



UnitedBase Summer Cup Rules



GENERAL INFORMATION & REGISTRATION

The tournament is 5v5 All Weapons Call of Duty 1.51 Cup.


Registration period: 16th of April – 30th of April

First day of the competition: 1st of May

Every other date and deadlines will be posted on [CoD UO Allstars Discord](#)!

The only official platform to communicate is discord!

Following Conditions must be met in order to the registration to be valid:

- **Each team must assign 1 team captain** during the registration, who will be the contact person for the team.
- The captain must sign up the roster with GUIDs in the correct format in the Discord #registration channel.
- Team Captains must leave a “” emote reaction at the Discord #Rules channel to indicate:
 - He has read the rules
 - He has shared the rules with all team members
 - The team agrees and accepts the rules

It is the responsibility of the captains to schedule the matches and make sure they are played in time.

MAPLIST

mp_uo_carentan	mp_peaks
mp_uo_dawnville	mp_railyard
mp_uo_depot	mp_tigertown
mp_uo_harbor	german_town
mp_uo_powcamp	mp_uo_stanjel
mp_cassino	

Unless the other team agrees, it is forbidden to use a mixer. Members from other registered teams cannot be used as a mixer under any circumstance.

Players can switch teams provided they have not yet played a game for their team. If a player who has already played for a team would like to switch teams, it is only possible **before** the Playoffs and if the admins and all the other teams’ captains approve it.

Max 2 players can be added per team during the Group Phase. When the Playoffs starts you can no longer add more players unless all team captains of the remaining teams and the admins approve it. The players you add must not have played for another team in the cup otherwise the admins and the other team’s captains have to approve it.





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FORMAT OF THE COMPETITION

The following format will be used throughout the cup:

- **Group phase(s)**
- **Playoffs**
- **Grand Final**

The teams will be divided into 2 groups, **every team succeeds to the Playoffs** after the Group Phase. The top 4 from each group will start the Playoffs in the Upper Bracket, all the other teams are starting the Playoffs in the Lower Bracket!

NOTE: The format of the Competition might be changed depending on the number of signups, you will be informed in the #news channel in case of any modifications.

GROUP PHASE

Each team will play the opposing teams in their group once. **The Group Phase will be divided into 2 different phases with each their own deadline:**

- Group Phase 1 (1st of May – 15th of May)
- Group Phase 2 (16th of May – 30th of May)

Once both Phases are over, the Group Phase will come to an end. The above measure will prevent teams from delaying their group games until the end of the total Group Phase.

The rounds, matchups and maps are randomly pre-selected before the start of the competition, and they will be posted with the deadlines of the phases in the #Group Games channel.

You must play the maps in the order they are written in the #Group Games channel. **If you play the wrong map order the admins can decide to force a replay of the match!**

It's the responsibility of the captains to schedule the matches and make sure that they are played in time. You can play your group matches in any order, but you must finish all the games before the Group Phase deadlines.

Teams may schedule their game in another Group Phase if this provides a better outcome availability wise for both teams, but every group match must be finished by the 2nd Group Phase deadline. **Teams must provide a proof that they have agreed to schedule the match in another Group Phase. If they are unable to provide this proof, the Admin Team will discuss a potential no-show!**

During the Group Phase, a **pistol bash** will take place on the first of the 2 pre-selected maps. The winner of the Pistol Bash can decide on which map they want to choose starting side on. The losing team will pick a starting side on the other map. **It is allowed for the winner to choose the starting side on the second map.**

Every match in the Group Stage must be played in MR12 format first team to reach 25 rounds wins is the winner. The Admin Team suggests playing every match until the end!

`/rcon pam_mode mr12`

Points will be rewarded as shown in following table:

Win	3 Points
Draw	1 Point
Loss	0 Points





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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 there are 3 teams with the same amount of points at the end of the Group Phase:

- 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.

