

Golden Gun League



BF1942 World CUP Information for contestants

Introduction

In this document you can find all the necessary information to get you started as a competitor in the BF1942 World Cup. This event will be hosted in collaboration with the SiMPLE community.

Following previous **Golden Gun League** competitions, the organization of the upcoming season will be handled **uniquely through the Discord platform**. Standings, match schedules, match results and other player statistics will be available on a new website for the Golden Gun League.

Information regarding the upcoming league season

The upcoming Golden Gun League season will be hosted in the Battlefield 1942™ first-person shooter video game. Here is some key info regarding the format of the and other details:

- 1) The competition will start in the late **fall of 2023**;
- 2) The format of the competition will be **8v8 Conquest**;
- 3) The competition will be hosted in servers located in **Europe and North America**;
- 4) A **50-50 rule** will be enforced at the discretion of opposing team leaders. The 50-50 rule is like a home and away match system. For teams located in **different continents**, the **50-50 rule will be mandatory**: one map will have to be played in a North American server and the other, in an European one;
- 5) A match will consist of **two maps** (or the same map if it is picked by both teams). On each map, two rounds will be played, for a total of four rounds in a match;
- 6) Each match round will last **20 minutes**. Victories will be determined by **total ticket count**;
- 7) The competition is labelled as a world cup, but players can choose to compete in **national squads** or form teams composed of players from different countries within the **same continent**;
- 8) The competition will consist of **two stages**:
 - a. **A league stage**, which will last a minimum of 14 weeks;
 - b. **A double-elimination knockout stage** where the two last teams of the league are eliminated after the final match week and the rest of the teams compete. More information on the specific rules of this stage will emerge once the league stage is finished;
- 9) A **minimum of 8 teams** will compete in the league;
- 10) The map pool will include a large selection of **Battlefield 1942™ stock maps**;
- 11) When possible, league matches will be casted to **Twitch** via the official channel of the Golden Gun League;
- 12) Team and player registration will be handled uniquely via **Discord**. As an exception, we will accept registrations through the **SiMPLE forums** as well;

Schedule

The league phase of the competition will start on **November 4th, 2023**, and the elimination phase will follow at the end of the league phase. Note that the end date of the league phase depends on the total number of registered teams. In the unlikely event of a match being postponed, the end date of the league season might change.

Assuming a minimum of 8 registered teams, there will be seven match weeks. A match week lasts two weeks: it starts Monday and ends on Sunday. For example, the first match week will start on Saturday, November 4th, 2023 and end on Sunday, November 19th, 2023. The second match week will start on Monday, November 20th, 2023 and end on Sunday, December 3rd, and so on. The league phase of the tournament should therefore last a minimum of 14 weeks.

Match days will be held on the **Saturdays and Sundays** of each match week. Matches typically occur at 2:30 PM EST (GMT -5), but that time can change depending on the availability of the teams.

Anticheat

At Golden Gun League, we take the topic of cheating very seriously. Because this is a global competition and the stakes are high, it is of the utmost importance that each player uses the appropriate anticheat measures.

Each person wishing to take part in competitions hosted by Golden Gun League must accept to download, install, and configure PunkBuster to play in the matches. The version currently supported by the league is PunkBuster Client 2.110. A download link to this version can be found in the files section.

Map pool

The following maps can be picked by the competing teams for any league season match.

A total of 18 maps from Battlefield 1942™ can be picked (see the table below).

Note that all the maps are to be played in their original format. Server or client-side mods to modify certain aspects of the maps (ie, amount of vehicles or vehicle placement) will not be used.

Map name
Aberdeen
Battleaxe
Battle of the Bulge
Berlin
Bocage
Coral Sea

El Alamein
Gazala
Guadalcanal
Iwo Jima
Kharkov
Kursk
Liberation of Caen
Operation Market Garden
Midway
Stalingrad
Tobruk
Wake Island

Map picking

The map picking rules are as follows:

- Each team will pick three maps they do not wish to play against their opponents during the league phase of the competition;
- The same map may not be picked twice during the league season;

Match format and game mode

Each match will consist of a total of four rounds of 20 minutes: two rounds will be played for each map, and two maps will be played for each match.

The game mode will be 8v8 Conquest. The team with the most tickets at the end of the match wins it.

Score system

The score system for the upcoming Fall 2023 season is simple. Since the game mode will be Conquest, match results will **solely be determined by ticket numbers** at the end of a match.

Note that team leaders are responsible for taking screenshots of the results of each round in a league match. This ensures that the match results are reported properly.

