



Into the Fray 2022: Amateur Group For Honor Online Community Dominion Tournaments

Ruleset

Platform, Regions, & Language

There will be 6 Amateur group tournaments with two each on **PC**, **Xbox**, and **Playstation**.. Players from **North America** and **Europe** are permitted to enter, and it is encouraged for all members on a team to be within the same region. If two teams are unable to play stable matches due to poor connections, admins will give priority to the teams with all players from one region, or those with the least problematic connection. **All communication with the admins is expected to be in English, and all participants must be members of the Into the Fray Discord Server (<https://discord.gg/P5eMSRVkzD>)**

Dates, & Times

- Am PC 1: 13th Aug 2022, 4pm UTC
- Am Xbox 1: 14th Aug 2022, 4pm UTC
- Am Xbox 2: 20th Aug 2022, 4pm UTC
- Am PS 1: 21st Aug 2022, 4pm UTC
- Am PS 2: 27th Aug 2022, 4pm UTC
- Am PC 2: 28th Aug 2022, 4pm UTC

Registration is open until the start time of the tournament. The winning teams of the 2 Amateur PC tournaments will be invited to compete in the Pro Group PC tournament on the **3rd and 4th Sept 2022**

Amateur Eligibility, Substitutes & Team Composition

All players entering the amateur tournaments must be eligible according to the following requirements:

- All players must be at least 18 years old at the date of the tournament, and must provide identification documentation promptly upon request, and comply with all admin requests for verification.
- All players must have two factor authentication enabled on their Ubisoft accounts.
- A player in the Amateur tournament must not have previously qualified for or played in a Dominion Series Major, Final, or Closed Qualifier, or won a previous Amateur Tournament
- Depending on demand and sign up numbers, players may only be able to enter a single Amateur tournament. Priority will be given to teams who had placed in the top 4 in the previous amateur tournament, followed by those who have not yet participated.
- Players who participate in these amateur tournaments may not participate in the Pro-group tournament, except as a prize for winning an Amateur tournament. (For example, they cannot be used as substitutes).

Teams must have at least 4 players, but may sign up a 5th player as a substitute on their roster. Substitutes must also be eligible under the previous requirements. Teams are allowed unlimited substitutions of their 5 players in between rounds of the tournament, but must inform the admins and wait upon their decision if a substitution is needed within a set (best of 3).

One player per team must be assigned as Captain, and it will be their responsibility to perform match check ins, and communicate to other teams or tournament admins as required.

Amateur Tournament Format

The Tournament is a **Double Elimination** format, meaning that a team must lose 2 matches before being knocked out of the tournament. Losing in the upper (winners') bracket will send you to the lower (losers') bracket, and losing in the lower bracket will eliminate you from the tournament. The winner of the upper bracket final and the winner of the lower bracket final will play in the Grand Finals, with the team coming from the lower bracket needing to win 2 matches, whereas the team from the upper bracket needs only win 1 match.

Matches are **Best of 3 Maps**.

Bracket seeding will be determined by previous tournament performance or randomly if that doesn't apply.

Match Format - Conquest

The Conquest format aims to be a simple method of increasing character diversity in a competitive tournament. This format means essentially that **within a round, each team can only pick characters that they haven't already won a match using**. So after winning one map, a team must play 4 different characters in the next map, and may not switch back to any of the original 4 characters within that round. This means that to win a Best of 3, a team must field 8 characters. If a team loses a map, they do not have to change characters, but may do so if they wish, as long as they do not pick any characters with which they have won a previous map in that round.

Tournament & Match Check In

Tournament check in will open 1 hour before the start time. The Captain must ensure all players on their team are present and ready, and then check in on Battlefy before the tournament starts, or their team will not be able to play. If a player is not available and cannot be contacted, inform the admins before checking in, and an emergency substitution may be requested. If the team checks in without all players actually being present, and do not inform the admins before the tournament starts, a substitution will not be granted, and the team may be disqualified.

The Captain must also **check in for each match**, which must be done **within 10 minutes** of the match being ready to play, or else the team may be disqualified. Delays to check in which hold the tournament up will not be tolerated.

