

BFNATIONS

BFNations BFV Throwback Cup

Overview

- 8v8 Squad Conquest
- Group Stage followed by Finals Stage
 - Top two teams from each group proceed to Finals
 - If there are insufficient teams for multiple groups, the top four teams will proceed to Finals
- Two maps played per match
 - Teams play each side, for a total of four (4) rounds per match
 - Cumulative ticket count (summed across the four rounds) determines match winner

Roster Regulations

- Players may play for their home nation or with a team of their own choosing
- Minimum roster is eight (8); maximum roster is sixteen (16)
- Players may not share accounts
- Players may not have multiple accounts on a roster
- All players must be registered on the Tournament website to be eligible to play in the tournament
- Team Captains are required to join the BFNations discord and indicate their respective nation through the registration channel
- All participating players are encouraged to join the BFNations discord

Map Selection and Hosting

- Each team will select one (1) map from the pool of permissible maps
 - Teams may select the same map as their opponents
- The higher-seeded team hosts the first map; the lower-seeded team hosts the second map

- For SA vs EU/ME matches, both maps are played on NA East

Map Pool

- Al Marj Encampment; Arras; Devastation; Hamada; Lofoten Islands; Mercury; Pacific Storm; Provence

Server Config Settings

PC

- Aim Assist Auto Rotation: OFF
- Aim Assist Slowdown: OFF
- Friendly Fire: ON
- KillCam: OFF

Console

- Aim Assist Auto Rotation: OFF
- Aim Assist Slowdown: ON
- Friendly Fire: ON
- KillCam: OFF

The screenshot shows the 'GAME INFO / ADMIN' interface with the following settings:

CLASSES		RULES		VEHICLES	
ASSAULT	ON	TICKET COUNT	100%	VEHICLE RESPAWN TIME	100%
MEDIC	ON	ROUND TIME	0%	VEHICLE 3RD PERSON CAMERA	ON
SUPPORT	ON	SOLDIER RESPAWN TIME	100%	AIR VEHICLES	ON
RECON	ON	BULLET DAMAGE	100%	LAND VEHICLES	ON
		RELOAD WHOLE MAGS	OFF	LAND TRANSPORT VEHICLES	ON
		REGENERATIVE HEALTH	ON	WATER TRANSPORT VEHICLES	ON
		SQUAD LEADER SPAWN ONLY	OFF	WATER COMBAT VEHICLES	ON
		FRIENDLY FIRE	ON		

WEAPONS		GADGETS		MISCELLANEOUS	
MELEE	ON	ANTI VEHICLE LAUNCHERS	ON	AIM ASSIST AUTO ROTATION	OFF
HANDGUNS	ON	ANTI INFANTRY LAUNCHERS	ON	AIM ASSIST SLOWDOWN	OFF
ASSAULT RIFLES	ON	AMMO SUPPLY GADGETS	ON	NAME TAGS	ON
SEMI-AUTO RIFLES	OFF	HEALTH SUPPLY GADGETS	ON	MINI-MAP	ON
SMG	ON	SELF HEAL	ON	COMPASS	ON
BOLT ACTION CARBINES	OFF	HAND GRENADES	ON	KILL CAM	OFF
LMG	ON	BUILDING TOOL	ON	HUD	ON
SHOTGUNS	ON	REINFORCEMENT GADGET	OFF		
MMG	OFF	EXPLOSIVES	ON		
BOLT ACTION RIFLES	ON	MISCELLANEOUS	ON		
SELF-LOADING RIFLES	OFF				
ANTI-MATERIEL RIFLES	OFF				

Additional notes from the screenshot: 'Permitted for Console' is visible next to the 'NAME TAGS' setting, and 'ADMIN [CHAD] OmniNept' is in the top right corner.

