



These rules apply to the **TOURNAMENT GUIDE**

We will try to ensure that we have these rules updated and complete at any time, however, there are no guarantees for that.

Please keep up-to-date by visiting our website and Discord server for additional information, and reach out to BFN Mod Mail#7115 if you have any questions.

We need your help for streams, please have at least one of your team member using VDO Ninja to add into the BFN spectator mode: <https://vdo.ninja>

All matches must be played in the BFNations Discord server using the BFNations elo system and voice chats. **MOSS REQUIRED FOR ALL PC PLAYERS. FAILURE TO SHOW MOSS PROOF IN CASE OF DISPUTES WILL IMPACT DECISIONS**
<https://nohope.eu>

Questions related to the tournament will be directed to this ruleset. NOT READING THESES RULES OR NOT FOLLOWING THEM OR MODIFYING THEM AT YOUR WILL DURING THE TOURNAY MAY RESULT IN REMOVAL FROM THE TOURNAMENT

We appreciate your participation in tournaments. It's important to play matches in BFN. Not playing the matches in the BFNations server using the voice chat or participating by text after the match may result in penalties at the discretion of the organizer. If you can't play in vocal because you are on ps4, simply say gg in the BFNations chat at the end of the match. Thanks again for your participation.

FORMAT XvX (4v4, 5v5, 8v8, etc)

TWO MATCHES PER WEEK - SCHEDULE FINAL STAGE ON BFNATIONS.COM

EVENT SPECIFIC RULES

Map Decision

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REGISTRATIONS

Use any @nations channels to create your team. Registrations: discord.gg/bfnations

CREATE YOUR TEAM WITH /team create

INVITE PLAYERS TO YOUR TEAM WITH /team invite

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SHOW YOUR **TEAM LOGO** WITH /team icon

PROMOTE YOUR TEAM CAPTAINS WITH /team promote

When ready, ping @bfnations in the BFN server to finalize the process. All registrations will require a test in the bfnations discord server to ensure the captain understanding of the match process. Once the test review is completed, the registered team will be added to brackets and the clan leader will receive the clan leader discord role.

FORMAT

All matches must be played in the BFNations Discord server using the BFNations elo system and voice chats.

This event comprises a round-robin group stage followed by a single-elimination finals stage for the top two teams of each group.

Console teams can try/participate in the PC brackets, but not the other way around.

During the group stage, teams will play **two maps per match** (one round per side, per team region, or 4 rounds total if two teams are from the same region).

If teams are tied for playoff positions after group stage completion, the following tiebreakers will be used:

- Head-to-head matchup (which team, if any, won their group stage encounter)
- Maps won/lost difference
- Maps won

During the finals stage, teams will play a best-of-three format. The first team to win two maps advances, with the losing team being eliminated (6 rounds max per match).

Despite the generally well-known term 'best-of-three (BO3)', its usage may differ depending on the context. In this (BFN FP 4v4 Cup 2023) current tournament, BO3

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prevail as calculation during the Final Stage. This means the overall ticket difference applies at each map in case of a tie (2-2), and not after eight (8) rounds played (or two maps), as in the group stage.

The match result format possible during the final stage are either (WIN/OSS 2-0) or (WIN LOSS 2-1 (if teams go to tickets due to 4-4)).

If you have any questions, please let us know in our [discord](#) at BFN Mod Mail#7115.

MAP SCORING

SCREENSHOT TICKETS/END OF THE ROUND OF ALL MATCHES IN CASE OF TIE/DISPUTES

Each team will play a Side A round and a Side B round on each selected map.

Score will be determined by round wins per map.

The team with the most points wins.

The team with the most rounds wins after 4 rounds wins the match.

In case of a TIE (1-1) after one map, the overall ticket difference (BFV) or time to win (BF2042) of all (4) rounds applies.

During the group stage, for each match, the possible results are either: 3-0 or 2-1 (if teams go to tickets or time due to 2-2).

For each weekly win, a team receives three (3) tournament points *(one (1) point for each map won and one (1) point for the match win.*

In case of a TIE after four (4) rounds where the overall ticket difference or time to win decides the winner, the tournament score is 2-1 for the winning team.

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SCHEDULE

Every 7 days nations/teams have to play 1 match, ie: 'rounds' per week. Use the scheduled channel to post your matches in advance (1-2 days) Keep the chat clean using the template.

