

2ND LEAGUE BATTLEFIELD V



GAMEPLAY RULES
BATTLEFIELD V | T6 |

BATTLEFIELD
V

INFORMATION / REGISTRATION AT UNITED GAMERS

- REGISTRATIONS TO THE LEAGUE / CUP / EVENT ARE OPEN FOR EVERY POLISH AND FOREIGN CLAN / PLATOON
- THE NUMBER OF PLAYERS FOR THE LEAGUE / CUP / EVENT CANNOT EXCEED 20 PEOPLE FROM ONE CLAN / PLATOON. PLAYERS CAN ONLY BE IN ONE SQUAD.
- SAVING CLANS / PLATOON IN THE CUP IS TANTAMOUNT TO ACCEPTANCE OF THE FOLLOWING REGULATIONS AND GENERAL REGULATIONS.
- TEAM ENTRIES TO THE TOURNAMENT CAN ONLY BE MADE VIA DISCORD ON THE APPROPRIATE CHANNEL.
- EACH CLAN CAN SAVE A MAXIMUM OF FOUR TEAMS CONSISTING OF PLAYERS OF THE RESPECTIVE CLAN / PLATOON. HOWEVER, THEY MUST DIFFER, E.G.

[BKW] - RED - INGLOURIOUS BASTERDS.
[BKW] - BLUE - INGLOURIOUS BASTERDS.
[BKW] - WHITE - INGLOURIOUS BASTERDS.



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GENERAL PROVISIONS UNITED GAMERS

- LEAGUE / CUP / EVENT IS ORGANIZED BY UNITED GAMERS. THE REGULATIONS ARE BASED ON THE PRINCIPLES CREATED BY THE ADMINISTRATION OF UNITED GAMERS PL.
- EACH PLAYER MUST COMPLY WITH THE GENERAL RULES.
- CLAN / PLATOON REPORTING TO LEAGUE / CUP / EVENT ACCEPT THE FOLLOWING REGULATIONS.
- IF ANY CASE IS NOT IN THE FOLLOWING REGULATIONS, IT SHOULD BE IN THE GENERAL REGULATIONS.
- THE CLAN / PLATOON CAPTAIN IS OBLIGED TO ENSURE THAT HIS CLAN KNOWS THE FOLLOWING REGULATIONS AS WELL AS THE GENERAL REGULATIONS.
- ALL PARTICIPANTS OF THE COMPETITION ARE REQUIRED TO KNOW THE RULES. LACK OF KNOWLEDGE ABOUT THE EXISTING PROVISION IS NOT AN EXCUSE TO VIOLATE THESE RULES.
- THE REGULATIONS BEFORE EACH COMPETITION AFTER CONSULTATION WITH TEAM CAPTAINS WILL BE UPDATED BASED ON THE GAME AND THE OPTIONS AVAILABLE IN IT.



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GAME

1. GAMES IN UNITED GAMERS ARE CONDUCTED IN THE SYSTEM DEFINED BEFORE THE CUP, E.G. 6 TO SHORTEN THE RECORD, THE T6 RECORD WILL BE USED.
2. LEAGUE / CUP / EVENT BATTLEFIELD IN V IS ALWAYS PLAYED IN THE CURRENT VERSION OF THE GAME.
3. THE ORGANIZER PROVIDES THE GAMES SCHEDULE BEFORE THE START OF THE TOURNAMENT.
4. THE FORMAT OF THE COMPETITION WILL BE DETERMINED AFTER THE FINAL CONFIRMATION OF THE NUMBER OF TEAMS ("EVERYONE WITH EVERYONE" OR "DOUBLE ROBIN")
5. WHEN THE TOURNAMENT STARTS, CLANS HAVE A SPECIFIC SCHEDULE AND AN INSIGHT INTO IT (FRIDAY, SATURDAY, SUNDAY).
6. IN ORDER TO PLAY A MATCH IN THE LEAGUE, THE CLAN / PLATOON LISTED FIRST IN PAIR CHOOSES THE FIRST MAP, THE SECOND MAP IS SELECTED BY THE SECOND CLAN AND THE THIRD MAP IS SELECTED BY THE ORGANIZER.
7. ONLY PLAYERS OF TEAMS PARTICIPATING IN THE MATCH, OBSERVER UNITED GAMERS AND COMMENTATOR SET BY THE ORGANIZER MAY BE ON THE SERVER. (STREAM MUST BE SET WITH THE MAXIMUM DELAY OF THE GIVEN STREAMING PLATFORM)
8. EACH TEAM IS REQUIRED TO ENTER THE RESULTS OF THE MATCH ON THE DISCORD ON THE APPROPRIATE CHANNEL AND PROVIDE THEM WITH APPROPRIATE SCREENS.
9. WE PLAY MATCHES ON THE FOLLOWING PRINCIPLES:



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CLASS (4/4/2/2):



ASSAULT: MAXIMUM 4

SUPPORT: MAXIMUM 2

MEDIC: MAXIMUM 4

RECON: MAXIMUM 2

THE FOLLOWING WEAPONS ARE ALLOWED:

1.1 ASSAULT

STURMGEWehr 1-5

M1907 SF

STG 44

M2 CARBINE

RIBEYROLLES

1.2 MEDIC

STEN

MP40

MP28

EMP

MP34

M1928A1 WITHOUT RAPID FIRE

ZK-383 WITH RAPIDFIRE

MAB 38

1.3 SUPPORT

KE7

BAR M1918A2

LS/26

FG-42

LEWIS GUN

BREN GUN

TYPE 11 LMG

MADSEN MG

1.4 RECON

LEE-ENFIELD NO.4 MK I

GEWEHR M95/30

KRAFT-JØRGENSEN

TYPE 99 ARISAKA

KAR98K

ROSS RIFLE MK III

MACHINEGUNNER PERK - NOT ALLOWED.



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THE FOLLOWING GADGETS ARE ALLOWED:

2.1 | ASSAULT

PANZERFAUST
MINA

2.2 | MEDIC

BANDAGES
MEDICAL BOX
RIFLE GRENADE LAUNCHER (SMOKE)

2.3 | SUPPORT

AMMO CRATE
POUCH
ANTI-TANK. PISTOL GRENADE LAUNCHER
ANTI-TANK MINE

2.4 | RECON

LUNETTE

3.0 | ALL GRENADES ARE ALLOWED

4.0 | AERIAL SUPPORT

• ALL AERIAL SUPPORT OPTIONS ARE STRICTLY FORBIDDEN AND YOU MAY LOSE THE ROUND IF YOU USE THEM.

5.0 | VEHICLES AND PLANES

• ALL VEHICLES AND PLANES ARE PROHIBITED, ALSO THOSE ON THE MAP.
• A STRICT BAN ON THE USE OF KATANA / M2 FLAMETHROWER.



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ALLOWED MAPS AVAILABLE

LOFOTEN ISLANDS

PROVENCE

DEVASTATION

MARITA

OPERATION UNDERGROUND

NARVIK

ROTTERDAM

MAP RESTRICTIONS - RESULTING FROM GAME GLITCHY AND ALTITUDE ADVANTAGE

ALL ROOFS / ROOFS / METAL HILLS / OBSERVATION TOWERS.

ALL STATIONARY WEAPONS NOT ALLOWED (BUILT AND NATURAL ON THE MAP)

BUILDING FORTIFICATIONS CARRIED OUT TO / FROM FORBIDDEN ROOFS ON:

ROOFS MARITA, ROOFS LOFOFTEN ISLANDS, ROOFS PROVENCE, ROTTERDAM ARE STRICTLY PROHIBITED.

EXPLOITING GAME ERRORS (GLITCHY). FORTIFICATIONS AND BUILDING REINFORCEMENTS ON THE METRO MAPARE FORBIDDEN.

CLIMBING ON CARS, WALLS, BOXES ETC. ALLOWED.

ONLY PROHIBITED ROOFS AND LOFOTEN TOWER ITEMS, STAIRS IN THE CHURCH IN PROVENCE.

MAP SELECTION SYSTEM - BANNING BY CAPTAINS UNTIL 3 MAPS REMAIN

TOURNAMENT START. 17.07-26.07 -> THE FIRST WEEK OF MATCHES WITH DATES FORESEEN BY THE ADMINISTRATION + POSSIBILITY TO AGREE BETWEEN THE CAPTAINS WHEN THEY PLAY THEIR MATCHES.
CONTINUED FROM MONDAY 27.07 TO SUNDAY 02.08

EVERYONE PLAYS AT EVERY TOURNAMENT

2 TOURNAMENT GAMES EACH WEEK



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SANCTIONS

IF A TEAM VIOLATES THE GADGET / VEHICLE / MEAL / ROOF / FORTIFICATION RESTRICTION, ONLY THE MAP ON WHICH THE RESTRICTIONS WERE VIOLATED WILL BE LOST.

