



## FRAGPUNK HUB

# General Ruleset

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## 1. Introduction & Basic Rules

Hello there, thanks for taking part in our monthly event, the **HUB BRAWL**. Here's a guide on how to set everything up correctly and what to do if something goes wrong. Make sure to read through the whole document at least once to gain a more in-depth knowledge.

### 1.1 Requirements

- You must be **14 years**<sup>1</sup> or older

<sup>1</sup> please consider that you have to be 18+ years to receive your prize money via bank transfers.

- You have to live in the corresponding **region**<sup>2</sup>
- You should be able to communicate in **English**, as this will be the main conversation language between players and the staff
- Your copy of FragPunk must be **legitimate**<sup>3</sup>
- You must have a **EGL account** and be registered at the corresponding tournaments
- You must be part of the **FragPunk Hub Discord** server

## 1.2 Schedule

- Check-In: 5:30 pm CEST (EU) or 11:30 am EST (NA)
- Start: 6:00 pm CEST (EU) or 12:00 pm EST (NA)

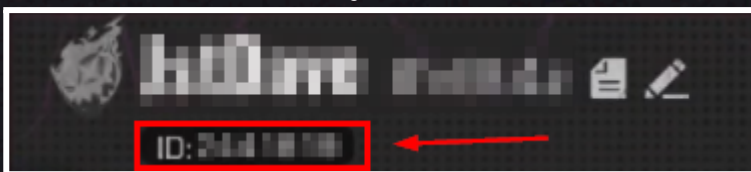
## 1.3 Code of Conduct

- We do not allow any defamatory or offending content within our community
- This does include, but is not only limited to:
  - Spam messages and NSFW content
  - Discrimination in any way or form
  - Hatespeech, insulting behaviour, verbal abuse and sexual harassment
  - Verbal or physical intimidation and/or threats
  - Publishing any personal details without consent ("doxxing")
  - Advocating or supporting any of the above

# 2. Setting everything up

## 2.1 EGL

1. Sign-Up at [EGL](#)
2. Set your account up with all the required information
3. Add your Fragpunk account to your game accounts + UID (Unique Identification Number, this should only be numbers and NO letters)



4. Create a team or join a team
5. Join any tournament inside our space that fits your team's schedule and region

## 2.2 Discord

1. Join our [Discord server](#)
2. Read through the server rules (#rules channel)
3. Change your nickname if needed ([2.3](#))
4. Assign yourself with some fitting roles (#roles channel)

<sup>2</sup> depending on the region of you live in and the tournament you signed up (e.g. EU Tournament -> European citizen)

<sup>3</sup> no cracked version, no manipulated source files, etc.

## 2.3 Naming

5. All platform names (EGL, Discord, in-game) should be similar to each other and easily recognisable

# 3. Tournament System

Before getting started, make sure that you understand the basic tournament system and its characteristics. To prevent any confusion, we defined some crucial terms as the following: rounds are in-game rounds, a game consists of the conventional bo3 round system and a match is defined as a bo3/bo5 series within these games.

## 3.1 Number of Games

- Each match **until the semi finals** will be **Bo1 games**
- The **Semi finals** will be **Bo3<sup>4</sup> games**
- **Grand finals** will be **Bo5<sup>5</sup> games**

## 3.2 Format

- All games are played in a "Aspect" **5 versus 5** format

## 3.3 Elimination

- After losing a match, you will be eliminated from the ongoing tournament (**Single Elimination** / Direct Elimination)
- There will be **no** Loser Bracket / Double Elimination / Second Chance (**except in the case of a third place / bronze match!**)

# 4. Rosters

## 4.1 Basics

- Each player can only be part of **one team** at a time
- Team and player **names** should not be defamatory, offensive, hateful or in any other way violating our code of conduct ([1.3](#))

## 4.2 Size

- The **minimum** size of your roster is **5 players**
- The **maximum** size of your roster is limited to **6 players**
- Before the start of the tournament, one player has to be chosen as a **team captain**. This person is mainly responsible for communicating with other players and the tournament staff

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<sup>4</sup> Bo3: the first team to win 2 maps, wins the whole match

<sup>5</sup> Bo5: the first team to win 3 maps, wins the whole match

## 4.3 Substitute and External Players

- If your team consists of **more than 5 players**, these additional players are considered to be **subs**<sup>6</sup>
- These team members can be swapped with active players before each match, but not in between games or rounds
- You're not allowed to alter your **roster** after a finished and successful registration
- Bringing in any **external players** is strictly prohibited
- You're not allowed to let another person play **on your account**<sup>7</sup>

## 5. Match Setup

### 5.1 Seeding

- The seed will be determined by **EGL**
- The **higher** seeded team will **create the lobby** and is responsible for **reporting** the results
- The **lower** seeded team is responsible for **joining** on time and **verifying** the results
- The **lower** seeded team is responsible for **choosing the side** (Attack or Defense)