If Team A has more tickets than Team B, Team A wins. If Team A and B have an identical number of tickets, the match is a draw. If Team A has less tickets than Team B, Team A loses.

Each victory gives a team 3 points. A draw will earn both teams 1 point. A defeat earns a team no point.

Match results will typically be reported like this:

Total number of tickets for the winning Team:Total number of tickets for the losing Team

Here is an example:

400 (Winning Team):250 (Losing Team)

Note that the number of rounds won, lost, or tied are not used to determine the result of a match (only ticket numbers are). They are however used in the standings to determine the rankings of the teams.

Bear in mind that the points for a team are affected by penalties and will affect the ranking of that team.

The results of matches, individual player statistics and the league standings will be available on the BF-League website. Note that this information will not be posted in the Golden Gun League Discord; you will have to check the website for that.

Registration

To be able to compete in the upcoming BF1942 World Cup, you will need to join the BF1942 World Cup Discord here: <https://discord.gg/5mCEZQVjJs>

Note that you must have a Discord account to be able to join the Discord. If you don't have one, you can download the Discord platform and create a new account once installed. The link to download Discord is available in the files section of this document.

Once you are in the Golden Gun League Discord, an admin will grant you access. You will then be a prospect until you join a team or make your own during the registration phase of the competition.

Before any competition goes live, a registration phase will be initiated. Typically, they last 1-2 weeks, so that the league admins can reach out to new players and help with team creation.

After the registration phase is over, each team is registered for the season, and the matches can begin.

Please note that registration is done on a first come, first served basis. To register to the Golden Gun Fall 2023 Season, you will need to be able to field 8 players to all the season matches. You cannot use ringers, so make sure you recruit a few extra players for backup purposes.

Each player in your team must have Battlefield 1942™ and the PunkBuster Client installed on their PC. All team leaders will be responsible for sending the keyhashes of each player in their team to the league admins before the end of the registration phase.

Once a team is registered to the season, it will have a personal team space in the Discord. In this personal space, which comprises a chat room and a voice chat room, team members can discuss vital information such as strategies and recruitment.

Each team leader needs to send the following information to the Golden Gun League admins to register their team:

- 1) Your clan/team name + the tag
- 2) Where most of your players are located
- 3) Who the team leader is
- 4) The keyhashes of each member of your team
- 5) If each team member (including yourself) has read the rules and if they have all the necessary software and allowed game versions to start playing

After validating the information, an admin will then give you the OK to register your team.

Penalties

The table below gives more information on penalties that can be issued by members of the administrative teams to members of a team who violate the rules. Penalties can only be given by consensus in the administrative team and following a strict review of video evidence after a league match is played. When a penalty is given, it is given to individuals but affects the whole team. In a single match, penalties are not cumulative: only the worse violation is given.

If a player commits too many violations, appropriate disciplinary measures might be taken. Please note that the table below does not include major violations such as the use of bugging, glitching, illegal mods or cheats.

If a player is found to be bugging, cheating or glitching, he/she will be removed from the competition immediately and banned from future competitions hosted by the Golden Gun League.

The table below describes the violations which produce penalties. For the severity column, the higher the number, the more severe a penalty is. As already mentioned, penalties affect the whole team but are logged for each player and affect individual player statistics.

Name of violation	Penalty Value	Affects	Severity
Before a league match			
Failure to respect the 50/50 server rule	-1	Team leader	1
Failure to select a map before the deadline	-1	Team leader	2
Failure to show up on time (more than 10 minutes after the scheduled match date)	-1	Everyone	3
Failure to show up to a scheduled league match (one player)	-1	Everyone	4
Failure to show up to a scheduled league match (the whole team)	-2	Team leader	5
During a league match			

Failure to wear your clan/team tag	-1	Everyone	1
Using a prohibited nickname	-1	Everyone	2
Using trash talk with the global chat (k)	-1	Everyone	3
Shooting an enemy uncapturable base	-1	Everyone	4
Using a ringer	-1	Team leader	5
Using a prohibited version of Battlefield 1942™	-1	Everyone	6
Using a blacklisted player	-1	Team leader	7
Failure to use PunkBuster™ anticheat program	-2	Everyone	8
After a league match			
Failure to provide screenshots of the final scores of each round to the admin team	-1	Team leader	2
General			
Failure to provide the keyhashes of your team members to the admin team prior to the start of a league season	-1	Team leader	1
Changing your keyhash in between league season matches	-1	Everyone	2

Rules & Guidelines

Here you will find the rules to be observed at the Golden Gun League for the Fall 2023 Season. Note that in addition to the rules presented here, a few guidelines for the best competitive experience are provided.

