

PassionateGaming UT99 2on2 NWTDM CUP RULES

Player Requirements

1. If a player becomes aware that he will be unable to show for a match, he is obliged to let his captain know via whatever means of contact he has available to him. Players who cannot show due to unforeseen circumstances but keep their captains informed will be treated with leniency. Conversely, players who do not show and do not give their captains any notice about it will be punished severely.
2. A player may not play for two different teams.

Openness about availability

1. Players are expected to be open about their availability to all captains at all times prior to the 2v2 NWTDM CUP. The information that you give to all captains should be consistent.
2. During the cup, if you are around, you must be open and honest to all players who pm you enquiring about your availability.
3. Players who lie about their availability to captains are liable to receive punishment for this in the current or future seasons - at the admins discretion depending on when the information comes to light.

Colour Selection

The colors will be determined by drawing lots online

Maplist

- 1) DM-Agony;
- 2) DM-Codex;
- 3) DM-Curse;
- 4) DM-Deck16[;];
- 5) DM-Liandri;
- 6) DM-Malevolence;
- 7) DM-Turbine

Map Elimination System

The team listed second on the schedule has choice for the first map. The team listed first on the schedule has choice on the second map. The third map will be picked by elimination system. Each team will eliminate a map by turns until one map left

Structure

The structure will be Double Elimination. The tournament will start with 16 or more teams. The format will be Normal Weapons 2on2 Team DeathMatch and the time limit will be 15 mins with no frag limit.

Timeouts

Each team will be given one timeout per map. A pause the game will be used for exactly one minute and then you can hold it using a command 'hold'. A player is not required to drop for the timeout to be used.

Server Selection

All matches must be played on properly setup PassionateGaming sanctioned servers. Admins will assign a server however a captain can voice a preference. It will not always be possible for any preference shown to be adhered to. If there will be NA SA Japanese team or teams where there are many (equal to or more than 50%) NA SA Japanese players a game should be played on US server to avoid lags.

Server Crash

In the event that a server crashes, the server will be reset and the time will be rounded up to the nearest minute.

Gameplay Restrictions

Frog Jumping/Bouncing

Bounces are allowed.

Aliasing in matches to pass yourself off as someone else

Offenders and players proven to have knowledge of the aliasing will be punished. The offending parties will be removed from the current league. This is firm and it will be enforced.

Discord

All teams are required to use the PassionateGaming discord unless an exception is granted by an admin, for instance TeamSpeak etc.

Cheating

No Cheating! Any player caught cheating will be banned for a period of 6 months from the date that they were caught.

Glitches

A team is not allowed to exploit any game-related glitches and it may result in the forfeit loss of a map. Glitches include but are not limited to:

- 1) binding movements like thrusts to other keys is outlawed;
- 2) hiding in glitches/bugged solid materials is illegal.

Demos

All players will be required to demo all maps. There is no valid excuse for not recording a demo of your game - if you don't know how to do it or yours is 'broken' then contact an admin or your captain. A player must hold on to their demos for the duration of the entire season, up until two weeks after their team has played their last game.

1. A team may request a maximum of 1 demo from the opposing team (all requests must be justified and approved by an admin not involved in the match).
2. An admin not participating in the match has the right to request as many demos as they want.
3. Cheating accusations will be reviewed and ruled on by an anti-cheat team.
4. Admins may request that a player uploads all demos for the entire duration of the season.

Match Punctuality

A team must have their entire team in the server and clicked in to be eligible to start the timer. Once they have done this, the opposing team has 10 minutes to click in before they forfeit the map.

Sportsmanship

1. A player may not spam a non-teamsay bind during a match. Players who do this will be warned to cease, and players who continue will be forfeited and/or banned.
2. Racism will not be tolerated. If a player makes racist remarks in-game, the player in question will be warned and then suspended for future incidents.

Rescheduling

1. Teams are allowed to reschedule their matches by agreement with opposing captains. A rescheduled match should be played before the next weekend (Sunday), that is during the next week.
2. After agreeing to reschedule a game, both teams must inform an admin and he will change it on the schedule. Both captains should do this for each time the match time changes.
3. Matches may be rescheduled to before or after their original date/time, however the latest that players can reschedule games for is prior to the commencement of the dev games of the last round of the group stage.
4. It goes without saying that you cannot reschedule a game so that it will potentially overlap with any of your other games, unless you have gained prior agreement for this from the captain of the team that may be kept waiting.
5. If a playoff match is rescheduled it must be played at a time such that it will not delay any further rounds of the playoffs, and must be agreed with the admins.
6. Rescheduling is solely down to the captains. Admins will not get involved and force reschedules upon any captain or team.
7. As an exception to the above rule, on occasion a match week falls on a weekend where a major event is taking place and it becomes apparent that a large number of players will miss the game week. Admins may offer all captains a free reschedule which does not require both captains to be in agreement to take place. Where ever possible admins will

endeavor to inform all captains of this as soon as possible - however it may not always be possible to do so prior to a league starting due to unforeseen circumstances.

Spectators

The only people allowed to spectate matches are PassionateGaming admins and members of the stream team. It goes without saying that if someone is spectating, they are not allowed to have any communications with the teams that are playing.

Precedent

Admins will use or set precedents for topics not covered in this rule page.

Admins have the right to change rules and address hot topics that come up

The admin staff will stick to this ruleset unless any major controversy arises. In the event that one arises, the admins hold the right to use their discretion to create/revise rules.