

## **GENERAL AGREEMENTS**

**CODE OF CONDUCT:** The following rules constitute the League's general Code of Conduct. Any perceived breaches of the rules herein stated may result in disciplinary action.

1. The League has a zero tolerance policy for all forms of harassment and discrimination. This includes, but is not limited to, provocations of racism, sexism, homophobia, physical or mental ability, or any other applicable status or characteristic.
2. Cheating will not be tolerated under any circumstances. Any player suspected of a rules violation may be required to provide proof of innocence at the will of the Tournament Admins. Failure to do so may result in disciplinary action. Furthermore, any evidence that shows signs of tampering will not be accepted.
3. Participating in the League indicates tacit agreement in all rules herein stated.

**ENFORCEMENT OF RULES:** Futures First Gaming (FFG) is responsible for the enforcement of these rules for all participants without exception. As such, FFG may authorize Tournament Admins to hand out penalties and judgement on behalf of the League. FFG and its Admins are the ultimate authority on all disputes with respect to any portion of the following rules.

**PUNISHMENTS FOR RULES VIOLATIONS:** If FFG determines that any player has violated the Code of Conduct or any rules herein stated, FFG may take any of the following disciplinary actions:

- Match restart
- Match forfeiture
- Public or private warning to player in question
- Loss of all or part of prize awarded to player in question
- Disqualification from some or all future League associated events
- Disqualification from some or all future FFG hosted or sponsored events
- Etc.

FFG is the sole party responsible for determining appropriate punishments for all rules or conduct violations. Repeated breaches of these terms may result in more severe punishments.

## **MATCH PROCEDURE**

**FORMAT:** Teams of two will drop and compete for the most kills. The final score will be an aggregate of 2 games. If there is a tie, a third game will be played. All players must be on NA servers. Games will use Public matchmaking. Players must have crossplay enabled.

**SQUAD COMPOSITION:** Competing teams will squad up in quads and drop twice. The team with the most kills by the end is deemed the winner. Teams are not allowed to disrupt or kill their opponents by doing team damaging, destroying operated vehicles, and sabotaging in any way. Killsteals are legal.

**SCORE REPORTING:** Players will be responsible for taking screenshots of the score and reporting them to tournament admins online in the official FFG discord. Improperly reported scores will not be counted.