

Quake Live European Nations Cup — Fall 2026

Official Rules

1. Tournament Structure

1.1. The Nations Cup consists of three separate competitions:

- **CTF** (Capture the Flag), 4v4
- **Duel**, 1v1
- **TDM** (Team Deathmatch), 4v4

1.2. The three competitions are played sequentially, in the following order: CTF → Duel → TDM.

1.3. A **2-week break** is placed between the CTF and TDM competitions. Duel is scheduled at the midpoint of this break, as it does not require full team availability.

1.4. The full event spans **2 weeks**, from the first CTF match to the final TDM match.

1.5. Schedule: Exact calendar dates are **TBD** — to be published ahead of registration, maintaining the spacing set out in 1.3–1.4 (CTF, then Duel one week later, then TDM one week after that).

Each competition is run as a **single-day event**.

2. National Eligibility

2.1. Each participating nation may register **up to 2 teams** of 6 players each (e.g., "Nation A" and "Nation B"). Each team is treated as a separate entrant for CTF/TDM scheduling, seeding, and category prizes (8.2).

2.2. A player may only be registered to **one roster** for the duration of the tournament — one nation, and if that nation fields two teams, only one of the two.

2.3. Eligibility verification: Nationality is self-declared by team captains at registration. Organizers reserve the right to review a team's composition and status.

2.4. Regional teams: If a nation cannot form its own team (Section 3.6), organizers will evaluate regional/combined-team possibilities on a case-by-case basis, rather than establishing a fixed rule set.

2.5. Special cases: Any eligibility scenario not explicitly addressed by these rules (disputed nationality, unclear regional grouping, unusual roster situations, no sensible geographic neighbor, etc.) will be resolved by organizers on a case-by-case basis.

3. Roster Rules

3.1. Each team (national or regional) may register a roster of **up to 6 players**. A nation may field up to 2 such teams (see 2.1).

3.2. This roster is shared across the CTF and TDM competitions.

3.3. CTF and TDM are both 4v4. Teams may freely rotate between all registered roster players match-to-match — there is no requirement to field a fixed core lineup.

3.4. Duel representation: Duel entries are per **team**, not per nation — a nation fielding 2 teams (e.g., Poland A and Poland B) gets 2 Duel entries, one per team. A team is not locked to a single nominated Duel player: any player on that team's roster may play a given Duel match, and this may vary match-to-match (the same player every time, or different players for different matches). See 6.3 for substitution details.

3.5. Registration timeline (exact dates **TBD**; relative structure below):

Timing	Milestone
Until 7 days before CTF	Registration / signups open (rosters, regional groupings)
5 days before CTF	Seeding / draw published
CTF (Day 0)	CTF
CTF + 7 days	Duel
CTF + 14 days	TDM

Rosters lock once CTF begins. Changes after lock are only permitted under Section 6.

3.6. Minimum roster: A nation must have at least 4 eligible players to field a CTF/TDM team. A nation unable to meet this minimum may not participate on its own — it may only join a regional team under 2.4.

4. Match Format

Formats below are sized for an expected ~12 team entries. If final registration differs — including from nations fielding 2 teams under 2.1 — group sizes and bracket byes are adjusted at organizer discretion, provided the single-day time budget for each competition is not meaningfully affected: ~5–5.5 hours for CTF/TDM, ~4 hours for Duel.

4.1 CTF (4v4)

- **Group stage:** 12 teams split into 2 groups of 6, single round-robin within group (5 matches per team), **Bo1**.
- **Playoffs:** Top 4 from each group advance (8 teams total) → **Quarterfinal (Bo1)** → **Semifinal (Bo1)** → **Final (Bo3)**.
- **Map pool:** q3wcp9, Japanese Castles, Infinity, Troubled Waters, Ironworks.
- Estimated single-day runtime: **~5–5.5 hours**, assuming full parallelization across available servers.

4.2 TDM (4v4)

- Identical structure to CTF: 2 groups of 6 round-robin (Bo1) → Quarterfinal (Bo1) → Semifinal (Bo1) → Final (Bo3).
- **Map pool:** Hidden Fortress, Ragnarok, Purgatory, Dreadful Place, Limbus.
- Estimated single-day runtime: **~5–5.5 hours**.