### 5.2 Map Pick & Bans

- The **higher** seeded team will **choose** the first map to **ban**  
**BO3** - BAN BAN PICK PICK BAN BAN, then leftover map as decider.  
**BO5** - BAN BAN PICK PICK PICK PICK, then leftover map as decider.
- The **same** map **cannot** be played **twice** within a **best of 3/5**

### 5.3 Scheduling

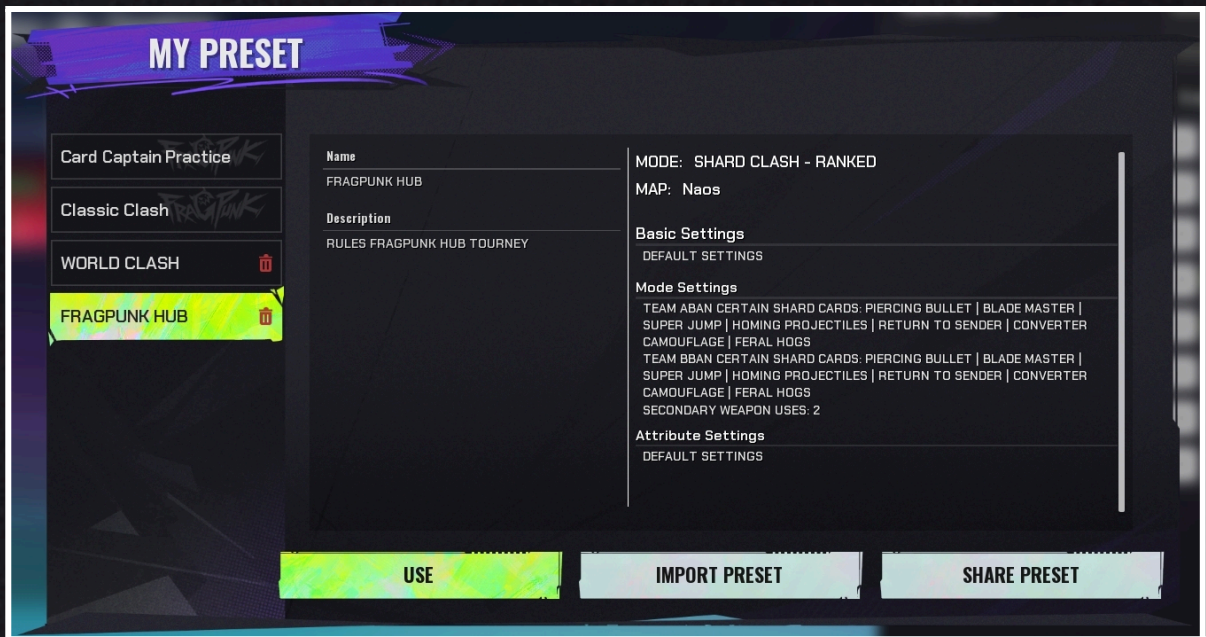
1. Check what's your next opponent via **EGL**
2. Contact your opponent via the EGL chat or the **#contact-opponents** channel
3. Discuss anything important inside the chat or the **#meeting-room** channel
4. If you need help, feel free to contact the tournament staff via the chat or inside the **#tournament-support** channel
5. Set the lobby up and let your opponents join (keep [9.2](#) in mind)
6. Make sure to use the FragPunkHUB **preset rules**

**CODE PRESET RULES : 125494683514542**

<sup>6</sup> substitute player

<sup>7</sup> misrepresenting an identity is strongly prohibited

CUSTOM GAMES > GAME SETTINGS > MY PRESET > IMPORT PRESET > ADD THE CODE > SELECT : FRAGPUNK HUB



7. If preset is not working please use the normal **ranked mode** but reduce **secondary weapons to 4** and ban these cards : ???

8. Rename **TEAM A** and **TEAM B** with the right team name, on the custom lobby



9. Start the game and play your matches

10. Report your scores on **EGL** and upload the relevant match media (see [7.1](#))

## 5.4 Match Start

- Your match begins after you're assigned a bracket by EGL
- Keep the "No Show Rule" ([9.2](#)) in mind

## 5.5 Spectators

- Spectators are only allowed if both parties agree
- Excluded from this are tournament staff members and casters

## 5.6 Live Streaming & Live Commentary

- You are allowed to livestream your matches, as long as your match is not officially being **casted**
- 30sec delay minimum on your stream
- Make sure to mind our code of conduct (1.3) while streaming your matches
- When your match is being casted, you will be contacted by the caster through the EGL chat or via discord
- When your match is being casted, please make sure to be on time

## 6 Support

In case something goes wrong, feel free to contact our **tournament staff**. Here's a guide on how to find and contact them. Try not to contact them in any other way, as this might lead to confusion. Conversations between the staff and players are **confidential** and must not be posted or shared publicly without proper consent.

### 6.1 EGL Chat

- Log into the EGL platform
- Go to your match page via your dashboard <https://egl.tv/dashboard/matches>
- Create a ticket, be sure to write as much detail as possible
- Otherwise, write a message that you need help inside the tournament chat

### 6.2 Discord

- Send a message inside of the **#tournament-support** text channel
- All teams must be present in a discord voice chat on the HUB server during their participation (Add the team name as well).
- If verbal discussion is needed, you can ask to be moved into the "Need Help" voice channel (this should not be the default procedure and should only be used if urgently needed)

## 7 Reporting Results after Match ends

When you're finished with your match, it's crucial to report the correct scores and confirm the results with your opposing team.

