

## FORMAT

- ❑ Team Deathmatch, 36 vs 36. Teams are server based.
- ❑ Matches are played to the best of 3 rounds. The last team standing wins each round.
- ❑ No aircraft re-pulls until each round is over.
  
- ❑ Teams play in a “league/round robin”. Each team will play once against every other team.
- ❑ Tournament ends once all teams have played each other.
- ❑ Teams get 1 point for each match won.
  - ❑ If two teams are tied in points, the team with most rounds won is ranked higher in the league.
  - ❑ If two teams are tied in both points and rounds won, the winner of their head to head match is ranked higher in the league.

## RULES

- ❑ At the start of each round, teams must be inside their warpgates.
- ❑ Re-entering the warpgate is not allowed until the end of the round.
- ❑ Teams will fight over a designated base, picked so that both factions can get there almost at the same time.
  - ❑ If a team maintains that base at 100% friendly population for 2 straight minutes, it will win the round.
  
- ❑ All aircraft are allowed.
- ❑ All weapons not mounted on aircraft are banned.
  - ❑ Infantry guns on Valkyrie rumble seats are the only exception.
- ❑ Tomcats, Coyotes and Hyenas are banned.
- ❑ All players must be Engineers.
  - ❑ Heavy Assaults on Valkyrie rumble seats are the only exception.
    - ❑ Bailing is allowed, but shooting after it isn't.
  
- ❑ Rounds end once a team has no more aircraft left, or fail to arrive at the target base.
- ❑ Once each round starts, teams will not be allowed to pull more aircraft until it's over.
  - ❑ It is allowed to use squad spawns to respawn in Galaxies or Valkyries mid-round.
- ❑ Teams must play a different faction each round. The winner of a coin flip will choose what faction to play on their first round.
  
- ❑ Players can only play for one team during the tournament.