

# Official Rules Document

*All Hypixel rules apply, unless further restricted by these rules.*

*Disclaimer: This document may be modified at any time. Players are expected to be aware of any changes. Rules are subject to change based off of need, if you have a serious complaint of idea for a reform of a rule or the addition of one please tell your captain.*

*Last Updated 2/9/17*

## **1 - Overview**

- The Format Royale is a fun little side thing run by Stevennetwork, Usle, xCuteDwarf, Ala, and Andrew.
- In the Format Royale we have emphasis on three key ideas, **fun, practice, and getting more players and things into competitive cvc.**
- Keep in mind that at this current moment, this is not an official competitive cvc competition but rather just a competition put together by a few randies(\*cough cough stevennetwork\* -How is it possible to be sick online? The world may never know) for fun.

## **2 - Tournament Format**

- So here's where things get interesting, each week of format royale will have a different format, the schedule for this 6 week thing is as follows:

Week 1: 6v6 Defusal

Week 2: 5v5 Defusal

Week 3: 4v4 Defusal

Week 4: 3v3 Defusal(2 groups of 3 players on each team alternating rounds)

Week 5: 2v2 Defusal(2 groups of 2 players on each team alternating rounds)

Week 6: 6v6 Team Deathmatch

- The teams will be randomized at the beginning, but from then on move upwards based off of points.
- There will be **no team eliminations** present in format royale so feel free to try new strategies and players out for your team or even start a new team altogether.

## 2.1 Points

- Instead of map/round wins being the soul thing taken into account on winning in the end this thing will be run on points, points will be awarded to teams at the end of every weekend. Points are awarded based off of the following:

+1 point for participation(playing in your match, turning in forms if need be(Ign updates roster changes) if there is no change that can be reported don't worry, Cooperating with staff, and just being good members in the cvc community). **Max of 1 point per team per week.**

+1 point for having the minimum amount of players required to play your match without requiring subs. **Max of 1 point per team per week.** Player requirements per week are as follows:

- Week 1: 6 players on each team
- Week 2: 5 players on each team
- Week 3: 4 players on each team
- Week 4: 6 players on each team(two sets of 3 players playing on alternate rounds)
- Week 5: 4 players on each team(two sets of 2 players playing on alternate rounds)
- Week 6: 6 players on each team

+1 point for map win(**max of 2 points per team each match**)(Both teams in a match will be able to receive points based off of this)

\*A team can get a maximum of 4 points per week\*

## 3 - Team and Player Requirements / Restrictions

### 3.1 - Team Requirements

- Rosters will have a maximum of 16 players and a minimum of 8.
- Each team must have its leader to join the tournament discord server, for communication purposes. This person will be given the 'Team Captain' role on the discord server, and will be responsible for scheduling matches and communicating to staff.
- If a player on a team's roster is banned their spot on the roster will remain until they are unbanned, but an alt would be removed from the team they were alting on.
- Only players registered under the participating teams' roster may play in a match as a player for the team.
- Teams caught adding players who do **not** want to participate will be penalized.
- Players caught using alternate accounts on different teams will be disqualified.

### 3.2 - Player Requirements

- A player may be allowed to play in Format Royale even if they are banned from Competitive CvC tournaments depending on what they were banned for.
- Staff are eligible to participate, but cannot influence their own games.
- A player must not be on two teams. A player cannot play for either team until they tell Admins which one they are on and get removed from the other team's roster.
- Each player must use the mod podcrash + 1.4 in there matches unless you have an exception(a player can get an exception by proving that they are not able to use podcrash or have like -15fps is crashing every two seconds(aka an extreme and I mean extreme disadvantage where pdc makes you have a potato for a computer.)) **Note Please go to the podcrash + support discord server and do +Support in the chat and talk to a developer or staff member before asking for an exception as they will hopefully fix your problems**(If the problem cannot be fixed please show evidence that you attempted to have it fixed through the above means and go to one of the Format Royale admins and or notoh(Developer) and we will see about getting you an exception.

Podcrash Support Discord: <https://discord.gg/SuyvWqf>

PDC+ 1.4.2 Download: <https://plus.podcrash.co/download>

Installation Guide: <https://www.youtube.com/watch?v=Z7NMTeaCC9I>

## 4 - Match Format

### 4.1 Play

- Format schedule:

Week 1: 6v6 Defusal

Week 2: 5v5 Defusal

Week 3: 4v4 Defusal

Week 4: 3v3 Defusal(2 groups of 3 players on each team alternating rounds)

Week 5: 2v2 Defusal(2 groups of 2 players on each team alternating rounds)

Week 6: 6v6 Team Deathmatch

- Best of 3 different maps(+1 point per map win which can be awarded to both teams in the case of a 2-1, max of 2 per team per match), using the challenge mode system.
- Map pool is as follows:
  - Alleyway
  - Atomic
  - Carrier
  - Overgrown
  - Reserve
  - Sandstorm
  - Temple
- Teams will ban and pick maps in the following order:
  - Team A bans one map
  - Team B bans one map
  - Team A picks one map
  - Team B picks one map
  - Team A bans one map
  - Team B bans one map
  - The last remaining map is used.

