

FOR HONOR DOMINION SERIES

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OVERVIEW

IN-GAME SETTINGS

- GAME MODE: 4V4 DOMINION
- SINGLE PICK: ON
- GEAR PERKS: OFF
- REVENGE: ON
- FEATS: ON
- GAME TIMER: 20 MINS
- BREAKING POINT THRESHOLD: 1000
- ALL OTHER SETTINGS: DEFAULT

PLATFORM

- PC

MATCH FORMAT

- ALL MATCHES WILL BE PLAYED BEST OF THREE
- THE FIRST TEAM TO REACH TWO WINS DURING A MATCH WILL BE THE VICTOR

MAP POOL & PICKS

- CITADEL GATE
- OVERWATCH
- SANCTUARY BRIDGE
- HIGH FORT
- TEMPLE GARDEN
- HARBOR

TOURNAMENT FORMAT

- ALL MATCHES ARE BO3, GRAND FINAL MATCH IS BO5
- OPEN QUALIFIERS AND OPEN LAST CHANCE QUALIFIERS ARE DOUBLE ELIMINATION
- CLOSED QUALIFIERS AND CLOSED LAST CHANCE QUALIFIERS ARE GSL FORMAT
- GRAND FINALS ARE GSL FORMAT

DATES

- OPEN QUALIFIERS - NA & EU
 - OCTOBER 24, 2020
 - NOVEMBER 7, 2020
 - NOVEMBER 14, 2020
 - NOVEMBER 21, 2020
- CLOSED QUALIFIERS - NA & EU
 - DECEMBER 5, 2020 **(BROADCASTED)**
- LAST CHANCE QUALIFIERS POOLS - NA & EU
 - DECEMBER 19, 2020
- LAST CHANCE QUALIFIERS PLAYOFFS - NA & EU
 - JANUARY 9, 2020 **(BROADCASTED)**
- DOMINION SERIES FINALS - NA & EU
 - JANUARY 23, 2021 **(BROADCASTED)**

PRIZE

CLOSED QUALIFIERS (NA & EU)

- 1ST PLACE \$1,500
- 2ND PLACE \$500
- 3RD PLACE \$300
- 4TH PLACE \$200

SERIES FINALS (NA & EU)

- 1ST PLACE \$8,000
- 2ND PLACE \$4,000
- 3RD PLACE \$2,000
- 4TH PLACE \$1,000

OPEN QUALIFIERS AND LAST CHANCE QUALIFIERS ARE NOT PLAYED FOR PRIZING

COMMUNICATION

- ALL COMMUNICATION WITH THE ADMINS IS EXPECTED TO BE IN ENGLISH
- ALL COMMUNICATION IN GAME AND ON THE WEBSITE IS ALSO RECOMMENDED TO BE IN ENGLISH

MATCH PROCEDURE

BEFORE THE MATCH STARTS

- YOU HAVE A TOTAL OF 10 MINUTES TO BAN MAPS, IF YOU USE MORE THAN THIS YOUR TEAM WILL BE DISQUALIFIED FROM THE TOURNAMENT. EACH VOTE IS A MAXIMUM OF 210 SECONDS, IF YOUR TEAM CAPTAIN DOES NOT VOTE THE SYSTEM WILL AWARD A FORFEIT WIN TO THE

OPPOSING TEAM AND YOU WILL BE REMOVED FROM THE EVENT. LARGER EVENTS WILL HAVE VARYING TIMES UP TO AN INFINITE LENGTH OF TIME, THIS DOES NOT MEAN THAT YOU CAN EXCEED THE 10 MINUTE VOTE TIME IN THE ROOM

- THE TEAM THAT DOES NOT GET THE FINAL BAN DURING MAP BAN PHASE IS ALLOWED TO CHOOSE THEIR STARTING POSITION (ATTACK/DEFENSE)
- THE TEAM ON THE LEFT IN THE MATCHROOM GETS THE LOBBY HOSTING RIGHT. THE GAME MUST BE HOSTED ON A DEDICATED SERVER. THE DEDICATED SERVER LOCATION MUST BE SETTLED BY DEFAULT (BASED ON PING)

