



## **GREYHOUND SKIRMISH CUP**

### **RULEBOOK**

(thanks to the HCA for providing the template <3)

### **FORMAT**

Greyhound Skirmish Cup starts at the weekend of March 29/30 in a double elimination format (bracket will follow soon...)

Teams will field 24 players.

A matchup consists of a first and second round. A match in Skirmish mode lasts 30 minutes, so an entire matchup takes at least around 60 minutes. Each team plays once as Axis and once as Allies on the same map.

This means that no team will have an advantage overall just because they are playing on Allies or Axis respectively, making the teams' performance the deciding factor.

### **Ties**

When both teams end up in a tie the matchup is going into overtime.

In overtime, the teams continue to play the same map again. This time only until a team caps the point.

Once capped, the map is flipped again, so that both teams play both sides. The teams play again until a team caps the point.

The team that caps both first caps first, wins. If both teams end up in a tie again, the team that capped the first cap faster (meaning: required less time to cap) wins.

Should both teams end up requiring the same amount of time, the described tiebreaker will be repeated until a team wins.

## **TEAMS**

3IRD

82AD

BB

BR1/77th

CU

ESPT

GBI

Greyhounds

Helios

LUCK

LwJg46

MS

Merciless

NZN

Omen


PZJR

RATZ


SYN  
VLK  
WTH

## **RULES**

### **1) Round Organisation**

- a) Default times table:
  - i)  Skirmish Cup Default Time and Server Table
- b) If both teams can't find a proper arrangement, the default time is set, following the above schedule.
- c) If both teams want to change the date/time of the match, it can be rescheduled to another time within the week of the ongoing round, until Wednesday evening.
- d) If a team is unable to attend the match or reschedule with the opponent team within the week of the ongoing round, they forfeit the match.
- e) Matches must start no later than 10-minutes after the scheduled start time. It is the responsibility of the team hosting the server to ensure the map flips and the match starts within 10-minutes of the start time.
  - i) Warning for first time offenders
  - ii) Game loss for second time offenders
  - iii) Disqualification for third time offenders

### **2) Server Hosting**

- a) Default server table (same as above)
  - i)  Skirmish Cup Default Time and Server Table
- b) The server host must fully restart the server on the day of the game.
- c) The map on which the match is to be played must be loaded before the map switch that signals the start of the game.
  - i) This is to minimise loading time and lag for PC's that are not equipped to handle high loads.
  - ii) The server host must provide full logs from the game and post them in the appropriate Discord channel as soon as possible after the match.
    - (1) These logs have to be captured by the [HLL Log Utilities](#), as it is the only tool that provides enough information to be able to enforce the rulebook. Specific and detailed instructions will be

given by tournament organisers in the tournament's Discord.

### **3) Streaming**

- a) Every game will have two open streamer/content creator slots. Streamers apply to stream in Discord and will be selected by Organisers based on language availability.
  - i) One English speaking stream will always be prioritised if possible.
  - ii) If a streamer that is associated with a team he applies to stream for, Orga will ask permission from the opposing team to let them stream the match.
  - iii) Streamers must respect the tournament rules and guidelines.
  - iv) Default delay will be 10 minutes, but a 5 minute delay can be agreed with both teams. If one team refuses to have a 5 minute delay, the default 10 minute delay will apply.
  - v) Team Reps or players participating in Greyhound Skirmish Cup have no authority to dictate the content of streamers. Streamers are not obligated to honour any requests to show or hide specific parts of a match or alter VODs.
  - vi) POV streams are allowed, but should follow the same delay as the streamer
    - (1) 10 minutes by default
    - (2) 5 minutes if both teams agree

### **4) Player Rosters**

- a) Teams are only allowed to field players on their official roster.
- b) A player is only allowed to represent one team each Tournament
  - i) A player can only be on one team's roster. Players can only be removed from rosters if they have not yet played in any of that season's tournament matches.
- c) Team rosters will be visible to other Team Reps.
- d) A registration consists of a Steam 64 ID and name of the respective player. Teams can register players all throughout the tournament, as long as they don't surpass the player limit.
- e) Teams are not allowed to roster players meeting any of the below criteria:
  - i) Players that have a VAC or Game ban from less than three years ago (1095 days) at the start of the tournament.
  - ii) Players whose Steam account was created less than three months ago (91 days) at the start of the tournament.

