



📌 IMPORTANT

! ALL Games MOSS files and a Screenshot showing the final result AFTER each MAP must be uploaded here <https://forms.gle/vERHpnPd2ibPMiCQ7>

✓ Look if your MOSS is uploaded here

https://docs.google.com/spreadsheets/d/1puq9BDaxrTip4zpAmbRoXBspuB8N4AiW0C_AZeOAK-8/edit?usp=sharing

Matches will be played on the Esports server (if European servers are available before the tournament on that section, otherwise it will take place on Cartel Server for the Overtime). Players must be residents of Europe. Maximum 2 Turkish residents.

1. MATCH PROCEDURES

1.1 Match Start / Punctuality

All matches of the League should start as stated on the website under toornament.com. Any changes of the time must be accepted by the Executive Board or the League admins.

1.2 Storage and Keeping of Match Media

All match media (screenshots / MOSS etc.) must be stored by the Team for a minimum of two (2) weeks after each completion of a match. If there is a protest on the match, the records need to be stored by the Team for a minimum of two (2) weeks after the protest has been closed and resolved.

1.3 Veto System

Bo1 (Return Leg stage):

1. BAN 1st team
2. BAN 2nd team
3. BAN 1st team
4. BAN 2nd team
5. LAST MAP - The 1st team pick side

Bo3 (Playoff stage):

1. BAN 1st team
2. BAN 2nd team
3. PICK 1st team and 2nd team pick side
4. PICK 2nd team and 1st team pick side
5. LAST MAP - The team with more rounds won in the 2 previous maps choose side. If there still tie in the rounds. The 1st team pick side

Bo5 (Grand Final) :

1. PICK 1st team and 2nd team pick side
2. PICK 2nd team and 1st team pick side
3. PICK 1st team and 2nd team pick side
4. PICK 2nd team and 1st team pick side
5. LAST MAP - The team with more rounds won in the 2 previous maps choose side. If there still tie in the rounds. The 1st team pick side

2. TOURNAMENT SYSTEM

All games have to be played with this settings:

- Game Type: Sabotage
- Map: Map Veto
- Player Count: 6v6 (so a GM can enter the room)
- Match/Round Time: 2:15 minutes
- Winning condition: 10 Rounds
- Game Type: Normal
- Limitations: Normal
- Balance: None
- Join Ongoing Matches: Yes

Note: 2 snipers maximum per team. If there are 3 snipers in a round, the round will be awarded to the opponent team.

3. GAME SPECIFIC RULES ZULA

3.1 MOSS (Anti-Cheat)

MOSS: MOnitor System Status is mandatory for ALL players and can be found under: <https://nohope.eu/>. Players must use the program for the full duration of all matches. If a

Player cannot use MOSS he is not allowed to participate in a match and can give a lose even if the Team wins.

For a missing MOSS file the player/team will be punished. Team can be punished too by Zula Gold or default win.

For an incomplete file the Team will be warned one time per match (multiple invalid files will count as one warning for the team). Once a Team receives 2 warning in the same tournament , it will be disqualified from the current competition.

Only the involved players will receive 1 (one) warning that will last for 45 days starting from the day the MOSS file got uploaded. If within those 45 days the player receives a second warning the team will be disqualified from the current tournament.

Remember: MOSS files uploaded but from another match ARE NOT listed as Invalid, but the file is considered as Missing.

Current Warnings can be seen here: <https://bit.ly/33JC0rl>

3.2 Map Pool

The map pool includes the following maps:

- Mardin
- Old Town
- Wedding Hall
- China
- Refugee's Camp

3.3 Nickname Ingame

Players are only allowed to use their own official nicknames without any additions. You cannot change your nicknames during the tournament and you will have to stay on the same account during the whole event.

3.4 Number of Players

All matches must be played with five Players per team (5vs5). If a Team fails to show up with enough Players, the match will count as no-show and will be forfeited.

One (1) reserve per team.

3.5 Tactical Pause Rule

Every team has the right to ask for 1 (one) interruption of the game for 3 (three) minutes per Map. Team captain must say "PAUSE" in a dedicated channel to request it and the match will be paused at the end of the round.

