



# Quickscope Tournament Rules

Official Rules for DaVinci Tournaments

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## Tournament Match Rules

1. Getting a knife kill on a player will result in a free kill from the player who was knifed regardless of score. (Tactical Button Layout can help if this is an issue for you).
  2. If a player gets a knife kill for the last kill of the match, the player who got the knife kill must either forfeit the match to the opposing player or accept a sudden death match.
  3. If two players have the same score at the end of the time limit they must play a sudden death match to determine the winner.
  4. A Sudden Death Match is a match with the same settings except the host must "Leave Game" after two (2) minutes have passed within the match time and the player with the most points wins and advances or the host must "Leave Game" when one player reaches five (5) points.
  5. All kills must be either Quick-Scopes\* or No-Scopes\*.
  6. A player who Hard-Scopes\* will be penalized. Each player is limited to three (3) penalties throughout the entire course of the tournament. If a player exhaust their three (3) penalty limit he or she will be disqualified.
  7. A player can only substitute for another player who is already on the bracket if that player has not played any matches yet.
  8. At the time a match begins each player competing in that match has (3) three minutes to be ready. (Speak with mic or if no mic than a change of clan tag or a message are also acceptable).
  9. If a player shows no sign of being ready after the (3) three minute window the tournament will continue with a different match and the match will be played last in that round. (Send a message to the player/s who was/were not ready).
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## Game Setup

1. (Bonus (DLC) Maps Are Only Allowed If Everyone Participating In The Tournament Has The Desired Map/s. If One Player Does Not Have The Desired Bonus (DLC) Map/s Then The Tournament Will Take Place On Regular Maps.
  2. Each Round Must Be Played On A Different Map. No Repeats
  3. All Matches Within A Round Will Be Played On The Decided Round Map.
  4. The Third Place Match Will Be Played On The Same Map As The Finals Match.
  5. The Order in Which The Maps Are Played Is Decided By The Tournament Participants And Must Choose One of The Maps From The Maps Section of The Quickscope Tournament Rules.
- Mode: Free-for-all
  - Options: Custom
  - Join-In-Progress: Not-Allowed (May be switched to "allow" in order for players to join. Must be on "Not-Allowed" when tournament starts)
  - Intermission: Disabled

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## Maps:

- Warhawk
- Octane
- Sovereign
- Strikezone

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## Game Options

Time Limit: 5 Minutes

Score Limit: 15 Points

## **Player Options**

Number of Lives: Unlimited

Max Health: Miniscule

Health Regeneration: Normal

Create Default Loadouts: None

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## **Team Options**

Spectating: Free

KillCam: Enabled

Radar Always On: Yes

Respawn Delay: None

Wave Spawn Delay: None

Force Respawn: Enabled

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## **Gamplay Options**

Perks: Enabled

Hardcore Mode: Disabled

Headshots Only: Disabled

Killstreaks: Enabled

Field Orders: Disabled

Loadout Restrictions: Enabled

Custom Loadout Restrictions: Custom

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## **Load-Out Rules**

If It Is Not Listed Here, It Cannot Be Used

Primary Weapons: USR, L115

Secondary Weapons: None

Attachments: Armor-Piercing, Extended Mags, Chrome Lined, Variable Zoom

Lethal: None

Tactical: None

Strike Package: Specialist (Refer to Banned Perks)

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## **Banned Perks:**

- Stalker
- Amplify
- ICU
- Gambler
- Hardline
- Overkill
- Deadeye

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## **Terms**

- Quick-Scope: The act of player who aims down sight with a sniper rifle and remains scoped in for no longer than one (1) second. (Half-Scopes and Black-Scopes are also considered Quick-Scopes).
- No-Scope: The act of a player who uses a sniper rifle and hip-fires\*.
- Hard-Scope: The act of a player who aims down sight with a sniper rifle and remains scoped in for two (2) seconds or longer. A quick-scope generally does not last longer than a second.
- Hip-Fire: When a player does not aim down sight when firing a weapon.