U2:XMP LADDER RULES

CONTENTS

1. MATCH RULES

1. The number of players for U2:XMP matches is 7 vs. 7, however 5 vs. 5 is the minimum. A match **can not be played** if one side cannot field the required 5 player minimum. See BEFORE THE MATCH.
2. Matches are played on two maps, one chosen by each clan.
3. The game is won by map wins automatically decided by XMPTE (see SERVER SETTINGS). In case of a draw a third map will be played. The overall winner of the map will be the team with the most map wins.
4. Both clans can pick their colour on the map chosen by the other clan.
5. Spectators are not allowed unless both clans agree, such as in the event of an XMPTV broadcast. However, in the event of server lag the spectators must be the first players to be dropped. If **any player** from **either** side politely requests that a spectator leave, the spectator is required to leave immediately. However, abusive comments towards a spectator will be treated exactly as abusive behaviour toward any other player.
6. In case a third map needs to be played, each clan gets to eliminate one map from all eight standard maps until one map is left. The clan who made the challenge gets to eliminate the first map. The colour is chosen by the clan that did not eliminate the last map. This also happens to be the challenged clan. The elimination rule may be omitted if both clans agree, in that case they can decide on the map being played, standard or custom. The challenged clan gets to choose the colour here also.

2. MAP LIST

1. The map list for U2:XMP is:
   o XMP-Alcazar
   o XMP-FreeFall
   o XMP-Garden
   o XMP-Lowlands
   o XMP-NaKoja
   o XMP-Rampant
   o XMP-Sirocco
   o XMP-SunsetBeach
   o XMP-APv2-Miasma-FMI
   o XMP-CBP-Wonderwoods

3. CLIENT SETTINGS

1. All clients must be running the latest version of U2:XMP. (currently v7710)
2. See also CHEATING AND ANTI CHEATING.

4. SERVER SETTINGS

1. Servers must be running the latest version of U2:XMP. (currently v7710)
2. Matches have to be played with the following server-side settings:
   o Team Damage = 50%
   o Time Limit = 40
   o Deploy Time= 25
   o Force Balanced Teams = Off
   o Max Connections = 14
     The only exception to this is if Max Connections is increased to make room for spectators.
   o Max Spectators = 0
   o Game Speed = 100
   o Use SVehicles = On
   o The XMPTE mutator must be installed and running with the following settings:
     ▪ PlayersMustBeReady = True
     ▪ ForceWinners = True
       ForceWinners ensures that the match ends with one team as the winner:
       1. The winning team is the team which has captured the most artifacts.
       2. If both teams have the same number of artifacts, the team in control of the most generators and deploy points wins.
       3. If both teams have equal amounts of deploy points and generators, then the team with the most energy wins.
       4. Finally, in the unlikely event that both teams have the same amount of energy, the team with the highest cumulative player score wins.
3. All other Mutators, especially the XMPSummoner Mutator, must be disabled before play begins, unless agreed beforehand by both sides: the XMPTV Mutator is a good example of an exception. Map changes and other server configuration should be done using WebAdmin.

5. MISCELLANEOUS RULES

1. The match will start when all players have clicked ready. The match can only be restarted when both clans agree. If one of the clan members agrees he/she will voice for the entire clan, regardless of his/her status in the clan.
2. If a player has connection problems, he/she may be replaced between two maps if both clans agree. If the dropped player cannot be replaced, the game should continue.
3. In the event that dropped players cannot be replaced causing the player count of one team to drop below the minimum 5 players, the team with too few players must forfeit.
4. If your opponent drops one or more players, but can still field a playable team, you are not required to drop any players from your own team unless you choose to do so voluntarily.

ALL YOUR BASE ARE BELONG 2 US

6. CHEATING AND ANTI-CHEATING

1. Programs that do not interact with the game in any way are allowed, even if they can be used and operated simultaneously with the game. Voice communication programs are examples of such programs.
2. It is not allowed to take advantage of or abuse bugs. Any kind of bug abuse is considered cheating and will lead to a forfeit loss. Please consult the **XMP bug/exploit list** which defines what is considered acceptable and what is considered cheating.
3. All programs or files, be they changed game files or new files, that change the game or add to its functionality, or that interact with the game in any way, are strictly forbidden. Modified versions of the game's resource files, except for specific modifications to UISCRIPTS, are always forbidden, regardless of what they do.
4. The use of any forbidden program or file by any clan member during a match leads to a forfeit loss at least, and to a removal and ban from aybab2u in bad cases.