4.3 Duel (1v1)

- **Format:** Double-elimination bracket. 12 real entrants padded to a 16-slot bracket, with **byes for the top 4 seeds**.
- **Map pool:** Aerowalk, Blood Run, Cure, Sinister, Silence.
- **Best-of format:**
 - Winners Bracket Round 1, Winners Bracket Round 2, and early Losers Bracket rounds: **Bo1**
 - Winners Bracket Semifinal, Winners Bracket Final, Lower Bracket Final, and Grand Final: **Bo3**
- Estimated runtime: **~4 hours**.

4.4 Seeding (all competitions)

Initial stages (CTF/TDM group assignment, Duel bracket seeding) are determined by **random draw**.

5. Scheduling & Match Administration

5.1. Each competition runs on a **fixed, published round schedule** for its single day (e.g., "Round 1 matches start 14:00 UTC, Round 2 at 16:00 UTC"), rather than loosely coordinated timing.

5.2. Each **team** designates one team captain, responsible for scheduling, lineup submission, and organizer communication.

5.3. Demo recording: Matches must be recorded. Recordings must be submitted for review if requested by organizers.

5.4. Grace period: A player/team has **10 minutes** to connect to the server once a match is called — failing to connect within this window results in an instant loss. If connected but AFK, an additional **5 minutes** is allowed for CTF/TDM, or **10 minutes** for Duel, before forfeit.

5.5. Server access: Only the players competing in that match, tournament officials, and approved streamers/casters may be present on the server — no one else is permitted.

5.6. Server location: All matches will be played on German or Polish servers.

5.7. Minimum viability: If fewer than 8 teams register by the signup deadline (3.5), the tournament will be cancelled and all community donations returned.

6. Substitutions & Forfeits

6.1. Substitutions between the up-to-6-player roster are permitted between matches.

6.2. A team unable to field a minimum of 4 eligible players for a scheduled CTF/TDM match forfeits that match, unless a rescheduling exception is granted.

6.3. Duel substitution: A team may select any player from its roster to represent it in a given Duel match, and may freely change who plays between matches — no prior notice to organizers is required.

6.4. Repeated forfeits or no-shows may result in disqualification from the remainder of the competition at organizers' discretion.

7. Conduct

7.1. Standard fair play rules apply: no cheating, match-fixing, or abuse of bugs/exploits.

7.2. Players must play under their registered nation/region for the duration of the tournament (see 2.2).

7.3. Disputes are resolved by tournament organizers/admins, whose decision is final.

7.4. Penalty ladder: Warning → match forfeit → tournament disqualification. Mid-match round-forfeits are available for in-match exploit abuse. Confirmed cheating or match-fixing results in immediate disqualification and possible multi-event ban.

8. Prize Pool

8.1. Funded via community donations; total amount pending ongoing fundraising.

8.2. Distribution (percentage of final total, once confirmed):

Placement	Share
CTF winner	10%
Duel winner	10%
TDM winner	10%
Overall Nations Cup Champion	40%
Overall Runner-up	20%
Overall 3rd place	10%
Total	100%

9. Overall Nations Cup Standings

9.1. Each **team** (not nation) earns points from its placement in each of CTF, Duel, and TDM. Points are summed across all three for a combined **Overall Nations Cup** ranking, which determines the prizes in 8.2. If a nation fields 2 teams, each is a fully separate entrant with its own independent Overall ranking — there is no combination or aggregation between a nation's two teams.

9.2. Points table (per competition — adapt placement bands to each format's actual bracket structure, e.g. CTF/TDM semifinal losers may share 3rd–4th, while Duel's double-elimination naturally separates 3rd and 4th):

Placement	Points
1st	10
2nd	7
3rd	5
4th	3
5th–8th	1
9th+	0

9.3. Tiebreaker for equal Overall Nations Cup point totals, applied in order until resolved:

1. Points
2. Best average placement across CTF, Duel, and TDM
3. Head-to-head result in team modes (CTF/TDM), if the tied teams met
4. Head-to-head result in Duel, if the tied teams met
5. Best win/loss ratio across all gamemodes combined