

BFNATIONS

These rules apply to the **BFNATIONS T12 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.

FORMAT

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Grenade
Reinforcements
Vehicles
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FORMAT

This tournament is organized in the form of a "ticket race" (which we will call "BFNations system"). It does not pursue the classic "Swiss system".

The qualifications/eliminations do not depend on previously established groups/pools, obtaining and calculating points is done differently.

The BFNations system is structured as follows:

A given number of nations compete in different matches to gain points, these points allow them to obtain a place in the ranking established by a scoreboard which is updated after each match during the phase.

The points correspond to the tickets. To earn points, you have to win tickets during the matches played (e.g. in a round won 80 to 0 the winning nation wins 80 points and the losing nation wins 0).

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As we are not able to change the ticket limit, a round will finish once either team has depleted/lost 300 tickets from the start.

Maps have different starting amount of tickets, therefore you must pay some attention to the starting amount and what would be the amount of tickets remaining after 300 tickets have been lost. (e.g. in a round of Aerodrome, the starting tickets are 700, meaning the game finishes once either team hits 400 tickets as they lost 300 tickets from the starting point.)

After this point the team with the most flags captured at the time, should capture all of the remaining flags and burn the remaining tickets of that round while the other team redeploys or run around but don't prevent the enemies from capping all the flags! During this time you could prepare your forces for the 2nd side of the same map / the next map.

If you have any questions, please let us know in #summer-cup-12v12 in our [discord](#) under the COMPETITION category !

The 2 best nations of each group of Group Stage will access the Finals Stage.
The Final Stage is set up as a single elimination bracket.

SIGN UPS CLOSE THE 21ST OF JUNE

SCHEDULE

Every 6 days nations have to play 1 match.

The BFN T12 Summer Cup starts on the 22nd of June.

Matches have to be played in the following time frames :

Match 1 : 23rd of June - 29th of June

Match 2 : 29th of June - 5th of July

Match 3 : 5th of July - 11th of July

Match 4 : 11th of July - 17th of July

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Match 5: 17th of July - 23rd of July

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

Playoffs: Saturday, July 25th & Sunday, July 26th (Final Stage)
Both days at 7PM UK.

If neither nation can agree with 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.

100 Points are withdrawn from the nation who initially forfeited and given to the other nation. In the case of playoffs the nation who forfeits the match will be eliminated.

EVENT SPECIFIC RULES

Map Decision

Map decision takes place in form of a map veto system;

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

A veto system will be used in order to pick maps for a match.

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The higher seeded nation must start VETO one map. The lower seeded nation follows and must VETO one map. This will go on until there is one map remaining in the map pool.

You are NOT allowed to put any burn maps, unless it's agreed on by both nations!

A score penalty of 100 tickets will be given to the team that is hosting said match/map if it does happen.

Best out of 1 map:

- The remaining map from the VETO will be played.

Best out of 2 maps:

A BO2 VETO will continue until there are three maps remaining in the map pool.

- The higher seeded nation must VETO one map. The lower seeded nation follows and must VETO one map. Repeat this once more, so each nation has VETOed two maps.
- When there is three maps remaining, both nations may pick a map they want to play as their 'home map'. There is one map remaining, this map will not be played.

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

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Higher seeded nation	Lower seeded nation
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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 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:

- 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.

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- 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.

MATCH RULES

Roster & Substitutions

Nations must have a roster of maximum of 30 players, all must be registered with their PSN ID.

All players must wear their nation tag for every match that is played in BFN.

A score penalty of 25 tickets will be given for each player with the wrong tag during the match.

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.

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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.

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 (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.

At the start of the BFN T12 Summer Cup, rosters are closed. However you are able to make just 3 changes to your roster after this point. This has to be communicated with an Admin!

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

Spectator Mode

Nations are forbidden from spectating matches no matter the reason. nations are therefore responsible for all their players and need to remind them of this.

Nations caught spectating will face the following consequences if enough proof is gathered.

The player(s) using spectator mode will receive a ban from BFN Tournaments / Leagues.

If the player is a member of or related to one of the nations that is playing, they will forfeit the entire match the spectator was used on.

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The nation spectating will also be disqualified from the whole event

You are always able to ask one of the Admins to get the game streamed by a 3rd party.

Glitches

Nations using known glitches to get an advantage in matches are subject to ticket loss. Each report will be reviewed individually on the severity, and a decision will be made by the admins.

