

ANP: WinterWarzone 2023 Ruleset

based on the Ghost Quarters Combat 2017 Ruleset v. 1.03

Highlighted text is new/different/amended rules from last year!

Ver. 1.1 - 5 vs. 5

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The Golden Rule(s):

Show up on time with all your players.
Record your game and take screenshots.
Report win/loss to admins.

Don't be a dick.

If someone is a dick, tell an admin.

BONK always wins.

Common Vocabulary:

- **Match:** A single match up between two teams, lasting from 2 up to 3 maps.
- **Map:** A skirmish on one map, lasting up to 15 rounds.
- **Round:** A single fight, lasting up to 2:45 minutes (2 minutes regular match time and 0:45 minutes of possible Ghost-Overtime).

The Formal Rules:

1. General

1.1 Tournament format

- Swiss-System Tournament: First matches are randomized encounters, after that each team will play against whom they are closest point wise. Teams do not play against the same teams twice.

(As an impartial and relatable tool, the admins will use challonge.com to organize the team match ups).

- Each team is going to play **5** matches on **5** different dates against other teams.
- Winning a match will award 2 points, drawing 1 and losing 0 points.
- After all teams have played **5** matches, the team with the most points wins.
- In the case teams are tied for points after all of those 5 matches have been played, those teams will play a final round under following preconditions:
 - When an equal amount of teams (2, 4,...) is tied for points, they will play a knock-out format.
 - When an unequal amount of teams (3, 5,...) is tied for points, they will play a round-robin format.

Exact handling of those scenarios is up to admin discretion.

1.2 Match format

- Individual 3 maps:
 - Each match consists of 3 individual skirmishes over 3 maps. (Best of three) BO3
- 5vs5 Free Classes: No class restrictions.
- Each map is played in a “Best of 15 Rounds” format.
 - The teams that get the most wins during those 15 rounds wins the map.
 - A map can be tied when the 15 rounds are reached with an equal amount of won rounds by both teams.
- When a team won the first two maps in a match, the third map does not have to be played anymore, but can, if both teams agree.
- ~~A Match is tied when either all maps get tied, or both teams only win one map and tie the third. Made redundant with Sudden Death (see Section 3.7)~~

(Note: matches can potentially last up to 2 hours - make sure your team is available!)

1.3 Maps

- Teams first decide for each match which one is Team 1 and Team 2. It is advised to use the plugin accessed by the !veto command. Should it not work, a coin toss by the admin or casting team decides which team bans first.
- Team 1 posts their ban, then Team 2. (ban)
- Team 2 posts their map, then Team 1. (pick)
- The third and final map will be a random map of the leftover map pool rolled by admin or a person both teams agree upon. (random)

Timeline: Ban team 1, Ban team 2, pick team 2, pick team 1, random map last

The Following maps are eligible for play:

- 1. Ballistremade (nt_ballistremade_ctg_a13)
- 2. Envoy (nt_envoy_ctg_rc2)
- 3. Saitama (nt_saitama_redux_ctg_a1)
- 4. Shrine (nt_shrine_ctg)
- 5. Snowfall (nt_snowfall_ctg_b8)

- 6. Tetsu (nt_tetsu_ctg_b4)
- 7. Threadplate (nt_threadplate_ctg)
- 8. Uptown (nt_uptown_ctg_rc1_comp)

1.4 Team Format

- Each team must consist of **at least 5 players**. A team can have additional 3 players for a **maximum of 8 players**.
- New team members may join mid-tournament, but must be vetted by all members of the current team as well as the Administrative staff.
 - **Mains AND Subs** are restricted to playing for **one active team** during the tournament (if a player has played in at least one round one team, they can no longer play in another's team roster).
- **Mains** and **Subs** **MUST** be registered and linked on the channel “**#registered-teams**” in the **ANP Tournament Discord**. See section 2.1 for more information.

1.5 Scheduling

- ANP:WW2023 staff will announce timeframes and team matchups using dedicated Discord channel “**#scheduled-games**”.
- Team captains are expected to **contact the opposing team and agree on a match date**, and then inform tournament staff about it.
(It is recommended that you use: <http://whenisgood.net> or <https://doodle.com>)
- Each match-round is expected to be played in a weekly rhythm. That means teams will be expected to play their next match during the 7 days a new match-round has started.

So teams are expected to play their match within 7 days of the last finished match-round.