See example below: *as shown, in the first week ONLY Japan, India, China and Thailand are playing. and Korea is SKIPPING.*

Round 1	Week 1
Rindoh gaming JAPAN BFINDIA	FNI Gaming - China Sui-Lui-Sui-Nong (TH...
Round 2	Week 2
TEAM KOREA BFINDIA	Rindoh gaming JAPAN FNI Gaming - China
Round 3	Week 3
TEAM KOREA Sui-Lui-Sui-Nong (TH...	BFINDIA FNI Gaming - China
Round 4	Week 4
TEAM KOREA FNI Gaming - China	Sui-Lui-Sui-Nong (TH... Rindoh gaming JAPAN
Round 5	Week 5
TEAM KOREA Rindoh gaming JAPAN	Sui-Lui-Sui-Nong (TH... BFINDIA

Matches have to be played in the following time frames : Standard Match Day is scheduled for the last day of each Match at 8PM UK in case no other day / time was agreed upon. For OCEN matches Standard Match Day is scheduled for the last day of each Match at 8PM UTC +8 in case no other day / time was agreed upon.

If neither nation can agree on a time, the match will be date & time will be decided by one of the Admins. That date & time would be set as best as possible for both nations to

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attend and play. After this point, if either/both nations can't show up at these times, the match will be forfeited.

The nation who initially forfeits loses the match and a win is given to the other nation. In the case of playoffs the nation who forfeits the match will be eliminated.

Not asking Admins for a match schedule as first step for time attribution will result in a non issue if the opponent team doesn't show up, except if agreed by both teams when requesting Admin match schedule proposal.

A match can be played either in advance or later during the tournament if/when both teams agree on a match. If a team sets up a match then a change in his confirmation occurs, an admin decision may be required to fix the time or the issue of the match.

EVENT SPECIFIC RULES

Map Decision

Map decision takes place in the form of a map veto system. During the group stage, a **Best of 2 maps** veto is used. During the finals, a **Best of 3 maps** veto is used.

Left or above in schedule	Right or below in schedule
Higher seeded nation	Lower seeded nation

A veto system will be used in order to pick maps for a match.

Best of 1 map:

- The higher seeded nation must start VETO one map. The lower seeded nation follows and must VETO one map. This will go on until there is one map remaining in the map pool.
- The remaining map from the VETO will be played.

Best of 2 maps:

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- The higher seeded team must start VETO one map. The lower seeded team follows and must VETO one map.
- When two maps have been VETOed, both teams may pick a map they want to play as their 'home map'. There is two map remaining, this will not be played.

Best of 3 maps:

A BO3 VETO will continue until there are three maps remaining in the map pool.

- The higher seeded nation must VETO one map. The lower seeded nation follows and must VETO one map.
- When two maps have been VETOed, both nations may pick a map they want to play as their 'home map'. There are two maps remaining, the higher seed will VETO another map. The remaining map will be played.

Host rights

The server region of the Community Game is based on the actual location of the person creating the game.

A player located in Europe can create a EU server, and a player located on the East Coast of the United States will be able to create an EAST US server.

Left or above in schedule	Right or below in schedule
Higher seeded nation	Lower seeded nation

For continental (e.g: EU vs EU) matches the following applies:

- Higher seeded nation has hosting rights.

Note that a continental match must be played on an EU server, e.g., when both nations are from EU. Applies to all regions.

For intercontinental (e.g: NA vs EU) matches the following applies:

- Higher seeded nation has hosting rights.

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For intercontinental (e.g: NA vs EU) matches with more one map played during the match, the following applies:

- The higher seeded nation hosts the first team region rounds, the second team region rounds will be hosted by the lower seeded nation.

For SA or JP vs EU matches both games are played on a NA server:

- Higher seeded nation has to make sure there is a NA server ready to be played on for that match with the correct maps.

If the higher seeded nation did not provide any server details yet 15 minutes after the scheduled start time, the higher seeded nation will receive a score penalty of 2 points.

If no server details are provided 30 minutes after the scheduled start time, the higher seeded nation will forfeit that match.

For OCEN vs India matches both games are played on a Singapore server:

- Higher seeded nation has to make sure there is a Singapore server ready to be played on for that match with the correct maps.

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For intercontinental SA vs EU matches the following applies:

- Both matches are played on NA servers.

If the higher seeded nation did not provide any server details yet 15 minutes after the scheduled start time, the higher seeded nation will receive a score penalty of 2 points.