CHECK IN

- TEAM CAPTAINS MUST CHECK IN **5** MINUTES BEFORE THE MATCH IS SET TO BEGIN
- ONLY TEAM CAPTAINS ARE ELIGIBLE TO CHECK IN FOR THE MATCHES. ANY OTHER PLAYERS CANNOT CHECK IN, ATTEMPTS TO DO SO MAY RESULT IN DISQUALIFICATIONS OR NOT BEING ABLE TO PLAY THE MATCH

MAP SELECTION

- BO3 PROCESS
 - BAN (HIGH SEED), BAN (LOW SEED), PICK MAP 1 (HIGH SEED), PICK MAP 2 (LOW SEED), PICK TIEBREAKER MAP (HIGH SEED)
 - THE TEAM THAT DID NOT PICK THE MAP DETERMINES THEIR STARTING POSITION (ATTACK/DEFENSE)
- BO5 PROCESS
 - BAN (LOW SEED), PICK MAP 1 (HIGH SEED), PICK MAP 2 (LOW SEED), PICK MAP 3 (HIGH SEED), PICK MAP 4 (LOW SEED)
 - THE TEAM THAT DID NOT PICK THE MAP DETERMINES THEIR STARTING POSITION (ATTACK/DEFENSE)
 - HIGH SEED CHOOSES THEIR STARTING POSITION ON MAPS 4 AND 5

WHO IS THE LOWER AND HIGHER SEED?

- FOR MATCHES THAT DO NOT HAVE A CLEAR HIGHER SEED, A SEED WILL RANDOMLY BE GENERATED

MATCH INTERRUPTED

- THE NUMBER OF AUTHORIZED RE-HOSTS DEPEND ON THE MATCH FORMAT
 - BO3: 1 REHOST PER TEAM
 - BO5: 2 REHOSTS PER TEAM
- SHOULD A TEAM NOT RESUME THE MATCH 10 MINUTES AFTER A RE-HOST, THE ADMIN TEAM MUST BE INFORMED IN THE MATCH ROOM. ADDITIONAL TIME WILL THEN BE GIVEN BY THE ADMIN TEAM DEPENDING ON THE CIRCUMSTANCES
- PROOF OF DISCONNECTION/CRASH MUST BE PROVIDED TO AN ADMIN
 - PROOF INCLUDES: SCREENSHOT/VIDEO OF ERROR MESSAGES AND MOMENTS LEADING UP TO THE DISCONNECTION/CRASH.
- IF DISCONNECTION/CRASH OCCURRED IN THE FIRST 30 SECONDS

- RESTART THE MAP
- IF DISCONNECTION/CRASH OCCURRED AFTER THE FIRST 30 SECONDS
 - FINISH THE MAP. NOTIFY AN ADMIN WITH PROOF OF THE DISCONNECTION/CRASH. PROOF MUST MAKE IT CLEAR THAT THE SITUATION WAS OUT OF THE HANDS OF THE PLAYERS. THEN RESTART THE MAP UPON ADMIN APPROVAL.
- IF DISCONNECTION/CRASH OCCURRED WHILE A TEAM HAS A NEARLY ASSURED VICTORY
 - EXAMPLE: A TEAM IS BREAKING WITH MEMBERS DEAD AND NO REASONABLE CHANCE TO REVIVE THEM.
 - FINISH THE MAP. NOTIFY AN ADMIN WITH PROOF OF THE STATE OF THE MATCH. ADMINS WILL MAKE A DECISION.
- IF THERE ARE REPEATED DISCONNECTIONS/CRASHES
 - NOTIFY AN ADMIN WITH PROOF OF THE DISCONNECTIONS/CRASHES. PROOF MUST MAKE IT CLEAR THAT THE SITUATION WAS OUT OF THE HANDS OF THE PLAYERS. ADMINS WILL MAKE A DECISION.
- IF PROPER PROOF CAN NOT BE PROVIDED
 - CONTINUE PLAYING.