- Teams which cannot play a match in the allotted time frame will concede the current match-round to the opposing team. Multiple instances of this will lead to the team being axed from the tournament.
- Teams that do not come to an agreement about the match date should contact an admin, who will then give teams a match date that is feasible for the majority of the players involved.
- Each team is required to schedule fairly and impartially.. This means NO schedule manipulation to gain an unfair advantage against the opposing team (such as to make

sure a certain player cannot play in the match or to force the enemy team into an unfairly early/late match in their time zone); It is encouraged for a team to report such instances to an organizer. If you are too busy to play, your team should be able to and should plan to play without you.

- **If it is believed that a team is intentionally making their available times scarce, the organizers will rule in favor of the most available team for the time they will play.**
- **Because of NT-Friday, streamers and casters may choose not to stream or cast a match scheduled on Friday.**

2. Players

2.1 Player registration and eligibility

- Any player of any country is welcome to play in the ANP:WW2023.
 - ANP:WW2023 staff reserve the right to exclude certain players from the tournament.
- **All Main and Sub players need to be registered in the ANP steam group with their SteamID linked to their profile, and to the ANP Tournament Discord channel.**
- A player who is **not** registered on a team is asked to substitute **for the current match** is considered a **mercenary (Merc)**.
 - **Merces** are subject to special rules. See section **2a**.
- For administrative purposes, one member of each team should register an account on challonge.com for their Team, and forward their name to one of the admins.

2.1.1 Modification of game files

- **Modifying NT game files is not allowed, with the exception of:**
 - For accepted scripts (see section **5.3**)
 - [Game files within this list.](#)

(Note: it is recommended to save a copy of your game files for the duration of the tournament)

Since it is not possible to enforce players running perfectly 'vanilla' Neotokyo, the tournament will be conducted with expectation that participants understand the importance of identical experience for both players and viewers.

2.2 Recording Matches

- Each player is required to record their demo replay of any matches and store them completely until collected by an admin at the end of the tournament!
 - The process is entirely automatic. Just make sure NeotokyoSource root folder [has the option "write" enabled](#), or it won't receive the demo files.
- Demos can be requested by an admin or any player of the opposing team.
- The opposing team can request demos up to 48 hours after the match was scheduled to start.
- A player whose demos have been requested has 48 hours to upload the demo, starting from the time the request was made: **Failure to supply a requested demo will be punished.**
- Players are allowed to record/stream their own matches with external recording software
 - Streams are required to have at least a five minute delay

2.3 Player Behavior

- Players are expected to behave cordially and with respect towards each other.
 - This doesn't mean we can't have a little fun!
 - But please remain friendly and neutral in post match interviews, absolutely NO intentional trash talking
- Keep in game public chat to a minimum.
 - Excessively offensive chat and/or spamming binds may lead to a warning for your team.
- Offensive names/Steam/Discord avatars and comments by players have a minimal

tolerance policy and may lead to warnings or bans.

- Players should choose names they are known by, or are similar to their discord names.
- Players on a team are expected to keep their members in check, whether it is ingame, in the discord, or Twitch chat during streamed events, or else they will be subject to these punishments:
 - Strike 1: A warning is placed, either for a single player and/or a team depending on the situation.
 - Strike 2:
 - A player will be barred from playing for a single game
 - A team will lose a map point to the other team
 - Strike 3:
 - A player will be barred from playing for the rest of the tournament.
 - A team will lose a match against the other team.
 - Strike 4: The team in question will be axed from the tournament.
- Teams are expected to be an active part of the community, as such they are encouraged to accept a post-match interview, even if they lose. Of course, this can boil down to a single comment from one person if they so choose.

2.4 Player Accounts

- Every player is limited to only **one** Steam account at any time.
 - A person creating multiple accounts or multiple players using one account is not allowed.
- Multiple players from the same household (family, close friends, roommates, ...) that may be sharing the same IP address must notify admins and use separate Steam accounts.
- Players caught creating **multiple Steam accounts or allowing use of their Steam account to a third party in official matches** may face being banned from the tournament. **If you wish to change the attached Steam ID, contact the Admins and they will update the official roster.**
- Each case will be reviewed individually and penalties will be assigned based on severity of the offense and its impact on the competition.

