

The Ultimate Ultiduo Tournament S4 - Signing Up & Rules

1. Sign Up - Closing on 29th August 2019

- Signing up for the tournament happens either through this TF.TV thread (As in most tournaments held erstwhile, you are required to reply to the thread with your team's name, players' names and steam profile links respectively) or through the [tournament's discord](#), following the steps there.
- Joining the [discord](#) is mandatory, since that is where you are going to report your matches.

2. Universal Rules

- All matches are to be played to 2 total match points.
- All teams, players, casters, and other entities, are required to uphold and enforce the spirit of fairness and sportsmanship. Any unsporting conduct may result in a forfeited match.
- Each match must be played on an European server unless both teams agree otherwise.
 - All servers must be properly set up and configured to use the ETF2L Ultiduo config (rcon exec etf2l_ultiduo).
 - If you cannot gather a server for your match, contact @Admins on Discord.
- Offensive aliases are **NOT** allowed should you be on stream.
- Participants must have played every match assigned to them in the Group Stages, or must have advanced to Playoffs, in order to receive a Participation medal.

3. Schedule

- The tournament is taking place on 31st August [Group Stages] and 6th, 7th and 8th September [Playoffs].
 - The Group Stages will be played in 3 matches by each team, with the default time set for each of them on Saturday, 31st August. You **are able to reschedule them** to Wednesday, 4th September, at most. Failure to report your matches before that will result in a random winner being picked.
 - The Playoffs will take place over the weekend on 6th, 7th and 8th September. The matches on Friday 6th **can be rescheduled**, as well as the first matches on 7th and 8th so long as the matches are reported without disrupting the following ones. Report your matches as soon as they have concluded.

4. Tournament Format & Rules

- Teams must have a minimum of 2 and a maximum of 3 players on the roster.
- Picking up weapons is **NOT ALLOWED**.
 - It only counts for Medi Guns and Rocket Launchers
 - Teams that have been caught breaking this rule will receive a warning point. Teams that have been caught breaking this rule but making up for it (for example picking back your weapon) will not receive a warning point.
 - Teams that break this rule and win the round immediately after, the result of which would have been unknown otherwise, will have their round victory granted to their enemy.
- **Resup in spawn (changing cosmetic or using load_itempreset command) is NOT ALLOWED.**
 - This is very important since it is common practice. Teams that have been caught breaking this rule will receive a warning point. Teams that have been caught breaking this rule but making up for it (for example the player in question suiciding) will not receive a warning point.
 - Teams that break this rule and win the round immediately after, the result of which would have been unknown otherwise, will have their round victory granted to their enemy.
- If a team reaches 3 warning points, they will be disqualified from the tournament
- You are required to contact your enemies either through Steam or Discord once your match is apparent.
 - If your opponents fail to respond by the time the match is supposed to be played, you are eligible to claim a default win.
- The Group Stages will be played in a Round Robin BO1 (Best of 1) - 4 teams in each group, 2 of which advance to playoffs. Participants play each other once. Every match will be played on a different map that has been already assigned.
- The Playoffs will be played as a Double Elimination BO1 bracket. Upper Bracket Semifinals and Finals, Grand Finals, as well as the 3rd place match and the Lower Bracket Finals will be played in BO3 matches. Every map will be decided on a pick/ban basis.
 - BO1 Matches: Both teams alter to ban a map, the last one remaining will be played. If no mutual consent is made on who to proceed first, a good ol' Heavy Fist Fight should solve the problem.

- BO3 Matches:
 - Team A bans
 - Team B bans
 - Team B picks
 - Team A picks
 - Last map is deciding
- Lower Bracket Finals - The losers of the Upper Bracket Finals get the privilege to ban first.
- Grand Finals - The upper bracket finalists get the privilege to ban first.
- Mercs are allowed on mutual consent. The opposing team keeps their right to deny any mercs.
- Each team is allowed 1 pause during the Group Stages and 2 pauses during the Playoffs.
 - You should notify your enemies before you pause and unpause the game.
 - You have 5 minutes for each pause, the enemies are free to unpause at any given time after that.
- Default win can be claimed only if one of these is true:
 - The opposing team does not join the server 20 minutes after the scheduled time.
 - The opposing team does not reply to any messages by the time the match is supposed to start
 - The opposing team breaks any of the aforementioned rules.

5. Maps

- ultiduo_baloo_v2
- koth_ultiduo_r_b7
- ultiduo_champion_a4b
- ultiduo_lookout_b1
- ultiduo_thaw_b3