The rules below apply on both the Golden Gun League Discord channels and game servers.

Rules

General Rules

- 1) Each person wishing to join the Fall 2023 Season of the Golden Gun League must be at least 16 years old
- 2) Each person must have Battlefield 1942™ v1.61 OR Battlefield 1942™ v1.612 (Origin) installed on their computer
- 3) Each person must have the PunkBuster anticheat software on their computer and be able to upgrade it to the latest supported version if necessary
- 4) Each person must have the Discord IM platform installed on their computer or be willing to install it

Before the league season begins

Team leaders:

- ___ You and your team members must observe the rules listed under the contestant's section
- ___ You cannot change your team's tag and/or name after registering it
- ___ A team leader may create a maximum of one team per league season
- ___ You must ensure that your team members have engaged themselves to show up to each match of the league season

- ___ When registering your team during the registration phase, you must provide the keyhashes of each player in your team to the Golden Gun admin team

Contestants:

- If you are registered in a team during a league season, you cannot leave your team until the season is finished
- You cannot join a team after the registration period is over
- When joining a team, you engage yourself to be available for all scheduled matches of a league season

- Your nickname cannot have less than 3 characters and cannot be "BFSoldier" or "Player"
- Please do not use an offensive nickname. Nicknames with racist, political or any other discriminatory tone will not be tolerated.
- You are not allowed to change your CD-Key in between matches of a league season (ie, playing from a friend's PC)

Before a league match

Team leaders:

- You must pick your map for your league match at least 4 days before your match date. You must communicate your map pick to the admin team AND the opposing team leader

During a league match

Contestants:

- ___ **The use of cheats, such as:**
 1. **Illegal Archives (such as a modded Texture.rfa to brighten soldier skins or any other tweaked RFA file);**
 2. **Illegal Configuration files (CON files that contain cheat codes);**
 3. **Illegal console commands;**

4. Cheat engines and software (for example, aimbot, auto-aim, ESP hacks (wall hacks, minimap hacks), kit hacks, sound hacks, etc);
5. DLL-injection cheats;
6. The use of a VPN to improve your route or connection to any of the league servers;
7. Server crash exploits or software;
8. Stream sniping;

Is strictly forbidden during a live league match and will result in a permanent banishment from all competitions and servers hosted by the Golden Gun League.

- **You must use PunkBuster Client 2.110 during all league matches of a season**
- Usage of the global chat should be kept to a strict minimum. Absolutely no trash talk will be tolerated during a league match.
- You must wear your team or clan tag during the whole length of the league match
- In maps with uncapturable bases, spawn camping is not allowed. You are allowed to prevent enemy players from leaving their uncapturable base, but you cannot shoot directly at them from outside their base unless they are already shooting at you
- You are allowed to shoot targets standing inside an enemy uncapturable base only if they are shooting at you. This goes for enemy infantry, vehicles, and stationary weapons.
- You are not allowed to reconnect during a live tournament round to improve your hit registrations
- Bugging (prone bug, sandbag bug) is forbidden, as is glitching (ie, glitching into a building). Admins will penalize offenders once then ban them from the competition if they are found to be bugging or glitching a second time
- All contestants must show up on time for their league matches
- Streaming your game will not be allowed. Only the Golden Gun League caster can stream the game

Team leaders:

- You cannot use ringers during a league match
- You are responsible, with the opposing team leader, to enforce the 50-50 server rule if both team leaders accepted it prior to the match
- You are not allowed to use any Golden Gun League blacklisted player for a league match (ie, a player caught cheating)
- If an opposing team fails to show up in the 10 minutes after the scheduled start of a match, the team which failed to show up will receive a penalty and the match will be rescheduled
- A half-time of a maximum of 5 minutes will be given after the first map of a match for both teams to discuss tactics and strategies.

