

The Moscow LAN 2019 Rules

1. General Terms.
 - 1.1. Name: «Moscow LAN 2019» (hereinafter Tournament).
 - 1.2. Discipline: competitive Team Fortress 2, 6v6.
 - 1.3. Produced and organized by: Moscow LAN 2019 Team (hereinafter LAN Team).
 - 1.4. Official Tournament websites: <https://moscow.tf/>, <https://match.tf/tournaments/44>; Official Discord channel: <https://discord.gg/7a6tDZ>.
 - 1.5. Event date: August 10–11th 2019.
 - 1.6. Venue: Moscow, Russia, Central Children's Store, Lubyanka station, Teatralniy Driveway, 5/1, ([Google Maps](#)); "WINSTRIKE Arena" pavilion.
2. Parties to the Agreement.
 - 2.1. LAN Team — a group of volunteers directly implementing management functions during the period of planning and execution of the Tournament, as well as other people endowed with the appropriate authority to perform specific tasks such as participant meeting and accommodation, refereeing, assistance, setting related activities up, etc.
 - 2.1.1. Communication with the LAN Team on any issues is carried out through the official Discord channel. You can either appeal to the @Organizer role or to a specific person.
 - 2.2. The Venue - a place where the Tournament takes place. Is set by the LAN Team in cooperation with the Venue staff.
 - 2.3. Participant is a registered player of the Tournament and a member of the participating team.
 - 2.4. Team Captain is a member of participating team who is responsible for team signup application, payment, and dealing with issues on behalf of the team, such as filing appeals.
 - 2.5. By expressing in any form consent to participate in the tournament, the parties undertake to comply with these rules.
3. Signups and payment terms.
 - 3.1. Standard Tournament signups start at June 9th 2019 and last up until June 31st 2019 23:30 (Moscow time, GMT +3), followed by special conditions signup period stated at 3.3.1.2. Special signup conditions do apply up until August 7th.
 - 3.2. Team captain signs up by creating a team on match.tf and pressing the "Sign up" button on the Tournament page <https://match.tf/tournaments/44>:
 - 3.2.1. Team captain guarantees that individual match.tf accounts on the roster belong to people attending the Tournament as a part of said team.
 - 3.2.2. The team captain is obliged to notify the the LAN Team of all changes related to the composition of the participating team and (or) its individual players in advance.
 - 3.2.3. The captain must join the official Discord channel of the Tournament, which will be used to communicate with the the LAN Team.
 - 3.3. Payment order.
 - 3.3.1. Prior to the tournament Games, each participating team pays the fee in advance:
 - 3.3.1.1. During the standard signup period (June 9th - June 31st 2019) the participation fee per team is 8400 RUB (123 EUR including fees). No other charges apply (including PC rentals which are free).
 - 3.3.1.2. Special (extended) signup period lasts throughout the first week of August (1st - 7th). The participation fee for this period will be set to 16800 RUB (246 EUR).
 - 3.3.2. One-time participation fee is carried out by the team Captain, signups are authorized by the LAN Team.
 - 3.3.3. Payment of participation fee is carried out in any available way by prior arrangement with the LAN Team. Cash equivalents, whether in-game items or cryptocurrencies,

- are not accepted as a payment form.
- 3.3.4. Team Captains who have not paid the entry fee before the signup deadline are not allowed to participate in the Tournament.
- 3.3.5. Participation fee can be refunded only in following cases:
 - 3.3.5.1. In case of team application withdrawal performed by Team Captain not later than the deadline specified in p.3.1;
 - 3.3.5.2. At the discretion of the LAN Team in other cases stipulated by these Rules.
- 3.4. The team is considered to be signed up after the the Team roster is present and publicly visible to everyone on the match.tf page.
- 4. Game schedule.
 - 4.1. The games are held according to the schedule published by the LAN Team on the official website.
 - 4.2. The tournament schedule is formed within a day after signups are closed.
 - 4.3. Teams are required to follow the given time of each stage; the maximum possible deviation should not be more than 30 minutes in a big way. It is permissible to hold a match before the appointed time by Team Captains agreement. Notyfing the LAN Team is mandatory.
 - 4.4. During the games, schedule altering is only allowed in extreme cases, due to the inability to hold games at the set time or for technical reasons.
- 5. Tournament Rules.
 - 5.1. The discipline:
 - 5.1.1. Team Fortress 2 6v6 competitive — a competitive Team Fortress 2 mode with 6 players per team.
 - 5.1.2. Game version is whatever the latest version at the time of the event is.
 - 5.2. Competition system:
 - 5.2.1. Regular games are held using the Double elimination system, Best of One (BO1), on maps set by the LAN Team.
 - 5.2.2. Upper Final games (final of the upper grid), Lower Final (final of the lower grid), Grand Final are held using Best of Three (BO3) on the maps selected by Team Captains according to p.5.6.3.
 - 5.2.3. In a case where there is a sufficient number of registered participants, the organization of the preliminary group stage is allowed:
 - 5.2.3.1. The group stage games are held using the “Regular season” system on two fixed maps; the first two places with most points in each group will proceed to the playoffs, with BO3 system similar to p.5.2.1.
 - 5.2.4. At the discretion of the LAN Team, it is possible to change the tournament system.
 - 5.3. Matches:
 - 5.3.1. Tournament Matches are held according to the schedule and rules depending on the game mode. The tournament format includes two main game modes:
 - 5.3.1.1. Control points (5CP). Each team starts the round with two points captured and the center point available for capture. To win the round you need to capture all enemy team points.
 - 5.3.1.1.1. Main period: time limit is 30 minutes; winning conditions is five rounds difference (e.g. 5:0, 6:1, etc.) or more rounds won after the main period time (e.g. 2-1, 6-4, etc.);
 - 5.3.1.1.2. An additional period (The “Golden cup”) is played in case of a draw where the numbers of rounds won by both teams are equal by the end of the main period. (for example, 0-0, 2-2, etc.). The additional period lasts until the first round, won by one of the teams.
 - 5.3.1.2. King of the hill (KOTH). The team that first holds the single captured point three times before the timer expires wins. The timer is activated after the first point capture. The maximum possible number of rounds on the maps of this

