

# NAG GAMING LEAGUE



## NGL America's Army: Proving Grounds Cup

- Games will be played in a 6v6 format.
- Game modes will include: C4 and Extraction [5 maps C4; 2 maps Extraction].
- Games will be played in a best-of-three format.
- Registration period for teams is from 21-31 October 2015.
- The Cup will start on the 7th of November 2015.
- The Cup will be Group Stages into a Knockout Bracket.

## **RULES & REGULATIONS**

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### **Dates:**

Registrations open 21 October 2015 and close on 31 October 2015. Matches will begin on the 7<sup>th</sup> of November 2015.

### **Structure:**

Games will be played in a 6v6 format. ESL Wire Anti-Cheat will be mandatory for all players and will be used for all matches and throughout the entire duration without exception. If a player is unable to use ESL Wire Anti-Cheat, they will not be allowed to participate in the match - no exceptions.

### **Game settings:**

Revives - Off

Round time - 150 seconds

Rounds per map - 16

Minimum players per side - 4

Maximum players per side - 6

Minimum reserves - 1

Maximum reserves - 2

Friendly fire - On

Hit makers - On

Switch sides - After 8 rounds. (Halftime)

Health regeneration - Off

### **Weapon and Item Limitations**

#### **Weapons:**

6 x M4 and M16 rifles per team will be allowed, only red dot and iron sights will be permitted.

1 x Shotgun per team will be allowed, no sight restrictions.

1 x M14 and M24 rifles per team will be allowed, no sight restrictions.

#### **Support items (grenades):**

1 x FRAG grenade is mandatory. [LETHAL]

2 x STUN, or FOG grenades will be permitted per person. [NON-LETHAL]

#### **Results:**

Both teams are responsible for entering and presenting the correct results from their matches. If any submissions lack clarity, participants will be expected to present screenshots of all map scores in order to verify the results and file a protest if necessary. Once a score is entered, a team will have up to and no more than 24 hours to file a complaint with a NGL admin.

#### **Leaving:**

Under no circumstance will a team be allowed to leave a scheduled and confirmed match; in the

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instance of a team leaving a match the opposition team will be defaulted a victory.

**Overtime:**

In the event of a draw (8-8, after the full 16 rounds have been played) both teams will be required to join spectator and restart the map. Each team will play 1 round on each side (Alpha or Bravo) and switch after each round until one team reaches a lead of 2 rounds. Once a team has reached a lead of 2 rounds they will be determined as the winners.

**Unforeseen circumstances and discards:**

In the case of unforeseen circumstances (e.g: A player spawning without a weapon, or being unable to move), the affected teams captain must call a discard round within the first 20 seconds. An admin must be contacted immediately to pause the server and investigate the issue until it is resolved. Abuse of calling a discard will not be tolerated, and the offending team will be penalised.

**Server Choice (To be determined):**

The official server name is the NGL America's Army: Proving Grounds Cup. All matches will be played on weekends, and deadlines for matches will be provided on the fixtures roster on the Challenge website – [<http://challonge.com/tournaments/signup/3JHivyBQ6y>]. Time slots will be provided during the week, and teams will be expected to contact the relevant admins to organise a time to play during the week if the weekend will not work.

For example Team A must contact an admin to organise a time and server on the weekday for both Team A and Team B as well as the admin to be available in order to play the scheduled Cup match.

**Map List**

- Watchdog\_C4 Vesion:12v12
- Overload\_C4 Vesion:12v12
- InnerHospital\_EX
- ColdFront\_C4
- Redline\_C4 Vesion:6v6
- Slums\_C4
- Downtown\_EX

**Map Decision:**

The list above are the 7 official maps that will be played for the Cup. The rules of map decisions are as follows: first pick will be decided with one pistol round allowing the winner to choose one map to play followed by one map to disqualify, after which the losing team will choose two maps to disqualify and choose one map to play after which the winners will disqualify the last map. The final map will be used for overtime if necessary. Each team will get side selection on the oppositions map.

*Example of map selection:*

Team A wins the pistol round.

Team A chooses a map, then disqualifies one map.

Team B will disqualify two maps, then choose one map.

Team A will choose which of the two remaining maps they will disqualify.

The remaining map will be the deciding map if the match ends in a 1 - 1 draw.

*Example of side selection:*

Team A chooses Coldfront, allowing Team B to choose Alpha or Bravo.

Team B choose Intercept, allowing Team A to choose Alpha or Bravo.

**Substitutes and total player limits:**

Each team will be required to register 8 players, 6 core players and 2 substitutes. Only registered players will be allowed to play, and a team is free to change a core player to a substitute and a substitute as a core player at their own discretion. Only officially registered players will be allowed to play as replacements / substitutes, and no exceptions will be allowed under any circumstances.

**Player Names/ID:**

Each player is required to provide a link to their Steam Account when registering. Should a player use a Steam account that is not registered on the website (smurfing), the player and the team will be disqualified.

**No shows:**

In the instance of the opposing team failing to show for a scheduled and confirmed match, after 15 minutes you are obligated to report this to an admin and update the website in the Discussions Thread with this information. Teams that fail to show will be awarded a default loss.

**Rules of Communication:**

In-game cross team communication will be done by the team captain only, no other form of communication in-game between teams is allowed. Issues can be resolved over Steam chat but only by team captains, and records are expected to be kept if issues are to be raised. Extreme forms of verbal abuse (defined as: continued verbal abuse, racism, sexism, foul language etc.) will not be tolerated through in-game chat or VOIP.

**Connection and Ping issues:**

In the event of a player disconnecting during the match or having a ping over 150, an admin must be contacted immediately to pause the game. No player will be allowed to play with a ping over 150ms (it is at the other teams discretion as to whether they will enforce this or not), however if a team has an issue an admin must be contacted immediately, as using it as an excuse after the game will not be accepted. If a player disconnects and cannot be contacted within 3 minutes, a substitute will be required to be used or alternatively if no substitute is available the game will continue.

**Cheating and rule violations:***Rule violations:*

In the event of rule violations, a team will be punished according to the violate. Severity of the punishment is at the discretion of the NGL admin contacted and involved, and a team is allowed the chance to appeal. In a general case, a rule violation may be punished with a one round penalisation against the offending team, as well as a warning. In a more severe case forced match forfeiture may be enforced.

*Cheating:*

Any form of cheating is completely unacceptable, and serious punishment will be enforced if any player on any team is found to be considered cheating.

Hacking, in the form of visual aid (wallhacking) or aim assistance (aimbotting) will be grounds for immediate suspension. If found guilty, the player will be removed from the tournament and the team disqualified.

**Bug / Glitch Usage:**

Any form of abuse of bugs or glitches is not allowed under any circumstance. If a player is found to be breaking the rule on purpose, the offending team will be penalised by 1 round - if multiple players are caught breaking this rule a more severe punishment will be enforced at the NGL admins discretion. If you suspect any player of breaking this rule, immediately contact an admin to pause and investigate the offending player or issue at hand.