

BFNATIONS

These rules apply to the **BFNATIONS PS T4 SUMMER CUP**, further referred to as the 'event'.

We will try to ensure that we have these rules updated and complete at any time, however, there are no guarantees for that.

Please keep up-to-date by visiting our website and Discord server for additional information, and reach out to us if you have any questions.

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- MAP TIES
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- MATCH SCORING
- TIE-BREAKERS

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 - SIDE SELECTION
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MATCH RULES

- ESB RULES

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<http://discord.gg/bfnations>

Roster & Substitutions

Broadcasting

Reporting Results

GAME TYPE SPECIFIC RULES (T4)

FORMAT

All of the nations that have signed up will be split into 2 groups in the Group Stage.

In case of a TIE at the end of all matches:

- Head-to-head matchup
- Total accumulated ticket count average of all matches (all tickets divided by amount of matches played)

The 3 best teams of each group of the Group Stage will access the Finals Stage.

The Final Stage is set up as a single elimination bracket including a Last Chance Battle, which will happen between 2nd place of Group A & 3rd place of Group B (and vice-versa).

The winner will then play the Semi Finals against 1st place in Group B (and vice-versa).

All matches in the Final Stage are Best of 3!

Your team must win 2 out of the 3 maps to win the match.

If you have any questions, please let us know in #ps-comp in our [discord](#) under the COMPETITION PS category !

WOLRD CUP SIGN UPS CLOSE THE 9TH OF AUGUST AT 10PM UK

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SCORING

~ESB

RUSH

Each match is a Best of 2 Maps.

Each Map is composed of two rounds (sides). Each team gets to play as both the attacker and the defender on each map.

Scoring is based on overall sectors. The team with the highest amount of sectors won at the end of both rounds wins the map.

Your team must win 2 out of the 2 maps to win the match.

All sectors must be played with an A-B order. This means that you may not arm/destroy the B objective until you have first destroyed the A objective in that same sector.

MAP TIES

If sectors are tied at the end of a map, here at the tie-breakers:

#1 – Armed Objectives: Each sector is made up of 2 Objectives. Teams will compare the number of objectives destroyed by each team. The team with the most objectives destroyed wins the map.

#2 – Time left on the last played Sector: If Armed Objectives are tied, compare the time left on the last played sector while playing as the attackers. The team with the most time left wins the map.

#3 – Tickets left on the last played Sector: If Time Left is tied, compare the tickets left on the last played sector while playing as the attackers. The team with the most tickets left wins the map.

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If all #3 tie-breakers are tied, the map is counted as a draw.

MATCH TIES

If your team is playing in a Best of 2 match and the following situations arise, the match is counted as a tie.

The match IS a tie if:

Team A wins the first map, Team B wins the second map.

Or vice-versa.

The match ISN'T a tie if:

Team A wins both maps.

Or if Team B wins both maps.

Team A/B wins the first map and ties the second map.

Or vice-versa.

MATCH SCORING

Teams earn the following points on their division table based on their match result:

Each win = 3 points

Each tie = 1 point

Each loss = 0 points

TIE-BREAKERS

If teams have the same amount of points at the end of the regular season, here are the division table tie-breakers:

Two teams:

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Head-to-Head match points total.

Head-to-Head total maps won.

Head-to-Head total sectors won.

Differential

MW (Maps Won)

SW (Sectors Won)

Coin Toss

Three or more:

The “Two teams” tie-breakers apply but are summed for all tied teams and compared until two teams remain.

Example: Team A, Team B, and Team C are tied.

Head-to-Head match points total

Team A = points earned vs. Team B and C

Team B = points earned vs. Team A and C

Team C = points earned vs. Team A and B

Once two teams remain, please start the “Two teams” tie-breaker process from step 1 with the two teams.

SCHEDULE

This is still subject to change depending on the amount of sign ups!

Every 5 days nations have to play 1 match.

The BFNations PS T4 World Cup starts on the 17th of August.

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Matches have to be played in the following time frames :

MATCH 1 - 17 to 21/08

MATCH 2 - 22 to 26/08

MATCH 3 - 27 to 31/08

MATCH 4 - 02 to 06/09

MATCH 5 - 07 to 11/09

M4 & M5 might be delayed due to BF2042 Beta

The times of these Matches should be agreed on by both Nation Leaders.

