

ebattle ruleset

Game: Crossfire West

Platform: PC

Version: latest version

Date: 17.12.2020

Changes to the last document are highlighted in red.

## 1. PREAMBLE

### 1. 1. Area of application

This set of rules applies to Crossfire Cups of ebattle, independent of the platform. By joining the Crossfire Cups, each team member accepts this set of rules. Each player is independently responsible for informing himself about the current version of the rules.

### 1. 2. Modification of rules

ebattle reserves the right to penalize unsporting or unfair behaviour or actions as such, which are not included in this set of rules. If a change to the rules is necessary during the season, this change may be made and will be communicated to all teams.

### 1. 3. Disclaimer

If a paragraph or rule in this set of rules turns out to be invalid, unlawful or unenforceable or violates applicable law, the rest of the set of rules shall remain valid. German law is considered to be the applicable law. Likewise, the decision on any situation not specified in this set of rules is at the discretion and in the decision-making power of the tournament management and the admins.

### 1. 4. Confidentiality

All contents of protests, support requests and correspondence with the admins or the league management are to be treated confidentially and may not be published in pictures, text or in analogous reproduction. Publication requires the approval of the league leadership.

## 2. GENERAL RULES

### 2. 1. Additional agreement

The Crossfire Cup does not allow any agreements between the teams, which restrict the validity of the rules or make them completely invalid. Additional agreements must be approved by the tournament management or the admin team.

### 2. 2. Participants

Players who are registered and registered on the participating team and on the ebattle website are eligible to play.

Players must be 16 years of age or older to participate. In case of non-compliance with this regulation, a distribution of the price is not guaranteed.

The account ID must be deposited in his/her ebattle profile. The account ID is part of the account link.

For example: <https://crossfire.z8games.com/profile/26184205>

The number in the end of the link is your account ID.

### **2. 3. Player Bans**

If a player is blocked or banned by another league or cup organizer, this has no effect on the ebattle.

### **2. 4. Dates of play**

Each team has the obligation to inform themselves about the given game dates and to be present at them. A game is not revoked due to a missing team.

### **2. 5. Additional terms of participation**

Players eligible for the Crossfire Cup must meet the following criteria:

- Player must be a natural person
- Each person may only have one account within ebattle
- Communication in German or English is to be ensured

### **2. 6. Change of player**

New players can be admitted to teams between cups without penalty. During a running cup, only players who are entitled to play may be used. These may be switched between two matches.

### **2. 7. Prizepool distribution**

The winnings are only distributed to the team owner, who is then responsible for the eventual redistribution. The distribution of the prizepool takes place by bank transfer. To do this, the team view must specify the information necessary for a transfer.

### **2. 8. Casting/Streaming**

If streamed from the ego perspective, it is recommended to set a delay of at least 1:30 min. Also, ebattle must be mentioned in the stream title. The stream title must not be offensive, racist or generally reputational. In case of disregard, the entire team can be disqualified. If a match is cast by an ebattle caster, it must not be streamed from the ego perspective.

### **2. 10. Match result spoiler**

If a team, whether on social media or in the Twitch Chat, announces a match result that has not yet been published in the corresponding stream, this team will be punished with appropriate severity.

## 2. 11. Support requests

Support requests are indirect or non-match-related requests, which are purely informative, administrative or organizational concerns of the teams vis-à-vis the tournament management. A support request must be submitted via the support ticket system integrated into Discord. Support requests that are not made through the ticket system are invalid and cannot be used as a reference. This rule also includes personal messages to admins or the tournament management.

## 2. 12. Team Composition

Each team must register at least 5 players. 1 captain, 1 lieutenant and 3 main players, the team may optionally register 2 substitute players for a total of 7 players.

The captain is responsible for all decisions in regards to his team during the match. The lieutenant will take the place of the captain, in case the captain is not participating in the match.