IF THE TEAM VIOLATES THE WEAPON RESTRICTION, A PENALTY OF 25 POINTS WILL BE APPLIED FOR EACH KILL WITH A BANNED WEAPON.
(THIS MEANS THAT KILLING WITH A BANNED WEAPON DOES NOT COST YOUR TEAM MAP)

IF THE TEAM VIOLATES A CLASS RESTRICTION, A PENALTY OF 25 POINTS WILL BE IMPOSED FOR EVERY 10 SECONDS STARTED IN WHICH THE VIOLATION OCCURS.
THIS MEANS THAT ACCIDENTAL REBIRTH WITH AN EXTRA CLASS DOES NOT COST YOUR GAME TEAM.

THE SUM OF THREE (3) VIOLATIONS OF CLASS RESTRICTIONS ON THE SAME MAP WILL RESULT IN THE LOSING ROUND BY THE OFFENDING TEAM.

VIDEO EVIDENCE IS REQUIRED FOR EACH EVENT.
THE VIDEOS MUST BE AT LEAST 10 SECONDS LONG AND MUST SHOW A SCOREBOARD FOR THE DURATION OF THE VIOLATION.

TEAMS WILL HAVE TO REPORT AND PROVIDE EVIDENCE OF VIOLATIONS AT THE END OF THE MAP WHERE THE VIOLATION OCCURRED. FAILURE TO DO SO MAY RESULT IN THE ANNULMENT OF THE OPPOSING TEAM'S PENALTY



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SETTING THE TIME / DATE / SERVER FOR THE GAME:

1. ONCE BOTH TEAMS HAVE SET THE TIME AND DATE, THEY CANNOT BE CHANGED WITHIN 24 HOURS OF THE MATCH UNLESS BOTH TEAMS AGREE TO IT.
2. IF ONE TEAM CANNOT PLAY ON THE SELECTED DATE AND THE OTHER TEAM DOES NOT CHANGE THE TIME AND DATE, THE FORFEIT WILL BE ANNOUNCED BY THE TEAM THAT CANNOT PLAY. (UNLESS YOU CAN'T PLAY THE GAME DUE TO UPDATES OR ORIGIN / XBOX LIVE / PSN IS TURNED OFF.)
3. IF THE TIME AND DATE CANNOT BE DETERMINED, THE DEFAULT TIMES ARE INVOLVED. IN THE EU, THE DEFAULT DATE AND TIME IS 20:00 BRITISH TIME ON SATURDAY. FOR NA, THE DEFAULT DATE AND TIME IS 20:00 EST ON SATURDAY. IF IT'S NA, THE EU DEFAULT TIME IS SATURDAY AT 20:00 IN THE UK.
4. IF THE GAME IS FOR EXAMPLE AT 20:00 BRITISH TIME. THE SERVER NUMBER SHOULD BE GIVEN TO THE OPPOSING TEAM NO LATER THAN 10 MINUTES BEFORE THE START OF THE GAME. IF A TEAM DOES NOT HAVE A SET OF THEIR PLAYERS ON THE SERVER AND THEY DO NOT APPEAR WITHIN 15 MINUTES OF THE START TIME, THE TEAM WILL HAVE TO PLAY IN THE INCOMPLETE COMPOSITION OR FORFEIT THE MATCH.
5. IF THE SERVER NUMBER IS ENTERED AFTER THE GAME HAS STARTED, 15 MINUTES TO JOIN THE GAME WILL START FROM THE MOMENT THE SERVER NUMBER IS ENTERED.
6. FOR NA / UE REGIONAL GAMES, WHEN CREATING THE SERVER, THE MAP SELECTED BY THE NA TEAM WILL BE HOSTED BY THE NA TEAM (SO THIS IS THE NA EASTERN REGION). AFTER THIS MAP, YOU'LL SWITCH TO A SERVER HOSTED BY THE EU TEAM TO SELECT THE MAP (SO IT'S AN EU REGION) (FOR MIXED TOURNAMENTS). THE MAPS AGREED FOR THE GAME CANNOT BE CHANGED WITHIN 24 HOURS OF THE MATCH UNLESS BOTH TEAMS AGREE.