HERO LOCKS

- DURING A MATCH, THE TEAM THAT WON THE PREVIOUS MAP MUST USE THE SAME HEROES AND FEATS
- THE LOSING TEAM MAY CHANGE THEIR HEROES AND FEATS

AFTER THE MATCH

- BOTH TEAMS ARE RESPONSIBLE FOR ENTERING CORRECT RESULTS ON THE BATTLEFY WEBSITE. THEREFORE, BOTH TEAMS SHOULD TAKE A SCREENSHOT AT THE END OF THE MATCH, WHERE CORRECT RESULT CAN BE REFERENCED AND VERIFIED. THEY NEED TO SUBMIT IT AFTER THE MATCH, IF REQUESTED BY AN ADMIN, TO CONFIRM THE RESULT OF THE MATCH. IF YOU HAVE A CONFLICT IN THE MATCH, PLEASE OPEN A SUPPORT TICKET, SO THE STAFF TEAM CAN CHECK THE CASE AND MAKE A DECISION. THE DECISION CAN ALSO MEAN THAT BOTH TEAMS ARE DISQUALIFIED IF THERE IS NOT ENOUGH PROOF FOR EITHER TEAM TO BE THE CLEAR WINNER.

BANS

- ANY GAME BREAKING EXPLOITS, BUGS AND STRATEGIES ARE NOT ALLOWED AND PLAYERS WILL BE SUBJECT TO PENALTIES, UP TO AND INCLUDING DISQUALIFICATION AND FINES. IT IS THE PLAYER'S RESPONSIBILITY TO RECOGNIZE THESE BANS AND AVOID USING THEM. IN THE INSTANCE OF A DISPUTE, IT IS THE PLAYERS RESPONSIBILITY TO PROVIDE PROOF TO BE REVIEWED.

SPECIFIC BANS:

- **FEATS**
 - SMOKE BOMB
 - ALL PLAYERS ON A TEAM MUST USE A UNIQUE TIER 4 FEAT
 - EX: TWO TEAMMATES MAY NOT USE FIRE FLASK
- **TECH/EXPLOITS:**
 - SLIPPY TECH/GAME-BREAKING INPUTS

- **EXECUTIONS:**
 - ALL EVENT EXECUTIONS ARE BANNED FROM PLAY
- **EMOTES:**
 - SNOWBALL FIGHT!
- **HEROES**
 - ANY HEROES RELEASED DURING THE FOR HONOR DOMINION SERIES ARE BANNED FROM USE

HOSTING A MATCH

- THE MATCH IS ALWAYS HOSTED BY THE TEAM WITH THE HIGHER SEED, AS INDICATED ON THE BRACKET
- BROADCASTED MATCHES WILL BE HOSTED BY AN OBSERVER

DISPUTES & PROCESS

- IN THE EVENT THAT A DISPUTE CANNOT BE RESOLVED BETWEEN TWO PARTIES, SAID PARTIES WILL RAISE A MATCH ISSUE ON THE BATTLEFY MATCH PAGE AND CHAT WITH THE ADMIN IN THE MATCH CHAT ON THAT PAGE.

INTERVIEWS

- FOR BROADCASTED MATCHES, ONE PLAYER FROM EACH TEAM MUST BE PREPARED TO DO AN INTERVIEW ON WEBCAM
 - IT IS REQUESTED, BUT NOT REQUIRED THAT THE TEAM CAPTAIN DO INTERVIEWS

TEAM RULES

TEAM COMPOSITION

- TEAMS CONSIST OF FOUR PLAYERS WHO MUST MEET THE PLAYER RESTRICTIONS LISTED BELOW
- ONCE A TEAM IS SIGNED UP TO A QUALIFIER OR LCQ, THEIR ROSTER IS CONSIDERED LOCKED