PLAYOFFS

Every team will qualify into the Playoffs coming from Group Phase regardless of their performance. The teams with the highest amount of points in Group Phase will start off the Playoffs in the Upper Bracket. The Teams with the least points in Group Phase will start off in the Lower Bracket.

During the Playoffs each team can pick their own map to play from the map pool. **Teams can only pick each map once** for as long as they remain in the same Bracket as they were originally placed in. This means that when a team goes from the Upper Bracket to the Lower Bracket, their map picks will be reset and made available again in the Lower Bracket. There they can only pick each map from the map pool one time.

All map picks will be reset once again the Grand Finals have been reached.

During the Playoffs, a best of 3 maps will be played in MR12 format. **The first team to reach 13 map points is the winner of the map. A game is won if either team succeeds to win 2 out of the 3 maps.**

`/rcon pam_mode bo3`

If a map is tied, overtime will have to be played on the same map in an MR3 format. **Each overtime is started on the same side which the teams have played last.**

`The server automatically starts overtime mode in case of tie in bo3 pam.`

Before the start of a game a **Pistol Bash** will take place on a map that is agreed upon between both teams. **The loser of the pistol bash must reveal their map pick first**, afterwards the winning team reveals their map pick. **The winning team can decide which of the 2 maps is played first along with the starting side. The losing team can pick the starting side on the second map.**

When both teams win a map and the match is tied 1 – 1, a third map is required to be played. 2 more **Pistol Bashes** will take place:

1. The winner of the first **Pistol Bash** can decide who starts banning maps from the remaining map pool.
 - a. **Note:** The team that starts the ban will not be able to choose between the last 2 remaining maps.
2. The winner of the second **Pistol Bash** can decide which side they would like to start on.





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PRE-MATCH RULES

It is the responsibility of the team captains to arrange the matches so they can be finished and the results can be uploaded before the deadlines. Please be active on Discord!

Once a set time has been arranged, **you must announce the date and time** to the CoD UO Allstars discord in the #scheduled-games channel or contact an admin. Always make sure to agree on the Time Zone too!

Matches can be rescheduled provided both teams agree. Team captains have to notify the admins and upload the new time and date into the CoD UO Allstars discord #scheduled-games channel.

It is always the team captains' responsibility to check the GUID's before the start of the match. You can find the GUID's on discord in #Registered-teams channel. Once the first round of the match has started, you cannot claim the victory because the other team had an unlisted player. Sort it out BEFORE the match.

`/pb_plist`

Each player is responsible to verify the following things individually:

- The player is in possession of a Call of Duty: United Offensive game patched to version 1.51
- The player is in possession of each map in the map pool
- The player has a functional Punkbuster
- The player has a functional Moss Anti-Cheat client installed and ready for use
- The player is using the same GUID on the server as the one that was used to sign up

If a team is not able to connect to the server on the agreed scheduled time and date, then the no-show rule will be applied! If players do not comply with any of the above points, you may ask an admin for the following:

- A Download link to CoD:UO 1.51 (A game key is **NOT** included)
- United Offensive Map Pack
- Germantown
- Punkbuster
- Moss Anti-Cheat installation files





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MATCH RULES

Matches will be played in a 5v5 format. 4v4 or 6v6 is allowed provided both teams have agreed and there is a proof of the agreement.

Both teams must have all 5 (4 or 6 if agreed) players on the server at the agreed upon time. The start time of a game can be delayed by a maximum time of 15 minutes.