7. GLOBAL RULES

1. The proper functioning of the ladder system depends on the sportsmanship of the participating clans. We expect clans to play by the rules, but also to be flexible when circumstances require it and to be reasonable when an opponent has problems beyond their control. If in doubt, consult a ladder admin.
2. The above rule applies to all aybab2u ladders.
3. If the ladder rules for a specific game conflict with these general ladder rules, then the specific rules have precedence.
4. Not knowing the ladder rules is never a valid excuse for not following them. All participants should read the ladder rules fully before entering the ladder.
5. For any questions or comments concerning the ladder, contact a ladder admin. Mails containing abusive language, unnecessary material or spam will be ignored.

8. CLANS AND PLAYERS

1. Any clan registered in aybab2u can participate in any ladder. For information on how to register your clan in aybab2u, follow the Information link on the homepage.
2. When a fake match is discovered, both clans involved will be deleted from aybab2u along with the fake match.
3. The following restrictions are in place for players in the ladder:
    1. Only clan members who are registered in aybab2u may play in ladder matches.
    2. Clan members may only play under the alias they have registered with on aybab2u.
    3. Only members that have been registered as clan member for 24 hours or more are allowed to play for their new clan. Unregistered members, registered members who use a different alias than the one they are registered with, or members who are not in the clan for more than 24 hours will be considered to be freelancers. See below.
    4. It is not forbidden for a player to be a member of more than 1 clan in the same ladder if he does so openly by using the same alias and/or by publicly declaring the intention to use a different alias for each clan: thereby linking the two personalities. Any player playing in more than 1 clan in the same ladder under different aliases and without linking his/her personalities will be considered to be a freelancer in all clans but the one he was registered with first.
4. Using a freelancer in a ladder match will result in a forfeit loss.

9. LADDERS

1. aybab2u create ladders for smaller communities that do not have any leagues nor ladders to compete in.
2. If you would like to request a new aybab2u ladder for a new game, mod or an existing game and you think there will be enough interest from other clans to make it competitive - please post it in our forums under 'Request new ladder' in the ladders section.
3. Playing several matches against the same opponent in a short period of time is considered cheating as it distorts the ranking. As a rule of thumb, never play the same opponent twice in less than one week unless you also play many other matches. Matches that violate this principle will all be deleted. In case of grave violations it will be assumed the matches are fake and the clans will be deleted as well.

10. THE RATING SYSTEM

1. The rating system works based on both a team's rung in the ladder and its points rating.
2. Each new team starts with 100 points and gains or loses set amounts based upon actions in the ladder.
3. Clans may only challenge up the ladder and by 2 places only. Challenging down the ladder is not permitted.
4. If the defending team loses a match, they will drop one place in the ladder and the challenger will take their rung.
5. If a certain clan loses rating points for any reason (such as a declined challenge) and their point total is less than the team on the rung below them, the two teams will swap places and the team with the higher number of points will take the higher rung.
6. A team will gain 2 points and their opponents rung for a win. A team will not lose points for a loss.
7. If a team declines a challenge without a reason, they will lose 1 point.

11. ARRANGING MATCHES

1. The deadline for reacting to a challenge is 14 days after the challenge is made. If by the deadline the opponent still hasn't reacted to the challenge, they recieve a penalty of 5 points. You may set an earlier deadline for accepting the challenge yourself, but then there is no penalty if the opponent does not react in time.
2. You may only refuse a challenge from another clan in the following cases:
   o **Reschedule:** You wish to reschedule the match to another date. This date must be within 14 days of the original date of the match.
   o **Unequal match:** Your opponent is challenging down the ladder rung. This is not permitted by the system.
   o **Busy in this ladder:** you already have 2 or more matches in this ladder in the next 30 days.
   o **Declinable matchrule:** the opponent stated that the match was declinable in the challenge form.

   If you wish to decline a match for one of the above reasons, do not use the 'decline' button in your challenge manager. Instead contact a ladder admin who will remove the match. If you do not wish to play the match for some other reason, you will have to contact the other clan (email, irc, icq) and persuade them to cancel their challenge.

3. A scheduled match can be cancelled until 12 hours before the starting time. The side that wishes to cancel the match will have to propose a reschedule.

4. When both clans agree not to play a match it can be canceled for any reason after its scheduled starting time. Just click the withdraw button in the outgoing challenge section of your team management area.
5. If a match is played without being arranged on aybab2u first, then both sides are depending on each other's sportsmanship to accept the result afterwards. We will not force match results when there was no accepted challenge for that match.
6. A war result is automatically accepted as soon as it is entered by the losing team.

