
Introduction

Community Smash is a massive Planetside 2 event in which hundreds and hundreds of players battle against each other on the Jaeger server to find out who's the best once and for all (well until the next smash). All factions and all servers will be able to take part in this event.

Part 1: Staff and Contact Information

- Community Smash is an event for the community, by the community, this means the staff is entirely made up of people who are part of the community itself. It also means the people organising this are doing this completely voluntarily and in their spare time. Organising these events requires a lot of preparation, planning and effort. Therefore, the organisers are under no obligation whatsoever to reply within a certain time frame, accommodate unreasonable requests, and they reserve the right to make decisions as they see fit.
 - Please contact the organisers if you have any questions after reading this document, the contact information will be added to the bottom of 'Part 1: Staff and Contact Information'.
 - If you want to be kept up-to-date of the next Community Smash please consider joining the discord added to the bottom of 'Part 1: Staff and Contact Information'. This discord is also a great way to stay in touch with the community and other participants of the Community Smash.
 - It is mandatory for all players to be on TeamSpeak whilst participating in a Community Smash. The respective TeamSpeaks will be announced on the main Community Smash discord and in the respective team discords.
 - Organisers:
 - Coralus: coralbo / Coralus#2270
 - Falcon: litha.falcon
 - Haliot: hailot / Hailot#6396
 - Hejbl: hejbl
 - Mega: simplypolis
 - LostNTime: anothergerz
 - Reltor: reltor / Reltor#3675
 - Varunda: varunda
 - Discord: <https://discord.gg/2tkXMer>
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Part 2: Code of Conduct

- You will not engage in unsportsmanlike conduct with any organiser, participant, streamer, official or any other attendee.
- You will not encourage any other person to engage in unsportsmanlike conduct with any organiser, participant, streamer, official or any other attendee.
- You will not engage in any conduct that might be considered controversial, political, racist, or offensive in any other form.

- You will not encourage any other person to engage in any conduct that might be considered controversial, political, racist, or offensive in any other form.
 - You will not engage in any behaviour which would endanger the (mental) health, safety or well being of any organiser, participant, streamer, official or any other attendee.
 - You will not encourage your fellow players, or any other person, to engage in any behaviour which could endanger the (mental) health, safety or well being of any organiser, participant, streamer, official or any other attendee.
 - You will not engage in excessive use of profanity, whether this is due to an argument or to hurt any organiser, participant, streamer, official or any other attendee.
 - You will not encourage any other person to engage in the excessive use of profanity, whether this is due to an argument or to hurt any organiser, participant, streamer, official or any other attendee.
 - You will treat any organiser, participant, streamer, official or any other attendee with respect regardless of race, creed, colour, national origin, sex, sexual orientation or ability.
 - You will not engage, nor will you encourage others to engage, in verbal or physical threats or (mental) abuse aimed at any organiser, participant, streamer, official or any other attendee.
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Part 3: Event Rules

- The play will be restricted to the chosen continent and people partaking in the Community Smash are not permitted to join/play on any of the other continents.
- A player is allowed to use a PSB provided, named account. However, you will have to notify your outfit rep of this. Your outfit rep will then have to make sure this is conveyed to your (a)FC as a part of your outfit's final numbers. Solos will have to notify their SL and/or PL, who will then convey it to your (a)FC. This will have to be done at least a week before the smash. Note: non-PSB Jaeger accounts fall under this rule.
- Every player will start in their respective warpgates. You can only leave the warpgate, either through redeploying, walking, driving, or flying, after 'Match Start' has been declared.
- The Community Smash matches will last for 90 minutes (one and a half hours) unless specified otherwise.
- The winner of the match is the first team to capture all of the opponents warpgate bases or the team with the most facilities controlled (connected to their warpgate) at the end of the match.
 - If both teams own an equal number of (to their warpgate connected) facilities at the end of the match, the match will go into overtime. The team that is first to capture a base after the normal playtime has ended will win the smash.
- Any case of purposefully disregarding orders, going 'rogue', or any manifestation of actively disregarding or going against the command of someone higher in the command chain than you, without their consent or the organiser's consent, will be met with repercussions.
- Any form of griefing, including but not limited to intentional team killing, vehicle killing, vehicle blocking, and teamflashing/teamconcing, is not permitted.
- The use of war assets, including, but not limited to, Steel Rain and the Bastion Fleet Carrier, is not permitted.
- The use of the ASP system is not permitted. People with ASPed characters will be asked to buy an ASP refund token before the start of the match. Furthermore they are not allowed to respec into any of the ASP perks until the match has concluded. This will be tracked through the api.
- The use of items purchased with outfit merit or A7 is not permitted.
- The use of any items located in the tactical slot is not permitted.
- The use of any item from the campaign system is not permitted.