- __ You will be given administrative rights to the Golden Gun League game servers only to restart map rounds using the !live command. You cannot use other commands unless authorized by the administrative team

After a league match

Team leaders:

- __ You must provide screenshots of each round played in a league match to the Golden Gun admin team after each match

Discord

Contestants:

- Please keep a respectful attitude when you post in the Golden Gun Discord channels
- No spam will be allowed in the Discord. Please try to stay on topic. Forum moderators reserve the right to remove content deemed inappropriate
- No advertisement for other websites or products will be tolerated in the Discord

Guidelines

Team leaders

- __ You can use the Discord practice clan wars channel to set up practice wars versus other opponents
- __ Team leaders and contestants are highly encouraged to read all the rules before a competition begins
- __ If you are a team leader, it is a good idea to recruit 4 or 5 more players in your team for backup purposes
- __ It is a great idea to organize as many practice clan wars as possible on the league game servers. There are many maps in the pool, and knowing them all increases your chances of winning the competition

Contestants

- __ It is encouraged to use a VOIP program such as Mumble, TeamSpeak or Discord to communicate with your teammate during a league match
- __ It is good practice to be in the league game server at least 15 minutes before your match

Files

In this section, you can find all the necessary files you need to join the Golden Gun Fall 2023 Season. When possible, a download link is provided.

Game and expansions

Please note that Golden Gun League will not provide download links to pirated versions of Battlefield 1942™.

If you are new to Battlefield 1942™ and need to get the game, you can buy it here:

https://www.amazon.ca/Electronic-Arts-Battlefield-1942-Anthology/dp/B00022Q0RI/ref=sr_1_5?crid=1MOY3PHCHZ5PV&keywords=battlefield+1942+the+road+to+rome&qid=1661089025&s=videogames&srefix=battlefield+1942+the+road+to+rome%2Cvideogames%2C58&sr=1-5

If you need help installing the game and its expansions, our administrative and technical teams will be available to you on the Golden Gun League Discord server. Certain community patches must be applied to make the game work, and we will walk you through how to install them on Discord.

Note that the two versions of Battlefield 1942™ accepted in the Golden Gun League are Battlefield 1942™ 1.61 published by Electronic Arts® and developed by DICE® and its update, Battlefield 1942™ 1.612 (available through the Origin platform).

The SiMPLE community High Definition Battlefield 1942™ version and the Battlefield 1942™ High Definition Remaster are NOT allowed in the competition. However, certain exceptions can be made if a contestant already has these game versions installed on their computer.

Software

In addition to the official game files, you will also need the software described in the table below to be able to join the competition. Again, if you need help installing the software, simply send us a private message on Discord and we will gladly help you.

Software name	Version	Download link
PunkBuster® Client for Battlefield 1942®	2.110	https://team-simple.org/download/Punkbuster42.exe
Discord Instant Messaging Platform	-	https://discord.com/api/downloads/distributions/app/installers/latest?channel=stable&platform=win&arch=x86

Servers

At Golden Gun League, we strive to provide to our contestants the highest quality servers.

BF1942 World Cup servers will soon go live. One server will be in the middle of the North American continent, with a possible second server located in New York City. Other servers will be located on the European continent and will be provided by the BF-League and SiMPLE communities.

All Golden Gun servers are passworded and run version 1.61 of Battlefield 1942™. Our servers are also PunkBuster protected. To get the server password, you must be a league contestant.

You can do so by joining the Golden Gun League Discord and joining a team there, or making your own.

More information on the game servers is available in our Discord.

Hierarchies and Roles

Golden Gun League operates by following the hierarchies and roles outlined in the table below. Note that the hierarchies and roles below are also used in the Golden Gun League Discord.

Starting at the team leader role, hierarchies are cumulative. For example, a team leader has all the permissions of a contestant on top of his/her own. The caster and technical team is an exception to that rule: they have no hierarchies.

Role	Description/permission	Hierarchy	Color in Discord
Prospect	Every person who just joined the Golden Gun League Discord server and hasn't joined a team or made one yet	0	Gray
Contestant	Every person currently in a team or who has participated in past Golden Gun League competitions	1	Yellow
Team leader	Every person who is leading a current or past team in the Golden Gun League. Team leaders have limited admin rights on the game servers. They are allowed to use the !live command for example.	2	Orange
Caster	The official Golden Gun League caster, responsible for casting select league matches through Twitch. The caster will also act as the referee for the match.	None	White
Technical Team	The people responsible for the management of the game servers	None	Purple
Administrative team	The people responsible for running the league and making sure everything runs smooth (organizing the competitions, recruiting	3	Green

	players to the Discord, installing mods on the server, writing rules, etc). They possess full admin rights on the game servers and on the Discord server.		
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Discord

You can access the Golden Gun League Discord here: <https://discord.gg/5mCEZQVjJs>

This is where all the action takes place! Make sure to join the Discord, as the bulk of the competition is organized through this platform.

Happy fragging!

The BF1942 World Cup Team