Disclaimer:
This guideline describes the rules to be followed at all times during all WFC events or matches.
Failure to comply with these rules leads to penalties as stated.
The goal of WFC is to provide fair play for anyone who would like to play in a more competitive environment while also having fun, learning and other such things. Our active Staff Team are always there to help and make it so no rules are broken and will try to make it the most enjoyable experience possible with the help of the player’s behaviour.
For newcomers, we recommend you taking a look at the whole Rule Book to get a good idea before starting to play. Please make sure to properly understand 1.2.1.Prohibited Conduct / 4. Bans / 5. Game Specific Rules / 7. Other
Rules and 8. Other Infringements before starting to play.

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1. General

1.1. Rule Changes

WFC Administration reserves the right to alter, remove, and/or add new rules in this Rulebook at any given point without warning. They also reserve the right to make judgments on cases that aren’t detailed/specified in this Rulebook to maintain fair play & sportsmanship.

1.2. EULA & Code of Conduct

WFC Staff cannot be held responsible for any actions made by the players in game, discord or anywhere else. We reserve the right to remove any content by players without notice or warning.

As Warface requires all players to comply with its End User License Agreement, the same will apply to WFC. View [https://pc.warface.com/en/eula/](https://pc.warface.com/en/eula/)

1.2.1. Prohibited Conduct

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Harassing or bullying other players and staff through verbal or written communication.
- Any language or content that is considered inappropriate, illegal, harmful, threatening, abusive, obscene, offensive, vulgar, defamatory, hateful, racist, sexist, ethically offensive or harassing.
- Stalking someone and/or giving out personal information.
- Any kind of behavior that interrupts the general gameplay flow in the game client, Discord, FACEIT Hub or any other.
- Verbal or written abuse aimed at WFC or MY.GAMES employees.

Participants must also not use any sort of cheats/advantages. This includes, but is not limited to:

- Use of macros, hacking, cheating or botting clients by third parties.
- Any attempt to edit, corrupt or modify the code of the game.

This code of conduct applies to all. Poor player behaviour leads to temporary or permanent suspension depending on the severity of the player. All players are expected to conduct themselves properly in and/or in:
Competition programs (including, but not limited to):

- WFC Matches
- WFC Leagues
- WFC Events
- WFC Hubs
- WFC Discord Servers

Communication platforms (including, but not limited to):

- MY.GAMES
- In-game chat & voice chat
- WFC Discord Servers
- Warface forums
- All forms of Communication towards MY.GAMES administration (verbal, emails, social medias, etc)

WFC:
- All forms of Communication towards WFC administration including, but not limited to: match comments, match chat, protests, and support tickets, Discord, FACEIT client & hub overview and matchroom chat.

FACEIT:
- All forms of Communication towards FACEIT Staff, including, but not limited to: match comments, match chat, protests and support tickets, and FACEIT client interaction.

Please note that this code of conduct is not limited to the above environments, since we expect all players to respect each other and the staff of the organizers of the tournament, MY.GAMES, sponsors, partners, fans, etc.

1.3. Additional Agreements

WFC is not responsible for any additional agreements nor does it agree to implement any such agreements with staff between players or players individually. WFC strongly discourages such agreements and under no circumstances are such agreements that contradict the WFC Rulebook allowed.

2. Confidentiality Clauses

2.1. Privacy Policy

View on our website.
2.2. Confidentiality

The contents of protests, support tickets, discussions or any other correspondence with officials and administrators are considered strictly confidential. The publication on private or social media channels (such as Twitter, Twitch, Facebook, Reddit, etc.) without the written consent of WFC Management is prohibited. The breaking of this rule will be severely punished.

3. Prize

3.1. Prize Deductions

If the number of games played in a season do not meet the standards of our partnerships and sponsors, then prizes could be deducted or not handed out. View the hub leaderboard for a list of prizes. This includes inactivity in a hub, tournament etc..

3.2. Transfer of Prize Money

The prize may depend as it can be from in-game rewards, FACEIT points or even real money. The winners will be privately messaged with instructions.

