

BF2 Tournament Rules

Match Play:

Format: The match play is Conquest mode.

The match style will be 4 vs.4.

The ticket ratio will be set at 100.

There will be a round time limit of 20 minutes.

Map Selection:

Dragon Valley 16

Gulf of Oman 16

Mashtuur City 16

Dalian Plant 16

Strike at Karkand 16

Daqing Oilfields 16

FuShe Pass 16

Sharqi Peninsula 16

Each match will consist of two rounds. The team with the most tickets at the end of the two rounds will be deemed the winner. If there is a tie (equal scores), then a tiebreaker rounds will be played to determine the winner.

After the first round is played, teams will switch sides for the second round.

A 5-minute break can be taken between rounds if the captains of both teams agree to it.

In the event of a tie breaker two more rounds will be played with round time being reduced to 15 minutes. The team that has the most tickets after the tie breaker rounds are completed will win the match. If another tie occurs after both the tie breaker rounds have been played, you will be play another two rounds with the time limit being reduced to 10 minutes.

Matches will be played on the latest official release of Battlefield 2 at match time.