The usage of the no-show rule will be decided by the admins based on the evidence that is provided. Teams can request the application of no-show rule in the following situations:

- A team captain does not respond within 3 days to the initial attempt to schedule a match
- A team does not have 4 of the 5 players on the server within 15 minutes of the agreed upon time (Make sure to specify the Time Zone when scheduling). After 15 minutes the match has to start regardless of the number of players that are on the server.
 - Incase of a 3v5 or less, the team with all players present on the server can claim the victory. (If you agreed to play 4v4 all the players have to be on the server otherwise the opponent can claim no-show)
- Incase there is a misunderstanding between teams or time zones, admins will decide the outcome of the match

When either team reaches 25 rounds you may leave the server. However, the remaining rounds will be given to the opponent. These rounds do not count in the standings but in case of a conflict round, deduction is possible. **We highly recommend playing all 24 rounds on both maps.**

Substitute players are only allowed during Ready-Up-Periods, or during a timeout. After the substitute player joins the server it's the responsibility of the captains to check their GUID(s) too. If the player has a false GUID they have to claim it during the Ready-Up-Period or if the substitution is between rounds then the opponent has 3 rounds to notice it, later they can't dispute it.

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

Each team is allowed a maximum of 2 technical timeouts per map to solve connection issues, to have substitutions etc. These pauses are lasting 2,5 minutes each.

/matchtimeout
/matchtimein

The timeouts must be called in before the next round starts or during the strat time of the round otherwise the round must be continued. If a pause is called in the middle of a round, the round will be lost.

Referees are allowed to watch the matches. Cup admins cannot be refused unless they represent one of the teams playing the match. Always make sure to check their GUIDs which are listed in the end of this document or in the #registered-teams channel!

Streamers & shout casters that have been allowed by the admins cannot be refused to join the server unless they represent one of the teams playing the match. Always make sure to check their GUIDs which are listed in the end of this document or in the #registered-teams channel!

Spectating the match for any other players is **NOT** allowed, faking as admins and/or streamers will lead to punishments!

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 from continuing to play the match.

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

Both team captains must make screenshots of the results at the end of both maps. **The captain of the winning team has to post the results to the CoD UO Allstars discord #results channel** with screenshots within 2 hours of the end of the match. Otherwise the result can be deleted by the admins and no points will be given to the winning team. In case of tie you have to decide with the





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other team's captain who will upload the results within 2 hours otherwise the same rule applies!

Results without screenshots will not be accepted.

When posting the Playoffs results you have to also include that which team picked which map!

If the 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 being online on the server. Any team that fakes a no-show will be disqualified from the competition.

SERVERS

Our official servers are configured with standard PAM, Anti-Config, Automated logging and cup specific settings. **We highly recommend playing the games on these official servers.** Details of these servers can be found in the #servers Discord channel.

Playing on other servers is only possible if both teams agree to it, proof of agreement can be asked by the Admin Team.

The server and rcon passwords will be given by the admins. These can also be found in the Discord #servers channel alongside with a checklist and rcon commands before the games.

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

PAM-MODES

Group Phase: /rcon pam_mode mr12

Playoffs: /rcon pam_mode bo3

The difference between **pam_mode mr12** and **pam_mode bo3** is that **pam_mode bo3** ends the map when a team reaches 13 rounds and starts automatically the overtime mode in case of tie.

Pam_mode mr12 ends the map after all 24 rounds have been played.

Strattime is always 10 seconds! Deadchat by default is turned off on the pam_modes, but if teams agree they can turn it on!

```
/rcon g_deadchat 1/0
```

We highly recommend to make sure before the first map that you have set the right modes and to use the following command to start the logging system:

```
/rcon pb_sv_load anticfg.cfg
```





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DISPUTES, DEMOS AND MOSS

Every playing team member must run Moss Anti-Cheat and it has to be capturing throughout every match. The download link + installation guide can be found in the #rules Discord channel. The admins will not accept any excuse for not running it during the games! Additionally, you are not allowed to edit or delete any of the generated files. Admins will punish the player accordingly.

Every playing team member must record demos during the matches!

`/record [CUPNAME & STAGE]_[PLAYERNAME]_VS_[OPPONENT]`

The opponent is allowed to request a maximum of **2** demos and Moss files from the opponent after the match. A valid reason of suspicion has to be provided before the demos can be handed over to the requesting team.

