

TOF Dream Team Rules

- **Assembly** is a part of battle from 25:00 to 20:00 according to the timer. During this time it is not permitted to fight (shoot at the opponent, capture the flags, place mines). The teams should bring up to full strength and check if they are ready for the battle. Players are free to move around the map at this time, but by 20:00 the teams should be located within their respawn areas. At a team's request the assembly time may be extended by re-creation of the battle or by resetting the timer (re-entry). However, after 17:30 (UTC+0) (latest possible time to start the battle) a team may deny re-entry to the opponent team.
- **Round** is a part of battle from 20:00 to 0:00 according to the timer, the flag results in which are scored in the official protocol.
- **Combat** is a game consisting of two rounds on the same map (sides are switched). The result is scored by the sum of the flags captured by each team: more flags = victory, equal number of flags = tie, less flags = defeat. Combat includes breaks between rounds (assembly).
- **Game format** — allowed equipment options (combinations of weapons, hulls, paints and supplies) for the teams.

1. General

1. A player cannot participate in Dream Team and Dream Team Junior tournaments at the same time. However, teams may appoint squads of players to both tournaments.
2. In order to be eligible for the Dream Team a player must have the rank of Major (red star) or higher.
3. A tournament consists of a qualification stage, a group stage and a play-off.
4. All the registered teams having submitted the participation request are admitted to the qualification stage. At this stage the teams are divided into groups; each team plays one battle against each opponent within its group. The qualification stage is played in medium format only.
5. The teams that won the first three places in each group are admitted to the main (group) stage.
6. At the group stage each team plays 2 battles against every opponent in a circle. The teams that won the first three places in each group are admitted to the

play-off.

7. In play-off, team plays two battles at each stage. In order to win, the team has to capture the most flags (the results are summed up for the two battles). In case of a tie the teams play the penalty shootout. For more details about play-off games and penalties see chapter 4.
8. The Tournament is played in the Medium and Light formats according to the following rules:

Light:

6x6 maps

Turrets: Railguns only + no more than 1 Smoky

Hulls: light hulls only (Wasps and Hornets)

Paints: award paints are not allowed, maximum 2 paints per team with protection from Railgun above 20%, other paints with Railgun resists below 20%. For example 2 Prodigy and 4 Savannas in a team.

4x4 maps (Sandbox)

Turrets: Railguns only

Hulls: light hulls only (Wasps and Hornets)

Paints: without resists on Hornet, with a maximum of 10% resist from Railgun on Wasp

Medium:

6x6 maps

Turrets: any turrets, except for Smoky, Freeze, Shaft and Isida. No more than 1 Twins and Thunder per team and only on light hull (Hornet, Wasp). Railgun - no more than two turrets per team.

Hulls: any hulls except for Mammoth and Titan. No more than 1 medium hull per team (medium hulls are Dictator, Viking, Hunter).

Paints: all paints except for unique award paints.

4x4 maps (Sandbox)

Turrets: any turrets, except for Smoky, Freeze and Isida. No more than 1 Twins per team and only on light hull (Hornet, Wasp).

Hulls: any hulls except for Mammoth and Titan. No more than 1 medium hull per

team (medium hulls are Dictator, Viking, Hunter).

Paints: all paints except for unique award paints.

Prize (unique) paints are not allowed at all stages, including penalties.

9. The Tournament is played on the following maps:

- Kungur
- Bridges
- Parma
- Red Alert
- Tribute
- Iran
- Sandbox

The map for the battle is selected by crossing-out (a team crosses out one map from the list, then the same thing is done by the second one, until there is only one map left)

10. Crossing out rules:

A map for the battle is to be selected by deletion not later than one hour before the battle (half an hour in play-off, see chapter 4).

The guest team is first to delete a map. During the qualification stage the host team is a team that is placed higher in the calendar (not the table).

The team representatives delete one map each in turns until just one map remains. This remaining map is used for the battle. At the group stage the team that deletes the first map can choose a side to battle for.

The deletion procedure is to be completed within 30 minutes. If a team representative didn't delete a map in his turn, this team is considered responsible for the delay. Disconnection from the network is not considered an acceptable excuse (appoint a deputy or agree with a teammate).