Crashes

Player Crashes

- If a player crashes PRIOR TO any kills being made, the round must be restarted
- If a player crashes AFTER a kill has been made, the round is live and the player must rejoin

Server Crashes

- If the server crashes DURING the first four (4) minutes of a round, the score must be reset and the round restarted
- If the server crashes AFTER the first four (4) minutes of a round, the round will be considered complete with the winner determined by the ticket count at the time of the crash

Spectator Mode

- BFN reserves the right to spectate and broadcast any BFN-related matches
 - All spectator slots are reserved for the BFN broadcasting team
- Nations are forbidden from spectating matches
 - Individuals caught spectating may be banned from BFN events
 - Nations caught spectating will be disqualified from the event

Match Start

- Teams must agree upon an in-game start time
- TEAMS MAY NOT SPAWN BEFORE THIS TIME IS REACHED

Reporting Results

- Match reports must be made through Toornament by selecting your current match, clicking on "report," filling out and then submitting the requisite information
- Nation leaders must take a screenshot of the score for each round (four (4) screenshots per match)
- Disputes must be reported in the Lobby section of the match

OVERVIEW PLAYERS WATCH REPORT LOBBY

Win Draw Loss Win Draw Loss

Score

Notes (optional)

Result Proofs (optional - screen capture JPG,PNG)

+ Add

Report

Restrictions

Class Restrictions

Teams may not run more than:

- 4 Assaults
- 4 Medics
- 2 Support
- 2 Scouts

Weapon Restrictions

Only the following weapons may be used:

Assault

- M2 Carbine
- Ribeyrolles 1918
- STG-44
- Sturmgewehr 1-5

Medic

- EMP
- MAB 38
- MP34
- M3 Grease Gun
- MP40
- Sten

- Type 100
- Welgun
- ZK-383

Support

- BAR M1918A2
- Bren Gun
- FG-42
- KE7
- Lewis Gun
- LS/26
- Madsen MG
- Type 11 LMG
- Type 97 LMG

Recon

- Gewehr M95/30
- K31/43
- Krag-Jørgensen
- Kar98k
- Lee-Enfield No.4 Mk I
- Ross Rifle Mk III
- Type 99 Arisaka

Gadgets

The following gadgets are banned:

- AP Mine
- Doppel schuss
- Frag Grenade rifle (Assault)
- Flare Gun
- Fliegerfaust
- Kampfpistole
- Lunge Mine
- PIAT
- Pistol Flamethrower
- Spawn Beacon

Combat Role

The following combat roles are banned:

- Machine Gunner (Support)

- Sniper (Recon)

Grenades

The following grenades are banned:

- Demolition Grenade
- Impact Grenade
- Type 99 Mine

Reinforcements

Only the following reinforcements are permitted:

- Supply Canister Drop

Vehicles

Only the following tanks are permitted:

UK

- Staghound T17E1
 - *Banned Specializations:* Spotting Scope
- Valentine MK VIII

GER

- Panzer 38T
 - *Banned Specializations:* Spotting Scope, Flare Launcher, AP Mines
- Panzer IV
 - *Banned Specializations:* Flare Launcher, AP Mines

US

- Sherman
 - *Banned Specializations:* Heat Rounds, Flamethrower, 105 Howitzer
- LVT
 - *Banned Specializations:* 75 Howitzer, 50Cal Twin Guns, Flame Thrower, Incendiary AP Mines

JP

- Type 97
 - *Banned Specializations:* Spotting Scope, 120mm Howitzer
- KA-MI
 - *Banned Specializations:* Spotting Scope, 75 Howitzer, 13mm Machine Guns, Flame Thrower

Penalties (Overview and Procedure)

- Rules are meant to improve the competitive experience by guiding/restricting gameplay and player conduct
- BFN expects its staff and participants to ensure —where possible — that match outcomes are determined by in-game performance, and not by technicalities
- BFN admins will review any complaints and attempt to address them with the aforementioned goals in mind
- All disputes must be made through the Match Overlay menu on Toornament, accessible via the “Dispute” button
- Nation leaders are able to use the dispute channel on Discord to request admin support on a given dispute
- Reports must be submitted within one (1) hour of match completion
- BFN requires clear video proof, preferably uploaded to a web space and accessible via link to an unlisted video source
- TEAMS MUST INDICATE TO THEIR OPPONENT THAT A VIOLATION HAS OCCURRED BEFORE THE BEGINNING OF THE NEXT ROUND
 - Our goal is to minimize rule violations, not benefit from administered penalties

Specifics

- Teams have a grace period of fifteen (15) minutes before no-shows result in forfeiture
- Failing to follow restrictions on Reinforcements or Vehicles will result in a Round forfeiture
- Violating a Class restriction will result in a 25-ticket penalty for every 10 seconds during which the violation occurs
- SPAWNING PRIOR TO THE AGREED-UPON TIME WILL COST THAT NATION 10 TICKETS PER PERSON THAT SPAWNED