\*Also can just avoid picks and bans and to random instead if both teams would like\*

#### **4.2 Substitution and Game Delays**

- Substitutions are allowed, though the other team will have the right to deny any of the subs your team chooses. Please try and have the minimum amount of players there as stated in **2.1 points** for each week.
- Map picks and bans **must** be done before 15 minutes of the scheduled time have passed.
- Please do not try and stall for players to show up, and try and be respectful of the other team's time.
- You are permitted to play with a player disadvantage.

#### **4.3 Match Scheduling**

- Teams are in charge of scheduling a match time for themselves. This must fall sometime during the week, though make sure it is a time that both teams agree and are happy with. It is recommended to have matches between Friday and Sunday.
- Match times must be confirmed and communicated to a league admin as soon as possible(in order to get the +1 point for the week in participation as stated in 2.1 Points).

#### **4.4 Referees and Media (Casters and Streamers)**

- If a referee is available it is required for them to be present in the match one way or another.
- As for media once again while we will hopefully have media available in this competition, matches are not required to be streamed or recorded by one. While each team can feel free to record on their own free will, in order for a media to be present both teams must agree

beforehand on it and talk to the streamers and casters in the discord (will have special roles) and the match can just be recorded if both teams would prefer.

#### **4.5 In Match Rules Violations**

- Exploiting to reach parts of a map unintended to be accessed is strictly forbidden, and will result in whatever the other team feels is right. This means that they can choose to play on it, restart, or even go onto the next map. If a player on your team broke this rule please allow the other team to make their decision. (Extends to all block glitching)
- Usage of flashbangs is forbidden. In the event of a flashbang being thrown intently, and will result in whatever the other team feels is right. This means that they can choose to play on it, restart, or even go onto the next map. If a player on your team broke this rule please allow the other team to make their decision.

#### **4.6 Discord Rules**

- Teams either have to use their team discord or the Format Royale Discord provided channels. Only the players in your games may be in your call and if you are using your own discord tournament staff must have access to verify this.

#### **4.7 Special Rules for Week 4 and 5**

- Week 4 is 3v3 defusal with two sets of 3 players from each team making a total of 6 players being required for each team.
- Week 5 is 2v2 defusal with two sets of 2 players from each team making a total of 4 players being required for each team.
- Each of these sets will be playing on alternate rounds(set 1 on each team plays round 1, set 2 plays round 2, etc.)
- Your desired sets of players should be given to the referee(if one is present) or the other captain(in our official discord #Captains channel at the same time) before each map, teams may not change the players on each set without good reason(aka can't change it in response to the other team's set).
- Players will be able to **buy gear** for the other members of their team even if they are not playing in round.
- If a player is unable to play during their round for whatever reason(better be a good one) a player from an alternate set will be able to play in their place.
- If you are a player who is playing on a set in which you aren't playing in the round please nade yourself, firebomb yourself(just have your avatar die somehow without interacting with the round once it has started. If by some chance you fail in dying to a nade or whatever do /hub and then /back or stay afk at your spawn without interacting with later gameplay.
- If a player interacts with the other team during a round in which they are not supposed to be playing(unless they are subbing in for a player from another set for a reason stated above) then the round will automatically go to the other team. Ex: Set 1 player plays round 2 for no good reason. (Interaction includes throwing a smoke, nade, firebomb, flash, or dealing dmg to a player on the other team).
- If a player breaks the rule above knowing the rule full well the whole map may be forfeit to the other team.

## 5 - Illegal Gameplay

### 5.1 Forbidden modifications

- Any player caught using forbidden modifications in competitive games may be immediately disqualified from the tournament, depending on the severity. This also applies to any CvC game which uses the challenge mode system.
- We define forbidden modifications as any modification or adjustment that provides an unfair advantage against other players. If you are unsure about using a particular modification, do not use it.
- The list of forbidden modifications includes, but is not limited to:
  - A hack client of any kind (disallowed by Hypixel rules).
  - An external application that influences your Minecraft, such as an external ESP or an autoclicker.
  - Resource packs or other visual modifications which allow you to see through blocks, or locate players or opposing nametags through opaque blocks.
  - Resource packs or modifications which remove or edit crucial parts of the CvC resource pack, such as smoke.
  - Resource packs or modifications to the client which highlight certain types of blocks (eg: blocks that can be wallbanged), highlight players, or modify footstep sounds.
  - Any shader pack. This only applies to tournament games.
  - Minimap modifications of any kind.

