

GEFORCE[®]

LAN

World in Conflict

5v5 RULES

Definitions:

Game Mode:	Domination
Game:	20 minutes as each faction
Match:	Each team will play 2 games, one as each faction on the map.

Game Format:

Competition Method:	5 vs. 5
Competition Format:	Domination
Players:	10 (5 players per team)
Victory Condition:	Winning team is determined by the Domination bar. If there is a tie after both games, the winning team is determined by whoever won in the shortest time.

Seeds :

Teams with previous LAN tournament history will be seeded by tournament administrators based on performance. New teams will be seeded randomly below teams with match history.

Map Pool:

Hometown
Seaside
Riviera
Quarry
Powerplant
Farmland

Map Selection:

The maps for each Best of 3 match series will be selected from the above pool. Each team will select one map, the higher seed picking first. Teams are not permitted to select the same map. Once each team selects a map to play, the lower seed will throw out a map from the pool followed by the higher seed throwing out another map. The remaining map will be the 3rd map played in the match (if necessary).

Class Selection:

- Class Restrictions: Of the four (4) classes in the game, each team must fill one of each class role. Those four (4) players will be locked into that class role for the duration of the game. The fifth player will be permitted to change classes during the game at any time.

Setup and Configuration:

- Non-standard game settings or third party applications that affect game play are not permitted. Teams being caught 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:

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.

Unintentional Issues:

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

Solution: If a tournament server or the network crashes before 5 minutes of the map has been completed, the server and map must be restarted. If the server or network crashes after 5 minutes the game must be restarted and played with the remaining time. A network crash will be identified as either no packets being sent to/from the servers or two systems crashing at the same time.

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

Solution: If a competitor's computer crashes before five minutes of the game has been completed, the match will be restarted. If a competitor's computer crashes after five minutes of the half have been completed, the server will be paused after notification has been sent to the opposing team and tournament officials. Once the competitor has rejoined the server and teams are notified, play will resume.

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. Due to future patches pending for WIC, details may be added to these rules leading up to the event.

Community Feedback:

We appreciate and encourage community feedback. If you wish to make inquires 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.