- All infantry weapons of the 'infiltrator', 'light assault', 'combat medic', 'engineer', and 'heavy assault' are allowed, except those listed below. The organisers reserve the right to ban weapons in case a recently added weapon is clearly imbalanced, for example the first version of the 'VE-S Canis' on live.
 - Empire Specific AMRs (DAGR-81, LA60 Masthead, and VX4-3 Slicer) are banned
 - The following Empire Specific Launchers are banned: T2 Striker, NC15 Phoenix, and Lancer VS22.
 - Directive weapons and directive rewards (weapons and items) are banned, due to there being no way to provide these weapons to all players.
 - Event weapons, such as the soldier soaker, are banned.
 - Weapons that aren't obtainable with certs are banned, with the exception of weapons that are carbon copies of weapons that you can obtain with certs. For example, the NSX-P Naginata is allowed, as it is identical to the NSX Naginata.
 - Both **the use and the placement** of the engineer's Anti-Infantry MANA turret is **not** permitted. The use of the Anti-Vehicle MANA turret is permitted.
- The use of any MAX weapons classified as 'Anti-Infantry (AI)' is not permitted, however the use of both of the 'NS-20 Gorgon'-arms is.
- Both the construction system and its related vehicle (the 'ANT') are banned. The *vehicle bases* will be in play, assuming they are present on the chosen continent; using the construction system on these bases will however still be banned .
- ESFs and liberators are banned
- The Pelter Rocket Pod and VLG Missile Launcher for the Valkyrie are banned. The M20 Wyvern, CAS 14-E, and Hellion G20 are **not** banned.
- The use of the M60-A bulldog on the galaxy is banned.
- The use of nanite boosts, as well as any other method of increasing your nanite gain, is banned.
- The use of an account with elevated permissions (eg. 'admin' accounts, 'obs cams', flagged personal live accounts, etc) is not allowed, this is to prevent potential concerns and/or allegations of cheating and to make sure no accounts with membership are playing (increased nanite gain). The use of an account with elevated permissions is only permitted when you have cleared this, in writing, with an organiser.

Part 4: Team Selection and Balancing

- Players of all servers (Cobalt, Connery, Emerald, Miller, and Soltech) are allowed to partake in the Community Smash, assuming he/she is not banned in/by any of the following instances: Planetside Battles, Community Smash, and/or Daybreak Games.
- We will not be accepting 'conglomerate sign-ups'. You are permitted to have "ringers", a maximum of two per twelve signed up players.
 - Exception 1: No conglomerates of outfits will be allowed to sign up together, unless they agree to split their numbers evenly between both sides and make a good effort to balance these numbers evenly for both player counts and skill. Whilst this might cause strat leaks, the organisers feel this is better than unbalancing the team balance.
 - NB: Whether your sign-up is a conglomerate or not is the organiser's call. Do realise that being in a single outfit does not mean your outfit isn't a conglomerate. If you'd like to play together with a certain outfit you can notify the organisers of this, through either the sign-up form or by poking "*Coralbo / Coralus#2270*".
- You can only sign up with a maximum of 36 players.

- An outfit is required to bring the amount of players they signed up with. When signing up you can be a bit more vague with a maximum difference of twelve between the minimum and maximum (e.g. 24-36), at some point closer to the event you'll be asked to provide more specific numbers.
 - Any case in which organised groups or players are added to rosters without the knowledge and consent of the organisers will face temporary or permanent bans from the event.
 - Teams will be balanced by the organisers, after sign-ups are closed.
 - Organisers will make every effort to ensure players/outfits are distributed in a balanced manner.
 - FCs will be picked on the basis of experience and game knowledge, organisers hold the right to change FCs after preparations have begun.
 - Outfits will be balanced to the best of the organiser's ability, the organisers will actively request feedback from certain members of the community.
 - The balancing of solo sign ups will happen several weeks before the smash when the outfits have been asked to put up their definitive numbers.
 - The platoons are decided by your FC after talking to the organisers, this is done to prevent any imbalancing in Platoon Leads.
 - No FC or coFC/aFC will have any influence on the team selection and balancing.
 - Organisers will retain the right to alter teams after the initial balance, either due to dropouts or due to team imbalances.
 - Each team will have some independent organisers (1-3) assigned in order to streamline the process between both teams and the organisers, the organisers will attempt to make sure one team isn't underprepared. However, in the end, the ones responsible for their team's preparation are the (a)FCs.
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Part 5: PSB Account Rules