Lobby Set Up & Match Settings

The captain of the team with the highest seed position (ie. lowest number) must set up the match lobby. This is a custom game with the following settings:

- Game Mode: **Dominion - 4v4**
- Single Pick: **ON**
- Gear Perks: **OFF**
- Allow Spectators: **ON**
- Event Content: **OFF**
- Disable Parry Flash: **ON**
- All other settings: **Default**

Matches are to be played on dedicated servers by default, but if there are connection or latency issues, you may be asked to set up a peer-to-peer lobby instead. This is done in the following manner:

- The host (higher seed team captain) must be in a group on their own
- The host sets up a custom match with the appropriate settings and presses "Launch"
- When reaching the team select screen, the host invites all players to the lobby.
- When all players are present, host presses "start match", which will start the match in peer-to-peer
- This process must be repeated for each subsequent map, or else it will go back to dedicated servers

Map Pool & Selection Process

The maps played must be one from the following pool of competitive maps:

- **Citadel Gate**
- **Overwatch**
- **Sanctuary Bridge**
- **Temple Garden**
- **Harbor**
- **High Fort**
- **Beachhead**

Map selection is performed by the Captains using the following process:

- **The higher seeded team captain (ie. lower number) picks the first map**
- **The loser of the first map picks the second map**
- **If a 3rd map is played, it is picked by the loser of the 2nd map**

In each instance, the team that did not pick the map chooses their starting position on that map (attack/defense)

Bans

Certain feats, executions, emotes, and techs/exploits are banned:

- **Heroes:**
 - **Medjay** is not permitted to be played as he will only just have become available.
 - **Body Type 2 Raider** (ie. female Raider) cannot be played, as she is currently bugged to have 10hp more than Body Type 1
- **Feats:** (These are to maintain a fair and balanced meta)
 - **No Duplicate Tier 4 Feats** in one team (ie. each player on a team must have a unique Tier 4 feat equipped)
- **Executions:** (These are to prevent timed exclusives giving an unfair advantage)
 - **All Event and Battle Pass executions** (an exception can be made for the final kill of a match, but it is recommended to unequip them entirely)
- **Emotes:** (These have exploitable bugs)
 - **Snowball Fight!**
- **Exploits:**
 - Any game-breaking inputs
 - **Slippy Tech**
 - **Guard Switch Option Select**
 - **Paired Emote Bug**
 - **Shaolin Qi Flicker**
 - **Unlock Parry Ripostes**

Connection Issues & Interrupted Matches

- **Lobby Set Up:** If there is a connection issue preventing players from joining a lobby before a match begins, the higher seeded team should make a new lobby with a different player than their captain as the group leader. If there are still connection issues, inform the admins.
- **Match Interrupted:** If a disconnection occurs, it must be reported to the admins. Proof that the disconnection was not intentional will be required - this can be a screenshot of the error message, and/or video of the moments preceding the disconnection/crash. Make sure to screenshot as soon as possible to help resolve the issue. Whether or not a restart is granted will be dependent on certain factors:
 - Each team is authorised **2 restarts per tournament**, with an additional restart being authorised on reaching the upper bracket final, and/or the grand final
 - If the disconnection/crash occurred **in the first 30 seconds**, the captain must notify the admins, and players should restart the map immediately.
 - If the disconnection/crash occurred **after the first 30 seconds**, the captain must notify the admins, but remaining players should continue playing. Disconnected players may be invited back into the match in progress, following the protocol given below. Proof must be provided to the admins that the situation was out of the players' hands. The admins will make a decision, and may approve a restart - if this decision is made before the map has been finished, the captain will be required to communicate to their players to restart immediately, otherwise finish the map and wait for a decision.
 - If the disconnection/crash occurred whilst **one team has a nearly assured victory** (eg. opponents are breaking with members dead and no chance to revive), finish the map. Notify the admins with proof of the state of the match (eg. a screenshot of the score the moment after the disconnect), and they will make a decision.
 - In some cases, you may be asked to set up a peer-to-peer lobby as covered in the Lobby Set Up section.
- **Rejoining Matches in Progress:** If a player is disconnected after the first 30 seconds of a match, they may attempt to rejoin the match in progress - if successful they will be put back into the game with the same renown/kills.. A teammate should invite them back to the lobby with the following caveats:
 - Re-invites may only be attempted if a single player in that lobby has disconnected, to prevent the potential of being placed on incorrect teams or characters
 - Only the player who was disconnected may be re-invited - if a substitute is needed, the map must be played out and the admins will make a decision
 - A player may not rejoin whilst their team is breaking - doing so will result in a forfeit if it results in respawning when their character should have been permanently dead. To avoid this, you should not re-invite a disconnected player if the opposing team has over 700 points, and may put your team in breaking within the next few minutes.