From the start of the second Overtime teams can call the Pause once again but only one time per team for all the rest of the Overtime's rounds. This pause will least with the same amount of time.

3.6 Change of Players

Players can be changed at any time before the match, during pauses and between maps.

3.7 Leaving the Server/Not finishing the game

All matches must be played to the end, failure to do so will be punishable by ZulaClub Europe. Not playing a match forfeits any prize earned (Zula Gold, Zula Points, Euros/Turkish Liras) . Other punish can be decided by League admins.

3.8 Continuing an Interrupted Game

If a match is interrupted (e.g. server crash) then the match should be continued where it was left off. All fully completed rounds before the crash count for the final score of the match. There won't be pauses in the games.

For example: Team A have won 3 rounds and Team B have won 2 rounds and the game crashes. The match will start again with Team A with 3 rounds win and Team B with 2 rounds win.

3.9 Overtime

If the result is a tie, overtime must be played, winning condition must be set to 5 rounds. Wrong match settings lead to a rehost of the match

3.10 Player Settings

Any external program that gives advantage to the player is completely forbidden and bannable such as programs of macro, scripts, wallhack, modifying textures, aimbot... Changing the game graphics or textures with the help of video card drivers or similar tools is illegal.

Software modification similar to what Nvidia Inspector, AMD drivers allows on games are not allowed.

Any modification (game files) or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited.

This rules may be punished by DQ and/or ban between 2 weeks and lifetime depending on age and level of player and nature/size of tournament/competition and how the player cheated.

4. MATCH PROTESTS

4.1 Definition

A protest is the official communication between the Teams and the admins regarding any irregularities, infringements or other concerns in the competition. A protest may also be filed during a match for things like incorrect server settings and other related issues.

4.2 Contents of a Match Protest

The protest must contain detailed information about why the protest was filed, on which grounds it is filed and when the alleged incident happened. A protest may be declined by the League admin if proper documentation is not presented. A simple "they are cheating" or

“they are using hacks” will not do. Proof is a must. For this reason, MOSS Files will be available exclusively to each player from the tournament.

After opening the report on the site the protesting team must also communicate the reason in the match chat, which will remain the main platform of the discussion.

4.3 Deadline for Match Protests

The latest time Teams are allowed to issue a match protest is:

- 2 hours after the end of the match. If the protest is made after the deadline it won't be valid.

5. Re-Match

The following situation will qualify teams to a Re-Match:

- Player not connecting into the match - rehost up to the first 60 seconds of the action phase (Warm-up is not included)
- Wrong Game settings (if noticed within the end of the third round or by a mutual agreement between the teams documented with proofs)

6. MISCONDUCT

The attempt to mislead League admins or other Players, using false information, or in any other way deceive other Players or Teams will be sanctioned as follows.

- Faking Match media

Faking match media (MOSS and screenshots) may result in one (1) to three (3) months of competition ban to the player or team.

- Ringer/Faker

Any Players involved in faking or ringing a Player the shared account will be banned permanently from the game and the team in which the user sharing account will be disqualified from the pertinent competition and will have a veto of 30 days about participating in other tournaments/competitions. This rule often happens in connection with the rule “Playing with a Disallowed Player”, in that case the punishments are accumulated.

- Playing with a Disallowed Player

Using a disallowed player will be translated in the permanent ban of the shared account and player's account from the game. Also, the player will be disqualified from the pertinent tournament/competition and will have a veto of 30 days about participating in other tournaments/competitions.

- Cheating

When cheating is discovered the Team will be disqualified from the competition and the Player will be banned from the ZulaClub Europe competitions for two (2) years. The use of programs that gives advantages will result in a cheat ban: multihacks, wallhack, aimbot, changing textures, regedit, sounds. These are only examples, other programs or methods may be considered cheats as well.

- Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game will be sanctioned with a default loss. Furthermore, it is up to the tournament/league administration discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

- No show

If a Team is not ready to play 10 minutes after the official match starting time, the Team will be considered as no show and will receive a default loss. Also the 3.7 rule applies here. If the room's information are written in the chat after the scheduled match time, the countdown will start from that date.

It should be remembered that it is always the administration of the tournament/league that has the last word, and that decisions are not specifically supported, or detailed in this rulebook, or even go against this rulebook.