead to a round loss; the online admin can decide it during the match or the admin group from the demo! If you are not sure what includes this group ask the admin(s) before the match / the competition!

Hard usage of Clipping or Leaning is NOT allowed. It can lead to a round loss; the online admin can decide it during the match or the admin group from the demo! If you are not sure what includes this group, ask the admin(s) before the match / the competition!

Jump plants or any plants hidden inside of the bomb/tank etc. are NOT allowed! It can lead to a round loss; the online admin can decide it during the match or the admin group from the demo! If you are not sure what includes this group, ask the admin(s) before the match / the competition!

Any constant abuse in game or to any admins will result in a yellow card.

Lag binding of any sort is NOT allowed. It can lead to round loss; the online admin can decide it during the match or the admin group from the demo!

Trick jumps are NOT allowed; general rule is that every jump that requires the usage of FPS Bind, 333 FPS, Nade(s) or other team member(s), is NOT allowed. It varies in every map what defines as DISALLOWED trick jumps, ask the admin(s) to clear it before the match/competition otherwise if you use it, can lead to round loss. The online admin can decide it during the match or the admin group from the demo!

Teamkilling before the start of a round, to gain two weapons, is not allowed.

Deliberate use of smoke bug (throwing a smoke behind or in front of an existing smoke to be able to see through it) is not allowed. Admins will take a decision if the smoke was thrown deliberately to create a bug or not. Bug abuse = round loss. Repeated bug abuses can lead to match loss.

Fast reload is not allowed and can lead to round loss if it had an effect on the round. Admin makes a decision upon reviewing demo.

Throwing grenades or smoke grenades during strattime is not allowed.

OTHER

If both teams agree to bend the rules (only slightly) e.g. players allowed or start time, there must be proof otherwise in the case of a conflict, normal rules will be applied.

Teams that leave the cup will have any games that they have played removed. (this also applies to teams with 2 no shows)

Group rankings are worked out by the following rules, in order of importance:

- 1) Overall points
- 2) Result of the matches between the tied clans.
- 3) Overall round difference
- 4) Total rounds won

In case if 3 teams have the same points at the end of the group stage:

- 1) The first team is the team with the best round difference
- 2) Then from the two remaining teams we check the results against each other

3) If it was a tie, then we check the overall round difference, then the total rounds won.

4) If everything is equal then they will play a 1 map match, the map will be banned.