If no server details are provided 30 minutes after the scheduled start time, the higher seeded nation will forfeit that match.

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Player Crashes

If a player disconnects before any kills are made at the start of the side of the map, the side must be restarted.

If a player disconnects while a kill has been made in the side and the side is therefore live, the player must rejoin the match as soon as possible

Server Crashes

If the server crashes DURING the first 4 minutes of the side, the round is to be fully replayed.

If the server crashes AFTER the first 4 minutes of the side, nations will be required to keep the point score obtained thus far and continue playing the second half of the map.

MATCH RULES

All matches must be fully played in the BFNations Discord server using the BFNations elo system and voice chats to be eligible.

Roster & Substitutions

Nations / teams must be registered in BFNations. Team size: minimum required of the format of the tourney, no maximum. Prize distributed to maximum of the format tourney players of each tournament winning team.

It is strictly forbidden for a player not registered in the roster of a nation/team to play for the same nation/team unless a derogation has been allowed by the organizer.

In the same way, it is formally forbidden for a player to play for a different nation/team than his/her own, except in extraordinary circumstances where in this case also a derogation is allowed by the organizer. This only applies to the Group Stage.

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No changes are allowed for the Final Stage.

Each player must have only one of his accounts in the nation roster, sharing accounts between players is strictly prohibited. It is possible for the nation leader to make player changes during a match, but only between rounds (the round must be finished).

All players must have joined the BFNations discord server and their respective nation/team.

All players must be registered in BFNations to be eligible to play in the tournament. Roster changes are not eligible to play in any matches for 24 hours after your change. Use the bfn template in our discord to indicate roster change. Group stage roster modification/changes allowed: 7. Final stage changes allowed: 0. The Final Stage starts when the Group Stage ends.

A roster change is defined by either a player addition to the team, or a player replacement of the team.

Spectator Mode

Nations are forbidden from spectating matches no matter the reason. nations are therefore responsible for all their players and need to remind them of this.

Nations caught spectating will face the following consequences if enough proof is gathered.

The player(s) using spectator mode will receive a ban from BFN Tournaments / Leagues.

If the player is a member of or related to one of the nations that is playing, they will forfeit the entire match the spectator was used on.

The nation spectating will also be disqualified from the whole event

You are always able to ask one of the Admins to get the game streamed by a 3rd party.

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Glitches

Nations using known glitches to get an advantage in matches are subject to ticket loss. Each report will be reviewed individually on the severity, and a decision will be made by the admins.

We therefore ask nations to maintain a certain level of fair play when playing in our events.

Match Delay

Nations/teams have 15 minutes to join after the agreed play time (from the time the server details were provided). If one nation/team does not have enough players after these 15 minutes, they can either play the game with players missing or forfeit the game.

If both nations/teams don't have their full nation in after 15 minutes, these 15 minutes are extended by 5 minutes. If after this time one of the nations/teams is not ready, repeat the rule above. Repeat this until 1 nation/team is fully ready.

Incorrect Server Settings

Make sure to load the correct experience.

Broadcasting

Post your match 1 to 2 days in advance in the #scheduled-match channel. Have one player of each side with a VDO Ninja link ready <https://vdo.ninja>

BFN reserves the rights to broadcast any match that is played in BFN competitions, therefore, all spectator slots are automatically reserved for the BFNations broadcasting Team. All broadcasted videos and commentary which are distributed through BFN, are the property of BFNations.com.

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Moving forward for streaming purposes. If you want your match to be streamed on the BFNations Twitch, we will be asking all nations to schedule using the timeslots given below.

First come, first served of course.

If a time slot is already taken, try and schedule for the upcoming time slot that isn't taken yet.

In case that's not possible, you are able to schedule your match at any other time.

However, those matches will not be streamed.

TIME SLOT 1 - 7PM UK

TIME SLOT 2 - 8.30PM UK

These timeslots are open every day of the tournament.

Please give notice at least 24 hours in advance, otherwise your game might not be streamed.

Streaming matches by a member through any streaming service is allowed. But you have to ask for permission. If no permission is granted, it's not allowed for that member to join spectator mode.

Reporting Results

Match reports must be made in the BFNations lobby by clicking win/loss/confirm.