2a. Mercenaries

Mercenaries (**Mercs**) are defined as players who are ad-hoc substitutions for teams participating in the tournament and are **NOT** on the most recent roster update. As such, these players are given special rules:

- The use of a **Merc** *must be announced* to the other team prior to a map's start.
 - This can be announced in game or outside of the game.
- The other team must then **agree** to the usage of a Merc during the match.
 - ***This is entirely up to the opposite team. If the opposite team does not allow the usage of a Merc, then the Merc cannot play the match: FULL STOP.***
- As such, using a Merc is a *privilege* given by the *opposing* team.
 - You may appeal their decision to ANP: WW 2021 Admins and Staff but the decision *by default* is in favor of the Merc-less team.
- In the event that both teams have Mercs on their team during the time of the match, **both teams** must agree to play the match. If any of the two parties declines, then the match is considered **invalid** and must be rescheduled for a later time.

3. Match Rules

3.1 ANP Configs

The following is enforced by servers:

- cl_cmdrate 66
- cl_updaterate 66
- rate: sv_minrate 128000 to sv_maxrate 300000
- cl_interp: between 0 and 0.1
- (these values are enforced by servers)
- Individual round length is 2:00 minutes (2.26 clock, with 0:15 minutes of freeze-time) with possible 0:45 minutes of ghost overtime (see 4.3. Server Plugins)
 - Team score is not awarded for timed out rounds, however player XP and round number carries over.

3.2 Rescheduling/Postponing matches

- A scheduled match can only be postponed by an agreement to play on another day by both teams if it is within the given timeframe.

3.2.1 Delaying Matches

- Teams are allowed a 20 minute grace period after the scheduled match time. This is to be used for the following:
 - Waiting for the other team to arrive.
 - Waiting for a complete roster.
 - Setting up Discord and/or other forms of VoIP.
 - Finding a **Merc**.
- If a team fails to have a complete team ready on the server 20 minutes after the match was supposed to start, the other team may call for game start.
 - If the team without a full roster (5) declines for the game to start, it is considered a forfeit.
 - Teams can bring in mercenaries **between** maps, but not during them. (Normal mercenary rules apply)
- After a map change, both teams have 10 minutes to organise, starting when the first player joins the server.
- If a team fails to have a complete team ready on the server after that period, the other team may call for a game. **See rules above.**
- If a match goes to a third map, the same procedure for the second map is used.

3.3 Player Changes During a Match

- Teams are allowed to switch players during the game, with or without a pause, to a maximum of 1 player per map, so long as they are entered correctly on the team roster.
 - The player that is leaving the game **must** leave as soon as his replacement arrives.
 - The player that is entering the game **must** enter as soon as a slot is free.
 - Players are **not** allowed to go to spectator mode **under any circumstances**. **Doing so may give your team an unfair advantage.**

- Furthermore, a team may under no circumstances have more than 5 players on the server for 5v5.
- Teams are allowed to switch players after a map change (as long as they are entered correctly on the team roster).
- During games, it is prohibited for a player to connect to an ongoing game if they are not:
 - A casting, streaming, or admin team member
 - A player or merc allowed into the ongoing game
 - A player planning on switching off an active player in between maps
 If this occurs, they are subject to a timed ban from all competitive activities.
- Above rule also applies to connecting to official Tourney voice channels, with the exception of post match interviews or an admin connecting in the event of unusual circumstances.

3.4 Spectating

- **Spectators** (spectating in real time) is for **streaming only** and must be given permission by both teams.
 - The SourceTV IP address and password will be given out once a match has started and can be freely viewed at any time.
- Streaming and Post-produced match uploads will be announced in both ANP:WW2023 and ANP channels.
- Live-Streaming should only be done with a 2-5 minute delay.
- SourceTV should be done with a 5 minute delay ("*tv_delay 300*").

3.5 Requesting Pauses

- Teams may request a pause twice during a map. Reasons for pausing can include (Not limited to):
 - Player drops.
 - Server problems.
 - The match is unplayable due to network issues.
- If you need to pause, you must clearly request a pause and give a reason for it (for example: "Pause please, player drop").
- Every player can initiate a pause by typing "*!pause*" into the chat: The pause will come in

effect during this round freeze time, or, if already in the middle of a round, during the next round's freeze time.

- The tactical pause ends when it reaches its time limit of 60 seconds.
- A technical pause can be called out, which can last up to 3 minutes.
- A tactical pause can be called once by each team on each map. A technical pause can be called anytime, but has to be reasoned by the calling team.
- Both teams can unpause by both typing *"!unpause"*
- Team captains can contact an Admin if they suspect misuse of the pause system.

3.6 Deciding Maps from the Map Pool

- After Teams have decided which Team is 1 and 2 (either on their own, or admin coin toss) they proceed as following:
- Timeline: ***Ban team 1, Ban team 2, pick team 2, pick team 1, random map last*** (See 1.3)

3.6.1 Deciding Sides

- Sides can be decided with melee round (knives only) if teams don't come to an agreement by themselves.
 - A match reset is expected once the winner is decided on.
- Team captains can use dedicated commands (sm_rename) to change their team's name in-match, but only to an abbreviation that has admin approval.

