

# 3xtremeLAN

## Unreal Tournament 2004 Official Rules for Competition. v1.10

### **Section 1. – Format.**

- 1.1) Competition matches are played individually.
- 1.2) Gametype is Deathmatch: Instagib.
- 1.3) Each match will play for 20 minutes.
- 1.4) The player with the highest score at the end of a match is deemed the winner.
- 1.5) Breaks times.
  - 1.5.1) There will be a break of 5 minutes between first and second rounds.
  - 1.5.2) There will be a break of 10 minutes between second round and final match.
  - 1.5.3) Players are not permitted to join spectators or other registered players during break times.

### **Section 2. – Registration.**

- 2.1) Players are required to have Unreal Tournament 2004 in competition legal condition prior to registration.
- 2.2) Players must own a license for Unreal Tournament 2004.
- 2.3) Player's copy of Unreal Tournament 2004 must have all updates, released to date, installed.
- 2.4) All players must be registered for competition.
- 2.5) All registrations must be completed 30 minutes before the first match of competition.
- 2.6) A player may only register once for competition.
- 2.7) If a player is found to be competing and is not registered, that player is immediately removed from competition.

### **Section 3. – Tournament Structure.**

- 3.1) First round of competition is played with 10 players per server, nominal.
  - 3.1.1) Player numbers, per first round server, is subject to change based on player registrations.
- 3.2) Second round is played with the top 2 players from each round one server distributed across two servers. First position takers into server A, second position takers into server B.
  - 3.2.1) In the event the top two players cannot be separated.
    - 3.2.1.1) If there is a tie for first position.
      - i. If 2 players are tied for first position, both players will progress to server A.
      - ii. If more than 2 players are tied for first position, all other players are removed and tied players will continue for 5 minutes.
      - iii. Winning player will progress to server A.
      - iv. Second placed player will progress to server B.
      - v. If tie is not broken after 5 minutes, a further 5 minutes will be played until the tie is broken.
    - 3.2.1.2) If there is a tie for second position.
      - i. If 2 players are tied for second position, both players will progress to server B.
      - ii. If more than 2 players are tied for second position, all other players are removed and tied players will continue for 5 minutes. Winning player will progress to server B.
      - iii. If tie is not broken after 5 minutes, a further 5 minutes will be played until the tie is broken.
- 3.3) The final match is played between the first position taker from both server A and server B, in a dual format.
  - 3.3.1) In the event the top player from either server cannot be separated.
    - i. All other players are removed.
    - ii. Players tied for first position will continue for 5 minutes. Winning player will progress to final match.
    - iii. If tie is not broken after 5 minutes, a further 5 minutes will be played until the tie is broken.
  - 3.3.2) In the event a winning player cannot be separated.
    - i. Match will continue for 5 minutes.
    - ii. If tie is not broken after 5 minutes, a further 5 minutes will be played until the tie is broken.

## **Section 4. – Maps.**

- 4.1) First round maps.
  - Server A: DM-Plunge
  - Server B: DM-DesertIsle
  - Server C: DM-Morpheus3
  - Server D: DM-Deck17
- 4.2) Second round maps.
  - Server A: DM-DE-Osiris2
  - Server B: DM-DE-Grendelkeep
- 4.3) Final map.
  - DM-1on1-Desolation

## **Section 5. - Pre-Match.**

- 5.1) The first round server draw will be preformed by a random allocation, 10 minutes prior to match play.
- 5.2) Grace Period.
  - i. If at the commencement of a match, one or more players are not available, the match will enter into a 5 minute grace period.
  - ii. When all players become available, the grace period will expire and match play will commence
  - iii. If after the grace period has expired, players are not available, those players are forfeit.
- 5.3) Match play will commence with 5 minutes of warm-up play.
- 5.4) Once match play has commenced, no player is permitted to pause or otherwise disrupt match play. Class-B Violation.
- 5.5) Players are required to read and comprehend the competition rules prior to match play.
  - 5.5.1) Ignorance is not a valid defense to an infraction of competition rules.