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SERVER SETTINGS

EACH SERVER MUST BE PASSWORD PROTECTED. WE RECOMMEND THAT TEAMS CHANGE THE SERVER PASSWORD BEFORE EACH MATCH TO AVOID TRACKING OLD PASSWORDS AND JOINING OBSERVERS.

TO ACCESS SOCIAL GAMES, PRESS: PLAY> MULTIPLAYER> CREATE SOCIAL GAME> ADD CONFIGURATION

CONFIGURATION SETTINGS:

- CONFIGURATION NAME: 2L BFV-UG-EU
- GAME SIZE: 16
- GAME MODES AND MAPS: 2
- ROUND 1: MAP A - SELECTS THE FIRST CLAN
- ROUND 2: MAP B - CHOOSES THE SECOND CLAN
- PASSWORD: ON
- MINIMUM NUMBER OF PLAYERS 16



* SERVER SETTINGS WILL BE UPDATED BEFORE STARTING THE UNITED GAMERS LEAGUE. ATTENTION TO CHANGES MADE BY THE GAME DEVELOPER!

** THE MAXIMUM TIME LASTING TIME IS 15 MINUTES FROM THE TIME FIXED IN THE SCHEDULE.

*** IN EXCEPTIONAL SITUATIONS, YOU CAN CHANGE ONE DATE OF PLAYING THE MATCH AFTER TURNED AGREE OF TEAM CAPITANTS.



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PUNCTATION

- EACH MAP CONSISTS OF THREE ROUNDS (MAP).
THE SCORING IS BASED ON THE 3-1-0 POINT SYSTEM.
(DRAW IS SIMPLY IMPOSSIBLE)
- EACH CLAN IS REQUIRED TO TAKE A SCREENSHOT,
OR POSSIBLY PHOTOS FROM THE END OF EACH STAGE OF THE GAME
AND STORING THEM FOR UP TO 14 DAYS FROM THE TIME OF THE MATCH.

PENALTIES AND OFFENSES

UNITED GAMERS ADOPTS THE FOLLOWING PENALTY SYSTEM, WHICH APPLIES ONLY TO BATTLEFIELD V. GAMES. PARTICIPANTS PARTICIPATING IN THE UNITED GAMERS COMPETITION ARE REQUIRED TO FAMILIARIZE THEMSELVES WITH THE ABOVE PENALTY SYSTEM.

ALL EVIDENCE OF THE OFFENSE MUST BE PROVIDED BY THE PERSON / CLAN / PLATOON ACCUSING THE OTHER PARTY. DURING THE EXAMINATION OF THE APPLICATION, AN IMPARTIAL PERSON MAY REQUEST EVIDENCE OF DEFENSE FROM THE DEFENDING PARTY.

WE REPORT THE BREACH OF THE REGULATIONS VIA DISCORD, ENTERING IN THE TITLE OF THE NOTIFICATION: NAME AND MATCH TO WHICH THE NOTIFICATION RELATES.



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FINAL PROVISIONS

THE ORGANIZER HAS THE RIGHT TO CHANGE THE REGULATIONS DURING THE TOURNAMENT.

THE ORGANIZER IS OBLIGED TO INFORM THE PARTICIPANTS ABOUT ANY CHANGES TO THE REGULATIONS.

IF THE UNITED GAMERS RULES CHANGE, THE ORGANIZER IS REQUIRED TO MAKE APPROPRIATE CHANGES IN ITS REGULATIONS AND TO INFORM ABOUT THE PARTICIPANTS OF THE COMPETITION.

THE UNIT COMPETENT TO RESOLVE DISPUTES BETWEEN PLATOONS IS THE UNITED GAMERS ADMINISTRATION.

ANY UNDERSTATEMENTS IN THE REGULATIONS SHOULD BE DIRECTED DIRECTLY TO [DISCORD.GG/ANZXK2N](https://discord.gg/ANZXK2N) UNITED GAMERS PL.

PLATFORM:



DISCORD

discord.gg/wm2vvSv



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