

GEFORCE[®]

LAN

TEAM FORTRESS 2

6v6 RULES

Revised: 8/6/2008

Game Type: Control Point

Maps:

Control Point (cp_granary, cp_well, cp_badlands, cp_gravelpit)

Critical Hits: OFF

Standard Scoring: Play to four (4) points or thirty minutes (30:00) and switch sides. The first team to five (5) points or the team with the most points after sixty minutes (60:00) wins the match. In-game stopwatch will be used.

Overtime Scoring: If it's still tied after regulation play, reload the map config. The team that wins the one (1) overtime round is the winner of the match.

Class and Side Selection:

- The highest tournament seed will choose their preferred starting side.
- Class Restrictions – 2 of each class except - 1 Engineer, 1 Medic, 1 Demoman
- Weapons Restrictions – None
- Unlockables – All may be used

Setup and Configuration:

- Non-standard game settings or third party applications that affect game play are not permitted. Teams found using either will be penalized at the administrators' discretion.
- Players may configure drivers as needed for peripherals, but should contact a tournament administrator if the drivers are not already present on the computer. Copying files of any sort to computers is strictly prohibited prior to obtaining approval from an admin. Accessing or altering the system, provided hardware, or other operating system settings is strictly prohibited.

In-Game Messaging and Communication:

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- When a match is live, only team captains are allowed to use global in-game messages between rounds or at half time. Other players must use team-only in-game messages.
- Teams/Players may not leave the tournament area until a winner is determined.
- Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.

- All match disputes must be filed by a team captain during regulation play, or within 5 minutes after the match's conclusion

Exploits / Glitches / Scripts:

- The use exploits or glitches will not be tolerated. If participants have questions about whether something is legitimate please discuss this with tournament administrators to ensure it is legal.
- The use of double binds or scripts is not allowed.

Unintentional Issues:

Server Crash: The server machine crashes/freezes/etc. causing the match server to stop responding

Solution: An administrator will restart the server, stop the tournament clock, and play will continue from the point of disruption. Points will be added to the amounts totaled before the crash, and the tournament clock will be restarted once the game is live again.

Client Crash: A player's computer crashes/freezes/etc. causing the participant to be unable to continue play

Solution: Play will be paused until the client can reconnect.

Rule Changes:

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game. Team Fortress 2 is due to receive significant updates over the next 6 months and therefore it is likely that rules, maps, and competition format may change. However, the 6v6 player format will not change, regardless.

Community Feedback:

We appreciate and encourage community feedback. If you wish to make inquiries or provide constructive feedback concerning GeForce LAN at NVISION tournament rules, please use the BYOC & Tournaments Support system once you've registered. Instructions on how to access this system are emailed to all online registrants and can be found in the BYOC FAQ section.