mode is five. There is no time limit on KOTH maps.

- 5.3.2. In case where the Captains can't agree on which side (red or blue) their team will be playing, a melee fight is held. Each team puts one player on a duel, but it is allowed to put more if Captains agree on bigger amount of fighters. It is only allowed to use Heavy's stock Fists. Health recovery and special second slot item abilities are not allowed. The winning team gets the right to choose the desirable side.
- 5.3.3. Each team has the right to pause the game for any reason.
 - 5.3.3.1. To pause the game, you must:
 - Make a request using the general game chat in any format excluding ambiguous interpretation of request by Participants (players) of other team;
 - After 5 seconds or after receiving permission from the players of another team, execute the "pause" console command;
 - The game will be stopped until the "pause" console command is executed again.
 - 5.3.3.2. To resume the game after pause, you must:
 - Notify the other team of the pause removal using the general game chat in any format excluding ambiguous interpretation of the notification.
 - After receiving permission from the players of the other team, run the "pause" console command again in 5 seconds.
 - 5.3.3.3. Any player from the teams participating in the match, as well as a member of the Conflict Commission has the right to request pause.
 - 5.3.3.4. During the pause it is impossible to connect to the server, so during the connection pause must be briefly removed and executed again.
 - 5.3.3.5. Each pause should not last more than five minutes, except when the delay for a longer time is agreed with the LAN Team.
 - 5.3.3.6. Only one pause is allowed for each team participating in the match, except when the need for more pauses is agreed with the LAN Team.
 - 5.3.3.7. Suspension of the game, not performed in full accordance with the provisions of p.5.3.3, is considered a violation of the rules of the match.
- 5.3.4. The LAN Team makes the decision to cancel tmatch results, confirm the forfeit of one of the teams participating in the match or restart the game.
- 5.3.5. The Rules of the Tournament matches generally correspond to the current [ETF2L Rules](#)¹, except for those parts that are separately stipulated by these Rules.
- 5.4. Spare player (Merc):
 - 5.4.1. Merc is a registered Tournament participant:
 - 5.4.1.1. Included in the agreed roster as a backup player;
 - 5.4.1.2. Member of other participating team.
 - 5.4.2. Merc Introduction:
 - 5.4.2.1. The team captain informs the member of the Conflict Commission about the reason of absence of the regular team member.
 - 5.4.2.2. A member of the Commission decides on the replacement of a regular team member by merc, who must meet the following criteria:
 - The Merc requested to play must be on a team from the same team grid;
 - The Captain of the team, which includes the player, must agree to take their player from the team for one game;
 - This player cannot be taken from the team with which the next match is to be played.
 - 5.4.2.3. The captain cannot use merc without the approval of a member of the Commission, but may propose a candidate for consideration.