11. The teams agree upon the permitted ranks in the battle so that players of both teams could enter the map.

12. After the battle the team representative must post the battle results (with the final screenshots of all non-tie rounds) in the special topic on the forum. If the final screenshots have not been posted within 24 hours after the battle, both teams can be punished with a forfeit defeat (at the organizers' discretion). In play-offs

the screenshots should be posted within 24 hours after the end of the second battle.

2. Battle rules:

1. The created battle should have the following properties:

- Map: selected by crossing out
- Rank limits: as agreed upon (see Paragraph 1.9..)
- Game mode: CTF (capture the flag).
- 8 entry slots for each side (6 for players and 2 for substitutes), 4 slots in case of Sandbox
- Time limit: 25 minutes (5 minutes for assembly + 20 minutes for a round).
- Flags: — (unlimited).
- Autobalance: off.
- Friendly fire: on
- No supplies: on
- Bonuses: on.
- Private battle: on.

One of the teams creates a battle and provides a representative of the other team with the link. The team that was the first to cross out a map chooses the side.

2. The first round of battle begins after the assembly. Before the first round the teams make sure that there are no invisible players, the properties of the created map are correct and the equipment selected by the teams is fitting. If the teams have valid claims concerning these rules, the violations are to be corrected immediately. If there are no claims or all violations are corrected, the fight starts as scheduled.
3. By the beginning of the round all players of a team should be located within the respawn area of their side.
4. The second round is played on the same map, and the teams switch the sides (at the exception of creating a battle on another server at the mutual agreement of the teams). The same rules of conduct apply during breaks as during assembly.
5. The game does not stop if a player has dropped from the battle. If a player is unable to return (due to blackout, lost Internet connection, etc.), it is permitted to

substitute him. If there is no substitution, it's nobody's fault but the team's. In this case the game continues with unequal strength of teams and the result of the battle is scored. If a round is started it must be played to the end with any strength and all the flags captured before the end of the round are scored.

6. Each team is permitted three substitutions during a battle. First one of the players must quit (or get disconnected), and only then the substitute player may join the battle. A team with too many players may be punished or banned.

Only the situation when one of players is substituted by a player that hasn't taken part in this exact battle is considered substitute. If after some time a substitute leaves the battle and a player that he previously substituted returns, this situation is not considered as substitute and allowed. Basically, it all means that a total of 9 players can take part in the battle and substitute each other unlimited number of times (6 main players and 3 substitutes).

7. If a player becomes inactive, the team may call for a substitute player (provided there's an empty slot in the team). This is the only situation where the numbers of one team (showed by pressing the [TAB] key) may exceed the other at the condition that "extra" players are inactive. If the substituting team has more active players than allowed by the game format, this team may suffer penalty. 3rd party screenshots (made by players who are not participating in the battle) are not considered valid proofs of team number violation.
8. If a player becomes invisible for all the members of the opponent team (or for more than a half of players of the opponent team), this player must re-enter the battle or be substituted immediately. If an invisible player captures the flag and this will be proved with the screenshots/video then such an "unfair" flag may be discarded after the battle, and the game may be re-played.
9. If player A becomes invisible for player B (but all other players can see player A perfectly well) then player B should re-enter the battle.
10. If a player is lagging (moves in a jerky way for a continuous time, i.e. at least for one minute), this player has to be substituted. Playing with a lagging player is not allowed. If the presence of a lagging player in a team is confirmed with the video, the game may be re-played and the team may suffer penalty.
11. A team may, if desired, play with incomplete numbers (if the team is unable to

gather enough players for the game but wants to play anyway). In this case the team should warn the opponent team and then start playing with incomplete numbers.

12. Only the players declared in the team participation request in the corresponding topic on the forum may participate in battles. A team suffers a forfeit defeat if an undeclared player participates in a battle.
13. It is not allowed to climb on top of the walls while holding a flag. Example: wall behind the house on the Red base in Kungur; wall in the rear on the Blue base in Tribute). If a violation of this rule is found and proven, the tournament organizers may punish the team at their discretion.
14. Lagging is a natural part of the game. Teams are to cope with any lags during combat. All flags carried away/recovered/set during lags will be scored.