- Teams can request demos and Moss files up to 24 hours after the match has ended.
- Teams have to provide the demos and Moss files to the requesting team within 24 hours of the request

If the requesting team would like to start a dispute, they have time up to 24 hours after the demos and Moss files have been provided to them. If no dispute was started within 24 hours, the results will be finalized. Player punishments can still be given out by the Admin team.

IMPORTANT:

Once the dispute period is over, every team has a maximum of 72 hours to upload all 5 demos to the provided link that can be found in the Discord #rules channel.

Players may refuse the sharing of Moss files with their opponents in that case they MUST SHARE their Moss files directly with the Admin Team! Admins may ask at any time for every Moss file from the current competition, so it is mandatory to keep every file (unedited) until the end of the competition!

Any player or team that fails to hand in their demo (more than 5 rounds missing) and/or Moss files will be punished after a review by the Admin Team on a case-by-case review basis. If a team fails to hand in a demo or Moss file from two different matches, they will be disqualified from the competition.

Demos, server logs and Moss files will be used as evidence to solve any conflicts or issues.

In case of a conflict only the team captains can announce that they are disputing in the Discord #dispute channel following the format example that has been pinned in the channel. In the announcement you must include the specific reason for disputing, and you have to exactly name every round that your team has found questionable. **The Admin Team will only review the reported rounds!**

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





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CHEATING AND ABUSE

WITH THE REGISTRATION TO THE CUP EVERY PLAYER HAS ACCEPTED THAT NOT READING/KNOWING THE RULES WILL NOT EXEMPT PLAYERS FROM POSSIBLE PUNISHMENTS!

In case anyone abuses a bug or game feature that is not listed below to gain an unfair advantage, the Admin Team has the right to give punishment(s) of their choice. These will be examined on a case-by-case basis!

If an admin has noticed anything or a dispute is presented, the Admin team will check the demos, server logs and Moss files and will 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 below, because it will lead to a penalty!

If any of the below show any sign of Cheating / Hacking, the player will be disqualified and added to the permanent ban-list. The team will also be disqualified from the competition.

- PunkBuster Screenshots
- Server Logs
- Moss File
- Demo

The above also includes hack specific PunkBuster kicks or a player being caught with paid cheats.

At any point of time the players can NOT refuse to be **teamviewed** before, during or after a match, the admins will inform the player(s) in advance!

If both teams agree to bend the rules (only slightly) e.g. players allowed or strat 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), and they might be refused to play in future event(s).

All of DQed teams' results will be deleted and given 25-0 to their opponents.

Additional punishment by the Admin Team is always possible depending on the situation!

CARD SYSTEM

The admins can give the following punishments for the players:

- **Warning:** the player is marked until the rest of the competition, 2 Warnings = 1 Yellow Card
- **Yellow Card:** the player is marked until the rest of the competition, and he is disallowed to play in their next game. 2 Yellow Cards = 1 Red Card
- **Red Card:** the player is disallowed to play the rest of the competition. 2 Red Cards from the same team will result in a disqualification of the team as a whole.

EDITED CODUOMP.EXE

If the Admin Team can prove that the player is using a non-original coduomp.exe during a game it will lead to a **match loss**, the player is punished with a **Red Card**! No matter which commands were modified! You can find information how to determine if your exe is modified or not in the Discord #rules channel.

DISALLOWED VSTRs, SCRIPTS and BINDS

Players are **NOT** allowed to have any kind of scripts, special binds or vstr commands in their Configs, this will lead to punishments.

If evidence can be found that none of the scripts, binds or vstr commands were used throughout the game based on Moss files or server logs, the player will only receive a warning.

If it is proven to be used, or it is not possible to decide from the evidence if it were used or not, it will lead to **match loss** and a **Yellow Card**.





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If it has been used for 2 or more different matches by the same player, he will be punished with a **Red Card!**

The only allowed vstr's are the ones that are created by Seismovision, the list of those commands are listed in the #rules channel.