12. BEFORE THE MATCH

1. To find your opponent before a match, you should look on their clan channel on IRC or contact them directly through ICQ or MSN Messenger if you do not use IRC.
2. If you cannot find each other this way, go to the ladder's IRC channel (linked in the Ladder Info box on the ladder page) and put your clan tag before your nick.
3. If you still haven't managed to get in touch with your opponent 10 minutes after the scheduled starting time of the war, you may report a no show. You have to say so on the ladder's IRC channel ("filling in a no show for myclan vs. otherclan, scheduled time=[time]") if you want to have proof (admin's irc logs) of your presence and your opponent's absence in case of a match conflict about the no show.
4. In case of a no-show it is strictly forbidden to fill in any loss, even when both clans agree. Instead you must contact an admin in IRC who will then perform a fixed penalty of 10 points for the clan not showing up. No-show matches where a score has been entered may be cancelled or changed to a no-show without warning.
5. If you are more than 10 minutes late, you have to accept a no show if your opponent insists. If you feel there is a good reason the result should not be recorded a no show, you will have to convince your opponent of that.
6. If one clan is short of players, the other clan can demand a no show result to be actioned if the clan refuses to play with the players they have. If a clan cannot field the minimum 5 players, the clan automatically forfeits the match.
7. If one clan refuses to play by the rules agreed upon in the challenge form, they lose by forfeit.

13. AFTER THE MATCH

1. Once a match has started, its result counts, unless both sides agree it shouldn't. Ping or lag issues are no excuse for leaving; you should have checked the server before you started playing.
2. If you feel there's a good reason the match should not count (e.g. a drastic increase in lag after the match had started experienced by more than 50% of the players present), you will have to convince your opponent of that, as for aybab2u a match that has started always counts. In this case, both team leaders should contact a ladder admin, who will remove the match in question.
3. If one clan walks away from the match, the score at the time when their last player quit can be considered to be the result of the match by the clan that stayed. If this score does not reflect the probable final outcome of the match, aybab2u may change it to the advantage of the clan that stayed, if bad sportsmanship is suspected.
4. The Clan that loses the match must report their loss in the match information in there team administration on aybab2u. Failing to do so within 4 days of the match result will lose that team 1 place in the ladders rung, regardless of their position.

14. MATCH CONFLICTS

1. To report a match conflict, you must file a dispute form which can be found in the relevant match information.
2. Try to solve the conflict with your opponent by icq/irc/email first. If you didn't make an effort before starting the official match conflict, you will lose the conflict.
3. The side that initiates the match conflict must explain the problem in a clear and polite way. Failure to do so will lead to an automatic and immediate loss of the conflict. Links to screenshots and demos should be included right away if relevant.
4. Admins will only look at the comments on the conflict page when judging a case. Comments on match reports or elsewhere will not be taken into consideration.
5. It is strictly forbidden to contact the admin handling the conflict in private to defend your case. Anything you have to say must be said openly. Trying to influence the admin in private will lead to automatic loss of the case.
6. Name calling, insults and random accusations in the comments can all lead to the automatic loss of the conflict.
7. Match conflicts will be judged by the standard rules and by the rules agreed upon in the challenge form. Challenge notes and agreements made in irc, icq, mail etc... are not considered to be binding when the opponent contests them afterwards.
8. If the match was played using rules deviating from what was applicable or agreed upon, these rules are considered to have been silently accepted by both sides.
9. If you suspect another clan of cheating then you must have evidence and you must present it immediately. Conflicts based on alleged cheating but without clear evidence will be lost automatically and immediately.
   o Examples of valid evidence are demos, in-game screenshots and server logs that were obtained from a neutral party. Private logs from IRC, ICQ, etc. will not be considered to be evidence because they can easily be falsified.
   o Any files used for evidence (demos, screenshots, ...) must be uploaded and linked in the conflict.
   Sending files to admins directly is not allowed.
   o If a demo is used as proof of cheating, you must immediately specify the exact moment(s) (down to the exact minute and second) where the cheating is proven or the conflict will be lost automatically and immediately.
   Admins will not look at entire demos.
10. Match conflicts are never urgent and admins typically let a week go by before looking at a case to give both sides the chance to explain their case. Do not contact admins about a case for any reason, we will never ever forget about a case as it stays on our list until it is closed so please be patient.

Adapted from the **Clanbase U2XMP Ladder rules** by EQ[2].
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