

**BALL  
ROOM BLITZ**  
*SQUAD LINE BATTLE*

**TOURNAMENT RULES**

## Foreword

This document presents the key regulations that all individuals involved in an BallRoom Blitz event must observe. Adherence to these rules is crucial; violations may lead to appropriate disciplinary actions as specified.

Please remember that the tournament organizers possess the ultimate authority in all matters. In unique situations, decisions may be made that are not explicitly outlined in this document to ensure the integrity of the competition and uphold the spirit of fair play.

We aspire for all participants to have a memorable experience. Our commitment is to create an environment that is both enjoyable and competitive for everyone involved.

Yours sincerely,

SLB Administration Team

## **1. General Competition Rules**

Prohibited Software & Cheating: The use of external software, including aim hacks, cheats, or any programs granting unfair advantages or "super abilities," is strictly prohibited. Violators will face permanent suspension from the Squad Line Battle (SLB). The team associated with the offending player will also be disqualified from the competition.

## **2. Team Composition Restrictions**

Teams are prohibited from adding players who are members of server 1 rated teams in SLB to their lineup. Any team found violating this rule will be disqualified from the tournament. If a team is missing players, they may request assistance from tournament administrators to find replacements. Administrators will assign players based on skill levels reflected in SLB match statistics to maintain competitive balance.

## **3. Match Hosting & Administration**

All matches will be held on Squad Line Battle servers, with SLB administrators officiating and refereeing the games to ensure fair play.

## **4. Asset Exploitation Prevention**

Players are prohibited from exploiting in-game assets to gain immunity from small arms fire by positioning themselves inside structures or objects where they cannot be harmed (although they remain vulnerable to explosive damage). This rule excludes traversing through walls, roofs, or other structures for relocation.

Players must not clip any part of their model into map objects or terrain (e.g., rocks, ground, walls) to achieve invulnerability. The intent is to prevent the use of glitches in map geometry for gaining unfair advantages.

## **5. Movement Exploit Regulations**

Exploiting any mechanics, intentional or accidental, to gain an unfair movement advantage that is not achievable through standard gameplay is strictly prohibited. If triggered, the player must immediately return to the ground or redeploy, refraining from using the enhanced movement advantage provided by the exploit.

## 6. Tiebreaker Matches

In the event of a tie, teams will compete in an additional match to determine the winner. The tiebreaker match will be played on the Sainte-Mère-Église map. However, if the first map is Sainte-Mère-Église, the tiebreaker match will instead be held on the Carentan map.

## 7. Streaming Rules

Streamers covering SLB matches are required to have a 15-minute delay on their stream.