



TEAM FORTRESS 2

3v3 RULES

www.pnplan.com

Tournament Details

Competition Method	3 vs. 3
Competition Format	Arena
Players	6
Strategy Time	12 Seconds
Scoring	Each match will consist of three rounds. In each round, the first team to achieve 3 points will score 1 point in the match.
Victory Condition	The first team to achieve 3 points in their match is declared the winner.
Anti-cheat	VAC is enabled and required.
Spectator Mode	Team only
Friendly Fire	Off

Map Selection

- Arena_Badlands
- Arena_Granary
- Arena_Lumberyard
- Arena_Offblast
- Arena_Watchtower
- Arena_Well

Tournament Rules

Class and Side Selection

- Red and Blue team sides will be decided by a coin toss. The higher seed will call the coin toss.
- Each side may have no more than the following number of classes on their team -
 - 2 Soldiers
 - 2 Snipers
 - 2 Scouts
 - 2 Pyros
 - 1 Medic
 - 1 Heavy
 - 1 Spy
 - 1 Demoman
 - 1 Engineer

Setup and Configuration

- No non-standard game settings or third party applications that affect game play may be used. Teams caught using either will be punished at an administrator's discretion.
- Use of anti-cheat tools will be mandatory.

Exploits / Glitches

No exploits or glitches will be tolerated, if you have a question whether or not something is exploiting or a glitch please consult a tournament administrator prior to tournament play.

Unintentional Issues

- **Server Crash** - The server machine crashes/freezes/etc. causing the match server to stop responding.
 - An administrator will restart the server, stop the tournament clock, and play will continue from the point of disruption. Points will be added to the amounts totaled before the crash.
- **Client Crash** - A player's machine crashes/freezes/etc. causing the participant to be unable to continue to play.
 - Play will be paused until the client can reconnect.
 - In the event the player is unable to connect for an extended period of time, the player's team must make alternative arrangements, up to and including forfeiture or finishing the round with fewer players.

Rule Changes

The Administrators reserve the right to modify the rules as needed, and may make judgement calls during the tournament as deemed necessary. It is our goal, above all else, to be fair in our decisions, however all decisions are final.

In the event there is a major concensus between the tournament participants, rule changes may be made prior to the start of the tournament, pending Administrator approval.

Game Server Sponsor

<http://tampa.bhngaming.com> - Game servers for this event are managed and provided by Bright House Networks of Tampa Bay's Gaming Group.

BHN Gaming offers a fun and exciting community, providing a number of public game servers for a wide variety of games. Stop by their website and give them a look today!