

# Match Procedure/ Rules

The referee will create the match, and the players will be invited 5 minutes in advance to the scheduled match time

The referee will hold the host at (almost) all the times. Players will state the map in the #multiplayer chat and the referee will select it. Host is only given to players for warm up picks

Players will be asked to do a !roll command to determine who has the first pick, the higher roll gets first pick & the lower roll gets first ban. There are 2 bans per team and each team can not ban two maps of the same modpool with the exclusion of Nomod

Game mode is Team VS, and the maps will be played on Score v2

Matches are to be locked and to be accessed through invites from the designated referee only

Players are allowed to pick the Nofail mod to prevent failed scores

Only players listed on the team sheet are eligible for playing

You can not pick out of the same mod pool consecutively with the exclusion of NoMod

The Tiebreaker is to be considered a Freemod map, but teams are not obliged to pick any mods

For a Freemod map;

- multiple mods (HDHR) are allowed. DT is not allowed
- teams are required to pick at least one Hidden & one Hard Rock modification. HDHR may replace the Hard Rock pick
- you are only allowed to pick Hidden, Hard Rock, and/or Easy

If a team fails to show up for a match after 10 minutes of the scheduled match time, the team will be penalized appropriately.

If a player disconnects within the first 30 seconds of a map, a rematch will be offered.

If a player is deemed to have inappropriate behaviour, he/she may be penalized at the discretion of the referee and/or staff. This can include, but is not limited to, intentional throwing, fake disconnects, disrespect towards staff and/or opponents.

Only 1 warm-up map is to be played per team (two warm-ups in total), with a maximum drain time of 5 minutes strictly.