3. Group stage

1. All teams are split into groups of 3, 4 or 5 teams in each.
2. All teams play 2 battles against each opponent in a circle (Round Robin) according to the schedule.
3. Before crossing out the maps the host declares the format of the battle. The host team at the group stage is the team in the first position in the calendar.
4. Then the teams cross out the maps according to the rules, and the battle starts.
5. The results are scored in the following way: victory — 3 points, tie — 1 point, defeat — 0 points.
6. In case two teams have the same score, they play additional battles till the first victory.
7. To avoid setting up fixed games and to support the fair play principles, the play-off schedule is published after the end of the group stage.

4. Play-off

The organizers make a playoff bracket after the end of the group stage.

The bracket is made according to teams' positions in their groups.

4.1 Play-off battles

- a. In play-off teams play two battles on the same day.
- b. In play-offs the Host team is defined by the following criteria (ranged from most important to least important):
 - i. ranking of the team in the group
 - ii. date of team's creation (date when the team topic has been created in the forum, not earlier than January 15th)
 - iii. alphabetical order
- c. First, the teams select the maps for the battles. The maps are selected by deletion before choosing the format. The Guest team starts deletion for the first battle, the Host team starts deletion for the second battle.
- d. After the maps are selected the Host team chooses the format of the first battle. The Guest team chooses the format of the second battle.
- e. **The map and the formats for both battles should be selected one day before the beginning of the fighting.**
- f. I.e., in play-off the Host team of the first battle:
 - chooses the format of the first battle
 - chooses the side in the first battle
 - chooses the map for the first battle (deletes the last map)

The Guest team in play-off:

- chooses the format of the second battle
 - chooses the map for the second battle (deletes the last map)
 - chooses the side to start from for the second battle
 - chooses the side where the penalty shootout starts
- g. The results of the two battles are summed up. The winning team passes on. In a tie the teams play the penalty shootout.
 - h. Captain Obvious proudly points out that the winner of TOF Dream Team is the team that won the finals.

4.2 Penalties

1. In play-offs the penalty shootout starts immediately after the end of the second battle if there is no clear winner after the two battles.
2. Team representatives or the operator (if the battle is broadcasted) — create a new battle on the same map as the second battle has been fought, battle length is 7 minutes, battle settings are the same, but supplies must be on.

3. Before the duels start, the team representatives declare the list of 6 duelers in the order of their participation. The guest team (the team that chose the format for the second battle) presents its list first. Both teams should present the lists not later than in 10 minutes after the end of battles and send the copies to the organizers via PM. The penalty shootout is to begin not later than in 10 minutes after the lists are submitted. A list of duelers doesn't have to consist of 6 different players. You can include a player in the list twice. A player cannot be placed in the two consecutive positions in the list.
4. If the battle is broadcasted, the duelers' lists should be prepared in advance and submitted to the organizers before the beginning of the battle (to the battle operator or one of the team section moderators in a PM with the subject "Team X duelers list").
 - i. Permitted: player 'uber_k0ol' is on the second and on the fifth position in the list.
 - ii. Not permitted: player 'uber_k0ol' is on the first, the third, and the fifth position in the list.
5. Duelers enter the map in the strict order as they are placed in the list (first player from the team A list plays against the first player from the team B list, second player from the team A list plays against the second player from the team B list, and so on). The order is fixed and cannot be changed. A lost duel is scored to the team if the specified order of players is not observed.
6. Before the first duel the guest team player chooses the side on the map (in play-off this is the guest team in the first battle). The right to select the side is staggered: in the second duel the side is selected by the Host team player, in the third duel the side is selected by the Guest team player, in the fourth — the Host team player, in the fifth — the Guest team player, and so on.
7. The first duel is played on Hornet + Thunder (any paint). The second duel is played on Hornet + Railgun (any paint). All the consecutive duels are staggered: third duel: Hornet + Thunder, fourth: Hornet + Railgun, fifth: Hornet + Thunder, sixth: Hornet + Railgun, and so on.
8. Duelers can use supplies, including mines. The only limitation: it is not allowed to place mines before the beginning of the battle (i.e. before 05:00).
9. Out of 7 minutes the duelers have 2 minutes to prepare and 5 minutes to play. The fight should begin at 05:00 at the timer.
10. Within 5 minutes the players are fighting for the flags. The player with the most set flags by the end of the battle is considered the winner.
11. The team with the first three victories in duels wins. This team advances to the next stage.

