*DAMN Battle League Rules v3.9(1)

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IV. **Tournament & Schedule Rules, Cheat Tests (GhR):** In the following chapter you are going to find information about tournaments, schedule possibilities and Ghost Recon cheat tests

IV.1 **Tournaments & SuperFinals**

Tournaments and SuperFinals are played on 1 weekend. All rounds are played, as 1-win-setup which means the clan that wins the first clan battle, is the winner of the round.

The brackets will be chosen randomly or consider previous season rankings. For SuperFinals the brackets will be first vs. last qualified clan, and so on.

The clan on top of the bracket can chose to start hosting or not.

Tournament Setup:

TIME SLOT	TIMES			DAY	
	CEST	**EST**	**PST**	**SATURDAY**	**SUNDAY**
A	7:00PM	1:00PM	10:00AM	**Clans report in.**	**Clans report in.**
	7:15PM	1:15PM	10:15AM	Start	Start
	8:45PM	2:45PM	11:45AM	Finish	Finish
	---- 15 MIN BREAK----			Submitt scores, prepare for next cb.	Submitt scores, prepare for next cb.
B	9:00PM	3:00PM	12:00AM	Start	Start
	10:30PM	4:30PM	1:30PM	Finish	Finish
	---- 15 MIN BREAK----			Submitt scores, prepare for next cb.	Submitt scores, prepare for next cb.
C	10:45PM	4:45PM	1:45PM	Start	Start
	12:15PM	6:15PM	3:15PM	Finish	Finish

The Tournament Weekend starts saturday at 7:00PM CEST = 1:00PM EST = 10:00AM PST and maybe continued at sunday starting at the same time.

The first 15 minutes will be used to give out passwords, set the number of players, repeat the rules and setup, etc...

Each clan who participates announces 1 person that represents the clan (this is the contact person for the admins). Preferably, it should be the clan leader or the highest ranked clanmember online.

One admin will open 1 *DBL Tournament chatroom in GameRanger for a few *DBL admins and all contact persons from each clan.

In this chatroom you will receive 1 password for your first round game. This password has to be used to lock your gameroom. Further the admin discusses the number of players for each game of the round.

The better ranked clan starts to host unless both clan leaders decide to play the entire cb on the other host or a dedicated one.

First round starts at 7:15PM CEST and lasts a **maximum** of 1hour 30minutes. The winner of the round is decided if he wins by BL rules before the time is up or the clan with the higher score at the moment the time runs out. If there is a draw, one more round on the same map and on the same host will be played.

app. 8:45 PM CEST **(If all clans finish their round earlier all clans continue with the 15 mins pause independent from the current time)**. - 30mins pause - after all clans have finished their rounds, the contact persons go to the *DBL admin chat room, if necessary BL admins will decide about issues, current scores will be posted at the BL page. 2nd round games will be announced and time will be set when the contact persons of the winner clans have to meet again in the chat room.

app. 8:50 PM CEST - 10 mins before the next round starts, the contact persons of the winner clans meet again in the big chat room to clear questions like number of players etc.

app. 9:00PM CEST - 2nd round starts and lasts at **maximum** 1hour 30minutes.

app. 10:30PM CEST - 15min break - after all clans have finished their rounds, the contact persons go to the *DBL admin chat room, if necessary BL admins will decide about issues, current scores will be posted at the BL page. After that the contact persons of **the 2 winner clans decide to finish the tournament on saturday or to play the final round on sunday**. This depends on how long the first two rounds really lasted. If **both** clans agree to continue you play your final round after the break is done. Once again the BL admin sets number of players, etc. **Otherwise**

you agree to a time when you play your final round on sunday:
under the BL admin's supervision you set a time and number of players. At least 1 admin will be online on sunday at the given time to help out if issues occur. Last but not least before you start your final round you have to join the BL admin's chatroom where you get your last instructions.

app. 10:45PM CEST (if you decide to continue on saturday) - last and final round starts.

app. 12:15AM CEST - Clanleaders submit their last scores, winners will be announced at the BL page, icons are sent out.

IV.2   Challenges

Challenges are mandatory for most ladders in the *DBL. Challenges need to be posted and answered here:
http://www.damnr6.com/yabbse/index.php?board=28.0 You need to check this forum section every 24 hours, or enable forum section notification for your account.

Rules:

- Challenges need to be answered within 48 hours. So check this board frequently!
- Challenges need to be set within 24 hours after the first answer.
- a clan can only receive 2 challenges at a time per Advanced ladder, and 1 cb at a time per fun(non Advanced) clan ladders. All challenges that exceed these limits are automatically nullified.
- Challenges need to be played within 2 weeks, after the challenge has been posted.
- Dismissed challenges will be punished with 0.2 warning points. After the 3rd dismissed challenge per ladder your clan will be removed from the related ladder.
- you can challenge the same clan not more than twice per ladder.
- if your opponent doesn't show up you have to verify that your clan was online at the set time, <u>you and all participating members of your clan</u> need to post in the related challenge thread. Check for replies from your opponent for the next 15minutes.

Challenge how to do - or what you need to post in your challenges and answers:

e.g.: Clan A challenges Clan B:

- Clan A posts a new topic with the subject: "**Challenge <u>Clan B</u> - <u>Ladder</u> - <u>Clan A</u>**" (underlined parts need to be replaced)
- **Clan A posts 3 times that are different by at least 2 hours.**(times

need to be posted in CEST(Berlin), EST(New York), or PST(Los Angeles)
- **Clan B** replies within 48 hours, **picks a time and post 3 different dates** of the next 10 days.
- **Clan A** has to reply within 24hours and **chooses a date**.
- **The challenge is set.**

Further you may also add special wishes about number of players, or other times. However the points above are mandatory, and you need to play at least with the default number of players.

For all games that are not playable via GameRanger you can also add your server/IP address.

The higher ranked clan chooses to start hosting or not. You can also suggest a dedicate host for the entire cb.

If you have questions or need more information visit the following forum topics:

http://www.damnr6.com/yabbse/index.php?topic=10217.0
http://www.damnr6.com/yabbse/index.php?topic=10218.0

IV.2   <u>Cheat Tests (GhR)</u>

If you think a clan is cheating in a CB, you have the opportunity to ask for a cheat test at any time. There are two different ways to ask for a cheat test. You can message the other team within the first 10 seconds after a game has started that you want a cheat test at that time, or you can ask for a cheat test before the next game starts. If you ask before the game, the clan who asks for the cheat test chooses the map. In either case, both clans will then meet each other at a location specified by the challenging clan. Choose a location near a building, stone or tree. Turn on night vision then send a chat message so everyone knows when to take the screenshot (GhR default keystroke = F4).

The cheat test game does not count for the CB result.

All players must take a screenshot (GhR default keystroke = F4). The screenshot must contain   the chat message from above (ex: Take Screenshot now!), at least one player from the other team, and night vision activated.

When all players exit the hosted room, either to switch host or if the CB is over, everyone must send the screenshot to an E-mail address of a member of the other clan. That way both clans can check if the other clan used some

common cheats or not.

You have to send the screenshot within 10 minutes after you have left the host. If you do not do so, the Admins will have no choice but to rule against you since you do not have proof of not cheating.

If you crash during the cheat test the other team wins the CB. If the same player crashes a second time in another CB during the cheat test all won clan battles with this player will be removed or the whole clan will be banned for the rest of the season (an inner Admin vote will decide what to do). All clan leaders should take precautions to make sure that their members do not cheat. Cheating by a single member can affect the entire clan.