- f) Smurfs or alternate accounts of any sort are not allowed and are a violation of roster rules unless given express permission through player appeal.
- g) The Team Representatives' responsibility is to ensure that their opponents are not fielding unregistered players.
- h) Each Team may appeal up to 2 cases of problematic accounts (game ban, underage) for the duration of the tournament. Multi-teaming cannot be appealed.
  - i) To be valid, appeals must be posted by the Team Representatives in their ticket at least 48 hours before the game, where the problematic account would be rostered
  - ii) Appeals need to be supplied with evidence and reasoning as to why these accounts should not be banned.
  - iii) Orga will review these appeals and either revoke or uphold the specified account's ineligible status.
- i) Tournament admins will regularly run checks to ensure these rules are upheld.

## 5) Game Rules

- a) All matches are 24v24.
- b) The matches are played with max. 1x Tank Crew, 1x Commander, 1x Recon Squad, and the rest infantry.
  - i) The tank crew must not split across multiple tanks.
  - ii) The tank & recon squad are allowed to switch to infantry during the game.
- c) All matches are played in Skirmish mode.
- d) Any intentional gamification of the rules constitutes a violation of the rule.
- e) There is no break between the first and second game in a matchup. Once the first round finishes after 30 minutes, the second round starts immediately with the map flip that occurs automatically.

## 6) Rule Enforcement

- a) If any rules are broken that are listed in the rulebook, the action of the tournament Organisers will follow the guideline below. Organisers reserve the right to make their own judgement on the matter if necessary
  - i) Warning for first time offenders, if it's deemed that an honest mistake was made
  - ii) Game loss for second time offenders, if it's deemed that an honest mistake was made.

- iii) Disqualification for third time offenders, if it's deemed that an honest mistake was made.
- iv) Game loss for first time offenders, if it's deemed that the infraction was made on purpose
- v) Disqualification for second time offenders, if it's deemed that the infraction was made on purpose

## 7) Meta Rules

- a) Resource Nodes
  - i) Only the pre-built nodes are allowed, additional node sets must not be built.
  - ii) Any destruction of enemy nodes – whether intentional or unintentional – will result in a game loss.
- b) Tank Snipes
  - i) Tanks may only be destroyed after spawning in the HQ once they move or perform any action.
- c) Repair Stations
  - i) The auto-spawned repair stations in the HQs must not be destroyed.

## 8) Cheating

- a) Every player is encouraged to either record their gameplay or use MOSS anti-cheat while playing, to protect themselves from any accusation.
- b) Cheating reports must follow a strict reporting process:
  - i) A cheating investigation will start with a dispute from a Team Representative using the ticket system on the Skirmish Cup Discord within 48 hours of the match taking place.
    - (1) A cheat investigation may be launched after the 48 hour window has passed, if there are valid reasons why the claim has not been presented earlier. Any investigation started after the 48 hour window cannot result in the team forfeiting the match(es) in which the cheating occurred.
    - (2) Reports must be specific and contain evidence. It must contain:
      - (a) Accurate description of the situation
      - (b) Timestamp(s) in game
      - (c) Material evidence (screenshot, videos, logs, etc.)
      - (d) Name(s) of player(s) suspected.
- c) Tournament Admins will assess whether the report has substance.

- i) If the report doesn't have enough merit, the ticket will be closed without further action.
  - ii) If the report raises sufficient suspicion, the accused player is encouraged to provide material evidence from the game in which they're accused of cheating and give their explanation of what occurred.
- d) The tournament Admins will judge the evidence and reach one of the following conclusions:
  - i) The player is found to be not guilty.
  - ii) The player is found to be not guilty, however the evidence has raised sufficient suspicion to require the player to record future games until satisfactorily cleared.
  - iii) The player is found to be guilty.
    - (1) The guilty player is banned from ever playing the tournament again.
    - (2) The team will forfeit the game in which the cheating occurred, unless there are mitigating circumstances.
    - (3) The team of the guilty player may be disqualified and/or banned, if there are aggravating circumstances.
- e) Teams will have **unlimited** disputes for the tournament to use to get players of other teams in the tournament to record.
  - (1) All disputes will have to be accepted by the Orga.
  - (2) Disputing a player does not mean they automatically record.
  - (3) There needs to be given a reason for each dispute.
  - (4) This process is done so teams can not gamify the dispute system and make a mockery out of the process.
- f) External software usage is not allowed.
  - i) Communication software such as Discord and Teamspeak is allowed.
  - ii) NVIDIA game filters are allowed.
    - (1) "Smoke" filters are banned.
  - iii) If a game ban results from the use of third party programs the player will also be banned from participating in the tournament.
  - iv) Certain specific third party programs or hardware features are not allowed:
    - (1) LastGarriz HLL Overlay (and any overlay offering similar features)
    - (2) Crosshair software or hardware (red dot)
    - (3) Keyboard or mouse macros
    - (4) Glassbrick software
    - (5) This list is not exhaustive, and any 3rd party programs that can be considered as cheating according to Orga's opinion can result in a ban or game loss.

