

# Teams must follow Jaeger Events Code of Conduct:

<https://docs.google.com/document/d/1zlx6BgZKHvKvt2d04d1jnyjvNZLgeLgsPANg38ANRS4/edit?usp=sharing>

## Team Formation

- Teams can be formed by Outfits, exceptions may be made by the organizers for other tangible groupings. (EX: FrenchSide, ex-Briggs players)
- Each player may only play for a single team
  - ◆ For A bracket this means once a player has played for a team, they may not play for any other team
  - ◆ Once a player has played in one bracket, they may not play in the other bracket
    - Teams may be moved to another bracket at the Organizer's discretion, this will only be done if the team severely over or underperforms.
- Each team assigns 1 or more Team Representative(s). They are responsible for their team's conduct and organization. They also represent their team when interacting with LaneSmash Staff.
  - ◆ At least one of the Team's Representatives must be present when a team plays a match
  - ◆ Adding Representatives is possible at any time, however keep the number of representatives within reason (Don't make your entire team reps)
- Your participation can be denied by the organisers at any time. (This rule is there to provide new teams with a better experience.)

## -Outfit Teams

- Teams may be formed out of between 1 and 5 outfits.
  - ◆ Any players joining one of the outfits in the Team after April 1st will need permission to play granted by the LaneSmash Admins. (This is unlikely to be a problem but is there to avoid circumvention of the below ringers rule.)
- In addition to the outfit players, outfit teams are allowed to use ringers. (Ringers are players who are not in one of the team's outfits)
  - ◆ Teams consisting of 1 outfit may use 5 ringers
  - ◆ Teams consisting of 2 outfits may use 4 ringers
  - ◆ Teams consisting of 3 outfits may use 3 ringers
  - ◆ Teams consisting of 4 outfits may use 2 ringers
  - ◆ Teams consisting of 5 outfits may use 1 ringer
- A Bracket: Ringers in your roster must be no more than the above numbers
- B and C Bracket: Ringers go on a match by match basis. (Meaning you can use *different* or *the same* ringers each match)

## -Server/Nationality Teams

- Server and Nationality based teams are not allowed to use ringers.
  - ◆ Ringers in this case mean people not belonging to the server/nationality they were authorized to group under.

# Full Match Process

## -Team Captain's Agreements

- Team Captain's Agreements are agreements between the teams to ban the usage of certain weapons/tools (that are not banned by the standard rules.) For example: max anti infantry weapons, A2A lock-ons, etc.)
- Referees will enforce the Team Captain's Agreements mentioned at the cointoss. (We ask both teams before the coin gets tossed)

## -Cointoss

- A coin toss will occur at least 1 week before a match.
- Before the coin gets tossed we will ask the Team Reps to tell us the Team Captain's Agreements they made.
- The winner of the coin toss gets to choose either faction or homebase first, and the loser then picks their faction and starting side from the remaining choices
- If a coin toss does not occur by one week before the match (by fault of the teams) an organizer will record the randomization of all choices and send it to the Representatives of both Teams. (group stage matches)

## -Roster Submission

- A few days before a match the Team Captains will receive a spreadsheet where they can fill in their 30 man roster (24 + 6 reserves).
- This roster does not have to be changed if a team decides to change their lineup last minute
  - ◆ HOWEVER: you must notify the ref of any changes on match day
  - ◆ AND: this roster MUST be as accurate as humanly possible

## -Match Day/Before a Match

- Start times for matches will not always be perfect for both teams due to time zone differences
  - ◆ By entering the Tournament each Team commits to playing at scheduled times
  - ◆ Match start times will be set by the Lanesmash Organisers.
  - ◆ Match start times can be discussed at the coin toss (or on discord) but can only be changed with the agreement of both Team Representatives and the Organisers.
  - ◆ If a team can not play on the set match time, they have to negotiate with the other team's Reps and the Lanesmash Organisers to find a new match time.
    - Reschedules are closed as of April 22, 2020.
  - ◆ If a new time can still not be agreed upon then the Team refusing to play will forfeit the match.
- Team captains must be on PSB teamspeak 1 hour before the match starts.
- Players may go to their starting Home Base 30 minutes before start.
  - ◆ Players may pull vehicles/aircraft/maxes before the start of the round but must stay in the starting hex.
  - ◆ All players must be inside the hex of their home base when the match starts.
- There will be exactly 8 minutes between rounds.

