

Content

1. General and Admin Rules
2. Team Rules
3. Match Rules
4. Tournament Format, Coinflips and Map Bans
5. Tiebreakers
6. Punishment

Abbreviations and Definitions

TOs: Tournament Organisers (Reltor, Hailot, HuntingLeopard, Coralus)

Unsportsmanlike conduct can include but is not limited to the following:

- Trolling, insulting, or toxic behaviour towards other teams, the referees, or the organisers. This can include ingame communication like yell chat, tells, use of in game macros such as v6, and voice chat. This can also include out of game areas, such as the lounge area on discord.
- Delaying a game unnecessarily. If you are having technical issues let your referee and opponent know as soon as possible, otherwise you are expected to start on time.
- We expect all players to play seriously and continue to compete, regardless of the score or who you are playing. Failing to do so will be seen as unsportsmanlike conduct.

Team Reps: Team Representative

1. General and Admin rules

- 1.1 The Admins and Referees have the final decision and must be within the spirit of the rules to ensure fair play.
- 1.2 All players must adhere to the [Jaeger Events code of conduct](#). A short summary of the code of conduct is that players must conduct themselves in appropriate behaviour (ie don't cheat and don't behave unsportsmanlike). If a player breaks the Jaeger Events code of conduct, they may be banned from future Jaeger events.
- 1.3 Unsportsmanlike conduct is not allowed.
- 1.4 Referees will be in both team's platoons for the duration of the match and prep periods.
- 1.5 Caster must play on the 3rd faction and cannot join any platoon which is playing.
- 1.6 TOs can only be Team Representative, but not captain.
- 1.7 Referees can only be assigned to games where they don't have a vested interest in the match result.

2. Team Rules

- 2.1 A team must have a minimum of 40 and a maximum of 50 players signed-up for their roster.
- 2.2 During a designated period set by the TOs, up to 10 additions and/or substitutions to your starting roster can be made. All roster changes have to be approved by TOs.
- 2.3 Each player can only play for 1 team and play using 1 PSB owned jaeger account unless permission is granted by the TOs.
- 2.4 Captains and Team Reps serve the following function:
 - They are responsible for their team's organisation and conduct.
 - They are also a point of contact for the tournament organisers.
 - Team Representatives can change as long as TOs are notified and acknowledge the change. Team Representatives begin their role, 24 hours after the acknowledgement.
 - Teams are expected to respond within 48 hours to any official communication from the TOs in order to ensure smooth and quick organization and resolution of problems.
- 2.5 Each team must designate 2 Captains that will act as the primary point of contact.
- 2.6 Each team can designate 1-3 Team Reps in addition to their captains, that will act as a secondary point of contact.
- 2.7 At least 1 Team Representative must be present 1 hour before the match through to the end of the match.
- 2.8 Teams must indicate any schedule issues 4 days prior to the match start. TOs will attempt to accommodate the rescheduling of the game if possible.
- 2.9 Teams must make a jaeger outfit on all 3 factions. Give the outfit names and tags to the TOs. These must be made 2 weeks before the tournament starts.

- 2.10 The teams must submit the playing roster within an hour of the match.
- 2.11 Players can't use an admin/observer account for the match and must play on an alternative account.

3. Match Rules

- 3.1 Each team must not field more than 24 players online on Jaeger during a round.
- 3.2 Players can only spawn at any hex that is in the lane and the warpgate.
- 3.3 Players that spawn at the warpgate must go to their home base before rejoining the lane.
- 3.4 Players cannot leave one territory hex outside of the designated lane.
- 3.5 Vehicles can only be pulled from bases in the Lane, and from the Warpgate.
- 3.6 Players may not use the following before or during the match:
- Ants and construction
 - Boosts of any kind including membership
 - Any item that cannot be unlocked or upgraded via certs (eg A7, merit and outfit resources)
 - NSO faction
 - Any form of smoke
 - ASP
 - Abusing the spawn system
 - Empire specific launchers (Strikers, Lancer and Phoenix)
- 3.7 The match is divided into 2 rounds with a break of 10 minutes between the rounds. At the end of the first round, players must leave the continent to a continent that doesn't have match playing. The starting sides are switched in the break. The duration of every half, for all current lanes (per 17/01/2021), is 30 minutes at the maximum.
- 3.8 Teams may make substitution during the match break.
- 3.9 The match start may be delayed by the maximum of 10 minutes. The second round may not be delayed. Ceded by 3.17.
- 3.10 Players may prep their home base 30 minutes before the scheduled start of the first round.
- 3.11 The referee has the power to alter the timings of the match but only under exceptional and/or unforeseen circumstances.
- 3.12 Captain's agreements are not enforced by the referees.
- 3.13 The team with the most points wins. Teams gain 1 point for every base capture.
- 3.14 Referee will declare the start and end of the match.
- 3.15 Teams may only leave their home base and/or warpgate when the match starts.

