

SPLITGATE 2 BR RULES

Seed closest to 0 hosts the lobby, add your opponents and join on the team who hosts.

Load into a quads match, once you spawn you must compete to earn the most kills. At the end of the game add up the kills from you and your duo, the opponents will do the same. Make sure to either be streaming or TAKE PROOF OF YOUR KILLS, so it can be verified!

Disconnects will be played from the current score, however may be adjusted by a few kills in either direction at an admins discretion. If your teammate disconnects, leave right away and take proof.

A tie is a full replay of the map.

SPLITGATE 2 RULESET FOR SPLITGATEAGENT EVENTS

One player per team minimum must be streaming.

Streams on other players are available upon request, but not required by default.

****1 Aeros, 1 Meridian, 1 Sabrask, 1 Aeros/Meridian****

**** NO CHARGER****

**** NO HYPERLINE ****

**** NO PHASMA ** EFFECTIVE SUN JUNE 15th AT 10AM EST**

****RADAR OFF** (Subject to Change)**

****Hotzone**:**

Standard Rules:

Mode Rules:

Time to Group Capture = 25 seconds

Spawning Rules:

Always Use Team Spawns = Off

Respawn Time = 7 seconds

Tiebreaker Rules:

RESET MATCH and Play 1 round

****Firecracker**:**

Standard Rules:

Spawning Rules:

Respawn Time = 8 seconds

Tiebreaker Rules:

Same as above +:

Mode Rules:

Team Wipes Enabled = Off

Defuse Score = 0

Player Rules:

Lives Enabled = Off

****Splitball**:**

Standard Rules:

Spawning Rules:

Respawn Time = 6 seconds

Tiebreaker Rules:

RESET MATCH And Play 1 round.

Make sure to click Update Lobby after doing settings.

Modes: Hot Zone, Firecracker, Splitball

Maps: Eden, Zenith, Bypass, Frontier, Ozone, Stadium, Core, Academy, Grit

Hosting rules:

Team with seed closest to 0 gets to choose if they host map 1 OR maps 2,3

Off host team picks side for all maps

Custer: Scrap \$20, Ri7uais \$10, ZZexufy \$10