3.7 Sudden Death

- Sudden Death enables when all rounds of a map are expended, and the score between two teams are tied.
- The next team that scores a round will win the map point
- If the round times out, it simply restarts, and will continue until one team wins a round point.
- Can be activated on every map round, and will guarantee a winner for each map round and matchup.

4. Servers

4.1 List of Servers

The Official List of ANP WW 2023 Approved Servers are:

- **Winter Warzone 2023 Tournament Server (BonAHNSa Pug Server) -**
74.91.123.81:27015
- Contact Dennogin, or Team AHNS
- Make sure the server is adequate before you start – complaints cannot be made after the match.
 - A team can request one full server restart if desired, but only once per match for both teams, *before* any games begin.
- Admins hold the final say over technical issues and server performance, that could warrant another server.

- **Unofficial Alternative Server: GigaChad PUG Server**

The official server for the WW2023 tournament is Bonahnsa, as it is currently the best server for international play.

That said, if two teams voluntarily agree to play on the GIGA Chad server they will not be penalized, provided teams adhere to the following rules.

1. Both teams must agree to play on GigaChad, which includes ALL team members (Not including mercenaries)
 - a. If one team does not agree, then the match shall be played on Bonahnsa.
Arguing will not be tolerated, see below
2. No coercion, that includes forcing a team member to play on Gigachad when they don't want to
 - a. Should a team be found to coerce, bribe, intimidate, or otherwise pressure another team or teammate to play on the GigaChad server they will be subject to the punishment system based on severity
 - b. That said, expect, at minimum, a game loss as we do not take this type of behavior lightly
 - c. If you have been forced, coerced, bribed or otherwise made to play on Gigachad against your will, please contact an admin
3. You are agreeing to play on a non-official server
4. The organizing team is not responsible if plugins or cfgs are not identical and/or if any

crashes, glitches, or bugs occur during your match. In other words, use it at your own risk and don't come crying to us if something broke.

5. ~~Currently, the stream overlay only works on Bonahnsa. Work is being done to try and get one working on GigaChad. But until that is done, all matches are expected to be played on Bonahnsa so that they can be streamed.~~
 - a. ~~If there is no streamer able to attend a match, or the overlay now works on GigaChad, then this rule will not apply~~
6. **If performance, team disagreements, or other related conflicts becomes a constant issue, GigaChad will be no longer be allowed to be used for official matches.** So please be nice and considerate of your fellow teams!

4.2 Server Protection

- All servers used for ANP:WW2023 matches must be password protected.

4.3 Server Plug-ins

- All servers used for ANP:WW2023 matches must run following plug-ins:
- nt-competitive sourcemod. (<https://github.com/Rainyan/sourcemod-nt-competitive>)
- Server Commands for the competitive source mod:
 - "sv_password ww2023" - sets password to "ww2023", possible to change
 - "sm_competitive_force_camera 1" - enables fade to black upon player death
 - "sm_competitive_title Winter Warzone 2023" - will name recordings accordingly
 - "sm_competitive_round_limit 15" - to play each map up to 15 rounds
 - "sm_competitive_sourcetv_enabled 1" - to record server side demos
 - "sm_competitive_record_clients 1" - to enable client side auto-record
 - "sm_competitive_max_timeouts 2" - to enable a maximum of two timeouts
 - "sm_competitive_max_pause_length 60" - timeout length of 60 seconds
 - "sm_competitive_max_pause_length_technical 180" - timeout length for technical issues with 180 seconds
 - "tv_delay 300" - SourceTV 5 min. delay
- No weapons disappearing: Version 0.7.6
<https://gist.github.com/Rainyan/53c0cfeabb47036b7f2dadb475e83bfc>)
- Ghost hop prevention <https://github.com/Rainyan/sourcemod-nt-anti-ghosthop>
- Fixing movement when going through other player:
<https://forums.alliedmods.net/showthread.php?p=462813>
- Anti-Cap Deny: <https://github.com/Rainyan/sourcemod-nt-anti-cap-deney>
- SRS limiter: <https://github.com/Agiel/nt-srs-limiter>
- Plugin for Spectator Vision Modes:
https://github.com/glubsy/neotokyo-sourcemod-plugins/blob/master/scripting/nt_specvisi ons.sp

- Plugin for Players retaining their XP after dropping from the server:
https://github.com/softashell/nt-sourcemod-plugins/blob/master/scripting/nt_savescores.sp
- Ghost Overtime with the setting 0:45 minutes: <https://github.com/Agiel/nt-ghost-overtime>

4.4 Mid-Match Crashes

In the event a server crashes mid-match:

If total rounds played is less than or equal to 5:

- The map will simply be restarted normally (sucks if you were up 5-0 doesn't it?)

