

IMPORTANT DATES:

Last day for signups: June 19th

Last day for roster changes: June 20th

Tournament begins / bracket and schedules posted: June 21th

Match Week 1: Sun, Jun 21 - Sat, Jun 27

TOURNEY INFO / FORMAT:

Prize: \$300 (\$200 for winning team, \$100 for runner ups)

2v2 double elimination Elimination

Capturelimit 8, Timelimit 15

Best out of 3

Teams will be randomly placed into the bracket

All teams will play Sunday thru Sat, there will be no exceptions.

You will be able to add up to 4 members to your roster as desired until the closing date. After the roster is closed, you will NOT be able to add any more members.

MATCH RULES / FORMAT:

Each team is allowed ONE timeout per map. 999's do not go against your timeout.

No players are allowed to compete for more than one clan/team.

Teams must wear tags during tournament play regardless of being clan based.

A team must have a minimum of 2 players on the roster in order to play.

Matches will be 2 vs 2 only. 3 vs 3 and 4 vs 4 will be allowed ONLY if both teams agree.

If a clan doesn't have enough members to play the match then they will automatically forfeit and receive a loss for the match.

Players not listed on the clan roster will not be allowed to substitute if a clan does not have enough players.

Matches are won by the team who wins 2 out of 3 maps.

Any clan caught using "ringers" will automatically be disqualified from the tournament.

Each map will be 15 minutes, 8 capture limit and sudden death enabled so there are no ties.

An admin must be present to referee each map to ensure there are no problems during the match.

If a timeout occurs the referee will pause the match and let the substitute hop in.

Teams may substitute players between maps or whenever there is a possible timeout.

Matches are to be played during the week they are scheduled, the time is determined by the clans.

There will be 5 minute breaks between each maps and matches will be allowed 5 minute warm ups. Matches MUST start on time.

Failure for teams to start a match on time is grounds for forfeit.

MAP SELECTION:

Map Pool (7 maps)

- Ironworks
- Future Crossings
- Divided Crossings
- Railyard
- Divine Intermission
- Dueling Keeps
- Troubled Waters

Best of 3. Double Elimination. Matches are won by the team who wins 2 out of 3 maps.

Map selection order: Drop-Drop-Pick-Pick-Drop-Drop

SCHEDULING:

Match weeks will run Sunday - Saturday. Teams are encouraged to schedule and play their matches as frequently as possible (more than one per week is fine/highly encouraged). Clan Leaders are responsible for contacting their opponent for that week and getting the date and time announced on the discord as quickly as possible.

Forfeits will be given to the team and/or teams that do not have matches played by Saturday night. If a match is not scheduled and confirmed during the match week, then Saturday, 10:00PM EST that week, whichever team can field 2 players can choose to take the forfeit win. If you have problems contacting the opposing team, please notify an admin immediately so that the problem can be resolved. Log your conversations or emails with the opposing teams.

Teams are encouraged to announce matches at least 24 hrs in advance, so that servers, streaming, and refs can be arranged. If teams decide to play a match unannounced without scheduling, it may be allowed if a ref or admin is available. Match announcements should be made public in your team's discord channel. Most players will be available Friday, Saturday, and Sunday evenings so plan your matches accordingly.

SERVER SELECTION:

Server selection should start no later than the agreed upon match time. Server selection should take no longer than 20 minutes. If a server cannot be decided on during that period of time the ref will help pick and decide on a server for the match. Both teams have to agree on the server selection. Once the first game of the match is started it will be assumed that both teams have agreed on the server for the duration of the match. Switching servers during a match is not allowed unless there are issues with the server itself.

LAG/WARPING:

If one team feels a player on the other team is too "choppy", they should bring it to the referee's attention. If the referee agrees that the player is indeed too "choppy" and that may give his/her team an advantage, the referee may ask the player to sit. Any attempt, by a player, at making him/herself look "choppy" or "warping" to others may lead to a suspension or ban of the player if the referee has valid reasons to think it was deliberate.

DEMOS:

All players must record a demo (cg_autoaction 3) of every game they play upload it to the Tournament dropbox: <https://www.dropbox.com/request/tYyQLyzgfNIDDSdjq01a> Refs may ask any player to submit demos at any time during the tournament. Members of other teams may request demos from other players (of the match between them) if they suspect foul-play but this should be done via the admin team with a valid suspicion. If a player fails to provide his demo the first time he was asked to, he will receive a warning and the refs may force the match to be replayed. If he repeats this mistake he will be suspended for the rest of the event.

TIMEOUTS:

Each team is allowed one timeout per map. If a player lags out (999), his/her team will not be charged a timeout. The referee will pause the match and allow that player time to reconnect. If the player is unable to reconnect in a timely manner (in the referee's judgment) then his/her team's coach will take his/her place, and play will resume. Each team is allowed one player substitution per map by using their timeout. Teams may substitute any number of players between maps.

ALIASES:

No aliases will be allowed. Play with the name you signed up with. This saves any hassles for the referees to determine your steam ID before the match.

CONDUCT:

Participation in the 2v2 ICTF 2020 Tournament is a privilege not a right. The admins reserve the right to deny the privilege to any individual(s) that are by their words and/or actions, in any way infringing or threatening the good nature and spirit of the league. This relates to general conduct, both inside and outside the league.

Players being abusive to the admins/referees or another player, flooding messages or any other conduct deemed to be disrupting the match by the referee will be removed from the server. If the conduct warrants it, the details will be passed on to an admin for review and possible punitive measures.

Remember this is a game, HAVE FUN, but also treat others as you would want to be treated. :)

CHEATING:

Cheating is not allowed under any circumstances; any player or team caught cheating will result in the immediate removal from the tourney. Cheating includes, but not limited to:

Client side bots

Wall hacks

Modified *.pk3 or .dll files

Ping maskers

Deliberate packet flooding of opponent or server

If you have any questions on the legality of any scripts or settings you use, please address them with an admin before the start of the match.

If you suspect a team or player of cheating, do not make accusations or comments until after the match is over, demos have been uploaded and you have had time to examine them and note times and instances in the demo where you suspect cheating.

Immediately after the match, notify an admin or referee of the situation so they can help.

REQUIRED CLIENT SETTINGS:

cg_autoaction 3;maxpackets 63-125; snaps 40; rate 25000; timenudge -20 to 0. Client network settings are to remain unchanged from the first game's warmup until the match is over.

PRIZES:

Tournament Winners: \$100