4. Bans

4.1. Match Start

4.1.1. Not Showing Up

If a player does not show up within 5 minutes, send in a support ticket and an admin will cancel the match and players can requeue for a new one.

4.1.2. Equipping the Wrong Gear / Weapon

The following gear/weapons are not allowed to be used in a match, failure to comply will lead to a ban:

- All crown gear and weapons (exceptions listed in 4.1.3.)
- All automatic and semi-automatic sniper rifles
- All sniper rifles with a rate of fire of more than 47
- All automatic and semi-automatic shotguns
- All machine guns (LMGs)
- Anti-personnel mines, Knockback grenades, audio smoke coloured and country-themed/different color smoke grenades, under-barrel grenade launchers
- Custom skins that conceal character’s equipped items
- Seasonal items
- Warlord equipment
- Sliding boots
- Spy Shoes
- “Spectre - Beta and Sigma” boots
- Global Event equipment (exceptions listed in 4.1.3.)
- Golden primary guns
- 'Open Cup' masks (2015)
- All gear protecting from the one-shot takedowns i.e. plate, anti-sniper, etc.
- Uzkon UNG-12
- Taurus Judge
- SV-98
- Kel-Tec KS7
- SIG MPX SBR Custom
- TEC-9
- SED Class
- All the items replenishing HP/AP (exceptions listed in 4.1.3.)

4.1.3. Gear/Weapon Exceptions

- 'Spring-2016' tournament helmets
- "Spectre - Gamma" equipment
- “Spectre - Beta and Sigma” gloves
- Syndicate equipment
- Armageddon equipment
- Crown Weapons (second series):
  - FN SCAR-H
  - ACR Type 97
  - M16A3 Custom
  - SPAS-12
  - Mossberg 500 Custom
  - Kriss super V
  - H&K UMP
  - ACR CQB
  - Desert Eagle
  - Beretta M9
  - H&K USP.

4.1.4. Smoke Grenades

You can now buy white smokes with “Warface Dollars”. Only one white smoke AND one flashbang is allowed. Anyone found using a coloured smoke will be punished. Discretion is up to the Staff.
4.2. Match Procedures

4.2.1. Match Result
The results must be added and confirmed immediately by both parties in the client or website. Even after a match result has been confirmed, a protest (CALL ADMIN) can still be made. Players must confirm the match 180 seconds (3 minutes) before it closes automatically.

4.3. Punishments

4.3.1. FACEIT & WFC Code of Conduct (1.2.)
- For FACEIT interactions use: https://support.faceit.com/hc/en-us/articles/208282375-FACEIT-Banning-Policy
- Our hubs follow this format for punishment: bans from queues for 3 minutes to a maximum of 7 days. With a permanent ban the last penalty. All ban lengths are determined by the severity of each case and may not be the same for two different players. The typical ban reasons include but are not limited to the following:
  - Leaving Match / Disconnecting
  - Wrong Gear / Wrong Weapon
  - Team Killing / Unsportsmanlike Conduct
  - Intentionally Throwing
  - Abusing a bug
  - Smurfing / Multi-Accounting

4.4. Storage and Keeping of Match Media
If a match has been protested, any media must be stored for a minimum of 4 days so that the administration has time to examine all the evidence relating to a case properly. The video should not contain any subtle cuts.

4.5. Match Protests
Protests must be made within 1 hour of the match or during the match.

4.5.1. Contents of a Protest
The protest must contain detailed information as to why the protest was filed and how the discrepancy occurred. A complaint may be refused if proper documentation is not submitted.

4.5.2. Mid-Game/Match Protests
Protests done mid-game or before the starting match will contact an administrator. Once an admin reaches back, give reasons in an orderly manner, and they will deal with them.
If a controversial situation not described in this rulebook occurs during a match, the team that found it should record it, stop the match immediately and inform the administrator about it. If the team does not stop the match and continues to play, the situation is considered to be acceptable. As a result, the team loses all rights to file a protest about this situation after the match is over.