## **Section 6. - Names.**

- 4.1) Player names may only take the form of the player's Extreme LAN player\_id.
- 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 7. - Communication.**

- 7.1) Public messaging is permitted during match play, however the following constitute a Class-B Violation.
  - i. Message flooding (Spamming).
  - ii. Web links.
  - iii. Advertising.
  - iv. Offensive, abusive, discriminatory or otherwise inappropriate language.
- 7.2) Language is deemed inappropriate at the sole discretion of competition admin.
- 7.3) Registered players are not permitted to communicate in any way with spectators or other registered players (verbally, or by use of gestures), until eliminated from competition or competition is completed.

## **Section 8. – Spectating.**

- 8.1) By registering for competition, players agree to have match play publicly broadcast.
- 8.2) By registering for competition, players agree to have match play recorded. All recordings are the property of Extreme LAN inc.
- 8.3) Spectators are not permitted within the competition servers, all spectators may only view the match via UTV.
- 8.4) Registered players are not to join spectators at anytime during match play, until eliminated from competition, or competition is completed.
- 8.5) Registered players are not to join other registered players at anytime during match play, until eliminated from competition, or competition is completed.

## **Section 9. - Server Errors.**

- 9.1) A server error may consist of one or more players being unintentionally disconnected.
- 9.2) If a server error occurs before the 5<sup>th</sup> minute.
  - i. The match will restart, scores are discarded.
- 9.3) If a server error occurs after the 5<sup>th</sup> minute.
  - i. The match will be restarted and the full match time played out, scores before the server error are then added to the match scored to produce a final score.
- 9.4) A player intentionally disconnecting does not constitute a server error, a player found to have intentionally disconnected will invoke a Class-A violation.
  - 9.4.1) A disconnection is deemed a server error at the sole discretion of competition admin.

## **Section 10. - Gameplay.**

- 10.1) Players are not permitted to use personal skins/models/textures/sounds.
- 10.2) Players are not permitted to use any banned console command. Class-B violation.
  - 10.2.1) Banned console commands are listed in Appendix. A.
- 10.3) Players are not permitted to exploit any bugs inherent in Unreal Tournament 2004. Class-B violation.
  - 10.3.1) Gameplay is deemed bugplay at the sole discretion of competition admin.
- 10.4) The following mutators are enabled.
  - i. TTM Rules
  - ii. InstaGib
- 10.5) Players may contact competition admin to confirm the classification of any gameplay tactic they wish to employ.
  - 10.5.1) Failure to confirm the classification of a gameplay tactic, deemed illegal, is not a valid defense.

## **Section 11. – Cheating.**

- 11.1) No cheats or hacks of any kind may be used in match play or warm-up at any time. Class-A Violation.
- 11.2) Cheats may include, but are not limited to.
  - i. Map Hacking.
  - ii. Radars.
  - iii. Wireframe Drivers.
  - iv. Launching DoS attacks, or packet flooding servers or opponents.
  - v. Aimbots.
  - vi. Speed Hacks.
  - vii. Any other gameplay altering cheat.
- 11.3) A cheat is declared at the sole discretion of competition admin.
- 11.4) By registering for competition you agree to have your Unreal Tournament 2004 directory inspected by competition admin.
- 11.5) Competition admin may use anti-cheat software.

## **Section 12. – Disputes.**

- 12.1) Protests to competition rules may only be submitted until 1 hour prior to the commencement of competition.
- 12.2) 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.
- 12.3) Where no specific rule is broken, but match play is deemed against the spirit of the game, competition admin may enforce a penalty.
- 12.4) A player may only lodge a dispute to the result of a match at its conclusion.
- 12.5) Competition admin will have final word on whether a rule has been broken, and what penalty, if any, shall be forthcoming.
- 12.6) Rematch will be decided by competition admin and is not subject to protest.
- 12.7) Lodging of disputes without merit will invoke a penalty.
- 12.8) If an accused player does not respond to a dispute, that player may be penalized.
- 12.9) All players must follow competition admin instruction at all times.

## **Section 13. – 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. – Banned Console Commands.**

- DetailTexMapBias
- DefaultTexMipBias
- MaxTimeMargin
- Behindview

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

- Gametype=Deathmatch
- GoalScore=0
- TimeLimit=20
- GameSpeed=1
- AirControl=0.35
- SpawnProtectionTime=0.0
- bPlayersMustBeReady=True
- bForceRespawn=True
- bAllowBehindView=False
- bWeaponShouldViewShake=False
- bAllowTaunts=False
- Mutator=XGame.MutInstaGib