The following scripts/binds are disallowed:

- binds including "exec" or "vstr"
- binds including "cmdcur"
- scripts including "lookdown"
- binds including "rate" outside the value of 25000
- binds including "com_maxfps" with values below 40 or over 250
- binds including commands with illegal values according to our "anticfg.cfg"
- binds including "attack" cannot be combined with other commands.
- binds including "stand", "crouch" or "prone" cannot be combined with other commands.
- binds including "left" or "right" cannot be combined with other commands.

Every other script/bind will be reviewed on a case-by-case basis.

FAST RELOAD BUG

Fast Reload Bug is **NOT** allowed with rifles/snipers or any bolt action weapon for that matter. If there is clear evidence the reload bug is used (shoots fast 2 or more shots) in fights or with the intention to hit an opponent, it leads to **round loss** and Warning for the player!

If the same player is proved to use it in the same game for fights or with the intention to hit an opponent 3 times or more, then the player will be punished with a **Yellow Card!**

After a player has already received a **Yellow Card** (for any kind of issues) using this feature in fights or with the intention to hit an opponent (even once) he will be punished with a **Red Card!**

MACRO USAGE

Using MACRO is **NOT** allowed, even if you are using your mouse's official software. If a player is proved to use it (shoots fast 2 or more shots) in fights or with the intention to hit an opponent, it leads to **rounds loss** and Warning for the player!

If the same player is proved to use it in the same game for fights or with the intention to hit an opponent 3 times or more, then the player will be punished with a **Yellow Card!**

After a player has already received a **Yellow Card** (for any kind of issues) using this feature (even once) in fights or with the intention to hit an opponent he will be punished with a **Red Card!**

SMOKE BUGGING

Abusing the bug of Smokes placed behind each other in order to have an advantage to look through the primary smoke is **NOT** allowed. The Admin Team will decide if it was intentional or not on a case-by-case basis!

If a decision is made by the Admin Team that the case is intentional, it will lead to a **round loss** and a **Warning** for the player who threw the initial smoke. Cooperation between teammates to abuse the bug in question will lead to a **round loss** and **Warning** as punishment for both players.

If the Admin Team decides it is intentional 3 or more different occasions during the same match, by the same player(s), then the player(s) is (are) punished with a **Yellow Card!**

After receiving a **Yellow Card** (for any kind of issues) if the player uses this feature (even once) and the Admin Team decides it is intentional, he is punished with a **Red Card!**

If the smoke bug was created by the opponent team you are allowed to look into it, but if you are not certain that the bug creating smoke is not thrown by your team, **the Admin Team HIGHLY SUGGESTS to avoid taking advantage of it**, not knowing will not exempt you from the possible punishments!





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CLIPPING

Clipping is **NOT** allowed, if anyone is caught clipping and dealing any sort of damage to an opponent player, the **round will result in a loss** and the player will be punished with a **Warning**.

If clipping was used for info only or before the fight but not during then the Admin Team decides based on the impact on the round, the amount of the abuse of this feature if it is punished with **round loss** or not, and with Warning or not.

If the Admin Team gives 3 **round losses** or more because of the same player using clipping during the same game, then the player is punished with a **Yellow Card**. If the same team uses clipping during the same game 3 or more times the Admin Team will decide on a case-by-case basis if it will lead to **match loss** or not!

After receiving a **Yellow Card** (for any kind of issues) using this feature (even once) will be punished with a **Red Card**!

There is a video posted in the Discord #rules channel which identify which movements the Admin Team will punish as clipping. If you have any questions, please reach out to the Admin Team before the competition/ your match!

JUMP PLANTS

Jump plants are **NOT** allowed! The opponent has to be able to defuse the plant from the ground, otherwise it is considered as a Jump plant!

If a player uses Jump plant it will lead to **round loss** and **Warning** for the player! If the same player Jump plants 3 times or more, he will be punished with a **Yellow Card**!

After a player has already received a **Yellow Card** (for any kind of issues) using this feature (even once), he will be punished with a **Red Card**!