5. Fines and penalties:

1. A team and a player violating the rules of the tournament, the rules of the game as well as the fair play principle, can be punished or subjected to a fine upon the decision of the organizers.
2. For a violation a player or a team can be punished with a yellow card. A player who gets the second yellow card in a tournament skips the next game. A team which gets the second yellow card in a tournament gets a forfeit defeat in the next battle with the score 0-6.
3. For grave misconduct a team and/or a player can be punished with a red card. A red card is equivalent to the second yellow card.
4. For very serious or repeating violations a team or a player can be punished with a black card: in this case the team and/or a player is banned from the tournament.
5. A team or a clan can also receive a warning: similar to a yellow card, but it doesn't expire after the tournament.
6. A team and/or a player can be banned from cybersports by the decree of the administration.

6. Other:

1. The organizers reserve the right to the final representation of the rules.
2. If the opponent is violating the rules, it is necessary to request the opponent to rectify the violations. If the opponent refuses, you should make the proofs of violations (screenshots or video) and of the refusal. Then the team can forfeit the battle. The proofs will be examined by the organizers; in unclear cases the organizers' decisions will be based upon these proofs. If a team did not request to rectify a violation during the battle, this team loses the right to refer to such violations when disputing the battle results and/or requesting to punish the opponent.
3. Any attempts to set up fixed games, prearrange sharing crystals and exploit loopholes in the rules are punished by banning the team and its players from the tournaments.

4. Standard battle start time is 17:00 (UTC+0). If a team couldn't play at the scheduled time (or the team representatives couldn't be contacted), this team suffers a forfeit defeat, and the opponent team is considered a winner. Proofs of inability to contact the opponent are required (i.e. screenshots). Before 17:30 (UTC+0), if the game timer drops below 20:00, the team may refuse to play and request some time to assemble. However, the last re-entry should be made before 17:30 (UTC+0) (at 17:30 a game round should already be underway). No-show is acknowledged if by 17:30 the complete team hasn't entered the battle or refused to play with incomplete numbers.
5. If both teams couldn't play at the appointed time, both teams suffer a forfeit defeat.
6. If the teams contacted each other too late or didn't contact each other at all, both teams may be punished with a forfeit defeat.
7. Battles may be re-scheduled upon the mutual agreement of the opponents. In such cases it is necessary to notify the organizers. Re-scheduling play-off battles is subject to organizers' approval.
8. The organizers may remove a team from the tournament (for grave violations by the team members) as well as disqualify a player (ban him from cybersports).
9. If a team leaves the tournament (by its own desire or by the organizers), all the team's results become void, including the battles already fought .
10. Organizers can deny participation to a player or a team without giving any reason.
11. A player cannot move to another team during a tournament.
12. A player registered in the clan section as a clan member may not participate in the team competitions, including via multi-user accounts. If such a violation is found, the player and all his accounts are banned from cybersports, and all the tournament prizes ever received are revoked.
13. All other details not mentioned in the rules are subject to the organizers' sole discretion. Punishments for any violations are appointed at the organizers' discretion.

7. Prizes

1. Crystals and Clan License

The TOF Dream Team prize pool consists of 10,000,000 crystals:

A significant part of the fund will be distributed between teams that received the Clan License: Together with a license a team gets 1,000,000 crystals.

A maximum of 7 licenses will be given in the tournament.

Left part of the fund will be divided between other teams:

1 place: 24%

2 place: 16%

3 place: 12%

4 place: 8%

5-8 place: 5% each

9-16: 2% each

2. Unique paint

The tournament winner gets the "Gladiator" paint. In order to get this paint it is required to play at least two battles for your team. The player is considered as having played two battles for his team, if at least on four final screenshots of the round the player is present in the table and has a remarkable score (compared to the rest of the team).