Disputes

It is the responsibility of each team to flag issues as soon as they are spotted, and attempt to resolve them with their opponents as quickly as possible, particularly during match set up. If for example, you notice your opponents are using a character they have already won with during that set, have set up the lobby incorrectly (eg. with perks enabled), or are using duplicate T4s, you should note this on the loading screen and reset the match immediately. Waiting until after a match is completed to notify an admin, instead of taking action as soon as an issue is noticed, causes delays in the tournament and will not be judged favourably.

In the event that the parties involved cannot resolve a dispute that arises, the admins must be notified via flagging a match issue on the Battlefy match page, or messaging on the “FH Into the Fray 2022” server. Proof must be provided to the admins, or the dispute may be ignored.

For this reason, **it is recommended that at least one player per team record their matches.**

- **Score Reporting:** If the score has been reported incorrectly, notify the admins as soon as possible, with proof of the correct score, such as a screenshot of the end match score screen.
- **Lag/Latency Issues:** If your opponents are laggy, finish your map and notify the admins with video proof. A decision will be made based on the severity of the lag: if they are teleporting or have instant attacks repeatedly throughout the whole map, action may be taken, but if it is only a few instances of slightly faster than usual attacks, this is a sad reality of online tournaments, and it is unlikely that you will be awarded the map.
- **Hardware malfunction:** Eg. controller or monitor failure, etc. Continue playing. It is the responsibility of each player to ensure they have functioning hardware for the tournament.
- **Exploits:** Finish your map, and provide video proof to the admins. Make sure the dispute is related to something that is actually covered in the Bans section.
- **Opponents Missing:** Try contacting your opponents after 5 minutes, and take a screenshot of the timestamped message, as proof you attempted to contact them. After 10 minutes, notify the admins, with this proof.

Prizes

The prize pool will be Steel and cash. Additionally, all players who participate in a match will be awarded a unique in-game cosmetic code.

Each tournament will have the following Prizes:

- 1st place team - \$500
- 2nd place team - \$250
- 3rd place team - \$150
- 4th place team - \$100
- 5th place (2 teams) - 20,000 steel per player
- 7th place (2 teams) - 15,000 steel per player

Cash prize payment will be by bank transfer, and relevant details must be provided to the tournament admins upon conclusion of each tournament. Steel codes will be provided via direct message upon conclusion of each tournament.

The cosmetic codes will be distributed at a later date which is to be announced.

Behaviour & Sportsmanship

- Always stay civil and respectful to the tournament organisers and your opponents
- All players should follow the [For Honor Code of Conduct](#)
- Racism/Homophobia/Bigotry of any form will not be tolerated and may result in disqualification
- Players must not play under the Russian flag, or display the Russian flag or any Russian military symbols on their characters or emblems.
- Players must compete in good faith - intentionally throwing matches just to earn a participation reward will result in the reward not being awarded.
- Any attempt by Pro-qualified players to enter or disrupt the Amateur tournaments will be considered a serious offence, subject to the maximum punishment
- Betting on matches, bracket rigging, or match fixing is prohibited
- All player names and team names must be within terms of service, and different teams must have distinct names. Impersonating another player is also prohibited.

Banned Software

Players must play all matches on a commercial, un-modified version of For Honor. The use of third-party software to tamper with the game's code or inputs is prohibited. Any software capable of screen-reading, such as Auto Hot Key, is prohibited. Any and all programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to, the following list is prohibited:

- TeamViewer
- Parsec
- RemotePC
- LogMeIn
- Remote Desktop Manager
- Chrome Remote Desktop
- Windows VPN
- NordVPN
- ProtonVPN
- OpenVPN
- Tor Network

Punishment

Players or teams found to be breaking any rules will be subject to punishments in accordance with the severity of the infraction, and all players in a team may be punished for the action of one teammate, if deemed appropriate. Punishments can range from the following:

- Map forfeiture
- Match forfeiture
- Disqualification from the tournament and prize forfeiture
- Temporary or permanent bans from future official Ubisoft tournaments
- Banning of game accounts

Disclaimer

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