Playoffs: TBA

If neither nation can agree on a time, the match will be date & time will be decided by one of the Admins. That date & time would be set as best as possible for both nations to attend and play.

After this point, if either/both nations can't show up at these times, the match will be forfeited.

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EVENT SPECIFIC RULES

Maps

Left or above in schedule	Right or below in schedule
Higher seeded nation	Lower seeded nation

MAP POOL

Arras (4 sectors)

Arras has 4 sectors, however, the first sector is banned/not played.

- *The Defending team is required to let the Attacking team destroy both Sector 1 objectives without interference.*
- *The Defending team may spawn in Sector 1, but may not engage the enemy team with any item.*

Devastation (3 sectors)

Mercury (3 sectors)

Operation Underground (4 sectors)

Rotterdam (4 sectors)

SIDE SELECTION

Home Team (Left on the Schedule) is allowed to pick which side they wish to start on the 1st map.

MAP SELECTION

Home Team picks 1st map, Away Team picks 2nd map.

Note: No map can be picked twice in the same match, meaning that if Devastation is picked by the home team, the away team can't pick it as their map choice.

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In addition, a team can't pick the same map in a three-match period. This means that if a team picks "Devastation" as their Match 1 map, they won't be able to pick it again for Match 2 and 3.

Host rights

The server region of the Community Game is based on the actual location of the person creating the game.

A player located in Europe can create a EU server, and a player located on the East Coast of the United States will be able to create an EAST US server.

Left or above in schedule	Right or below in schedule
Higher seeded nation	Lower seeded nation

For continental (e.g: EU vs EU) matches the following applies:

- Higher seeded nation has hosting rights.

Note that a continental match must be played on an EU server, e.g., when both nations are from the EU. Applies to all regions.

For intercontinental (e.g: NA vs EU) matches the following applies:

- Higher seeded nation has hosting rights.

For intercontinental (e.g: NA vs EU) matches with more than one map played during the match, the following applies:

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- The higher seeded nation hosts the first map, the second map will be hosted by the lower seeded nation.
- In case of a third map, the nation with the most tickets remaining after both maps have been played, hosts the third map.

For SA vs EU/ME matches both games are played on a NA servers:

- Higher seeded nation has to make sure there is a NA server ready to be played on for that match with the correct maps.

If the higher seeded nation did not provide any server details yet 15 minutes after the scheduled start time, the higher seeded nation will receive a score penalty of 50 tickets.

If no server details are provided 30 minutes after the scheduled start time, the higher seeded nation will forfeit that match.

Player Crashes

If a player disconnects before any kills are made at the start of the side of the map, the side must be restarted.

If a player disconnects while a kill has been made in the side and the side is therefore live, the player must rejoin the match as soon as possible

Server Crashes

If the server crashes DURING the first 4 minutes of the side, the round is to be fully replayed.

If the server crashes AFTER the first 4 minutes of the side, nations will be required to keep the point score obtained thus far and continue playing the second half of the map.

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MATCH RULES

ESB RULES

I could write down every rule, but in this instance I feel like ESB has done an amazing job with the Rush Rules, so we will be using their ruleset in combination with the rest of the rules for BFN in this document.

<https://league.esport-battlefield.com/ruleset-bfv-4v4-eu-d1/>

We will be using the following points from the ESB rules :

1. RESTRICTIONS
2. MAPS
3. SERVER SETTINGS
4. SCORING

Roster & Substitutions

Nations must have a roster of maximum of 10 players, all must be registered with their PSN ID.

It is strictly forbidden for a player not registered in the roster of a nation to play for the same nation unless a derogation has been allowed by the organizer.

In the same way, it is formally forbidden for a player to play for a different nation than his/her own, except in extraordinary circumstances where in this case also a derogation is allowed by the organizer. This only applies to the Group Stage.

No changes are allowed for the Finals.

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Each player must have only one of his accounts in the nation roster, sharing accounts between players is strictly prohibited. It is possible for the nation leader to make player changes during a match, but only between rounds / sides (the round must be finished).

All players must have joined the BFNations discord server and their respective nation in the registration channel.