TRICK JUMPS, MAP SPECIFIC BUGS

Trick jumps and Map Specific Bugs or glitches are **NOT** allowed to use; the general rule is that every jump that requires any of the following is **DISALLOWED**:

- Changing of FPS Values (333)
- Grenades
- Team Members

It varies in every map what defines as DISALLOWED trick jumps/bugs, check the file about the forbidden jumps in the Discord #rules channel or ask the admin(s) to clear it before the match/competition otherwise if you use it, it leads to punishments. Jumping outside of any map is forbidden!

If a player is using a forbidden jump/bug, it leads to **round loss** and the player will receive a **Warning**.

If the same player uses it during the same game 3 times or more, he will be punished with a **Yellow Card**!

After a player has already received a **Yellow Card** (for any kind of issues) using this feature (even once), he will be punished with a **Red Card**!





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OTHER FORBIDDEN FEATURES

Lag binding of any sort is **NOT** allowed. If evidence has been found abusing a lag bind, it will lead to a **round loss**. The player will be punished with a **Warning**!

Team killing before the start of the first round to gain secondary weapons, is **NOT** allowed. If the usage of this forbidden feature is proved then it will lead to **round loss**, the player will receive a **Warning**! If this forbidden feature is used by the same team during the same game at least 2 times it will lead to **match loss**, and **Warning** will be given to the included player(s). Using this forbidden feature (even once) after receiving a **Warning** (any kind) will be punished with a **Yellow Card**.

Throwing grenades or smoke grenades during Strattime is **NOT** allowed. It can lead to **round loss** if the smoke/nade lands inside the map and the Admin Team decides it had an impact on the round! (If you realize that you have cooked your nade/smoke before, throw it outside of the map, or somewhere where it is impossible to hit / smoke an opponent, preferably behind your spawn). If the same player uses this feature 3 times or more, he will be punished with **Warning and he will be disallowed to play the next game**! Using this feature 3 times or more by the same team during the same game and the Admin Team decides it had impact on the rounds, will lead to **match loss**!

Wallbanging is **NOT** allowed, if you see someone bugged through the wall you can't take advantage of it by shooting the bugged model of the player through the wall. If you use this bug and successfully tag the opponent, it will lead to **round loss**! If the same player uses it 3 times or more during the same match it leads to **match loss** and he is punished with a **Yellow Card**! If the player uses this feature (even once) after being punished with a **Yellow Card** (for any kind of issues), he will be punished with a **Red Card**!

Any kind of lean and/or prone bug to see through objects, to make objects disappear or to be invisible for the opponent is **NOT** allowed! If evidence has been found of the usage of this feature it will lead to **round loss**, the player will receive a **Warning**! If this forbidden feature is used by the same team during the same game at least 2 times it will lead to **match loss**, and **Warning** will be given to the included player(s). Using this forbidden feature (even once) after receiving a **Warning** (any kind) will be punished with a **Yellow Card**.

Excessive/Toxic usage of **GLOBAL chat** is **NOT** allowed. Spamming, constant binding and other toxic behavior can be punished by the admins, the Admin Team will decide each case independently! The Admin Team suggests to every player of the competition (apart from the team captains) to always disable the global chat locally and to avoid using it!

/cg_teamChatsOnly 0/1

ORGANISATION

ADMINS

- | | |
|-----------------------|--------------------|
| • norberto (4add70d1) | • nana (60a8a8ee) |
| • snurk (0cf2a5e6) | • davy (4e94ed27) |
| • stvno (5c31691a) | • king (99f8d0f7) |
| • tjeebi (869bc5b6) | • opfie (28997e1d) |

ALLOWED STREAMERS

- | | |
|---------------------------------------|---------------------------------------|
| • dietchi (36645e67), | • ace (25971c93), |
| • xrated (4f21d8c4), | • imastar (574ea853), |
| • cox (2ec5ed88), | • protec (f6249262), |

If you would like to join as an allowed Streamer or Shout caster, please reach out to any of the admins on COD UO ALLSTARS discord channel!

