RULESET 8 VS 8 FRONTLINES (DIVISIONS 1, 2 & 3)

General

- If a team no-shows (fields less than 8 players), the opposing team gets the win. This condition can be activated after a 15 minute grace period.
- If emblem/name/tag is incorrect - a 5 minute period will be granted to correct this. Otherwise the match is forfeit. **This rule only applies to matches being streamed to the BFNations twitch channel.**
- Should a member of a team no-show with no notice, a 15 minute period will be granted to find a replacement player from their roster. Otherwise the match is forfeit. If teams arrange a new time to play, the grace period will still apply to the new time.
- Each in game rule breakage must be reported by the other team with clear video proof. Killfeed icons do not necessarily justify the claim.
- If a player loses connection within the first 60 seconds of the round, the round will be restarted. **It is the responsibility of the team with the shortage to leave the server within this time**, to symbolize that the round does not count. If the server is not left, the round will count.
- A substitute player can be brought in to play at any point of the match, however they must be on the team's roster.

Maps

- Two rounds are played per map
- Maps are decided on a weekly basis by admins
- The round will end either after the 20 minute period, or when the team destroys both MCOMs.
- Teams need to switch factions (sides) between rounds.

MAP POOL:

- Amiens
- Ballroom Blitz

- Argonne Forest
- Soissons
- Rupture
- Fort de Vaux
- Verdun Heights
- Nivelle Nights
- Prise de Tahure
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Scoring

- 1 point for each flag captured
- 2 points for destroying first MCOM
- 3 points for destroying second MCOM

- The team with most points on a map (2 rounds) wins the match.
- If the points are tied after 2 rounds and only one of the teams managed to blow up both of the MCOM stations in a round, they win the match.
- If the points are tied after 2 rounds and if both of the teams managed to win a round by destroying both MCOM stations, the team that managed to win a round faster, wins the map (and the match).
- If none of the above winning conditions are met, the match is a draw.

SCORE REPORTING

After each match, the clan leaders are responsible to report the scores of their match through Challonge. All scores are to be reported as is, without any penalization applied. These issues will be communicated post-game to an admin or game organizer, after the normal scoring report has been made.

DIVISION TABLE SCORE

- From a match win, team gets 3 points.
- From a match loss, team gets 0 points.
- From a draw, both teams get 1 point.

Weapon restrictions (per class)

All Classes
- No Obrez Pistol
- No Nagant Revolver

Assault
- No Automatico
- No Shotguns
- No Hellriegel 1915 Defensive
- No AT grenades (*please note: this is the gadget that is banned*).
- No Dynamite

Medic
- No Autoloading Marksman or Factory variants (Extended variant is allowed)
- No Selbstlader 1906 Sniper (Factory variant is allowed)
- No Auto Revolver
- No Rifle grenades
- No RSC 1917 (any variant)
- No Fedorov Avtomat (any variant)
- No General Liu Rifle (any variant)

Support
- No BAR M1918 storm variant (Trench and Telescopic variants are allowed)
- No Mortar
- No Chauchat (any variant)
- No Parabellum (any variant)
- No Perino (any variant)
- No Crossbow launcher

Scout
- No Martini Henry (any variant)
- No Vetterli-Vitali (any variant)
- No Flares
- No Tripwire mines

Grenade restrictions
- No Impact grenade
- No Incendiary grenade
- No Gas grenade

Vehicle restrictions

- **Light tanks only**
- **Maximum of 1 vehicle per team**

Map restrictions

- The use of ladders on all maps are forbidden
- Monte Grappa is not in the map pool

Penalties

We are aware of that individual players are active in different leagues with different rules sets. As the game does not allow to disable specific weapons, and in order to maintain fairness, we advise you to remind your team to contact your opponent as soon as possible if any restricted weapon is used. Rulings may be overturned if you do not advise the rule-breaking team of their rule breakage as soon as you see it happen.
1 point will be deducted per rule broken:
- If a banned weapon is used to kill, the player getting killed by it is responsible to report the rule breakage with clear video proof (1 point deduction per kill).
- If a banned grenade/gadget is used, member of the opposing team is responsible to report the rule breakage with clear video proof. (1 point deduction per **usage**).
- If a banned vehicle or cavalry is used, member of the opposing team is responsible to report the rule breakage with clear video proof (1 point deduction per kill).
- If a ladder is used, the player that witnesses it is responsible to report the rule breakage with clear video proof (1 point deducted per ladder **usage**).

A maximum of 6 points off are accumulated as per the normal penalty process, before a forfeit is applied. This means, on the 7th point taken off, it becomes a 14-0 victory for the other team.

PENALTY REPORTING

Following a rule breakage, the team that sees the breakage should **immediately** contact both, **the other team leader**, as well as the admin/game organizer in the #matchday channel. The same team also should **immediately** move to prepare the proper evidence required for justifying a breakage (see General; **do not post evidence in #matchday channel**). Admin/Game Organizer will give further information when they are contacted.

Server settings

Classes/Vehicles
- Elite Classes Off
- Scout On
- Support On
- Assault On
- Medic On
- Land Vehicles On
- Air Vehicles Off

Weapons
- Melee On
- Handgun On
- Class Gadgets On
- Standard Issue Rifles Off
- LMG On
- Self-loading rifles On
- Shotgun Off
- SMG On
- Explosives On
- SIngle-action rifles On

Advanced
- Minimap spotting On
- Nametags On
- HUD On
- 3D spotting On
- Unlimited Magazines Off
- Aim assist slowdown On

- Always Fog Off
- Friendly fire On
- Kill cam Off
- Only squad leader spawn Off
- Lenient latency On
- Aim assist auto rotation Off
- Map voting Off
- Lower min player count Off
- Regenerate health On
- Vehicle 3P camera On
- Latency lock Off
- Behemoths Off
- Reload full mags Off

Rules
- Vehicle respawn time 100%
- Round time limit 50%
- Bullet damage 100%
- Ticket count 100%
- Respawn time 100%
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