Competition Name: PilotSide
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Compatible for Outfit vs Outfit!

Preface:
Introducing: PilotSide. Like regular PlanetSide, but filled with aircraft trying to kill, and sometimes teamkill, each other!

Teams can be composed of members from any outfit and any server. You can also make a team with your outfit as well!

CounterSide is like the equivalent of Server Smash; all types of players, whether they are new or veteran pilots, are encouraged and welcome to play this game mode. Dogfight and 2v2 will be geared toward the hardcore/competitive scene; a new pilot can make a name for themselves here!

So what type of game modes do we have to offer?
1. **Dogfight:** The dueling game mode! Five rounds of 1v1 combat. The pilots that are in the air have a 1v1 dogfight. The vehicles used by both combatants are their faction's ESF (following all loadout rules).
2. **2v2:** Two-man team arena action. Five rounds of 2v2 combat. Team members may use any aircraft that they prefer (ESF, Liberator, Valkyrie, and Galaxy) and may use more than one aircraft.
3. **CounterSide:** 12v12; ITS THE ALL AIRCRAFT (Except galaxies) WWE THROWDOWN! Teams have 12 points to spend each round throughout the match. Five rounds. No squad spawn feature may be used for Valkyries. The point breakdown is as follows:
   3.1. **1 point:** ESF (Start inside cockpit at round start)
   3.2. **3 points:** Liberator (Needs at least 2 people inside at round start)
   3.3. **2 points:** Valkyrie (Needs at least 2 people inside (pilot and gunner) at match start. Additional people can be in the rumble seat, but they cannot have their own vehicle.)

Note: Referee holds the final decision to have a tie breaker match. Winners are determined by the amount of rounds the team has won. None of these game modes will require you to capture any bases; killing the other team is what counts. Rounds will last for 7 minutes. The players with the most alive on their team or a complete defeat of their other team will win the round. Matches will be expected to take around one hour to complete from start to finish.
Remember: you can sign up for Dogfight as just yourself, 2v2 as a two-man team, and CounterSide as a 12-man team!

Setup:

1. Each team will sign up with their team name and team roster (if 2v2 or CounterSide) or their name, time zone, a game mode preference, and faction preference. Once signed up, the PilotSide staff will create a game day calendar that teams players may sign up on to play. **The calendar will be set up after a successful test match!**
2. In the event where two teams have two differing game mode preferences, a coin toss shall decide which one will be chosen. A coin toss will also done if both teams have the same faction preference.
    2.1. Alternatively, the teams may come to a "mutual agreement" on which game mode and factions to choose. This is mediated by the Referee.
3. Both teams and the referee agree on a time to have the match be held. The referee will then choose a map from a set rotation for the outfits to fight on (listed in "Maps" section).
4. Accounts will be given to the teams the day before the match.
5. If a team does not have all of their members ready by match start, the match will be delayed by five minutes. If all team members are still not present, the offending team will automatically forfeit the match. Teams will play the amount of rounds specified by the game mode selected for the match. At the end of the match, the winner will be announced and have their score recorded. Awards, if earned, will be announced after the winner and also be recorded.

AWARDS!

Who doesn't love getting special medals for their achievements in-game?
All awards are mentioned at the end of the match.

1. **Red Baron:** Player with the highest K/D throughout the match.
2. **Goat Simulator:** Player with the most ramming kills throughout the match.
3. **Clay Pigeon Shooter:** Kill an aircraft using a rocket launcher.
4. **Arena Master:** (Only in Dogfight Mode) Win three fights back to back.
5. **Highlander:** (Dogfight and CounterSide) Win the tie breaker for your team.
6. **Invincible:** Player with no deaths throughout the match.

Note: Award is not mentioned if no one fits the criterion for it.

Rules:

1. MAXes are not permitted.
2. Non-aircraft vehicles may not be pulled or used at any time during the match.
3. If a player ejects from their vehicle and touches the ground **during** the match, they are out for the round.
4. Any deployable item including but not limited to: ground vehicles, turrets, and ammo packs are prohibited.
5. Spawn beacons are not permitted.

6. Additional vehicles outside of the match limits may not be pulled after match start.
7. Replacement vehicles are not permitted during the round.
8. **All Lock-on weapons are not permitted.**
   8.1. This includes A2A lock-ons for aircraft and A2A rocket launchers.
9. All vehicle loadouts that do not violate any other PilotSide rules may be used by the pilot.
10. Teams may only stay within the hexes. This zone is denoted by the 3rd faction's color.
    10.1. Being outside of the match zone for more than five seconds will result in grounding the offender for the rest of the match.
11. Referee has precedent. If an issue arises that the rules do not explicitly address, the Referee may arbitrate a final decision and punishment.
    11.1. Admins are Referees of a higher order and may override a Referee's decision.
    11.2. Admins and Referees may act as the officiator for any given match.

Accounts Receivable:

36 accounts total to be created.
Breakdown is as follows:
- 24 Accounts
  - 12 accounts for each team, as all game modes are 12v12.
- 2 Observer Cam accounts
  - These are for Referees
  - May be named as "PSReferee1" and "PSReferee2"
  - "PSReferee1" is given to Jaxx [VREV]. "PSReferee2" is there as a backup, for streamers, or if another Referee is acquired.
- 1 Limited Administrator Account
  - Made to create zones and change hex controls for matches to be held at.
  - May be named as "PSAdmin" or personalised if permissible.
  - Given to Leggerless.
- 9 Reserve Accounts
  - Backups in case the original 24 are altered in some manner, shape, or form.

In the event that new accounts cannot be made:
- Regular accounts and reserve accounts will be derived from the "ServerSmash" accounts.
- Observer Cam accounts will be OBS1 and OBS2.
- Admin account will be Admin3.

Maps:

Maps for matches are on a set rotation, going from Hossin to Esamir to Amerish to Indar. The map choice is announced to the teams by the Referee or Admin during match setup after the coin tosses for faction and game mode.

To give an example: If the previous match, regardless of what teams played during that match, was held on Esamir, the next match then would be held on Amerish. To reiterate: the location where it is held at on the continent, however, is at the Referee's discretion.

Location Ideas:

Hossin:
Gourney Dam

Esamir:
The Traverse

Amerish:
The Ascent

Indar:
J-908

Addendum:

Edit 1:
There's been plenty of criticism about hex zones in the air game. Our solution to that is as follows:
- Both sides, at round start, will begin at their respective warpgates.
- At match start, each side has three minutes to head to the "contested zone," the location that the Referee chooses during the match. If you do not reach the location within three minutes, your side will have lost the round.
- You may not return to the warpgate at any time during the match.

Changed the description on the game modes.
Eliminated the tie breaker rule and clauses
Changed round count across all modes to be set at five rounds.
Edited descriptions in Maps, So what type of game modes do we have to offer?, and Preface sections.
Allowed people to sign up as just themselves, teams of two, or teams of 12.