If total rounds played is greater than 5 rounds

- The score will be updated by an admin to whatever the scores were when the server crashed
 - (Ex: Crashed at 3-6, after match goes live scores updated to 3-6). If no admin is present, teams will keep track of the score manually by typing it out at start of every round. (Ex: was 3-6, upon completion of first round teams will type respective score. 4-6, 3-7, etc.).

Commands the admins will use to update scores are (need to be in spectate to use these properly):

```
sm_cvar sm_competitive_nsf_score 0
sm_cvar sm_competitive_jinrai_score 0
```

5. Cheats and Scripts

5.1 Map Exploits

Using the following game exploits may lead to point penalties or disqualification:

- Double capture.
- Making the ghost intentionally unplayable (doesn't include recon-only areas or where ghost can be retrieved with gunfire)
- Intentionally glitching inside physics objects.
- Moving into a position or performing actions that allows for unintended vision through solid surfaces to a gameplay area
- "Denying" capture (Intentionally disconnecting, team-killing, or suiciding with the purpose of preventing enemy ghost capture and/or otherwise manipulating the score) - see Rains Anti-Cap Deny plugin.
- If you are unsure about the legality of any sneaky spot on a map, please contact an

admin to clarify the situation and prevent complaints from your opponent.

5.2 Cheating

- Any kind of cheats are not permitted. Players who are found guilty of using cheats will be banned permanently from the tournament and the associated servers.

5.2.1 VOIP Regulations

- Each team is REQUIRED to connect to the official tourney voice Discord channels. Refusal or failure to do so will lead to punishment, up to and including forfeiture.
- Nobody, except for authorized or permitted casters, streamers or admins are allowed into these channels for the duration of the game and post-match interview

5.3 Scripts

- Scripts that allow a player to perform an action in-game that he would not be able to execute without the script, or scripts that purposefully disrupt the player hitbox are banned.
 - Exceptions to this rule are all the scripts found in the [NT configs/scripts masterpost](#).
 - All other scripts must be vetted by an administrator.
- Scripts that freeze or glitch the player model (e.g. in mid-air to be less predictable) to make it harder to hit are banned
- Usage of banned scripts will be penalized on a case-by-case basis, depending on the intent of the script, the impact on the matches the script.
- Possible penalties may include warnings, default losses for one or more match rounds and bans for repeated offenses.

5.4 Ghost Hopping

- Ghost Hopping will be addressed through Rains Anti-Ghosthop plugin:
<https://github.com/Rainyan/sourcemod-nt-anti-ghosthop>

6. Admins

6.1 Match Administration

- Admin presence during the matches is not required, but **recommended**: Playing a match without admin presence goes at the risk for both competing teams.
- Admins can not officiate matches they themselves or their team participates in.
 - If both teams agree upon this action, participating players with admin capabilities can still solve technical problems during the match.
- For transparency: Administrators *are* allowed to play in the tournament. As they are upstanding members of the community it is hoped they will behave.
 - If you believe that something suspicious happened during your match because of an administrator, **please get in contact with another admin as well as third parties.**

6.1.1 Requesting Help

- To request help from an admin or to file a match complaint, please join the ANP:WW2023 Discord chat or #gameplay-discussion on the official ANP: WW 2023 Discord.
- You may add admins on Steam to ask questions or directly @mention them on Discord.

6.2 Admin Discretion

- The rules for ANP:WW2023 are enforced at the discretion of the tournament management team.
- Any complaints will be judged on a case-by-case basis and different punishments may be handed out in each case.

6.3 Admin Team

- The admin team consists of:
 - Dennogin#0306
 - Kudegra#3556
 - Oni#2657
 - pORPS#7880
 - Moffin#8729
 - Agiel - Agiel#0384
 - Dommler - Dommler#0408
 - Hosomi - Hosomi#0347
 - Rain - niar#1357
 - Wahaha - Wahaha~#2782
 - Zippy#0691

7. Disclaimer:

- These rules might not be final, if there is a newer version released, this version will lose its validity.