4.6. Admin Call Abuse

Those found abusing their right to contact an administrator will be punished immediately according to the code of conduct.

After 5 minutes of no response, Admins have the right to close the call. Continued false calls lead to a penalty under the Code of Conduct.

4.7. Cancellations

Cancellations of matches can occur if a game has not started or a game has not been played in its entirety. Games that have played a total of three rounds are subject to a forced play or loss by the losing team, the discretion rests with the players and staff. Games that have not played a total of 3 rounds are subject to cancellations or forced play, discretion is up to players and staff. If a team captain sets the result for his team to win when a cancellation was about to happen, he will be punished.

Matches are canceled only if a player leaves a match before the first three rounds of the match are completed. All other issues must be dealt with within the match. If a match is reported during these three rounds and players continue to play, the match may be cancelled.

Some special cases may require different measures, but cancellations will follow this section. I.e. a MRAC ban. WFC Staff reserves the right to cancel a match in order to maintain fair play and sportsmanship.

5. Game Specific Rules

5.1. Anti-Cheat

Since there is currently no integration with FACEIT and Warface, the anti-cheat system of FACEIT is not required. However, the anti-cheat (MRAC) system still applies to matches with WFC. In selective cases, the player can be monitored with MOSS or another 3rd party anti-cheat at any time. Refusal to do so would result in queuing permissions to be revoked.

5.2. Match Procedure

Matches are in the best of one format (Bo1). Unless specified in this rulebook, no other formats are allowed.
5.3.  Map Pool

Here are the current maps played across all WFC Hubs:

1. Yard
2. D17
3. Destination
4. Bridges
5. Palace
6. Pyramid
7. Factory
8. District

5.4.  Game Hosting

Team Captain 1 must create the room in channel 05 (EU) Amsterdam must be used as the default dedicated custom game server, unless both teams are in agreement to change the dedicated server location.

5.5.  Team Connection Losses

If a player has disconnected more than three (3) times from the game, each disconnection is subject to a penalty to reduce players that disrupt gameplay, game time and the overall enjoyment of others.

Penalizations are; up to and including but not limited to warnings and temporary bans.

Each player is **responsible** for his / her own hardware and software. This rule applies to all hardware, software and connections. I.E. (routers, computer components, power issues, etc.) Matches are not held for the player's responsibilities described in this rule set.

Admins reserve the right to hold a match or to force it to be played. They will determine if the problem warrants another course of action by means of a support ticket. We highly recommend that you **check all software, hardware and connection before queuing** and if there are problems not to queue until they are resolved.

5.6.  Communication

The default voice option of WFC is the use of Discord (our VOIP Discords). Use of other software like Ventrilo, Mumble and so on, unless specified, is not supported.

Players must be able to **speak** and **listen** and give their teammates the right callouts during the matches. Any players who have found that they do not meet these requirements are temporarily suspended until problems have been resolved.
WFC requires all players to speak and type in English (In EU) because it is the universal verbal language of communication. **Players who do not speak the language required are temporarily or permanently suspended.** Verbal harassment, hate speech, racial / homophobic / sexist slurs and toxicity in all languages are not tolerated (unless it is made between friends and they acknowledge that it is just banter).

Use of TeamSpeak is permitted if all players in the team are able to join TS. If there are no agreements to use TS, discord is the platform supported. WFC is not responsible for any arguments made between the players to agree on whether to use TS or Discord.

5.6.1. Official WFC Discord Servers

- WFC EU (Main): https://discord.gg/cmuTwF8
- WFC EU (Voice): https://discord.gg/egKuQmq

5.6.2. Player (Communication) responsibilities

Players are responsible for ensuring that all players in the team can communicate before starting. Games that have already begun may be forced to play.

5.6.3. Text Communication

Players are also expected to be able to type to their teammates and give the right callouts by using the in-game team chat. This does not give players the right to use text communication strictly as the only communication form.