## 2. 13. Team Registration

Each team member has to register an ebattle account and enter his/her Crossfire West profile link in his/her ebattle profile.

The team captain and the team lieutenant have to connect their discord accounts with their ebattle accounts and have to be active on Discord during the entire match and the pre-run time allocated for this purpose. Each team have to be registered by the team captain on ebattle. The captain has to create a team and invite his teammates to register and join the team.

On Discord, a channel is created for each match in which support and questions are processed. The communication between the players takes place here as well (Any communication via private messages is considered invalid.). Before the match starts, each team has to demonstrate its presence. Each player represents his team in the discord. This means that each player in the discord represents an equal function and is entitled to instruction.

## 2. 14. Team/Player Name

Any team name, player name or sponsorship name that is considered as public moral offenses or violation against CROSSFIRE server policies must be changed.

### 3. MATCH FORMAT, GAME SETTINGS & SELECTION PROCESS

#### 3.1. Match Format

1. The tournament will follow a single-elimination format with a 3<sup>rd</sup>-4<sup>th</sup> place match between the losers of the semi-finals.
2. A 'match' consists of 1 map
3. Each 'map' consists of a maximum 18 normal rounds
4. In the event that the 18 normal rounds are tied, the match will go into one overtime of 3 rounds per side, if the overtime is tied, golden round will be played. Golden round will be played on starting side.
5. The 18 rounds in a match are played with 9 rounds as Global Risk and 9 rounds as Black List per team.
6. After the first 9 rounds (first half), the teams will switch sides.
7. The map will end once a team reaches 10 rounds (or after the overtime/golden round)

#### 3.2. Game Settings

1. Game Version: CROSSFIRE WEST, latest game version
2. Color: 32 bit
3. Servers:
  - EU Alpha (Test) CH5/CH10
  - EU Delta CH5/CH10
  - NA Alpha CH5/CH10
  - NA Charlie CH5/CH10
  - MENA (only if both teams consist exclusively of MENA players)
4. Mode: Search and Destroy
5. Format: 5 vs 5 (team play, 5 players per team)
6. Round Time: 2 minutes 30 seconds
7. Spectator: 6 spectator slots (only tournament officials/casters may spectate)
8. View: 1st person
9. Live Viewing: Deny
10. Room Name: [ebattle] Team vs. Team or (ebattle) Team vs. Team
11. Password: Identical password used for Blackbox Match Password (case sensitive)
12. Maps: Ankara-T, Compound-T, Port-T, Sub Base-T, Black Widow-T
13. Chars: OMOH, SAS, SWAT (2.0 versions are also allowed).
14. Weapons:  
Permitted primary weapons:
  - AK47
  - AK47 Mark. 1

- M4A1
- Steyr AUG A1
- SG552
- MP5
- AWM
- AWM-Invictus
- AWM-Rio
- M60
- P90
- QBZ-95
- XM1014

Only regular, CFS (**any year**), 5th anniversary, 10th anniversary, WCG & WEM versions are allowed, where available.

**Max. 2 snipers per team. Exception: Picking up snipers from enemies.**

Permitted pistols:

- Desert Eagle
- Desert Eagle-Rio
- Colt 1911
- Colt 1911-Graffiti

Only regular, CFS (**any year**), 5th anniversary, 10th anniversary, WCG & WEM versions are allowed, where available.

Permitted melee weapons:

All melee weapons that are not VIP items are allowed (except the Knife-Round).

Permitted throwing weapons:

- Grenade
- Flash
- Smoke

Only regular, CFS (**any year**), 5th anniversary, 10th anniversary, WCG & WEM versions are allowed, where available.

**15. Items:**

- Bag 1-4
- Grenade Expansion Kit
- C4 Setup/Defuse Kit
- Bulletproof Helmet/Vest
- EXP Plus items that are NOT dress items
- All extra ammo items that are NOT other weapons
- Clan Bag
- Muzzle Flash items

- Any items not listed above are NOT permitted (eg. ZP/MP/VIP weapons or characters, parachute, FP plus, costumes, etc.)