- Accounts are only to be used during the event they're given to you for.
 - Account Details may not be saved, re-used or shared.
 - Any characters on the given account are not allowed to be deleted, before, during, or after the event.
 - Every used character should have a minimum of 100k certs on it after use. Please contact the organisers or PSB if your account doesn't have a 100k certs or if you will need more certs.
 - All participating players must log onto their team's TeamSpeak and Jaeger account a minimum of 15 minutes before the start of the match. If you're using an unnamed Jaeger account, the Jaeger account number has to be added to a person's nickname on your team's TeamSpeak (e.g. 0016 Coralus, if your PSB account is 0016 PSBxSmash1314, or if your PSB account is PSBx0016).
 - Putting a character through ASP is considered the same as deleting it, and will be punished in the same manner.
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Part 6: Streaming Guidelines

- All cast streams including observer accounts need to be confirmed by the organisers.
- All streams by a Force Commander, Platoon Lead, or Squad Lead are not permitted.
- All streams, assuming you do not fall under the three aforementioned groups, are permitted to stream with 90-120 seconds delay (1.5-2 min), assuming your SL isn't repeating everything that's being said in their whisper lists.

- Anyone streaming is advised to use their best judgement on whether or not the comms present in their stream are revealing critical information
 - Observer accounts, which will be used during a Community Smash, will be requested and handed out by the organisers. No one else is allowed to either request or use one during the smash.
 - Streams by or hosted by Community Smash will all be heavily monitored. Occasions can occur in which an organiser will ask a streamer to take down his stream, either due to this streamer breaking the rules or hurting the integrity of the event.
 - Any person abusing, hurting, or actively working against the stream of anyone streaming this event will be met with severe repercussions.
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Part 7: Penalties

- Minor and one time offences will be handled by the organisers at their own discretion.
 - Breaking the 'code of conduct' (see: part 2) on either the Community Smash discord or any Community Smash related communication platforms may result in time-outs, bans, or restrictions in the next Community Smash(es); this includes behaviour outed towards everyone, including but not limited to organisers, players, and streamers.
 - Breaking the 'code of conduct' (see: part 2) or the event rules (see: part 3) may result in, including but not limited to, bans, restrictions, in any following CS.
 - Requesting and using an observer account during any version of Community Smash will require you to notify the organisers beforehand.
 - If an outfit does not meet the number of players that they've put down on the form, they'll be heavily restricted in the next smash depending on the impact it had on the match.
 - Anyone trying to (ab)use loopholes, attempting to circumvent the rules, or encourage the two aforementioned activities will be met with heavy repercussions.
 - Any person or outfit being found guilty of purposefully team killing (at random or with a specific target in mind will be banned from the next smash). This will be handled on a case by case basis.
 - An outfit/platoon/squad going 'rogue', without the consent of those higher in command, will either be met with player restrictions and/or exclusion from the next smash. This will be handled on a case by case basis.
 - If an outfit/player has been reprimanded multiple times on multiple occasions the organisers will consider banning this person indefinitely, this will be handled on a case by case basis.
 - Violation of any rules set by PSB will result in penalties from PSB, these penalties apply across all events that use PSB accounts. This means if you break PSB's rules, Community Smash will uphold any resulting bans or restrictions from PSB.
 - If a person is banned, or breaks any rules constructed, by PSB they will not be allowed to partake in any CS, we are required to adhere to PSB's judgement on banning players and we intend to uphold these bans in any iteration of Community Smash.
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Part 8: Disclaimer and Organizer's Rights

- By participating in an event organised by the Community Smash team you hereby agree to all rules and understand that breaking any of these rules may result in a penalty.

- In consideration of my application and permitting me to participate in this event, I hereby take action for myself, my executors, administrators, heirs, next of kin, successors, and assigns as follows:

(A) Waive, release, and discharge from any and all liability for my personal connections, bans, restrictions, technical issues, or actions of any kind which may hereafter accrue to me participating in this event or any related event, Community Smash, PSB, and their directors, volunteers, representatives and agents, the event sponsors and event volunteers,

(B) indemnify and hold harmless all entities or persons mentioned in this paragraph from any and all liabilities or claims made by other individuals or entities as a result of my actions (or lack thereof) during this event.

