

HIGH PINGERS' LEAGUE

Summary:

A competitive league that seeks to offer a level playing field for high ping players from the GMT +7 to GMT +11 time zones with pings of 215ms or more.

The underlying objective of the League is to encourage more interest in competitive play amongst MWO players from these time zones who may have been unwilling to participate in existing competitions due to time zone and latency differences.

League Format

1. Lance vs Lance (4v4)
2. Round Robin League
3. One Challenge per week, Three matches (drops) per Challenge

Challenge Format

1. Game map: Random
2. Game mode: Random
3. Duration: 15 minutes
4. Minimum number of players per match (drop): 4
5. Number of matches: 3
6. Scoring: Match Win – 3 points; Loss – 1 point; Tie : 0 points; Forfeit: -0.5 points
7. Mech Type Restrictions: Limited to Inner Sphere Non- Hero variants that have been purchasable with C-Bills for more than 2 weeks prior to the date of the Challenge.
8. Team Mech Class Requirement: Assault Class – One; Heavy Class – One; Medium Class – One; Light Class – One
9. Maximum Tonnage per match (drop): 235 tons
10. Mech Modication Restrictions: None
11. Consumable Restrictions: No Artillery / Air Strikes

Battleground

Team may use either:

1. Premium Private Matches if both teams have members with premium time; or
2. Free Private Matches if one or both teams do not have members with premium time.

For Free Private Matches, it is the responsibility of the teams to find the additional 16 individuals necessary to initiate the launch. These 16 additional individuals are required to disconnect from the match (drop) within 15 seconds

of the commencement of the match and are strictly prohibited from participating in the match in any way whatsoever.

Eligibility

Participation is open to any registered Unit in MWO. Each Participating Unit is restricted to one team entry. Small Units may submit a combined team entry. Such entries are subject to approval by the Organizers.

Each Participating Unit is required to provide a Team Roster listing no less than 6 players as well as the Team's designated primary and secondary Team Liaisons (and email addresses) by the Closing Date for Entries.

Additions to the roster are permitted but the added team member will only be eligible to participate 2 weeks after written notification has been received by the Organizers.

Team Members must comprise only of players with pings (based on in-game readings) of 215ms or higher and are able to play during the following times:

19:00 to 21:00 (GMT +7)
20:00 to 22:00 (GMT +8)
21:00 to 23:00 (GMT +9)
22:00 to 00:00 (GMT+10)
23:00 to 01:00 (GMT+11)

A match will be forfeited if any ineligible player participates in any matches.

Note: Edge case exception rule applies to players who have latencies with significant variability but whose average latency meets the minimum latency requirement.

Prior to a Challenge, Teams proposing to field such players must inform the opposing Team of such players and request the consent of the opposing Team to do so.

Manipulation of ping readings by any means is strictly prohibited and breach thereof may result in the nullification of Challenge results or expulsion of the Participating Unit from the League.

Challenge Scheduling

The Challenge Schedule of the assigned Team match-ups for each week will be released one week prior to the commencement of the Season.

A Challenge week runs from 00:00:00 Monday till 11:59:59 Sunday (GMT +7)

The date / time for each weekly challenge will be negotiated between the designated Team Liaisons at least 1 week prior to the Challenge week. Due to

the limited window for play, Teams may mutually agree to conduct a Challenge over 2 or more days provided the entire Challenge is completed within the assigned week.

Team Liaisons should also designate a method for both Teams to communicate and coordinate the matches (drops) during the Challenge.

Note: Teams are encouraged to use www.mwolobby.com as an assembly point to facilitate inter-Team communication and coordination. However, this is not mandatory.

Each Challenge must be completed during the assigned week unless prior written approval has been obtained from the Organizers for a postponement.

Upon completion of each Challenge, the Team Liaisons will e-mail screenshots of the results of each match (drop) to the Organizers by Tuesday of the following week.

A Challenge will be forfeited in the event of:

- Non-response to communications from opposing Team Liaisons to establish a Challenge Date;
- Failure to respond in a reasonably timely manner to communications to establish a Challenge Date; or
- Absence of any attempt to establish a Challenge Date by either Team;
- Recurring failures by a Team to establish a Challenge Date may be construed to be unsportsmanlike conduct and the Team may be suspended or expelled from the League.

Challenge Procedure

In view of the limited window available for play, strict adherence to the agreed times is mandatory.

Teams must be fully assembled and ready to drop within 15 minutes of the agreed time. Teams should be ready for the subsequent drops within 10 minutes of the completion of the prior drop.

Re-drops due to disconnects / bugs are permitted provided the opposing Team is notified within the 1st minute of play AND prior to any mech taking damage from enemy fire. The re-drop should commence no later than 5 minutes after the initial drop.

Participants are strongly encouraged to have alternate mechs prepared prior to the Challenge to avoid forfeiting a match due to delays.

Failure to meet the stipulated time limits stated will result in the forfeiture of a match or the entire Challenge.

Forfeits

In the event a Team forfeits a match for whatever reason, a penalty of -0.5 points will be imposed and the opposing Team will be deemed the winners and awarded 3 points. Hence, if a Challenge is forfeited, the forfeiting Team will be penalized -1.5 points and the opposing Team awarded 9 points.

In the event of a double forfeit due to:

- neither Team turning up for a match or Challenge; or
- neither Team being able to field a team during the 2 hour mandatory play availability time stipulated in the Eligibility requirements;

both team will be penalized -0.5 points per match or -1.5 points per Challenge.

Modification Of Game Config Files

Changes not permitted:

1. Removing visual obstructions e.g. trees
2. Changing thermal or night vision settings
3. Enhanced zoom fidelity (i.e. clarity)
4. Aimbots or other third party "trainers" / hacks / tools that provide gameplay advantages

Recording

Recording and broadcasting of matches is permitted. However, appropriate notifications should be provided to all Challenge participants prior to the Challenge as a matter of courtesy.

Sportsmanship

Members must meet MWO's Terms of Use & Code of Conduct. See: mwomercs.com/terms and mwomercs.com/conduct.

In addition, incidents of unsportsmanlike conduct may result in the forfeiture of a match or Challenge. Recurring incidents of such nature may lead to the expulsion of the Participating Unit from the League.

Disputes

Team Liaisons are responsible for notifying the Organizers of any issues or disputes and providing the necessary supporting evidence or testimony on said issues or dispute.

Note: Hence, Team Liaison should ensure that scheduling agreements or any other incidents / actions that may require subsequent resolution be appropriately documented in writing or audio visual media to facilitate a formal determination on the issue.

The Organizers will rule on issues pertaining to administration and operation of the League such as player eligibility, Challenge scheduling, etc

A Dispute Tribunal will be appointed to address any complaints or disputes relating to in-game actions, inappropriate speech or conduct and unsporting conduct. The Tribunal will comprise of a representative from the Organizers and 2 randomly chosen representatives from Participating Units other than those Units involved in the incident or dispute.

Rule Changes

Rule changes may be introduced to clarify and / or address issues that arise due to changes to MWO or service disruptions, etc.