¹ <http://etf2l.org/season-33-rules/>

- 5.4.2.4. The captain of the opposing team has the right to question the candidacy of the merc-player. In that case, if the arguments on the part of the opposing team will be deemed sufficiently compelling, the nomination will be rejected.
- 5.4.2.5. In case of refusal of all team captains to provide their player, the desired person will be selected by the LAN Team among the volunteers from the audience hall.
- 5.4.3. At the time of the search of merc and approval of merc's candidacy rule p.5.3.3.7 does not apply.
- 5.4.4. It is allowed to only use one merc-player. If there is a reasonable need for a larger number of them, the decision remains at the discretion of the Member of the Commission.
- 5.4.5. Introducing the merc-players without Commission's notice is forbidden and is punished by violating team forfeit.
- 5.4.6. The captain of the team makes the decision to award merc, who took part in the games of the winning team.
- 5.5. Classes and their limitations:
 - 5.5.1. Each team-participant is obliged to start the match as a part of:
 - 2 (two) Scouts;
 - 2 (two) Soldiers;
 - 1 (one) Demoman;
 - 1 (one) Medic.
 - 5.5.2. Depending on the situation, it is allowed to use no more than:
 - 2 (two) Scouts;
 - 2 (two) Soldiers;
 - 1 (one) Pyro;
 - 1 (one) Demoman;
 - 1 (one) Heavy;
 - 1 (one) Engineer;
 - 1 (one) Medic;
 - 1 (one) Sniper;
 - 1 (one) Spy.
 - 5.5.3. It is not allowed to use non-standard classes for 6v6 game mode (Pyro, Heavy, Engineer, Sniper, Spy) more than 40 % of the total map time of the match.
- 5.6. Map Pool:
 - 5.6.1. Each tournament stage has one corresponding map in it..
 - 5.6.2. Official Tournament's maps are:
 - cp_process_final
 - cp_gullywash_final1
 - cp_snakewater_final1
 - cp_granary_pro_rc8
 - koth_product_rcx
 - cp_sunshine
 - cp_prolands_rc2t
 - 5.6.3. Maps for the knockout stage (playoffs, BO3) are picked from the map pool by the team Captains according to the following rules:
 - 5.6.3.1. in the case where the commands are initially in the same bracket:
 - 5.6.3.1.1. The captains of the participating teams decide who crosses the map out of the list first. In the absence of consent, a hand-to-hand combat game is held according to p.5.3.2. The winner of the match gets the right to decide who will strike out first. Afterwards:
 - The first team bans a map;
 - The second team bans a map;
 - The second team picks a map;

- The first team chooses a map
 - The first team bans a map;
 - The second team bans a map;
 - The last map is decider.
- 5.6.3.2. If the commands were previously in different brackets:
- 5.6.3.3. The captain of the team from the top bracket decides who will strike out first. Afterwards:
 - The first team bans a map;
 - The second team bans a map;
 - The second team picks a map;
 - The first team picks a map;
 - The captain of the team from the top grid selects the decider map from three remaining ones.
- 5.7. Client and server settings:
 - 5.7.1. Configuration of the server part is carried out by the LAN Team through the use of configuration files <http://etf2l.org/rules/configs> and https://whitelist.tf/etf2l_6v6_s33.
 - 5.7.2. Configuring the client is carried out by the participant individually, taking into the account the requirements of p.6.2, p.6.3, and p.7.3.3;
 - 5.7.3. Participants are not allowed to use third-party servers for tournament games, except for when this action is approved by the LAN Team.
- 6. It is forbidden to:
 - 6.1. Violate internal regulations and rules established by the Venue administration.
 - 6.2. Use programs, scripts and libraries that give the player an advantage over other players that is not provided by the client part of the game.
 - 6.3. Use features not originally provided by the game mechanics (so-called “bugs” and “exploits”).
 - 6.4. Intentionally attempt to disrupt the server, client, or otherwise interfere with the rules of the Tournament games.
 - 6.5. Offensive actions and abusive behaviour, including inappropriate in-game or site nicknames and images.
- 7. Refereeing and Conflict Commission.
 - 7.1. The composition of the Conflict Commission (hereinafter — the Commission) is selected by the LAN Team and published on the official website and (or) Discord-channel before the Tournament:
 - 7.1.1. A member of the Commission with the right to vote takes part in the joint discussion and decision-making with other members on the issue under consideration;
 - 7.1.2. A member of the Commission without the right to vote provides advisory services, takes part in discussion on an equal basis with other members of the Commission, but is not able to directly vote for a decision.
 - 7.2. The Commission has the right to cancel or change the rules of the Tournament for a particular game in cases of fraud, technical problems or any other circumstances beyond its control, as well as circumstances that may question the objectivity of the Tournament.
 - 7.3. The refereeing of each particular game is assigned to the players-participants of the match:
 - 7.3.1. Players are required to ensure that the server is not joined by players not participating in the game;
 - 7.3.2. Players are required to follow all tournament rules and be impartial towards their team members;
 - 7.3.3. All players taking part in the games of the Tournament are obliged to keep records of the games with their participation in the .DEM format throughout the tournament from the first person (POV) on the client side, and provide them on demand to the member of the Commission or the LAN Team;