- The organisers hold the right to change any rule at any given point in time. The people who will be affected by this rule change will be notified accordingly through the Community Smash discord.
- Any requested rule change regarding gameplay, must be submitted to the organisers at least one week prior to a Community Smash, if this is not done in time the organisers hold the right to postpone consideration of it until after the smash.
- Any requested rule change, regarding anything but gameplay, can be submitted at any time, but can be postponed due to the organisers being busy.
- All concomitant footage obtained prior, during, after, or otherwise related to, a community smash event can be used by the organisers without the need of permission from the creator.
- Any given ban can be put up for discussion by messaging "Coralbo / Coralus#2270" after the ban is given, the organisers will subsequently look at the case and will either uphold the ban, change the ban, or remove it. Any organisers being found guilty of incorrectly assigning bans or changing permissions in regard to this ban will, depending on the severity, be punished accordingly. Note: asking the organisers to take another look at your ban may increase the length or seriousness of said ban.
- The organisers choose to organise the Community Smashes out of love for the community. We hereby declare that we are not getting any source of income (and/or gifts) from this and we are doing this completely voluntarily. This means we have no obligation to fulfil tasks within a certain period of time, for example due to work/education/personal life, however we will respond as soon as possible after discussing any problems with the other organisers.
- The absence of any written discontent means that all, those who are directly or indirectly involved with any of the Community Smash events, agree to oblige to all of the rules mentioned above. If you do have a problem please contact "Coralbo / Coralus#2270" and the organisers will re-evaluate the rules in question. However, by contacting the organisers you agree to oblige to all of the changes that may or may not be made to this specific rule.
- Please message "Coralbo / Coralus#2270" if you have any problems with the rules, would like us to clarify, or remove/add a rule.

Update:

— ~~05/10/2020: added air rules + penalties for CS.~~

— <https://docs.google.com/document/d/1jzFrqj74TlqtvoF4tZgi3Nf3bznnclKKvezTtVpQwsQ/edit?usp=sharing>

- 06/10/2020: Updated organiser list (removed HenriXD, added Osprey)
- 06/10/2020: Updated list of servers (we finally lost hope in a Briggs revival, added Soltech).
- 06/10/2020: Campaign items added to list of banned items (since we're unable to give players these items ourselves).
- 07/10/2020: clarified who could pull ESFs under part 3.
- 24/11/2020: Moved ESFs back to 'not permitted'. This was conveyed to pilots and FCs on the 18th of November.

- 27/11/2020: All directive weapons are banned.
- 30/05/2021: Removed a rule concerning penalties for pilots. This rule was removed due to not having pilot signups for the upcoming CS (CS#10).
- 22/06/2021: Clarified which Empire Specific rocket launchers fall under the 'ES launchers are banned'-rule.
- 22/06/2021: Updated the no-ASP rule to reflect the addition of the ASP refund token to the marketplace.
- 12/07/2021: Added items and weapons obtained as a reward for completing a directive to 'the banlist'.
- 12/07/2021: Added a rule banning the use of accounts with 'elevated permissions' (eg. 'admin' accounts, 'obs cams', flagged personal live accounts, etc) unless stated otherwise by an organiser.
- 12/10/2021: Minor changes to the wording of two particular rules, listed under 'Part 7' and 'Part 8' respectively. The changes pertain exclusively to the wording and no effective rule changes were made.
- 12/10/2021: Updated the list of organisers by removing FalcoArnold and Osprey from the list, we thank them for all the effort they put in.
- 10/05/2024: Changed every 'Coralus#2270' into 'Coralbo / Coralus#2270' to reflect Discord's new-ish unique ID system.
- 10/05/2024: Some minor spelling and grammar corrections.
- 10/05/2024: Lowered the time players are required to in-game and on TS from 30 minutes to 15 minutes (part 3 & 5).
- 10/05/2024: Included assistant FCs as those responsible for a team's performance (part 4).
- 10/05/2024: Updated Discord invite link.
- 02/06/2024: Added an actual win condition to the ruleset, I can't believe this was never actually added before.
- 02/06/2024: Reordered the rules under the event rules section
- 02/06/2024: Unbanned the CAS 14-E. Banned all other valk weapons besides the M20 Wyvern and CAS 14-E.
- 02/06/2024: Banned the M60-A Bulldogs for the galaxy.
- 02/06/2024: Banned the **use and placement** of the engineer's Anti-Infantry MANA turret.
- 02/06/2024: Some minor spelling and grammar corrections.
- 02/06/2024: Banned the Empire Specific AMRs (DAGR-81, LA60 Masthead, and VX4-3 Slicer).
- 02/06/2024: Added Falcon, Hejbl, LostNTime, Mega, and Varunda as organisers.
- 06/06/2024: Reordered some more rules between the event rules, team selection and balancing, and PSB account rules.
- 06/06/2024: Correct an error under the streaming guidelines section which stated 'under the two aforementioned' to 'under the three aforementioned'.
- 01/07/2024: Updated the rule that states who needs to be notified when a player wants to use a named account.
- 07/07/2024: Added a rule that specifically states that nanite boosts, as well as any other ways to increase your nanite gain, are banned.
- 07/07/2024: Added an overtime rule.
- 10/07/2024: Added event weapons to the ban list.
- 10/07/2024: Added a rule specifically stating that all weapons that one can't obtain with certs are banned.

- 21/07/2024: Minor changes to wording. Corrected some spelling mistakes. Completed an unfinished sentence.