### 7.1 Evidence

- In order to achieve transparent documentation of the results, every player (especially the team captains) have to **screenshot** the game results. (Be aware that if you do not create a screenshot, you cannot prove your claims!)
- If no team recorded evidence, one team captain may propose a result: This result must then be verified by the opposing team captain

# 8 Match Interruptions

Sometimes a game can have unforeseen consequences, where both teams can't really do anything against it. This can be frustrating, but shouldn't be too big of an obstacle in your way. Make sure to think of these rules, when something unexpected happens. If uncertainty arises, contact the tournament staff.

## 8.1 Unintentional Interruptions

- For example: Disconnections, game crashes & spontaneous connection issues
- Players are allowed to **PAUSE** the game until the disconnected comes back
- The game will be **continued** (e.g. if one player disconnects during a 5v5 match, the game will be carried through as an 4v5 match)
- If such interruptions happen in the very first game of your match and both teams agree, the current game can be **restarted/replayed**<sup>8</sup>
- The disconnected player is **allowed** to try to **reconnect**, if he cannot the concerned team can substituted by another player (specified sub)

## 8.2 Intentional Interruptions

- For example: Rage quits & disqualifications
- The game will be **continued** (e.g. if one player quits during a 5v5 match, the game will be carried through as an 4v5 match)
- The disconnected player is **not allowed** to try to **reconnect** and cannot be substituted by another player (specified sub, external player)

# 9. Sanctioning

We're in for good and fair games. If someone doesn't obey the rules, insults other players in an arbitrary way or uses malicious third-party software, consequences will be carried through. In each case, whatever the tournament staff decides must be respected and cannot be challenged.

## 9.1 Verbal Abuse & Harassment

Engaging in competitive sports can be frustrating at times, but we want everyone to enjoy our tournaments. People that harm other people in any defamatory way and/or do not obey the code of conduct (1.3) must expect strict consequences.

## 9.2 No Show Policy

- After your match bracket is generated by EGL, one team (5.1) has to create a lobby **within 10 minutes** of the bracket generation and the opposing team has to join **within 10 minutes** of the lobby creation
- If this doesn't happen, please **report your situation** to the tournament staff (6)
- If there's **no sign**<sup>9</sup> **from both teams**, the tournament staff reserves the right to kick each team from the tournament

<sup>8</sup> make sure to communicate promptly and clearly to your opposing team

<sup>9</sup> no conversations inside Discord, no response to EGL chat messages or pings

## 9.3 Cheating / Hacking

- You're **not allowed** to use any additional software/hardware, such as rigged controllers, malicious third-party software, etc.
- You are **not allowed** to abuse glitches and/or bugs
- If you witness any of the above described behaviours, please **record evidence** (in form of video footage, screenshots, etc.) of this person and inform the tournament staff after finishing your match (6)
- The current bracket will be **halted** in the case of an active report

## 9.4 Discord Bans & Brawl Disqualifications

- There are multiple ways for **individuals** to get disqualified from the **HUB BRAWL** (the staff decides the severity in each case):
  - Being disqualified from the ongoing tournament
  - Being permanently banned from taking part in any future HUB BRAWLS
  - Being kicked or banned from the FragPunk Hub Discord server<sup>10</sup>
- Further, there are consequences that can be carried out against a **whole team**:
  - Being disqualified from the ongoing tournament
  - Being permanently banned from taking part in any future HUB BRAWLS

## 9.5 Consequences for other teams

- If a team gets kicked from an ongoing tournament, the following rules will apply:
  - The current or next opposing team gets a free win
  - (Games that were lost against this team, will be reversed)

# 10. Other

## 10.1 Contact

FragPunkHub Discord: <https://discord.gg/mPB6EM3M8Y>

EGL Discord: <https://egl.tv>

## 10.3 External TOS

Any services that we use, including but not limited to, Discord and EGL have their own TOS. Make sure to read through them and keep them in mind at all times. You take full liability for accepting and respecting them.

## 10.2 Notice of Non-Affiliation and Disclaimer

We are not affiliated, associated, authorized, endorsed by, or in any way officially connected with NetEase Games or Bad Guitar studio, or any of its subsidiaries or its affiliates. The official FragPunk website can be found at <https://www.fragpunk.com/>.

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<sup>10</sup> Not being part of the FragPunk Hub Discord server simultaneously results in a disqualification from all HUB BRAWLS: See Requirements (1.1)

## 10.3 Payment

- All members of the team (including subs) will get the same split of the prize pool
- If you wish these splits to be altered, feel free to contact the tournament staff
- Your money will be transferred to your EGL wallet where you can store it or do bank transfers that would be sent out within 30 days. (EGL fees might apply)

**The FragPunk Hub reserves the right to amend this ruleset whenever needed.**

FRAGPUNK