- 7.3.4. The captain of the team participating in the match has the right to request through a member of the Commission a record of the game of any player participating in the match.
- 7.4. A member of the Commission may terminate the game if the player-participant is convicted of using additional programs that give him/her advantage and/or make changes to the code of the client or server part of the game.
- 7.5. In case of problems that prevent the game, players are required to inform the member of the Commission. The Commission may decide to replay one or more rounds after fixing the problem.
- 7.6. According to the results of the match, the Captain of the winning team must provide proof of the game and the final score. The proof is the results page of the game on the <http://logs.tf/>.
- 7.7. The confirmed result of the match can be found on the official website of the Tournament.
8. Settlement of disputes.
 - 8.1. In the event of controversy during the Tournament, the final word remains with the members of the Conflict Commission, appointed by the LAN Team.
 - 8.2. The decision of any member of the Conflict Commission can be appealed to the LAN Team.
 - 8.3. The decision made by the LAN Team is final and not subject to appeal.
 - 8.4. The organizer does not accept appeals after the end of the Tournament.
9. Prizes and Awarding.
 - 9.1. The winners (prize-winners) are determined on August 11, 2019.
 - 9.2. Announcement of the winners (prize-winners) takes place by posting information on the official website and (or) on the channel in Discord.
 - 9.3. In the Tournament there are three team prizes, for the achievement of which there is a material reward.
 - 9.4. Prizes:
 - 9.4.1. The total prize Fund consists of the organizational fund and the participation fee, and is an arithmetic sum, a multiple of six and as close as possible to the specified percentage:
 - First place: 55 % of the Total prize pool;
 - Second place: 30 % of the Total prize pool;
 - Third place: 15 % of the Total prize pool.
 - 9.4.2. Other options of encouragement, including non-material, at the discretion of the LAN Team.
 - 9.5. Awarding of winners (prize-winners) by material means of encouragement occurs not later than 2 hours after the end of games of Tournament.
10. Parties Rights and Responsibilities.
 - 10.1. The LAN Team has the right:
 - 10.1.1. not to allow to the subsequent actions carried out by the LAN Team, the persons who violated any provision of p.6 of these Rules during tournament;
 - 10.1.2. at sole discretion and without prior notice, to cancel or change these Rules in established cases of fraud, technical problems or any other circumstances that may question the objectivity of the Tournament;
 - 10.2. The LAN Team must:
 - 10.2.1. Provide players with information related to the Tournament in advance on the official website and/or through the Discord channel;
 - 10.2.2. To provide a minimal technical base for the games of the Tournament;
 - 10.2.2.1. The term "minimal technical base" means: serviceable (or having faults that do not affect the gameplay) personal computer, serviceable (or having faults that do not affect the gameplay) monitor, the necessary peripheral devices in good condition, installed steam application, installed Discord application,

- installed team Fortress 2 client, n Web-browser.
 - 10.2.2.2. Connection of own peripherals, as well as installation of any software by the Participant without the consent of the LAN Team is not allowed.
 - 10.2.3. To provide access for monitoring gameplay to viewers;
 - 10.2.4. Provide in interaction with the owner of the Platform safe presence of Participants on object with mass stay of people according to requirements of the legislation of the Russian Federation.
- 10.3. The organizer is not responsible for the termination, stoppage or postponement of the tournament games, if the reason for this was force majeure, such as fire, flood, war, strike, actions of state bodies, which the LAN Team could not foresee and prevent by their actions.
- 10.4. Participants have the right:
 - 10.4.1. For an objective consideration of any disputes affecting the interests of the Participants.
 - 10.4.2. To refund the participation fee in case of early refusal to participate in the Tournament, in accordance with p.3.3.5.
 - 10.4.3. for reimbursement of fee for participation in the event of a cancellation by the LAN Team due to a reason different from p.10.3.
- 10.5. Participants must comply the following nickname rules:
 - 10.5.1. For the duration of Tournament every participant must use their common nickname that should be possible to be pronounced and read in English.
 - 10.5.1.1. Nickname and team name transliteration should be correct and resemble the original name (if applicable) as much as possible.
- 10.6. The responsibility of the participants.
 - 10.6.1. Responsibility for violation of any provision of the rules of the Tournament, not expressly provided for in these Rules, remains at the discretion of the LAN Team.
 - 10.6.2. The captain of the team who, committed a violation of any provision of paragraph 6 of these Rules by their actions or inaction, by team members, shall be removed — as well as all team members — from participation in the Tournament, including the declared reserve players.
 - 10.6.3. Liability for damage to property, threat to life and health of third parties arising from the actions of the Participant, comes in accordance with the legislation of the Russian Federation.