We therefore ask nations to maintain a certain level of fair play when playing in our events.

Match Delay

Nations have 15 minutes to join after the agreed play time (from the time the server details were provided). If one nation does not have enough players after these 15 minutes, they can either play the game with players missing or forfeit the game.

If both nations don't have their full nation in after 15 minutes, these 15 minutes are extended by 5 minutes. If after this time one of the nations is not ready repeat the rule above. Repeat this until 1 nation is fully ready.

Flag Restrictions

Almost every map has 2 banned flags, be sure to check our T12 Rules!

You are allowed to spawn on these banned flags, as it will be used as a 2nd base spawn.

You are allowed to run/drive through or around the opponent's banned flag as long as you don't cap/neutralize that flag!

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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.

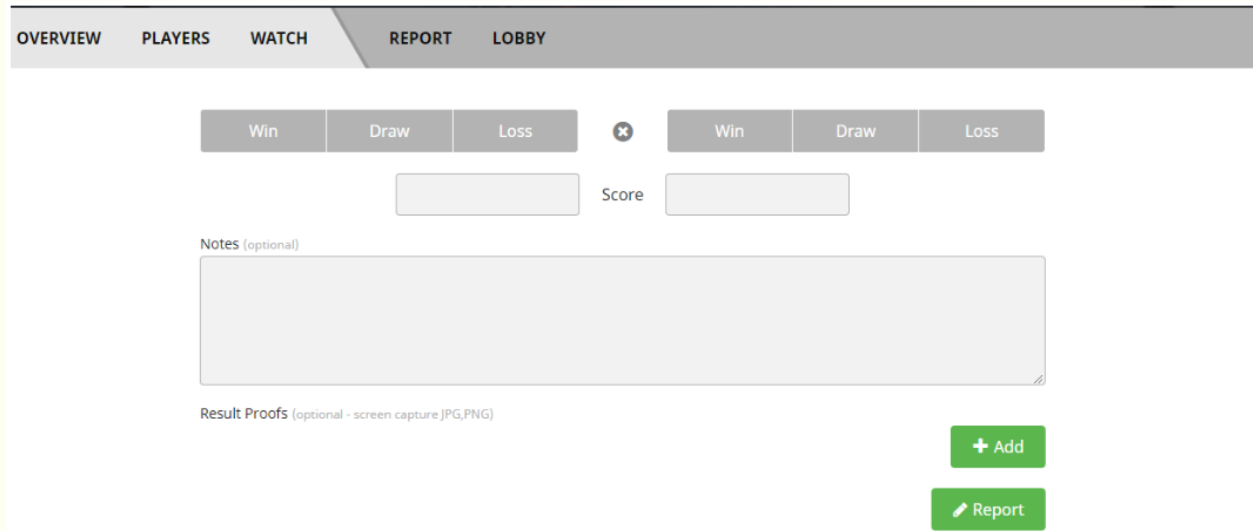
Nation leaders must make sure to take or have a screenshot of the score for each round (4 screenshots total) as well as to report the score in the Match Result Report section of the tournament. Disputes must be reported in the Lobby section of the match.

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The screenshot shows a match report form with a navigation bar at the top containing 'OVERVIEW', 'PLAYERS', 'WATCH', 'REPORT', and 'LOBBY'. The 'REPORT' tab is active. The form includes two sets of buttons for 'Win', 'Draw', and 'Loss', separated by a close icon. Below these are two input fields for 'Score'. A text area for 'Notes (optional)' is present, followed by a section for 'Result Proofs (optional - screen capture JPG,PNG)' with a '+ Add' button and a 'Report' button.

Match report overview on Toornament.com

Tracking Stats

As it has been voted on by TeamLeaders, we will start keeping tracking of the following stats : *Kills, Deaths, Wins, Losses, KDR, WL% and KPM (Kills Per Match)*

These will be shown per individual player and you are also able to see these stats per nation combined.

We will have 2 separate pages for each group, 1 combined page of both groups and 1 page for nation stats.

For this the TeamLeaders and Ambassadors are required to help out with the process of counting the total kills & deaths for each player that has played in their team. This will make everything go smoother and be up to date quicker.

