

## RIVAL ROLLER SERIES X RAINBET

### BOGO4 RULES

#### REHOST

1. Each team will have **ONE** rehost per series. Players who rehost more than once per series will forfeit the next round.
2. If you already used your one rehost and something happens out of your control; lagout, server issue, or game crash. Let an administrator know and show **FULL PROOF**.

#### PAUSES

1. Each team gets a **MAX** of 2 pauses per series
2. There is a time limit of 5 minutes per pause.
3. If there is something you need to protest it will count as one of your pauses but the 5 minute timer doesn't apply. Time limit for protests determined by **ADMINS AND ONLY ADMINS**

#### NO SHOWS

1. Each team has 10 minutes from the scheduled match time to join/host their match. If the opposing team is not ready within the 10 minutes, you must message an ADMIN "no show" and the teams name.
2. Once the administrator has been requested, the administrator will then contact your opponents. Your opponent will be given X amount of time to respond to the administrator to join. The additional amount of time is based on the administrator's discretion.
3. Failure to follow the time limit given by the administrator will result in giving the other team 1 round.

#### WRONG RULES

1. If the hosting team host the wrong rules, they first get a warning. They must rehost and put the correct rules.
2. If the hosting team hosts the wrong rules a second time, you must submit in-game proof of the rules being wrong **BOTH TIMES**. If the rules are found to be wrong both times, the hosting team will forfeit 1 round.

#### SUBS

1. Each team is granted **TWO** subs and **TWO** subs only.

2. You **CAN** sub before and after a match.
3. You **CANNOT** sub mid match.
4. Subbing a player is a team majority decision.
5. If you end up subbing a player and win the tournament. The team captain decides the split between the sub and teammate who got subbed out.
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7. If your power goes out or console breaks **MID GAME** you **CANNOT** be subbed. Request an admin and the player will be given a timer.
8. Each team can only have **TWO** subs and **TWO** sub only. If player falls asleep or power goes out and you have no more subs the game will start 5v4.
9. Subs do have to be listed in your lineup.

**You're allowed a 7 man roster. 5 being starters and the other two will be subs. Your subs cannot be on another team and you cannot sub onto a new team if your team lost earlier in the tourney. NO ACCEPTIONS**

### **HANDCAM RULES**

1. The players are responsible to watch the handcams. But if you want u can ask a mod to.
2. If you wish to have a player handcam they must join the "Hand Cam" channel and have them point the camera at their hands and hands only
3. If player results in not wanting to handcam their team will lose the map.
4. If a player leaves the handcam mid round pause after the round and wait until the player comes back. If this keeps occuring contact an admin.

### **STREAM SNIPE**

1. Stream sniping is allowed there is no penalty for stream sniping it is up to you to have delay in stream u morons.
2. If game is being casted. Caster must have 60+ seconds delay on the stream.

### **VOICE CHECK / ACCOUNT HOPPING**

1. Account hopping in game is an instant DQ.
2. Players are allowed for voice checks and screen checks. Player(s) must go gamechat and talk to prove identity.
3. When asked for a voice check if you leave the lobby your team will forfeit the map.

### **ACCUSATION OF XIM / CHEATING**

1. If there is undeniable proof (approved by admin) that someone is swiping they are auto dq'd. You do NOT get a warning or a handcam, it is a instant DQ

2. The team that request the handcam are responsible for making sure there match chat is open in case the game needs to be paused. The admins cant pause the game for you, if there is no compliance then the match will continue. **It is recommended that the team who requests a handcam should be the host.**

## **TIME TORCH**

1. You will only get rounds once you send screenshot of all 5 in lobby and proof of you inviting the other team, you have to host right server
  - a. 1 EU+ 3 NA IS AUTO EAST / 5 NA IS AUTO CENTRAL / MEXICO AND CA IS CENTRAL
2. Once you send Screenshot of **all 5 in lobby** that is when timer will start
  - a. You have a total of 15 min from when proof is sent
  - b. If team doesn't join after 15 min both **REHOST AND PAUSES WILL BE GONE (+5 min)**
3. In total, a team has 20 min before they lose rounds
  - 1 round taken is +5
  - Every round taken after that is +5 until DQ map

## **TIME TORCH CONT.**

1. If Maps are not banned / torching via map bans
  - a. Other team has before 10 min to initially respond 2 map bans
  - b. AFTER RESPONSE, every ban/pick/flip after is 5 min to respond
2. Failure to respond
  - a. First Failure is loss of both pauses and rehost
  - b. Second Failure are rounds
3. If Team has lost rehost and/or pauses during map bans they will just lose rounds

## **TIME TORCH CONT.**

1. Team that torched or finished drastically late will **lose coin flip, rehost/one pause gone** Will apply for every series after that they play
2. Team who beats other team that torched will **lose one pause and coin flip** Only applies once series after series
3. Team who beat torchers by didn't mind waiting will **\*\*lose coin flip and both pauses gone \*\*** Will apply every series

Rule 3 will only apply to teams who slow the tourney down, if they are still ahead of schedule then this does not apply

## **COMMON SENSE** *Time torch*

- If you don't ask for ubis or gts when making and inviting, then don't ask for rounds
- None of that "cause he did that so I did this" will be an excuse
- You are the ones that are protesting rounds
- If you don't mind waiting 30 minutes for skyte to finish his ranked game or etc.
- Rule 3 will apply to you
- We understand some people don't mind waiting, but the whole tourney can't slow down because of this

## **TORCH W BYES**

- If a team that won by DQ or ffs in maps
  - 10 minutes will be added the next series so that the bye team can have time to get their team

- **PC RULES**

- Must cap @ 144fps
- Must run MOSS
- NO EXCEPTIONS