### 3.3. Map Selection, Starting Side & Server Selection

1. Starting sides will be determined by a knife round **on EU Server**. In the knife round **ONLY** normal Knife, Knife-CFS (any year) and Knife-10th Anniversary may be used. The winner of the knife round is allowed to choose the starting side. **The first half has to be played on the server of the team, which lost the knife round.**

#### Server selection:

The server selection depends on the nation of your team.

3 or more NA players = NA server

3 or more EU or MENA players = EU server

You are only allowed to play on MENA server if both teams consist exclusively of MENA players.

2. The Pick/Ban phase for a BO1 will proceed via the ebattle website in your match.

The Mapvote is activated 15 minutes before the match starts.

The website will randomly choose a team which starts banning a map.

Each team has 30 seconds to ban a map.

- Team 1 - Bans 1 map
- Team 2 - Bans 1 map
- Team 1 - Bans 1 map
- Team 2 - Bans 1 map
- The remaining map is the one to be played
- At halfway point a server switch is possible

3. The Pick/Ban phase for a BO3 will proceed via the ebattle website in your match.

The Mapvote is activated 15 minutes before the match starts.

The website will randomly choose a team which starts banning a map.

Each team has 30 seconds to ban a map.

- Team 1 - Bans 1 map
- Team 2 - Bans 1 map
- Team 1 - Picks 1st map to be played
- Team 2 - Picks 2nd map to be played
- The remaining map is the 3rd map to be played
- At halfway point a server switch is possible

## 4. MATCH PREPARATION

### 4.1. Before the Match

1. All teams must have 5 players to play the match. If a team fails to have 5 players, the match will be forfeited.
2. This rule only applies to the beginning of the match. Once the match has started with 5 players, the team may continue to play with as few as 4 players.
3. Players must be present 15 minutes before beginning of the cup and guarantee their own playing conditions (eg. game client, anti-cheat, peripherals)
4. After the maps have been banned, a match room has to be created by the captains immediately
5. Normally, a team captain or lieutenant opens the lobby. The host is also responsible for the correctness of the settings.
6. After creating the room, the teams have 15 minutes to join the room to start the match
7. The organizer will not be responsible for performance issues related to the player's personal peripherals
8. If a match is casted, the teams are notified and have to wait till the Caster or Observer joins the lobby.

### 4.2. During the Match

1. Players must abide to all of the official's instructions.
2. Each team is limited to 1 (one) pause per map, each lasting maximum of 10 minutes
3. A pause can only be taken during the match. Pauses may only be used upon a disconnection, during the half time period (side swap) or between maps. It is not allowed to take a pause before the match starts.
4. Once a pause has been called, all players are required to leave the room. If no player from the team calling for a pause has been damaged, then the current round will not count. If a team calls for a pause after one or more of their players have been damaged, then the current round will go to the enemy team and the match will pause.
5. If a disconnection occurs after the team has used their pause, the map is to continue and the disconnected player may re-join the map.
6. Player substitution may only be done between matches or between maps

### 4.3. After the Match

1. Each team is required to submit scores and replays for every map played in the match within 24 hours.

Scores: submitted via the ebattle website (+ screenshot in matchchannel)

2. Only the Team Captain or Lieutenant may submit scores
3. Should more information be needed to make a ruling, teams will be given 24 hours to provide additional information from the time of the request by the official.
4. A protest may be used by any team at any time during the match, latest immediately after the match. A protest must be reported directly via the Discord matchchannel and must be marked with the tag @ebattle Admin. Protests that are not presented in the matchchannel are invalid and cannot be used as a reference. This rule also includes personal messages to admins or the tournament management.