- 3.16 The round ends when the time runs out, a home base is captured or the referee declares it so.
- 3.17 Players may only join the match continent with the permission of the referee. Supersedes 3.9.
- 3.18 All players must leave the continent at the end of the first half.
- 3.19 All players, including subs, must be in designated PSB VOIP and in the appropriate channels.
- 3.20 All vehicles used in a match must be pulled by the players who are playing in the match during that round for that team.

4. Tournament Format, Coin Flips and Map Bans

- 4.1 Tournament will consist of 2 stages:
 - 1. Single round robin or group stage: 3 points for win, 1 points for draw, 0 lost and -3 forfeit.
 - 2. Single elimination bracket
- 4.2 Stage 2 will be seeded by Stage 1's results.
- 4.3 Coinflip decides who will ban first or pick faction.
- 4.4 The team that map bans second will get to choose the starting side first.
- 4.5 Map bans are first, then faction pick then sides are picked.
- 4.6 Map bans are decided by the following ban system: Team bans, Rng ban, Map picked.
- 4.7 In a scenario that two matches are scheduled the same time, lanes on the continent used by whichever match has its coinflip done first will be removed from the map pool for the second game.
For example, if Match 1 is on the Hossin Bravata to Acan lane, the lane for Match 2 would be selected from all lanes that are not on Hossin, leaving it with a 3 lane pool to choose from, and no RNG bans.
- 4.8 Coinflips for stage 1 of the tournament are to be done 7 days prior to the first group match. Coinflips for stage 2 of the tournament are to be done 2 days prior to the match.

5. Tiebreakers

- 5.1 In case of a tie in the match, another round is played over a neutral base.
- 5.2 The criteria used to break the tie in the group stage is the following:
 - 1. Head to head
 - 2. Match points difference
 - 3. Highest Match points for
 - 4. Bonus game at neutral base fight

If more than 3 teams are involved with the tie and one is eliminated, then the order restarts from the beginning.

- 5.3 Neutral base will be the same layout as round 1. First to take the Neutral base wins.

6. Punishment

6.1 The admins may give out the following punishment to a specific player or group of players and an example of precedent set for why they are given:

A. Giving a verbal warning:

- ◆ Unsportsmanlike conduct

B. Returning to home base:

- ◆ leaving the boundaries of the map.

C. 1 Minute in the redeploy Screen:

- ◆ Using any banned item (each player who uses the banned item(s) must serve the penalty)
- ◆ repeat offense of any "return to home base" penalty.

D. 2 Minutes in the redeploy Screen:

- ◆ Having too many players (extra players must log off and one additional player must serve the penalty).
- ◆ Repeat offense of any 1 Minute penalty.

E. 4 Minutes in the redeploy Screen:

- ◆ repeat offense of any 2 Minute Penalty.

F. Disqualification from the match:

- ◆ a 3rd offense of any form of penalty.

G. Players may be given any penalties including but not limited to the above for penalties including but not limited to the above offenses, at the discretion of the lanesmash staff for offenses not covered above, or flagrant, intentional or malicious violation of the above rules and Code of Conduct.

H. Players may be disqualified from the tournament by any lead organizer for offense not covered above, or flagrant, intentional or malicious violation of the above rules and Code of Conduct.

Changelog - All Changes made to the ruleset after publishing will be posted here:

21/12/2020: 3.6 Clarification to not allow outfit resources being used prior to the match

02/01/2021: Added 4.4, 4.5 onwards shuffled down. Clarification on who picks starting side

17/01/2021: Changed 3.7, cleared up an old, and now irrelevant, statement regarding the possible max duration (in time) of all lanes.

22/01/2021: 5.3 Rules of neutral base finalised.

21/02/2021: Added 3.20. Rewording 3.1 and 6.1 G.