Nation/Team/Clan leaders must make sure to take or have a screenshot of the score for each round (8 screenshots total) in case of disputes. Lightshot:

<https://app.prntscr.com/en/index.html>

GAME TYPE SPECIFIC RULES

In addition to the ruleset, the following has been voted by the community. The following apply in addition to the game specific rules

- no 3x scopes

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- no smokes grenades
- 1 support per squad
- no pick up weapons on the ground from another class
- no fortifications
- 1 sniper per squad
- Rotterdam is banned
- Al Marj is banned
- PO8 Trench Carbine is banned

Specialist Restrictions

- See Tournament Specific Ruleset
<https://esport-battlefield.com/ruleset-bfv-5v5/> (BFV)
<https://esport-battlefield.com/ruleset-2042-4v4-squad-oblit/> (BF2042)

Weapons

- See Tournament Specific Ruleset
<https://esport-battlefield.com/ruleset-bfv-5v5/> (BFV)
<https://esport-battlefield.com/ruleset-2042-4v4-squad-oblit/> (BF2042)

Gadgets

- See Tournament Specific Ruleset
<https://esport-battlefield.com/ruleset-bfv-5v5/> (BFV)
<https://esport-battlefield.com/ruleset-2042-4v4-squad-oblit/> (BF2042)

Grenade

- See Tournament Specific Ruleset
<https://esport-battlefield.com/ruleset-bfv-5v5/> (BFV)
<https://esport-battlefield.com/ruleset-2042-4v4-squad-oblit/> (BF2042)

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Vehicles

- See Tournament Specific Ruleset
<https://esport-battlefield.com/ruleset-bfv-5v5/> (BFV)
<https://esport-battlefield.com/ruleset-2042-4v4-squad-oblit/> (BF2042)

Other

- See Tournament Specific Ruleset
<https://esport-battlefield.com/ruleset-bfv-5v5/> (BFV)
<https://esport-battlefield.com/ruleset-2042-4v4-squad-oblit/> (BF2042)

MAP POOL

- See Tournament Specific Ruleset
<https://esport-battlefield.com/ruleset-bfv-5v5/> (BFV)
<https://esport-battlefield.com/ruleset-2042-4v4-squad-oblit/> (BF2042)

PENALTIES / DISPUTES

**MOSS REQUIRED FOR ALL PC PLAYERS. FAILURE TO SHOW MOSS PROOF IN
CASE OF DISPUTES WILL IMPACT DECISIONS <https://nohope.eu>**

All cases will be discussed internally with all the BFN Staff to have the best possible outcome. As we are not able to write down every possible outcome, a certain amount of logic has to be applied with these Penalties. Admin penalties decisions are final.

No Penalties are necessary for the Spots, Rooftops, Specialists, Weapons, Grenades and Gadgets restrictions since it will be deactivated in the server settings on Portal.

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- Teams are required to report and provide proof of any rule infraction(s) at the end of the map in which the infraction occurred. Failure to do so can possibly void any penalty for the opposing team.
- If one of the nations/teams spawned before the agreed time was reached, it will cost that nation the loss of the match.
-

Disputes must be reported in the BFNations modmail (BFN Mod Mail#7115).

If a member doesn't have his nation in the discord, resulting in a dispute, and said player promptly selects his nation, this will be considered ok/non-issue.

BFN requires clear MOSS and video proof (or screenshots if tickets-only related dispute), which is preferably uploaded to a web space, accessible via link to an unlisted/not public accessible video source.

You are able to send any disputes until 1 hour after the match has ended. Failure to do so will leave the opposing nation without any penalty.

MOSS REQUIRED FOR ALL PC PLAYERS. FAILURE TO SHOW MOSS PROOF IN CASE OF DISPUTES WILL IMPACT DECISIONS <https://nohope.eu>

If a rule violation happens, you have to make your opponent aware of this!
Good luck, have fun!

PRIZE

All prizes are in USD. I.D required for the obtention of your prize. Prize sent by PayPay only. Prize distributed to maximum four (4) players of each winning team. All prizes based on the structure of the original cup announcement.

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NOTES

In case of failure of the Flashpoint mode due to in-game bugs during the tournament, Rush 4v4 will be played using the Contender Cup 4v4 ruleset.

Overall Ticket Difference: Calculation used in case of a TIE during the group or final stage. Amount of tickets each team has after two (2) or four (4) rounds, subtracted to each other, where the result gives a differential/advantage, therefore deciding the winning team.