### 5.2 Forbidden Functions

- Any player caught using forbidden functions during in competitive games may be immediately disqualified from the tournament, depending on the severity. This also applies to any CvC game which uses the challenge mode system, but will incur a lesser punishment (Section 7).
- The list of forbidden functions includes, but is not limited to:
  - Usage of touchscreens
  - Usage of block-based skins made to blend in with surroundings (covering majority of skin)

### 5.3 Reporting Players (from a challenge mode game)

- This can be provided to a tournament admin in the form of video evidence, or a raw Replay Mod file.
- Referees may also be able to obtain screenshots via Podcrash+ (if being used) in challenge mode games.
- Evidence in the form of a video must meet the following criteria:
  - No voiceover narrations or mouse movements which can create bias.

- If evidence is from Replay Mod, it is useful to include the crosshair (you can do this by pressing T and Esc when viewing a replay)
  - Video must show at least five full rounds of gameplay.
- If a raw Replay Mod file is submitted, please include major timestamps when reporting to a tournament admin.

#### **5.4 - Regarding Hypixel bans:**

- Due to the possibility of false bans due to fake evidence, a player banned on the Hypixel network may be eligible to use an alternate account if they believe their ban to be false. Each case will be treated individually.
- In general, only bans marked with an [F], with a full ban screenshot and proof that the ban belongs to the specific user (ie: video recording of attempting to join Hypixel Network ingame) will be considered. This information must be provided to a tournament admin.

## **6 - Player Conduct Rules**

### **6.1 Hate Speech**

- Any language that is derogatory on someone's religion, race, sexual orientation etc. and directed towards someone to intentionally hurt them is not tolerated.

### **6.2 Harassment**

- Consistently being aggressive towards another player or a group of other players in the intention to make them feel unwelcome or hurt in some way is not tolerated.

### **6.3 Toxicity**

- Promoting discourteous or rude thoughts towards a certain player at that player, to other players in Discord, game chat or PMs with that player is not tolerated.

### **6.4 Punishment**

- Breaking any of these rules can result in a mute on discord for any amount of time. Multiple cases of breaking these rules will result in longer mutes and eventually competitive CvC bans. A single case of breaking these rules can still result in a ban if it's excessive enough.

### **6.5 Throwing**

- Intentionally stalling just to irritate the other team, losing games done by a single player or a team is not tolerated and will result with all those participating receiving a proportional punishment from the staff.

## 7 - Penalty Points

### 7.1 Overview

- Most offences, ingame or in discord, will attract penalty points for both player(s) and their respective teams.
- For example, if Player X receives two penalty points for misconduct, his/her team will also receive two penalty points.

### 7.2 Disqualification

- A player will be disqualified from the tournament if they receive a total of five (5) penalty points
- A team will be disqualified from the tournament if they receive a total of twelve (12) penalty points

### 7.3 Penalty Point Distribution

Offence	Penalty points	Notes, if any
Any forbidden modification <i>in a tournament game</i>	5 pp <i>Disqualification</i>	Team will forfeit the match.
Any forbidden function <i>in a tournament game</i>	2 pp	Team will forfeit the map.(Up to the other team on how to proceed).
Any forbidden modification <i>in a pchallenge game</i>	5 pp <i>Disqualification</i>	- Makes Podcrash devs cry
Any forbidden function <i>in a pchallenge game</i>	2 pp	- Makes Podcrash devs cry
Using a Vape client, or similar	5 pp <i>Disqualification</i>	Minimum ban from the Format royale and future things for six (6) months. (be aware that it may also result in a similar ban in competitive cvc).
Hate Speech / Toxicity, <i>during a match</i>	1-3 pp	Team <i>may</i> forfeit the match if excessive.(Up to the other team).
Hate Speech / Toxicity, other	1-2 pp	- Makes Steven Cry
Player or Staff Harassment	1-3 pp	-Makes Steven Cry
Intentional throwing of games	5 pp <i>Disqualification</i>	- Makes Steven Cry
Alt-account-ing for another team	5 pp <i>Disqualification</i>	Applies to the player who specifically altd..

Having a player in a set play interact with the the game on a round where they are supposed to be dead	0pp Round win for other team	If a player gets stuck or crashes and are supposed to play on the round of and another player steps in it is excused. Interacting with the game includes dealing dmg to enemy players, and throwing anything that affects the game.
Illegal Map/Game exploit	2 pp	- Makes a map developer Cry
Throwing a flashbang	1 pp	Up to the other team.
Intentionally obstructing Podcrash+.	5pp <i>Disqualification</i>	-(this includes not using podcrash without an exception or the other captain's permission, with intention).
Other offences	Varies	-