- WFC EU defaults to English as the universal language of communication.
- Text harassment, hate speech, racial/homophobic/sexist slurs and toxicity are not tolerated in all contexts. View 5.6.2. for exceptions.
5.7. Match Settings

5.7.1. In-Game Room Settings

5.7.2. HUB Settings
- Number of Bans: 7
- Ban Timer: 60 seconds

5.8. Scoring
Match results are expected to be entered in as a 1:0 or 0:1 through the client.

5.9. In-Game Nicknames
Names should have no racial, homophobic or inappropriate characters. Anyone who violates these rules may result in a protest.
5.10.    Glitch/Bug re-hosts

WFC does not support rehosts. In the event of a bug or glitch, players will have to continue or agree with the players without calling an administrator to re-host. This does not, however, excuse the use of glitches. Anyone who is caught abusing a glitch is punished under our code of conduct.

5.11.    Leaving the Server

All matches must be played to the end, failure to do so will be punished. A match is considered complete when one Team has reached 11 rounds or +2 rounds difference in overtime. Players that have left the match purposely/accidentally will receive a ban from 1 to 24 hours. Discretion is up to staff and the situation of the leave.

5.12.    Rehost

WFC does not support rehosting games. If rehosts can be decided between players without calling for admin, it can be done. Admins do not do rehosts, opening a ticket will lead to a forced play of the match.

Rehosts are decided between players, if an admin is called it is more than unlikely that an admin cancels the match or forces a game through.

We reserve the right to force / allow a re-host to maintain fair play.

5.13.    Continuing a Disrupted Game

If a match is interrupted (e.g. Server crash) the match should then be continued by re-host, where it left off. All rounds completed prior to the crash to the final score of the match.

5.13.1.    Disrupted Game Circumstances

Under certain circumstances, a disrupted game can be canceled entirely in accordance with the discretion of the WFC staff.

5.15.    Technical Issues

Players are in charge of their own technical problems (hardware / internet). Matches will be played even when there are hardware / internet issues or not. Open a match protest if there are excessive problems. [View this link from ESL on how to protect yourself from DDoS attacks](#)
5.16. Reporting

It is strongly encouraged that screenshots for protests and other issues are taken. Who has a proper screenshot is more likely to rule in favor for. Videos used for reporting must be at least 2 minutes long containing no edit/cuts presenting the full round. Evidence should not be the whole game unless the current problem is displayed in every round. A video of 3 minutes is more than enough. WFC Staff are entitled to refuse to watch a video without these criteria.

6. Graphics drivers, or similar tools

6.1. Custom Data

Changes to sprites, skins, scoreboards and crosshairs are strictly prohibited, only official models are permitted. If a player plays with custom files or deleted files that have been installed in the game, they will be severely punished.

6.2. Use of Bugs and Glitches

The deliberate use of any bugs in the game is punishable by the code of conduct or may result in the cancellation of the match. In addition, it is the discretion of the admins whether or not the use of such bugs has had an effect on the match and whether or not it will award rounds or matches to the opponent’s team or force a re-match. In extreme cases, the penalty for abusing bugs may be even higher. Anything that is regarded as a glitch or bug is not allowed.

7. Other rules

7.1. Usernames

Nicknames should not include inappropriate slang, racial slurs, homophobic terms, etc.

7.2. Game Accounts

Players are only allowed to use ONE FaceIt account and ONE MY.GAMES account for WFC. Players are not allowed to trade/sell/borrow or buy any game accounts under another FaceIt account as account sharing is not allowed in the Warface EULA and FaceIt’s terms of service. Anyone found to violate these rules is punishable. Special cases will be taken at the discretion of staff.

7.3. Legal player prohibitions
WFC staff members are allowed to participate in WFC events. If a protest occurs with an WFC staff member in game, a different admin than the one playing in the match will come and deal with the protest. The WFC staff member who played in the match can not deal with any complaints about their own match.