All players must be registered on the Toornament website to be eligible to play in the tournament.

Roster changes are not eligible to play in any matches for 24 hours after your request for this roster change was sent in.

Broadcasting

Broadcasting by BFN

BFN reserves the rights to broadcast any match that is played in BFN competitions, therefore, all spectator slots are automatically reserved for the BFNations broadcasting Team. All broadcasted videos and commentary which are distributed through BFN, are the property of BFNations.com.

Streaming by players

Streaming matches by a member through any streaming service is allowed. But you have to ask for permission. If no permission is granted, it's not allowed for that member to join spectator mode.

Reporting Results

Match reports must be made in the report match overview on Toornament. Simply click on your current match and click on report. After you have filled in the report, submit via the 'report' button. See "FORMAT" for more information on the BFNations System.

Nation leaders must make sure to take or have a screenshot of the score for each round (x screenshots total, depending on amount of rounds played) as well as to report the

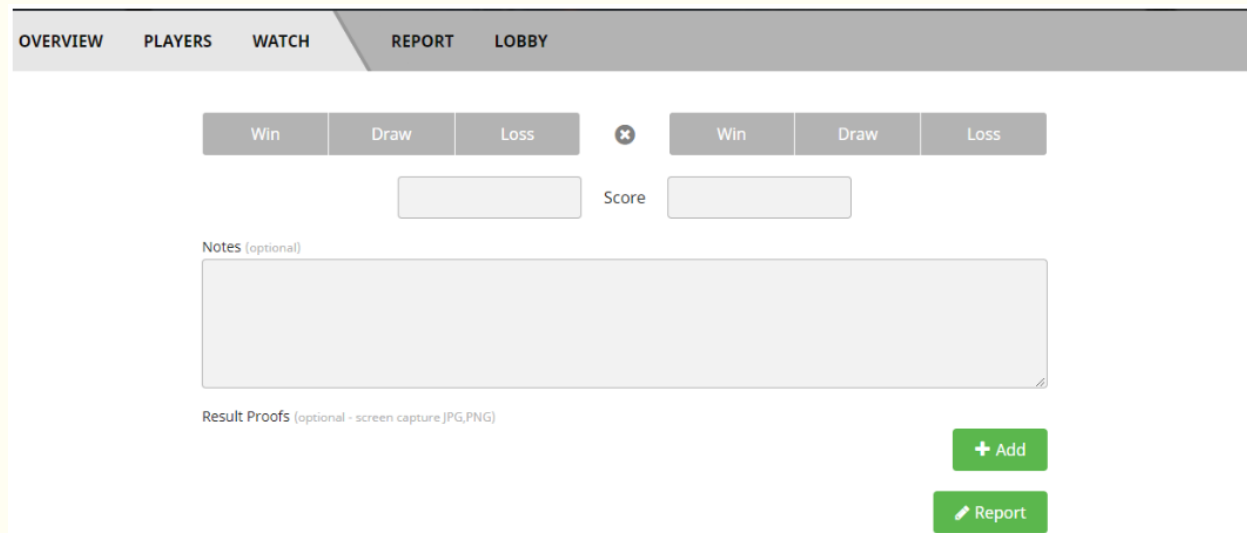
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score in the Match Result Report section of the tournament. Disputes must be reported in the Lobby section of the match.



The screenshot shows the 'REPORT' tab of a match result report form. At the top, there are navigation tabs: OVERVIEW, PLAYERS, WATCH, REPORT (selected), and LOBBY. Below the tabs, there are two sets of buttons for 'Win', 'Draw', and 'Loss'. A small 'x' icon is between the two sets. Below these are two input fields for 'Score'. A large text area for 'Notes (optional)' is below the score fields. At the bottom, there is a section for 'Result Proofs (optional - screen capture JPG,PNG)' with a '+ Add' button and a 'Report' button.

Match report overview on Toornament.com

GAME TYPE SPECIFIC RULES (T4)

ESB RULES

<https://league.esport-battlefield.com/ruleset-bfv-4v4-eu-d1/>

We will be using the following points from the ESB rules :

5. RESTRICTIONS
6. MAPS
7. SERVER SETTINGS
8. SCORING