

# 3xtremeLAN

## Battlefield 2 Official Rules for Competition. v1.01

### Section 1. – Format.

- 1.1) Competition matches are played with six players per team nominal.
- 1.2) Matches consist of 2 rounds, of duration 20 minutes.
- 1.3) At the end of the round, teams swap sides and the second round commences.
- 1.4) Maps are randomly selected from the pool of approved maps, 10 minutes prior to the commencement of match play.
- 1.5) Rounds are played in 'Conquest' mode with ticket ratio set at 100.
- 1.6) There will be a half time break of 5 minutes between rounds. Players are not permitted to join spectators or opposition during this time.
- 1.7) A round ends when either the time limit has been reached, or either team reaches 0 remaining tickets.
- 1.8) Both team captains are required to submit a screenshot of the final scoreboard at the end of each round.
- 1.9) At the conclusion of the match, the remaining tickets from each rounds are added and the team with the highest remaining tickets is deemed the winner.
- 1.10) In the event of a tie, a third round will be played:
  - i. There will be a 5 minute break before the third round.
  - ii. Tiebreaker rounds have a time limit of 10 minutes.
  - iii. Team captain who lost the initial coin toss selects which team shall play on which side.
  - iv. In the event of a continuing tie, additional rounds are played until tie is broken.
  - v. No substitutions are permitted during tiebreaker rounds.
- 1.11) Competition is double elimination format. In the event an odd number of teams are registered for competition, a randomly selected team will advance to second round automatically.
- 1.12) A 6th player may only enter the match at the start of a round.
- 1.13) Only 3 substitutions may be made throughout the competition, only 1 per match.

## **Section 2. – Registration.**

- 2.1) Players are required to have Battlefield 2 in competition legal condition prior to registration.
- 2.2) Players must own a license for Battlefield 2.
- 2.3) Player's copy of Battlefield 2 must have all updates, released to date, installed.
- 2.4) All players are required to be registered for competition.
- 2.5) All registrations are to be completed 30 minutes before the first match of competition.
- 2.6) A player may only register for one team per competition.
- 2.7) A team requires a minimum of 5 players registered to compete.
- 2.8) A team may have a maximum of 8 players registered.
- 2.9) One or more competing players on a team not being registered for competition is deemed a Class-A violation.

## **Section 3. - Pre-Match.**

- 3.1) The starting side of each team is decided by a coin toss between team captains immediately prior to the commencement of match. The winning captain decides which team shall play as which side for the first round.
- 3.2) Grace Period.
  - i. If at the commencement of a match, the minimum 5 players are not available, the match will enter into a 10 minute grace period.
  - ii. When the minimum 5 players become available, the grace period will expire and match play shall commence
  - iii. If after the grace period has expired, the minimum 5 players are not available, the team is forfeit.
- 3.3) Match play will commence with 5 minutes of warm-up play.
- 3.4) Once match play has commenced, no player is permitted to pause or otherwise disrupt match play. Class-B Violation.

## **Section 4. - Names.**

- 4.1) Player names may only take the form of the player's Extreme LAN player name.
- 4.2) An additional clan tag is permitted. Clan tags may not contain the following:
  - i. Web links.
  - ii. Advertising.
  - iii. Stolen clan tags.
  - iv. Language detrimental to event or event sponsors.
  - v. Offensive, abusive, discriminatory or otherwise inappropriate language.
- 4.3) Language is deemed inappropriate at the sole discretion of competition admin.

## **Section 5. - Team Structure.**

- 5.1) Each team shall have a team captain.
- 5.2) Team captains are required to.
  - i. Have the '[c]' tag precede their player name.
  - ii. Ensure all team member understand the competition rules prior to match play.
  - iii. Ensure all team members comply with competition rules.
- 5.3) Only the team captain shall liaise with competition admin.
- 5.4) Team captaincy may only be transferred once.
- 5.5) Team captaincy may only be transferred to a player registered for competition and participated fully.

## **Section 6. - Communication.**

- 6.1) Only team captains are permitted to use public messaging during match play, with the exception of warm-up. Class-B Violation.
- 6.2) Team members may not communicate by any means while waiting to respawn. This includes verbal communication or the use of gestures. Class-B Violation.
- 6.3) A player is deemed dead when his/her health reaches 0.
- 6.4) Advertising, in any form, is not permitted.
- 6.5) Voice chat is permitted in match play.
- 6.6) Failure of voice chat does not constitute a server error, thus match play will not be halted.

## **Section 7. - Spectating.**

- 7.1) By registering for competition, you agree to have match play publicly broadcast.
- 7.2) By registering for competition, you agree to have match play recorded. All recordings are the property of Extreme LAN inc.
- 7.3) Spectators are not permitted within the server.
- 7.4) Registered players are not to join spectators at anytime during match play.  
Class-A violation.
- 7.5) Registered players are not to join opposing team at anytime during match play.  
Class-A violation.