- The teams are responsible for bringing 24 players on match day. If one team is short on people we will ask the other team if they agree to play with less people (22v22 for example). The other team has the full right to decline this and your team will then play undermanned.
  - ◆ The match can be delayed by max 10 Minutes
- Each player must join their team's Jaeger outfit which will disable the usage of War Assets for all their players. Team captains are responsible for not allowing any player permissions to use War Assets, as well as not crafting them.
- All players are required to be on the PSB Teamspeak during the match. With their TS nickname being (almost) identical to their in game name. (IGN of the character in the outfit you are playing for.)
  - ◆ If using a PSB account, put your account number in front of your Teamspeak Name. Example: 102Maikel580
  - ◆ You are allowed to use other programs to communicate with your team, but the Referee will make his announcements on teamspeak. (you have to be on the teamspeak either way).
  - ◆ If you are not playing you are not allowed to be in the match channels.
- Teams must be respectful to the Referee at all times, the Team Representative is responsible for his team on this matter. (Team reps are the only team members to interact with Staff)
  - ◆ The Referee(s) must be allowed to join the platoon. Make sure you have at least one squad's recruitment open at all times. (Do not kick the Ref. Referees use observer cams or admin accounts.)
  - ◆ Casters are not allowed to join the platoon.
- ASP Characters are not allowed to be used in Lanesmash matches.

## **-Match Rules**

- Each team earns 2 points for a Win, and 1 point for a Draw (-3 for a forfeit) in group stages
  - ◆ A Bracket Best of 3 each team earns 1 point for a win and 0 for a loss((or forfeit).
- Vehicles may only be pulled from the bases in play. These are the bases that comprise the Lane.
  - ◆ Air vehicles (and MBT's on Esamir) may be pulled from the warpgate but must go straight from the warpgate to the Team's home base before going anywhere else.
- Vehicles may go up to one hex outside of the lane in play.
  - ◆ Infantry must stay in the lane.
  - ◆ Galaxies are permitted to load up at the Warpgate but must still proceed to the starting hex before going anywhere else.
- In between rounds all players must go to the off continent
  - ◆ Moving to another continent causes all deployables (mines etc) to despawn.
  - ◆ After doing this, all players can move straight back to the continent in play.
- Using the Ant is not allowed.
- Capturing a base gives a team 1 point. The team with the most points after 2 rounds wins the match. (If the score is tied after 2 rounds a Tiebreak round will be played.)
- War assets can not be used in Lanesmash.
- Items purchases with A7 or Outfit Merit cannot be used in LaneSmash
- Tactical Slot items cannot be used in LaneSmash
- Bastion fleet carriers cannot be used in Lanesmash.
- No form of Boosts are allowed to be used.
  - ◆ This includes membership
- The usage of all forms of smoke (such as smoke grenades, under-barrel smoke launchers, etc) is not permitted.

## **-Tiebreaker**

- In the case of an even score after 2 rounds

- ◆ During round robin stage, each team will earn 1 point for the match
- ◆ During playoff and A bracket matches, A Tiebreaker round will be played.
- If the match was played on a lane with a neutral base, (lane 1,2,3 and 5) another round will be played on the same lane.
  - ◆ A coin toss will decide what homebase teams start on. (winner picks side first)
  - ◆ Team that captures the neutral base wins the round and the match.
- If the match was played on a lane without a neutral base, (lane 4, 6 and 7) one round will be played on lane 1. (Heyoka-Tumas with Chimney Rock as neutral base)
  - ◆ A coin toss will decide what homebase teams start on. (winner picks side first)
  - ◆ Team that captures the neutral base wins the round and the match.

## **-Punishment**

- If you spot someone breaking a rule, directly contact the referee in the referee channel on teamspeak. If the ref spots the misconduct they will punish the offender.
- Referees will make it clear on their Teamspeak whisper list if someone is sent to the warpgate. (If you are playing; be in the match channel with your speakers/headphones enabled)
- Punishments + Misconducts:
  - ◆ 3 minutes of sitting in the warpgate. (For the offender)
    - Spawning vehicles from outside the lane in play (Aircraft and MBT's may be spawned from the warpgate, but must go to your homebase first)
    - Not flying/driving to your homebase after spawning aircraft or MBT from the warpgate
    - Breaking a Team Captain's Agreement
    - Flying/driving more than 1 hex away from the lane in play (Rule does not apply when you're on your way from the warpgate to the homebase)
    - driving/using an ANT
  - ◆ Yellow card:
    - Not going to the warpgate for a penalty when instructed.
  - ◆ Getting a yellow card will additionally cause you to have a point removed from your match score. (this can even make your score negative)
    - Organisers/Referees will have a list of yellow card owners, Referees will watch them closely.
    - 2 Yellow cards means the player will be disqualified from the Tournament.

## **-Rule added/removed after Team-captain vote:**

- Max suits can be pulled before the start of a round.
- Teams will get the opportunity to ban 2 maps each before play-off lane rolls.

## **Changelog:**

May 13 - Added Jaeger Code of Conduct requirement and Link