

Rules for Onward State Games of Michigan Tournament

League Member Code of Conduct:

- Treat your fellow gamers, teammates, competitors, spectators, and League officials with respect and dignity.
- Discriminatory language, hate speech, threats, doxing, and other forms of harassment or unlawful behavior will not be tolerated.
- Team Captains may be held responsible for their team's behavior.
- Accusations of impropriety or foul play are taken seriously and should be brought to the attention of the League Moderators.

Matches Format:

- A match consists of 3 maps. All maps must be played, as the overall scores affect traded MMR outcome.
- The official game-mode of League matches is "Uplink."
- The "Escort" game mode may be played only if both teams fully agree, via Discord text, prior to starting their League match.
- The standard round timer for matches is 6 minutes.
- Both teams are to check this at the start of the first round of a map and round reset if incorrect (with map rehost).
- If a timer error is not identified in the first round, the map is to be played out with rehost for the next map with the correct round timer.
- A map cannot be played twice in the same match. Night variants are considered the same as their day variants for the purpose of this rule.
- When a map is banned, all of its variants are also considered banned.
- Before the beginning of each match, starting with the Home team, both sides will choose one map to ban from the map pool. A team may decide to not ban any map.
- After the ban phase, the Home team picks the map OR chooses their starting side (Volk or Marsoc). The Away team then picks a map OR chooses a starting side. Finally, the Home team has the final pick/choice.
- The official player count is 5v5.
- When scheduling for their match, teams can mutually decide to play the match 3v3 or 4v4. No teams are obligated to lower their player count for any match.
- 5v4 can be played if the team with 4 couldn't find a reservist in time.
- 4v3 can be played if the team with 3 couldn't find a reservist in time.
- 5v3 is an automatic forfeit if the team with 3 couldn't find a reservist in time.



- When both teams need a reservist, no reservist should be used at all. E.g.: A team that was fortunate enough to get a reservist for their match (making it 5 total) cannot play their match against a team of 4 (missing a reservist). In such a case, the match should be played 4v4.
- In all cases, a team will be ineligible to play its match where it has fewer than 3 rostered players present.

Gameplay Clarifications and Restrictions:

- It is forbidden to do "Player-boosting." The term "Player-boosting" refers to the stacking of players on one another (e.g.: a player crouches and other stands on their shoulders).
- The M203 and RPG launchers are permitted under the following bounds:
- Each team may field, at most, one launcher.
- The M203 HE launcher is permitted only on Downfall, Quarantine, Snowpeak, and their variants.
- The M203 Smoke launcher is permitted on all maps.
- Shields are not allowed on any map.
- Volk Drones are not allowed on any map.
- Marsoc Drones are only permitted on Downfall, Quarantine, Snowpeak and their variants.
- There used to be a time limit before explosions from Frags/C4/RPG/M203 explosives/Molotov could happen, but that's been removed. The only time restriction is the current time limit that has been mechanically implemented in the live build between when players are released from spawn to when they are able to pull the pin. This bullet remains simply to indicate that change and the bullet will be removed later in the season.
- As Marsoc, it is not allowed to raise your pad more than 6 feet off the ground in order to capture an objective that is located above your head; some exceptions apply and are listed here:
- On Suburbia, you can capture the MO, in the middle mansion, only if you have both feet on the stairs.

Scoring System:

- Teams enter the score themselves. Both teams need to submit the score for the match results to be accepted.
- The website requires users to enter the score for each map individually.
- The team winning 2 maps out of 3 is the winning team. All maps must be played as the overall scores affect traded MMR outcome

Matches Forfeits & Timeouts:

- Teams have a 20 minute buffer from the scheduled match start time to be in the game lobby with their team members.
- If a team is waiting for another team, the waiting team must post a message in Onward VRML's Discord (tagging their opponent) or show other proof to League Moderators that they were ready at the scheduled time.

- Once the 20 minutes buffer has elapsed, the team that is responsible for the delay forfeits the first map.
- If a further 20 minutes elapses without match commencement, the offending team is officially declared a "no-show" and a score of 12-0 (total) will be awarded to their opponent.
- In the case of a forfeit, the "forfeit" option should be selected from the dropdown box under "map" when submitting scores.
- Between rounds, a team may call a timeout for any reason
- Where a team is delaying a round for more than 2 minutes, the opposing team may notify their opponent that they are forcing them to use a timeout (said 2 minutes counts toward total timeout).
- Teams are allotted 2 timeouts each per match.
 - 1st timeout 15 minutes
 - 2nd timeout 10 minutes
- Once the timeout expires, the match must proceed.
- Only one timeout can be used at a time. At least one round must be played between timeouts
- In the event a team has no more timeouts remaining and is facing another delay of more than 2 minutes, they must decide immediately to play the round with the players they have or forfeit the match.
- Failure to abide by this rule can result in League Moderators reviewing and issuing a penalty to the offending team up to and including forfeiting the match.

Cheating, Exploits & Breaches:

- Any cheating, exploiting, or contravention of the foregoing rules must be brought to the attention of the League Moderators. League Moderators, with support from League Governors, have complete discretion on penalties imposed for violations. Examples of penalties are: Round forfeit, map forfeit, match forfeit, player suspension, or team suspension.
- "Cheating" is intended to include the intentional or reckless manipulation of the game and its code in such a way as to confer an unfair advantage on one side or the other.
- "Exploit" is intended to include the intentional or reckless triggering of code, attribute, or in-game function that is otherwise not envisaged as a legitimate feature of the game by Downpour Interactive.
- Non-exhaustive examples include:
 - Going outside of map boundaries;
 - Clipping, as a deliberate attempt to hide more than half your body inside a solid object in game (rough limit of 50% of one's body shouldn't be clipped in a geometry);
 - Body glitching (body not following player's viewpoint);
 - Peeking through solid walls or floors;
 - Using external communication systems (except to declare a bug (ex: in-game voice not working, game crash to Windows, etc));

- "Push To Talk" mode shouldn't be used to communicate or to mute communication;
- Kicking a teammate from the game to gain an advantage on a situation;
- Self-downing (or have a teammate down one-self), intentionally;
- Third Party VR or Desktop overlays/applications that affects gameplay mechanics or aesthetics (Personal system monitoring/diagnostic overlays are allowed, provided they do not affect previously stated mechanics or aesthetics);
- Use VPN or any other network manipulation;
- Only stick movement is allowed when accessing locations on the map. Using real world play space movement to access locations on a map that are restricted by thumb stick movement is not allowed. (Example: crawling in the play space to get under a vehicle is not allowed).
- The use of the reentering option to gain entrance to part of the maps/enter into walls that you may not reach with only stick use, is prohibited.
- Any other imaginative cheats
- Any use of the spectate function by participants during official matches, either directly or indirectly, to obtain an advantage of any kind is classified as cheating.
- Any use of external media streaming (stream sniping) which pertains to the circumstances, content or any facts arising from the match is classified as cheating.

Decisions & Sanctions:

- Contravention of any of the foregoing rules shall be sanctionable on review by League Moderators.
- League Moderators reserve the sole right to:
- Void or change scores for any match or after it has been played;
- Enact disciplinary procedures for any alleged or perceived player misconduct;
- Draft, edit, publish, and interpret the rules of the League;
- Settle disputes and issue rulings.
- Formal disputes amongst League teams and their members are to be lodged directly with League Moderators via Discord.
- Unfounded and baseless accusations against players via any public medium are considered to be an act of misconduct.