TEAM CAPTAINS

- EACH TEAM MUST ASSIGN A TEAM CAPTAIN WHO HAS THE FOLLOWING RESPONSIBILITIES:
 - MUST BE ABLE TO TYPE IN ENGLISH
 - SERVE AS POINT OF CONTACT FOR INTERACTIONS WITH THE TOURNAMENT ORGANIZERS, INCLUDING DISPUTES
 - MAP PICKS, IF YOUR TEAM HAS TO PICK A MAP
 - CHECK INS & TEAM MANAGEMENT
 - MUST BE ABLE TO RECEIVE AND REDISTRIBUTE PRIZE MONEY

ROSTER LOCK

- A LOCKED ROSTER MAY NOT ADD OR REMOVE PLAYERS FROM THEIR MAIN ROSTER WITHOUT TOURNAMENT ORGANIZER APPROVAL
 - ROSTERS WILL BE LOCKED FROM THE DATE THEY SIGN UP UNTIL THEIR RUN ENDS
 - IF A TEAM WINS AN OPEN QUALIFIER, THEY PROCEED TO THE CLOSED QUALIFIER, AND THEIR ROSTER REMAINS LOCKED
 - IF A TEAM PLACES 1ST OR 2ND IN THE CLOSED QUALIFIER OR LAST CHANCE QUALIFIER, THEY PROCEED TO THE SERIES FINALS, AND THEIR ROSTER REMAINS LOCKED
 - IF A TEAM PLACES 3RD OR 4TH IN THE CLOSED QUALIFIER, THEY PROCEED TO THE LAST CHANCE QUALIFIER, AND THEIR ROSTER REMAINS LOCKED
 - IF A TEAM LOSES OPEN QUALIFIERS, THEIR ROSTER UNLOCKS, AND THEY MAY MAKE CHANGES BEFORE THE NEXT OPEN QUALIFIER
- TOURNAMENT ORGANIZERS WILL APPROVE TRANSFERS ONLY IN CIRCUMSTANCES WHERE THE DROPPED PLAYER IS UNABLE TO PLAY DUE TO CIRCUMSTANCES BEYOND THEIR CONTROL
 - PROOF IS EXPECTED TO BE PROVIDED
- IF THE TOURNAMENT ORGANIZER IS TO APPROVE THE TRANSFER OF PLAYERS, THE ROSTER IN QUESTION MAY NOT DROP BELOW 3 ORIGINAL TEAM MEMBERS
 - AN ORIGINAL TEAM MEMBER IS A PLAYER WHO WAS ON THE TEAM AT THE TIME OF THEIR FIRST MATCH IN THEIR CURRENT RUN

TEAM NAMES

- PLEASE FILL IN YOUR TEAM NAME ACCORDINGLY. TEAM NAMES/AVATARS SHOULD NOT CONTAIN ANY OFFENSIVE OR RACIST CONTENT. IF YOU COME ACROSS A PLAYER/TEAM BREAKING THIS RULE THEN PLEASE SUBMIT A TICKET WITH RELEVANT EVIDENCE (SCREENSHOT/RECORDING) SO ACTION CAN BE TAKEN AGAINST THE PLAYER/TEAM IN QUESTION. TEAM CAPTAINS IGNORING THIS RULE CAN END UP WITH A BAN FROM THE PLATFORM.

INGAME NAME/AVATARS

- INGAME NAMES/AVATARS SHOULD NOT CONTAIN ANY OFFENSIVE OR RACIST CONTENT, OR BREAK ANY OF THE OTHER GUIDELINES FOUND IN THE [FOR HONOR CODE OF CONDUCT](#). PLAYERS WITH NAMES FOUND TO BE IN VIOLATION WILL BE BANNED FROM THE DOMINION SERIES
- IF YOU COME ACROSS A PLAYER BREAKING THIS RULE THEN PLEASE SUBMIT A TICKET WITH RELEVANT EVIDENCE (SCREENSHOT/RECORDING) SO ACTION CAN BE TAKEN AGAINST THE PLAYER IN QUESTION

PLAYER RESTRICTIONS

- PLAYERS WHOSE UPLAY ACCOUNTS ARE NOT IN GOOD STANDING ARE NOT ALLOWED TO PLAY IN THIS COMPETITION
- PLAYERS MUST BE 18 YEARS OR OLDER AT THE DATE OF THEIR FIRST MATCH.

