

Scrim Masters: Europe 2017 Rule book

Tournament regulations:

- Maximum number of players on a roster is 20, all matches will be 12 vs 12
- Any player that is on or was on a team roster, cannot be signed up for or play for another team
- A team may sign up, up to 3 friends per roster. Additional friends may be approved at a later date under special circumstances (teams who have number issues). This will be decided by the tournament committee
- If during the tournament there are problems with numbers, there will be infantry reserves available that can be assigned to a team through individual sign-ups
- Teams needs to be on their TeamSpeak channels 30 minutes before their match
- Players cannot be rotated during ongoing play, only at the end of a round. Before this, the team must inform the match referee of the player, and the tag/number of that player, that is being rotated and for whom
- An exception to the above rule is if there is technical error in internet or game crash and a player being unable to reconnect. In this situation the team captain must inform the match referee with the details of the player that has left, and the player taking his position
- If required a team can apply for new players during the tournament, however, the application process must be started at least 45 minutes before the next match for that team
- Outfits can team up with as many other outfits in order to form a roster, as long as no members are part of any other roster
- Official rosters need to be delivered by 07/04/2017. If for any reason this is not possible, please let the tournament committee know well in advance
- Breaking any of the above rules will result in automatic disqualification

Match Rules:

- PSBL rules + no SMG HA + no bandolier infiltrator + max tier 2 implants (further SME rules). Only one bolt sniper is allowed per team
- Matches will be played as three 15 minute rounds, with 7 minute break after each round giving enough time for any reorganisation and informing the referee of any decisions
- The referee will do a coin toss before the match in order to decide starting positions for that round
- All match bases start at neutral faction (1st cap can be stolen in last seconds)
- If applicable to a base, specific map boundaries will be mentioned by the match referee to both team prior to the match starting
- All rounds will last 15 minutes (unless there is overtime): play is continuous with 2 points being awarded for capping the base, with a further bonus point at the end of the round to the team that is currently in control of the base. It is important to note that when a base is

capped, the round does NOT end. You continue in order to cap the base for your team, or defend it in order to prevent the opposition from gaining 2 points. At the end of the round (or at the end of overtime), a bonus point is awarded to the team controlling the base

- Team with most total points after the 3 rounds is match winner

Example:

Match starts with point as neutral. Team A caps the base, gaining them 2 points. Team B then takes the point and completes the cap, gaining them 2 points. Team A attacks the point and is currently ticking the timer down when 15 minutes have expired. Overtime has now started. The match will continue until either Team A caps the base awarding them 2 points for the cap, as well as an additional 1 point for holding the base at the end OR Team B is able to re-push the point and flip it (they do not need to hold it until the base cap timer is zero), which in turn would grant them 1 bonus point for having possession of the base at the end.

- It is the duty of the referee to keep track of the score and time, however, each team may delegate score/timekeeping to a reserve player alongside this as well
- The referee can penalize teams during the match for breaking the rules. -1 point for minor infractions, going up to -2 or -3 for major or repeated offenses. If deemed appropriate a referee can disqualify a player, this will result in the player being banned from the following (1) match if his team advances, as well as that team having to play the rest of that match one player down (they cannot be replaced for that match)
- Any unsportsmanlike conduct (insulting, provoking, halting match progress, arguing with officials etc.) will be penalized with point deduction or player disqualification if required.
- Only team captains are allowed to talk directly to the referee regarding any match decisions or complaints
- Referee has the final call on all decisions during a match, if for some reason there is a situation that is very contentious, it can be taken to the committee for a final ruling

This rule book may be expanded further if any unforeseen issues arise. Aim of this rule book is to provide as fun, fair and challenging format for all the teams involved in the tournament. For any additional questions, contact WIB officials on ts.wilbrotherhood.com