

# Rules Of Clan Wars.....

- Every Clan must nominate a Captain for their Clan. - The Captain will be the contact point for his/her Clan. The Captain will be required to participate in a coin toss at the start of each game to nominate a base to start for the first game.
- Game slots are 50 minutes each.
- Each game slot consists of 2 x 20min games + 1 x 5min half time break.
- Death Match Battles & Operation: Secure & Hold.
- Un-limited re-spawns (during Death Match Battles).
- 5 Players max on a field at a time for one clan during a battle.
- 3 Players to get game started - to avoid forfeit.
- Clans may have up to 8 players (up to 3 substitutions) for games.
- Clans who have more kills or less re-spawns (during Death Match Battles) are awarded as the winner.
- Clans who have eliminated or killed all members of their opposition or secured the nominated area more times than their opponents, then that clan is awarded as the winner (during Operation: Secure and hold).
- Clans can substitute players when killed out of battle upon returning to their base (Death Match Battles only).
- 3 points issued for a win.
- 1 point issued for a draw.
- 0 points issued for a loss.
- 1 bonus point issued for every 20 kills each clan gets during a battle (during Death Match Battles).
- If a Clan does not have 3 or more players to take on the battlefield after 10 minutes of game starting or scheduled start of game time, this will result in a forfeit and points for both games will be awarded to the opposing team.
- Players who have played or participated in 4 or more games during the Clan Wars league are eligible to play in finals series pending their team's standings on the ladder.
- Top 4 teams at the end of season to compete in Finals Series.
- Sensors are to be worn on the front and back of cap/bush-hats during the Clan Wars league.
- A player may not impede his/her cap/bush-hat in anyway as an attempt to cover up or block sensors.
- Any player seen covering or blocking sensors will result in a 10 kill point penalty against the offending team.
- In the event where a player becomes a "decoy" after being eliminated/killed from the battle whilst walking back to the re-spawn area, or dead zone, or standing still, or hiding out or walking in any other direction whatsoever will result in a 10 kill point penalty will be issued against the offending team .
- Any player caught covering up speakers on any weapon during game play will result in a 10 kill point penalty will be issued against the offending team.
- In the event where a player is seen to be out of bounds during a game a 10 kill point penalty will be issued against the offending team.
- The referee's decision is final.