- PLAYERS MUST RESIDE WITHIN THE REGION THEY SIGN UP TO COMPETE IN AT THE TIME OF THEIR MATCHES
 - EXAMPLE: A PLAYER/TEAM WHO IS SIGNED UP FOR THE NORTH AMERICAN COMPETITION MAY NOT PLAY THEIR MATCHES FROM A COUNTRY OUTSIDE OF CANADA, THE UNITED STATES OF AMERICA, OR MEXICO
- **PROOF OF ALL OF THE ABOVE MUST BE MADE AVAILABLE UPON REQUEST**

REGIONS

THE FOLLOWING COUNTRIES MAY PARTICIPATE IN THE NA SERIES

- CANADA, UNITED STATES OF AMERICA, MEXICO

THE FOLLOWING COUNTRIES MAY PARTICIPATE IN THE EU SERIES

- ALBANIA, ANDORRA, ARMENIA, AUSTRIA, AZERBAIJAN, BELARUS, BELGIUM, BOSNIA AND HERZEGOVINA, BULGARIA, CROATIA, CYPRUS, CZECH REPUBLIC, DENMARK, ESTONIA, FINLAND, FRANCE, GEORGIA, GERMANY, GREECE, HUNGARY, ICELAND, IRELAND, ITALY, KAZAKHSTAN, KOSOVO, LATVIA, LIECHTENSTEIN, LITHUANIA, LUXEMBOURG, MALTA, MOLDOVA, MONACO, MONTENEGRO, NETHERLANDS, NORTH MACEDONIA, NORWAY, POLAND, PORTUGAL, ROMANIA, RUSSIA, SAN MARINO, SERBIA, SLOVAKIA, SLOVENIA, SPAIN, SWEDEN, SWITZERLAND, TURKEY, UKRAINE, UNITED KINGDOM AND VATICAN CITY

CODE OF CONDUCT

GENERAL

- THE FOR HONOR CODE OF CONDUCT APPLIES FULLY TO THE FOR HONOR DOMINION SERIES. VIOLATIONS OF THE CODE OF CONDUCT WILL RESULT IN PUNISHMENT
- THE FOR HONOR CODE OF CONDUCT CAN BE FOUND [HERE](#)
- TOURNAMENT SPECIFIC RULES THAT ARE NOT COVERED IN THE ABOVE CODE OF CONDUCT WILL BE COVERED BELOW

COLLUSION/MATCH-FIXING

- ANY FORM OF COLLUSION OR MATCH-FIXING IN ORDER TO MANIPULATE THE RESULTS IN THIS TOURNAMENT SERIES WILL RESULT IN DISQUALIFICATION AND BANISHMENT FROM THE FOR HONOR PRO ECOSYSTEM, AS WELL AS FORFEITURE OF ALL PRIZE WINNINGS

PUNISHMENT

- PLAYERS OR TEAMS BREAKING ANY RULES KNOWINGLY OR UNKNOWING WILL BE SUBJECT TO PUNISHMENT AT THE DISCRETION OF THE TOURNAMENT OPERATOR AND UBISOFT
- DEPENDING ON THE SEVERITY OF THE INFRACTION, PUNISHMENT WILL RANGE FROM THE FOLLOWING:
 - WRITTEN WARNING
 - FORFEIT OF A MAP WITHIN A MATCH
 - FORFEIT OF MATCH
 - DISQUALIFICATION

- FORFEITURE OF PRIZE
- BANISHMENT