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GAME TYPE SPECIFIC RULES (T12)

Weapons

The following weapons are the **ONLY** allowed weapons:

Assault

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

Medic

- EMP
- M1928A1 Tommy Gun (Light Bolt stays banned)
- MAB 38
- MP28
- MP34
- M3 Grease Gun
- MP40
- Sten
- Type 100
- Welgun
- ZK-383

Support

- BAR M1918A2
- Bren Gun
- Chauchat

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- FG-42
- KE7
- Lewis Gun
- LS/26
- Madsen MG
- Type 11 LMG

Recon

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

Gadgets

The following gadgets are **NOT** allowed:

- AP Mine
- Doppel Schuss
- Frag Grenade Rifle (Assault)
- Flare Gun
- Fliegerfaust
- Kampfpistole
- Pistol Flamethrower
- Spawn Beacon

Combat Role

The Sniper combat role of the Recon class is **NOT** allowed.

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Grenade

The following grenades are **NOT** allowed.

- Demolition Grenade
- Impact Grenade
- Type 99 Mine

Reinforcements

The following reinforcements are the **ONLY** allowed reinforcements:

- Smoke Barrage
- Supply Canister Drop

Vehicles

Only 1 tank alive at the same time. You can however steal the enemy tank if they exit it when it hasn't been destroyed yet. As long as the enemy team's tank is still alive they are not able to spawn in a new one.

Once the tank has been destroyed, you have to wait 1min 30sec before you can spawn in the next tank.

Transport vehicles are allowed.

All vehicles are banned except :

UK

Staghound T17E1

Valentine MK VIII

Specialization banned :

Deploy AT Mines

Mine Clearing Line Charge

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GER

Panzer 38T

Panzer IV

SdKfZ 234 PUMA

Specialization banned :

Flare Launcher

S-Mine Launcher

Spotting Scope

US

M8 Greyhound

Sherman

Specialization banned :

Coax Flamethrower

HE Smoke Shell

Spotting Scope

Radar Package

Planes

Only 1 plane alive at the same time. You can however steal the enemy plane if they exit it when it hasn't been destroyed yet. As long as the enemy team's plane is still alive they are not able to spawn in a new one.

Once the plane has been destroyed, you have to wait 1min 30sec before you can spawn in the next plane.

All planes are banned except :

UK

Spitfire MK VA

Specializations banned :

Flares

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GER

BF 109 G-2

Specialization banned :

Flares

Spotting Camera

US

CORSAIR F4U-1A

Specialization banned :

Flares

Other

It is strictly forbidden to lay anti-tank mines in the out-of-bounds area in the enemy base.

You are only allowed to use the stationary AA in the base and 1 towable AA gun.

MAP POOL

In between (/) are banned flags that have to be captured by the nation leader and can not be capped by the opposing nation.

The following maps are playable:

- Aerodrome (B / F)
- Arras (C / F)
- Devastation (A / E)
- Mercury (A / E)
- Narvik (B / F)
- Provence (D / E)
- Rotterdam (A / E)

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PENALTIES

All cases will be discussed internally with all the BFN Staff to have the best possible outcome. As we are not able to write down every possible outcome, a certain amount of logic has to be applied with these Penalties.

Moderator's penalties decisions are final.

- Not following the restrictions on Reinforcements will forfeit the map it was used on, not the whole match.
- Not following the restrictions on Classes, Weapons, Gadgets, Combat Role, Grenades & Vehicles will cost your nation 25 tickets per violation.

For example :

If a banned grenade has been thrown it's a violation even if it does not hit/kill the opponent.

- Not following the bans named in Other will cost your nation an instant 75 tickets per violations, in case of the AA: every kill after this point is an extra penalty of 25 tickets.
- If one of the nations spawned before the agreed time was reached, it will cost that nation 25 tickets per 1 second.
- If a pilot or a tanker spawns in a new plane / tank before the 1 minute mark, it will cost that nation 25 tickets.
If a pilot or a tanker spawn in a new plane / tank before the 1 minute 30 seconds mark, it will cost that nation 10 tickets.
- If the opposing nation has capped a banned flag, they should let that flag be recapped instantly! It will cost that nation 100 tickets per violation.

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All disputes must be made on the match overlay on Toornament. Accessible via the 'Dispute' button. nation leaders are able to use the specific dispute channel on Discord to request support from an admin about a current dispute.

BFN requires clear video proof, which is preferably uploaded to a web space, accessible via link to an unlisted/not public accessible video source.

You are able to send in reports until 1 hour after the match has ended. Failure to do so will leave the opposing nation without any penalty.

If a rule violation happens, you have to make your opponent aware of this!