7.4. Match Broadcasting

Anyone participating in WFC is free to broadcast/stream the game with no delays. Any streams above Open hub must have a DELAY of 30-60 seconds. Streamers that wish to cast matches must first clear it with a staff member before continuing, the default delay is 60 seconds. Any streams that are casted on the official WFC Twitch, becomes intellectual property of WFC.

8. Other Infringements

8.1. General

If a player or team has broken one or more rules, refer to 4. Bans and 1.2.1 Prohibited Conduct for the appropriate penalty. Each rule is indexed with appropriate penalties.

8.2. Breach of Rules

Good sportsmanship is essential for WFC and any breach of the rules leads to a punishment ranging from a warning to a ban. Common offenses are shown below. However, you can be punished by an administrator for offenses not specifically mentioned.

8.3. Insults

All insults in connection with the WFC are punished from a warning to a permanent ban, depending on the severity and frequency of the offenses.

8.4. Spamming

The excessive posting of meaningless, harassing or offensive messages is considered to be spam. Spamming with FACEIT and the WFC Discord will lead to penalties depending on the nature and severity of the offence.

8.5. Spamming In-game

Depending on the nature and severity of the fraction, the use of the in-game chat function to disrupt the flow of the play is punished. Only send messages to the enemy team if there are any problems. Anything else can be regarded as spam if the other team finds it annoying. (Examples can be from complaining in chat every time after dying, smashing your keyboard
and pressing the Enter key every minute or continuously insulting everyone in the chat.)

8.6. Unsportsmanlike Behaviour

For an orderly and pleasant game, a sportive and fair attitude is essential for all players. Violations of this rule are punished with a warning, followed by suspensions or a permanent ban. In extreme cases, the administration may impose penalties for types of unsportsmanlike behaviour not explicitly listed on this RuleBook.

8.7. Misconduct

The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished depending on the misconduct.

8.8. Faking Match results

If a team enters false match results on the match page or attempts to falsify the match result in other ways, they will first be punished with a warning then with long suspensions after repeat offenses. If cheating is suspected and the match media is faked, serious suspensions and even permanent prohibitions are issued.

8.9. Ringer / Substitute

Any player who has faked or ringed a player will be suspended immediately. A team that uses a ringer / sub. loses all the maps that the ringer / sub. has been used on. The ringer and all players involved will be banned for 3 days.

8.10. Misleading admins or players

Any attempt to deceive opposing players, admins or anyone else related to WFC will result in an immediate suspension or permanent ban depending on the seriousness of the offence.

8.11. Age Restrictions

In compliance with the Terms and Conditions of FACEIT, the services provided by WFC at FACEIT are only intended for users aged 13 years and over. Anyone who is underage will be subject to the terms and conditions of FACEIT. The EU Pro hub is strictly intended for users 16 years and older.

8.12. Cheating

Examples of cheating include: Multi-hacks, Wallhack, Aimbot, No-Recoil, No-Flash and Sound modifications. Any cheating will be handled through a permanent ban.
8.13. Queue Dodging

Any player who dodges queue or calls for cancelation will be punished under queue dodging, whatever the reason. See 5.17 for more. Technical Issues / Call for reasonable cancelation. (i.e. player is AFK). The ban period ranges from 1 to 7 days.

9. Copyright Notice

10. Definitions

Season Format
Leaderboards for Division 1 are reset every season, all other hubs are left to climb up until it is decided when there will be a reset.

Range of Validity
If any provision of the rulebook is invalid or unworkable in whole or in part, the validity of the remaining part of this rulebook shall not be affected. Instead of the invalid or impractical provision, an appropriate provision shall be applied that is closest to the intention of what the intention would have been in accordance with the meaning and purpose of this RuleBook.

Bugs
A bug is defined as an occurrence in the game that was never intended to be there.

Punishments
Possible WFC penalties include a warning, a suspension that prevents you from taking part in any event for a certain period of time. A permanent ban may be issued for serious violations of the rules.

Country Restrictions
WFC currently supports NA, EU and RU.
WFC’s main language is ENGLISH in both NA/EU regions.