- g) Everything that is possible inside Hell Let Loose using regular controls is permitted unless otherwise stated in this rulebook.

## 9) Banned Actions

- a) The tournament admins reserve the right to add more items to this list in case of discoveries or new, impactful bugs/glitches being known in the future
- b) Staying inside an asset in which you are unable to be killed by small arms fire (being killable by explosions inside this asset does not make the action legal).
  - i) This does not include traversing walls/roofs/structures to move to any other spot.
  - ii) This does not punish players for clipping half of their model into an asset. This only prevents players from glitching inside a part of the map (a rock, the ground, a wall) and purposefully staying on that spot to be invulnerable
  - iii) It does not prevent players from moving through anything
- c) Using any exploit accidentally or otherwise of any mechanic to gain an advantage in movement not otherwise obtained through only using the mechanic itself.
  - i) Specifically, this refers to exploiting the prone-dive system to gain unnatural movement advantages.
  - ii) If a player triggers this exploit in another way not mentioned here, they are to return to the ground immediately or redeploy, without taking advantage of the increased movement triggered by the exploit.
- d) If an action listed is suspected to have been performed by a player, it is to be reported using the ticket system by a team rep of the opposing team.
  - i) If the report is void and the action taking place is not on the list, the ticket is dismissed.
  - ii) If the report is accurate and the action taking place is on the list, the offence is registered
- e) The level of punishments vary according to the severity of the offence and its impact on the game, and can range from a player ban up to a game forfeit, depending on the situation. The Tournament Admins will settle on what punishment should be taken.
- f) Under exceptional circumstances, if it's clear that a team is taking advantage of a yet to be discovered game breaking bug, retroactive punishment for actions not yet listed may be issued. If a team is uncertain if an action might be seen as such, they are to post the specifics of that action in the Team Representative channel. It will then be examined by the Team Reps and the Tournament staff, and judged either as:



- i) a normal gameplay action, in which case it will be allowed
  - ii) a game breaking action that should be banned going forward, in which case it will be added to the list of banned actions
- g) Entering admin cam during the game.
- h) Switching sides at any point during the game / entering the wrong side when connecting and the game has already started / admin switching any player.
- i) As the server host, failing to provide accurate logs using the proper tool (HLL Log Utilities) (barring bot crashes).
- j) If an action listed is suspected to have been performed by a player, it is to be reported using the ticket system by a team rep of the opposing team
  - i) If the report is void and the action taking place is not on the list, the ticket is dismissed
  - ii) If the report is accurate and the action taking place is on the list, the offence is registered.
- k) Dropping a Supply Drop together with anything else to make the Supply Drop fall instantly to the ground will be treated as an exploit and will be punished in accordance with the Rulebook.

#### **10) Map Pool - Map (Midcap)**

- a) Carentan Day (Towncenter)
- b) Hill 400 Dusk (Hill 400)
- c) PHL Dawn (Carentan Causeway)
- d) SMDM Day (Cattlesheds)
- e) SME Day (SME)
- f) Elsenborn Ridge Night (Dugout Tanks)

#### **11) Conduct**

- a) All players, team representatives and viewers are to conduct themselves in an orderly manner in-game and on Discord.
- b) Toxicity, racism, discrimination or anything like that will be punished ranging from a Discord ban to a Tournament ban, depending on severity.

## **Changelog:**

**04.04.2025 - 5 ii)** “The tank & recon Squad are allowed to switch to infantry during the game.”