

Booyah Battle Ruleset

by Rapptz

[I. Game Settings](#)

[II. Teams](#)

[III. Map Rotations](#)

[IV. Playing the Match](#)

[V. Additional Rules](#)

I. Game Settings

- Private Battle
- Win Condition - Best of 5 Games
- Round Robin Groups to Top 16 Single Elimination

II. Teams

- Teams must sign up with 4-8 members
- One player may only play for one team
- If you wish to change your roster, notify the Tournament Organizer before an event begins

III. Map Rotations

1. When check-in begins, we will release the selection of maps to be played for each round
 - a. Map and mode will be decided with a randomly generated list
 - b. Matches must be played in the order shown
2. The following maps will be included in the rotation

Saltspray Rig	Walleye Warehouse
Kelp Dome	Blackbelly Skatepark
Arowana Mall	Flounder Heights
Moray Towers	Urchin Underpass
Port Mackerel	Camp Triggerfish
Bluefin Depot	Hammerhead Bridge
Mahi Mahi Resort	Pirahna Pit
Museum D'Alfonsino	Ancho-V Games

3. The following modes will be included in the rotation

Splatzone

Tower Control

Rainmaker

IV. Playing the Match

1. Matches are played in the order that is shown for each Match
2. Before each game begins, Teams may change equipment/substitute Players
 - Only two Players may be substituted per Game and must be reported to the TO
 - You do not need to inform your opponent of any equipment changes
3. Repeat until the Match Win Condition is met (3 rounds)

V. Additional Rules

Disconnection

- A rematch may only occur due to a disconnect if:
 - a. the player that disconnected provides a screenshot or photo of the disconnect screen with the time of the match seen AND
 - b. only up to a minute since the start of the match has passed when the disconnect happens AND
 - c. the team with a disconnected player(s) does not make an attempt to continue the match
 - i. a disconnect CANNOT be called at the end of the match
 - ii. a team continuing the match implicitly agrees to accept the end results
- Once a TO is able to confirm the disconnect, the match will be restarted
 - a. Both teams must use the same loadout used before the restart
 - b. No substitutions other than for the disconnected player is allowed
- Only 1 rematch due to disconnection is allowed per match per team
 - a. The following situations will bypass the above rule and allow for a free rematch
 - i. The game begins with a team missing players
 - ii. Both teams experience disconnections during a match

We will announce when each round begins.

if at any time a team is stalling or taking too much time choosing stages or connecting, we will begin to enforce harsh time rules. It is important that you communicate any issues to us ahead of time.

The TO has the final ruling for any situation not covered in this Ruleset