

Critical Rules

- Scores must be reported for each map that is played to ensure scores and tiebreakers are tracked accurately. Both teams should report the score of any head-to-head match. Any score disputes should be raised with an admin in Discord.
- ALL players MUST stream the event and be in and available in their respective team voice channel during the event to help mods and admins communicate effectively.
- We require Stream VODs to be up and operational during the event and for at least 24 hours after the conclusion of the event.
- Make sure any facecams do not cover scoring, and note they are required.. This is to make sure mods and admins can inspect scores if they need to.
- No delay is required for this event, but delays are allowed provided you notify an admin if you will be running one.
- All forfeits will be handled by Tournament Staff.
- Tournament Staff can order any match to be restarted and/or replayed for any reason deemed necessary by present circumstances.
- Admins or mods can request a task manager check or facecam on players at any time for any reason, and players must be streaming during these. If this or a monitor cam is requested by event staff, the player must comply at risk of being removed from the event.
- All participants must have "Spartakus x Mellor Woodworks 2v2 No Buy Back" in their stream title.
- In game sabotage IS allowed

General Rules

Point System and Format:

16-team, double-elimination 2v2 Kill Race bracket

Winners: BO3, Losers: BO1, Grand Finals: BO3 w/ Bracket Reset (if necessary)

THIS TOURNAMENT IS A NO BUY-BACKS 2v2. TEAMS ARE NOT ALLOWED TO BUY A PLAYER WHO LOST THEIR GULAG / WON AND RETURNED AND DIED AGAIN BACK. IF YOU DO BUY YOUR TEAMMATE BACK, EVEN ON ACCIDENT, THEY MUST IMMEDIATELY SPLAT, THEY CANNOT DO ANYTHING THAT WOULD BE CONSIDERED STRATEGIC

BEFORE DOING SO. FAILURE TO COMPLY WILL RESULT IN THE LOSS OF THE MAP, AND POTENTIAL REMOVAL FROM THE ENTIRE TOURNAMENT.

Gameplay Rules:

- Each winner's round of the Tournament will be best of three maps, losers will be best of 1, with teams competing to achieve the most operator kills as a squad.
- There will be a 3 point survival bonus per player alive at the end of the map.
 - (i.e. 10 kills, both players of a duo alive = 16 pts)
- 1 kill will be awarded for each unused gulag in the event of a reset.
- Re-deploy and Gulag tokens are not allowed, if one is picked up, when it is used the player must allow themselves to die and stop playing. Failure to do so can result in removal from the tournament.

Tiebreakers:

- 1st tiebreaker - replay the map with a first-duo-to-10 operator kills rule to determine which duo takes the map, or a team finishes with more elims if both teams are eliminated before 10

Match Hosting

- In a series, teams can all agree on one single host out of the 4 players if they would like. If not, a player from the team with the higher seed (number closer to zero) will host the first map, and a player from the lower-seeded team will host the second map, alternating until the final map. In the event of a 3rd game to decide a series, the team with the most cumulative operator kills thus far in the matchup will host the final map.
- *TIEBREAKER* if most kills from either previous game are tied between teams going into the final map of the series, admins will flip a coin to determine the team who will host, with the higher seeded team picking heads or tails.
- In the instance a hosting team backs all players out of a map after being eliminated, but before their opponent is eliminated, the team that was still alive when being backed out and could have earned more kills will host the final map (if it occurs).
- If both teams do this during the map they host in a series, the final map host will be determined via the tiebreaker of an admin coin flip, with the higher seeded team picking heads or tails.
- In the interest of fairness and competitive integrity, the Tournament Organizers reserve the right to select any member of a match to host the game at their discretion as required.

Jailbreaks

- Jailbreaks are not allowed, even if your teammate is alive. If you respawn from one, you must immediately splat. Attempting to get kills in the air could result in a map forfeit.
- The only time you can spawn from a jailbreak is if the jailbreak interrupts your gulag.

Match Start & Restarts

- A match will be considered to have started as soon as the warmup phase has ended and all players are inside the plane. From the time a match begins, players should not disconnect from the game unless for an approved reason, or the opposing team agrees to a full reset. If a player or team disconnects intentionally after the game has started, the game will continue with the remaining players and will not be restarted.
- A team may request a match restart if the players were affected by an issue that was out of their control and had a negative impact on their gameplay. These include but are not limited to:
 - Players disconnect during a game due to network or connection issues.
 - Players experiencing game features not working as expected.
 - Enemy players using 3rd party cheat software in breach of Activision's Terms of Use.
 - All restart requests need to be brought to an admin before a restart can be actioned, unless both teams are in agreement on the reset and kill differential prior to this occurring. Evidence to support the request must be shared and the decision on the restart will be at the sole discretion of the event admins.

Disconnect/Scan & Repairs/Dev Errors

- In the event of having a player disconnect/Scan & Repair/Dev Error, once the lobby is at 20 people or less, the map should be played out without that player. For any of these events prior to 20 players remaining, the lobby should be reset with the same kill differential being carried over from the time of the issue. For other issues, the admin team will determine if the team gets a redo on that lobby. Sending a video of the issue would be required.

Server Crash

- In the event of a full server crash, Tournament Organizers may issue a replay of that particular Game, at their sole discretion.