## **Section 8. - Server Errors.**

- 8.1) A server error may consist of one or more players being unintentionally disconnected.
- 8.2) If a server error occurs before the 5<sup>th</sup> minute of any round.
  - i. The round will restart with new tickets.
- 8.3) If a server error occurs after the 5<sup>th</sup> minute of any round.
  - i. The round will restart with the time left.
  - ii. The round will restart with new tickets.
  - iii. The tickets remaining before the error is added to the final remaining tickets.
- 8.4) If a server error occurs after the 15<sup>th</sup> minute of any round.
  - i. The round is ended.
- 8.5) The number of players per team dropping below 5 at any point due to an intentional disconnection is deemed a Class-A violation.
  - 8.5.1) A disconnection is deemed a server error at the sole discretion of competition admin.

## **Section 9. - Gameplay.**

- 9.1) Players must remain within the bounds of the map at all times. Class-B Violation.
- 9.3) Players must not utilize any gameplay tactic which awards them an unfair advantage. Class-B Violation.
  - 9.3.1) A gameplay tactic is deemed illegal at the sole discretion of competition admin.
- 9.4) Players must not exploit any bugs present in the game to gain unfair advantage. Class-B Violation.
  - 9.4.1) Gameplay is deemed bugplay at the sole discretion of competition admin.
- 9.5) Team captains may contact competition admin to confirm the classification of any gameplay tactic they wish to employ.
  - 9.5.1) Failure to confirm the classification of a gameplay tactic, deemed illegal, is not a valid defense.

## **Section 10. – Cheating.**

- 10.1) No cheats or hacks of any kind may be used in match play or warm-up at any time. Class-A Violation.
- 10.2) Cheats may include, but are not limited to.
  - i. Modification of game files (Hacks).
  - ii. Launching DoS attacks, or packet flooding servers or opponents.
  - iii. Aimbots.
  - iv. Speed Hacks.
  - v. Any other gameplay altering cheat.
- 10.3) A cheat is declared at the sole discretion of competition admin.
- 10.4) By registering for competition you agree to have your Battlefield 2 directory inspected by competition admin.

## **Section 11. – Disputes.**

- 11.1) Only the team captain may submit a protests to competition admin.
- 11.2) Protests may only be submitted to competition admin in private, creating public dispute is deemed a Class-A penalty, regardless of the validity of the protest.
- 11.3) Protests to competition rules may only be submitted until 1 hour prior to the commencement of competition.
- 11.4) Where no specific rule is broken, but match play is deemed against the spirit of the game, competition admin may enforce a penalty.
- 11.5) Either team captain may lodge disputes to the result of a match at its conclusion.
- 11.6) Competition admin will have final word on whether a rule has been broken, and what penalty, if any, shall be forthcoming.
- 11.7) Rematch will be decided by competition admin and is not subject to protest.
- 11.9) Lodging of disputes without merit will invoke a penalty.
- 11.9) If opposing team captain does not respond to dispute, opposing team may be penalized.
- 11.10) Team members must follow competition admin instruction at all times.

## **Section 12. – Penalties.**

- 12.1) Class-A Violation.
  - i. Immediate disqualification from competition.
- 12.2) Class-B Violation.
  - 12.2.1) Non-Finals Match.
    - i. Once per match, twice per competition before disqualification.
  - 12.2.2) Finals Match.
    - i. Immediate disqualification from competition.
- 12.3) In the event of disqualification, entry fee will not be refunded.

## **Section 13. – Code of Conduct.**

13.1) Players are at all times required to:

- i. Comply with competition rules.
- ii. Comply with competition admin instructions.
- iii. Respect competition admin decisions.
- iv. Maintain good sportsmanship.
- v. Refrain from the abuse of other competitors or competition admin.
- vi. Refrain from the use of excessive profanity.

13.2) Competition staff will at all times endeavor to:

- i. Enforce competition rules.
- ii. Exercise best judgment in decision making.
- iii. Be free from bias in decision making.
- iv. Refrain from decision making with a conflict of interest.
- v. Ensure competition runs in a timely manner.
- vi. Ensure competition is entertaining.

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All rules are subject to change without notice and without reason.

## **Appendix A. – Maps.**

- Gulf of Oman
- Dalian Plant
- Strike at Karkand
- Daqing Oilfields
- Sharqi Peninsula
- Wake Island 2007
- Kubra Dam

## **Appendix B. - Sever Settings of Note.**

- sv.bandwidthChoke 0
- sv.punkBuster 1
- sv.allowFreeCam 0
- sv.allowExternalViews 1
- sv.allowNoseCam 1
- sv.hitIndicator 1
- sv.maxPlayers 12
- sv.numPlayersNeededToStart 12
- sv.notEnoughPlayersRestartDelay 15
- sv.startDelay 15
- sv.endDelay 15
- sv.spawnTime 15
- sv.manDownTime 15
- sv.endOfRoundDelay 15
- sv.ticketRatio 100
- sv.roundsPerMap 2
- sv.timeLimit 1200
- sv.scoreLimit 0
- sv.soldierFriendlyFire 100
- sv.vehicleFriendlyFire 100
- sv.soldierSplashFriendlyFire 100
- sv.vehicleSplashFriendlyFire 100
- sv.tkPunishEnabled 0
- sv.timeBeforeRestartMap 30
- sv.autoBalanceTeam 0
- sv.teamRatioPercent 100
- sv.radioSpamInterval 6
- sv.radioMaxSpamFlagCount 2
- sv.radioBlockedDurationTime 300