PME Tournament Rules

Welcome to PSNMainEvents Rule Page here you will find the rules to help aid you in our events. Be sure to read the rule before you contact a admin for help. We want you guys to try and fix your problems using our rule page to guide. Now if we missed something contact us on twitter @PSNMainEvents and we will do our best to add it. Thank for your time

Staff List At The Bottom Of The Page

Map Hosting

1). Whenever you're playing a Best Of 3 Top team on the brackets will host 1st and 3rd map bottom team will host the 2nd map.

2). When doing a Best Of 5 top team will host maps 1,2,5 bottom team will host maps 3,4

Hosting Rules

1). If your host and the other team ask for a Lag Test you must give them the lag test. Start up a Free For All for about 2mins and if they lag they are allowed a host change but they must have proof of the lag. If you don't change host or if you start the match it will be a map Forfeit as long as they have proof of the 30sec lag.

2). If your team is host of the first map the other team has 15mins to show up before it is a forfeit. Now after the first map each team has 5mins to take a break before starting the next map

3). If a player is unable to connect to the host have him/her restart his/her modem or PS3 if he/she is still unable to connect try a new host or ask for a natural host. If he/she is still unable to to join then you'll have to play a 3v4 or forfeit.

4). If anytime during the game you and your team lag for 30sec or more ask the other team to end the game if they don't then leave the game but be sure to have proof of the 30sec plus lag. If the hosting team doesn't end the game they will forfeit the map. But if they do end the game and you have no proof of the lag the Hosting team will get the win for that map. (Also Have Proof of you asking them to end the game)

5). If you're the hosting team make sure Party Privacy is closed/off so that way people can only join off an invite. If anyone invites someone to the lobby who is not on one of the teams that could be a Forfeit,Replay of map or starting where you left off depending on if the person join in the game and started to kill. Now if that happens the Host Must end the game and contact an Admin. PME Staff list is at the bottom of the page.

6). If a player times out during the count down from the start of the game the host has to end it before the first kill. The host must end the game and re invite the player but if the player lags out in a respawn gamemode you need to finished that half then end it and re invite him.

Other Rules

1). Supply Drop Weapons Clarification: Atlas Edition Weapons, AK12 - G and Weapon Camos are permitted as they are not rebalanced weapons.

2). If someone is on the other team who isn't on the roster contact us on twitter @PSNMainEvents or invite an admin. Do not play unless we say that player is allowed. If someone plays with a player who isn't on their roster without asking us will be forfeited from the tournament.

3). Must have proof of any problem you report to an admin or the twitter page. If its a video you'll need audio.

4). Be nice to all PSNMainEvents staff they are only there to help you we understand that you may not like something they say but you have to understand that they base their decisions on both sides of the story and if proof is shown it would make it easy for them.

5). You can not join the other team unless. If you do however join their team it could end up in a map forfeit.

6). If your team mates are unable to play and you have no subs we will allow you to play a 3v4 but we will not allow a 2v4 or a 1v4 due to wasting time.

7). Once brackets are out you will not be allowed to make any roster changes so pick people who will be able to make it and stay

8). If we set a time for the Tournament to end we will not change it no matter what so that means the tournament will pick back up the

following day on the set time

Rules About DDOS

So if anyone gets ddos during one of our events we will ask you to get proof. Now when we ask for proof we dont want a picture of your router itself or a picture of your ps3 saying you're unable to sign in due to not having wifi. What we want is a picture of your Router Logs. That will prove you have been ddos and its the only proof we will take. So pls don't spam us on twitter saying "We have been hit offline and you're not doing anything about it blaa blaa blaa we won't be able to help without proof. If you don't know how to access your router logs contact us on twitter @PSNMainEvents and we will tell you how

PME Staff

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