

QLDRAFTS CTF DRAFT LEAGUE

By signing up you agree to everything that is stated in this document. Rules are unlikely to change by the time the league starts, but some appendixes are possible. In case such changes happen, you will have an additional day to remove from the tournament if you find a deal breaking change.

First and foremost, please do not sign up for the league if you are not 100% sure that you are able to spend 90 minutes on Quake two days a week. Just wait for some one day cups instead.

In order to participate, please use the sign up form at <http://qld.znur.re/>. You can register with a fake e-mail as well, but take in to account that you won't have any backup of your registration token unless you make one. You also won't receive the reminder e-mail about the league starting. You can alternatively **/query esdf on QuakeNet** to sign up and/or remove.

Meeting place is <irc://irc.quakenet.org/qldrafts>. You are encouraged to be there before the teams are published and the league starts and required to be there once the league starts. It is the **only** way to find your team mates, unless you luck out and end up in a team with someone you know.

The sign ups start on **Tuesday, March 17th 2015** and last until **Friday, March 27th 2015**. The removal tokens expire on midnight of the 27th. The league officially starts on **Monday, March 30th 2015**. You have 10 days to decide if you want or do not want to play. If you miss the deadline to remove you will be banned from the next tournament as the teams will be made as soon as sign ups close. On the other hand, sign ups will remain open for the duration of the league. The players that add after the league starts will be used as substitutes for the teams that are missing a player due to whatever reason there might be. The substitutes won't be picked on a first come first serve order, but in such a way that they don't unbalance the teams. It means that even if you're the first one to sign up after league starts you might not play. Everyone on the sub list can decide not to play the draft whenever they wish, as long as they are not assigned to any team at that moment.

The CTF draft league format is 4v4 and it will run with minimum of 8 teams. Each team will be picked by admins in order to have the fairest teams possible. Each team will have 5 players. The players who decide to drop out after the teams have been made and published will be banned from the next tournament.

Match days are set bi-weekly to ensure that the league doesn't get drawn out. The default play days are **Monday and Sunday, 19:00 CET**, but teams can agree to play on any other day during the active round (week). The default schedules will be published along with the teams. There will be no catch-up rounds. The games not played by Sunday of the active round will be considered as default losses for the teams that failed to show up. The teams failing to show up will also receive a significant point deduction (3pts). The players of the teams that do not play out at least 50% (rounded up) + 1 of the games in the league will be banned from the next tournament.

The default server location is **DE**, with **NL** being the backup one in case DE servers flip out again. If you can't/don't want to play on any of the two locations please don't sign up. Please don't be late to servers. Teams/players have a 10 minute grace period from the arranged start time to show up. If a team is late for more than 10 minutes, it will suffer a 1 point deduction. A team will receive a default loss if it is late for more than 20 minutes. Remember that you are not wasting only your own time, but the time of your opponents, admins, streamers and everyone else who's somehow involved with this league.

Also remember that you're probably the first ones to bitch about someone being late so please don't be late yourselves.

Maps and the order in which they are played will be set for each match day by admins. The map pool is composed of the following maps: Courtyard, Industrial Revolution, Infinity, Ironworks, Japanese Castles, Pillbox, Shining Forces, Siberia, Spider Crossings, Stonekeep, Troubled Waters. If some new and interesting maps get released by the time the league officially starts, the map pool could be expanded. On the other hand, the map pool certainly will not get any smaller and all of the maps on the list will get played at least once. Do not PM the admins about the map picks or map pool, we don't care. Play a new map once every 10 years, it won't kill you or impact your l33t OSP CTF-er status in any way.

Team captain duties are as follows: organize your team, reach out to your opponents, schedule the games and report the scores. Please PM any of the admins in [#qldrafts](#) with a new schedule if you can't play on the default dates. PM the admins in the same channel to report the scores as well. You **have to** provide **match links** along with scores. The match links can be found in your QL profile's match history. The captains are the players with bolded nicknames (website) or (c) suffix (forums) on team lists. It is suggested that you play on comms (mumble, ts3). Unfortunately, the QLDrafts crew can't provide you with servers at the moment. Some popular and open to everyone teamspeak3 servers for Quake players are [ctfpickup.eu](#) and [tdmpickup.eu](#). You're encouraged to use one of those if you do opt to use comms while you play.

Players are required to record all the demos of games they played and have them available at least 1 week after the league has ended. Please have a valid reason for requesting the demo and remember that you getting killed in a weird situation is most likely not that valid reason. Basically, if you think someone cheats/cheated you should be able to explain why. If you can't, don't even bother with requesting demos. Forward all your demo requests to the admins which in turn will evaluate your request and if it seems reasonable will get the demo for you. Keep all the suspicions that you might have from watching the demos to yourself or email them to support@quakelive.com along with the demo. As there is no official anti-cheat tool publicly available, the admins won't ban anyone unless id Software bans them first. Failing to provide a demo upon admin request will result in a kick from the current tournament.

Spectators are allowed on server unless they're 5th players of either team. Please disconnect (or kick) in case streamers or admins can't connect to the server. Each player on team has to play at least one map per week. With 2 match days per week schedule it shouldn't be much of an issue to let the worst guy in team play one map. Not letting someone in your team play will reward the team with 2 negative points.