## 5. REMAKES

Below are possible situations where a remake of a map may occur at the discretion of the official

- Disconnection occurs upon game loading
- Disconnection of 1 player at the beginning of the match while all players are still alive and no player got damaged
- Simultaneous disconnection of all players in the match

## 6. UNFAIR PRACTICES (INCLUDING ATTEMPTS) SUBJECT TO PENALTY

### 6.1. Permitted items

These actions will not incur any penalties

- Boosting (stepping on top of a team player or nearby objects)
- Double jumping
- Climbing up to higher structures by stepping on a lower structure or teammate
- Bunny hop
- China walk
- Super jump (X0tek jump)
- Rings are allowed as long as both the HP/ammo HUD and the red-crosshair effect are disabled

### 6.2. Not permitted items

- Shock Absorber (reduce fall damage)
- Invisible smoke protection
- Invisible flash-guard

If a player owns/has purchased an invisible smoke protection or invisible flash-guard item then he must provide proof of him not using said items throughout the match. Only gameplay recordings of substantial video quality are considered valid proofs. It is up to the admins to decide what a video of "substantial quality" should

look like. In any case, players are advised to NOT own/purchase the aforementioned items at all in order to simplify the process and avoid any implications.

### 6.3. Subject to Penalty

These actions will result in warnings, loss of round(s) or the match

- Failing to start the scheduled match on time
- Use of F2 during the match
- Use of ingame spray
- Failure to use 32 bit color setting
- Use of restricted weapon, item or character
- Missing Blackbox Anti-cheat
- Rage Quitting (intentionally leaving the match already in progress)
- Display of improper player etiquette (language or behavior that is obscene, vulgar, insulting, threatening, abusing, slandering, defaming, discriminatory or in any way objectionable)
- Planting C4 at a location where boosting is required or not visible
- Moving by abnormal method (such as using a bug)
- Use of unauthorized hardware or software such as macros, cheats, scripts, etc.
- Any hardware and software that gives a player an advantage over his opponent is strictly forbidden.
- Colluding, match-fixing, betting, gambling, bribing, hacking or cheating
- Playing from an internet-café or any other computer sharing business/place
- Providing false information and/or documents
- Not using anti-cheat correctly
- Refusing or failing to join a screen-sharing session with admins using Discord or Teamviewer in order to determine whether or not any rules were broken
- Any other activity/behavior that violates the tournaments rules and regulations or that is deemed punishable by the admins

## 7. ANTI-CHEAT

### 7.1. General Instructions

1. Use of Blackbox Anti-cheat is mandatory from all players and can be downloaded from the Blackbox Website.

2. Proof of use of the anti-cheat will be asked for, at the discretion of the official and cannot be deleted until instructed by the official.
3. Proof of use of the anti-cheat is required from both teams, regardless of who has won or lost.
4. It is the responsibility of the player to install and to make sure the Blackbox Anti-cheat is working effectively prior to the scheduled match.
5. For help in troubleshooting blackbox related issues, Blackbox Official Discord should be used.

## 7.2. Blackbox Setup Guide

1. Register an account on the Blackbox website with easily recognizable ID (tournament officials should easily recognize your CrossFire IGN and your blackbox ID)
2. Download and install the Blackbox program (may require disabling of anti-virus program)
3. Start Blackbox program and log in
4. Enter the match ID/PW provided by the tournament official
5. Click 'iniciar' to start the anti-cheat recording
6. Start the CrossFire client
7. Play the match
8. Once the match has concluded, click 'finalizar' to stop the anti-cheat recording
9. Contact tournament official via discord for temporary match ID/PW to test with

## 8. FINAL PROVISIONS

The above-mentioned rules may be amended in the following cases:

- Should the admins, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release.
- Should the admins, at its sole discretion, decide to use a newly released cheat protection program and/or cheat protection function.
- Should the admins, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.
- For any rule amendment, the official will be responsible to inform the captain or lieutenant of each participating team
- The official reserves the right to make a decision on items not outlined in the Rules & Regulations