

AT THE END
— OF THE —
UNIVERSE
THE GATHERING 2012

Battlefield 3 - Rules



Cup Setup:

Mode: 5on5 Conquest Infantry Only

Teams: 16 Teams, 8 Invited and 8 from Qualification on TG

Type: Double Elimination Tournament

There will be one map selected by the admin each round, the teams will play both sides on the map, and the team with the most tickets in total is the winner of the match.

The map-pool will be:

- Operation Metro - Small
- Damavand Peak - Small
- Teheran Highway - Small
- Seine Crossing - Small
- Grand Bazaar - Small

Cup Rules:

- No show
 - If the opponent does not show after 15 minutes you can request a default win, but the admin will have the final decision.
 - If the opponent is on the server with at least 4 people after the 15 minutes rule, you may request the game started or you can contact the admin and request a default win. If the opponent is less than 4 players then it's a default win.
- Players
 - Players may only play for 1 team in this cup, if someone is caught playing for another team, he and that team will be disqualified from the remainder of the cup.
 - Players that are barred from play in ESL or ClanBase will not be eligible to play in this Cup. The admin will run a check on all players.

- Cheats and 3rd party programs
 - Any kind of 3rd party programs that aid the player in the game is not allowed. If caught using it you will be banned from the cup.
 - Macros of any kind, both Software and Hardware is not allowed. No exceptions. This also includes macros to switch squads and kits.

Match Rules:

- Server
 - Server information will be provided by the admin 15 minutes before the scheduled match start. The way this information will be relayed will be announced later.
 - The server settings will be:
 - Punkbuster:* ON
 - FriendlyFire:* ON
 - TeamBalance:* OFF
 - KillCam:* OFF
 - MiniMap:* ON
 - 3rd Person Vehicle Cameras:* ON
 - CrossHair:* ON
 - 3DSpotting:* ON
 - MiniMapSpotting:* ON
 - HardCore:* OFF
 - Regenerate Health:* ON
 - Ticketratio:* default
 - Startdelay:* 30s (default)
 - Vehicles:* not allowed to use (OFF)
 - Vehicles Spawn Time:* 100% (default)
 - Spawn only on Squadleader:* OFF
 - Unlocks:* all unlocked



- Player dropped
 - Due to lack of pause function the game has to continue even if one disconnects due to technical issues.
- Weapon Restrictions
 - All weapons and attachments are allowed except:
 - Grenade Launchers
 - IRNV Scope
 - Flashlight attachment on both Main and Secondary Weapon
 - MAV-Drone
- Glitching and abuse of obvious bugs in the game:
 - There is under no circumstance allowed to abuse glitches and bugs, if caught the team will be banned from the remainder of the tournament.
- Sportsmanship
 - Sportsmanship is important while you play, banter and extreme bad mouthing will not be looked lightly upon!

Last updated: 03.04.2012

