



Rust Rulebook

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GENERAL

- Racism or sexism or any other (too) offensive behaviour is not allowed.
- Winning the Tournament: At the end of the Tournament, the team that has acquired the most Game Points wins the Tournament. The admin decides on awarding Game Points
- Cheating means an unconditional team ban. The SAESE admin decides what is considered as cheating.
- Streaming of your game is allowed only with a 5 minute delay minimum.
- The server is only accessible during Tournament hours
 - September 21st 17:00 - 23:00 CEST
 - September 22nd 17:00 - 23:00 CEST
- Teams must be connected to the SEASE discord channel for the entire duration of the Tournament.
- Whenever a dispute arises, please contact an admin on Discord
- It's not allowed to build structures or place items too close to an Event location

IN GAME RULES

Grieving **PARTIALLY ALLOWED**

Rust is Rust. Therefore, teams are not necessarily expected to behave like saints. However, to let the Tournament run smoothly, certain type of conduct is not allowed.

Here's a (non-exhaustive) list of forbidden grieving:

- obstructing the progress of an Event:
 - That includes: locking doors for other players to enter an event, not waiting in line before an event, preventing other teams to join an event, disturbing an event, not complying with event rules, etc.
- kicking when somebody is down: when a team is wiped of the map, they need some time to resettle. Give them that time.
- prevent others from playing the Tournament.

Watching the stream and stream sniping **ALLOWED**

We cannot prevent teams to watch the stream of the Tournament. There will be a 5 minute delay in the stream.

Form coalitions with other teams **ALLOWED**

The team that collects the most Game Points wins. Teams are allowed to work together to receive points. Of course, backstabbing or betraying your partner-team is also allowed.

Stealing from admins **PARTIALLY ALLOWED**

We consider stealing from admins (including the special locations) as part of the game.

However, you may not do the following:

- steal boats or cars from racing events before the event is finished
- steal essential infrastructure of events (like lighting and markers)

Destroying Event Locations **NOT ALLOWED**

We will make Special Locations indestructible. However, if you might find a glitch, it is still not allowed to destroy the buildings of our Events Locations.

Raiding during an Event

NOT ALLOWED

All teams are expected to show up for the Special Events. Not showing up is considered as asshole behaviour and the admins will deal with that accordingly. Furthermore: destroying property or buildings of other players that are busy with an event is considered cheating.

Interfere with camera crew

NOT ALLOWED

Just let them to their job. However, the camera crew should not record inside your teams basis without your permission. If that occurs erroneously, please contact an admin on discord.

EVENT RULES

BOAT AND CAR RACES



PREPARATION

- Teams must join the boat/car race when the admin calls them to
- Teams must immediately go to the event location when called upon
- Teams are allowed to bring weapons and armor to the event
- Teams must wear the Team Colored clothing that is provided to them
- PVP is not allowed during the preparation of this event.

GETTING READY

- Teams must enter the boat/car that is appointed to them
 - For boat races: from left to right: Team A, B, C, D, E, F
 - For car races:

----- Start line

A B

C D

E F

- Teams must wait until the admin starts the race
- PVP is not allowed during this time.

START

- The race starts as soon as the admin fires 3 times in the air. The race starts directly after the 3rd round is fired

CHECKPOINTS

- Teams must pass all checkpoints to finish the race.
- PVP is allowed after a team passes the 1st checkpoint.

FINISH

- A team has finished the race when their boat passed all checkpoints and crossed the finish line.
- Teams must wait in their boat until all teams are finished (or disqualified)
- PVP is not allowed when finished, nor is it allowed to engage finished teams.

AFTERMATH

- After the race ending and the winners are declared, teams must return to their base.
- PVP is not allowed until the complete team has reached their base

WINNING

The first 3 teams that finish the race will be awarded Game Points (resp 15, 10, 5 Game Points)

A team is considered to have finish the race when their boat/car passes all checkpoints and the finish line, regardless of the amount of members present in their car/boat.

PVP SUMMARY

- No pvp on the way to the Event
- No pvp during the setup of the Event
- No pvp after the start of the Event
- PVP is allowed after a team passes the first checkpoint
- PVP is not allowed after a team passed the finish line. You can also not fire upon teams that are already finished.
- No pvp after the event until entire team has reached their base.

(TLDR: PVP is only allowed after first checkpoint until finish)

GAME POINT EXCEPTION

- Teams do not receive Game Points for kills during the Event.

LOOT AND FUEL

- On the race-track, there will be loot crates with weapons and/or ammo. Teams are allowed to take these items.
- Teams are allowed to steal the remaining fuel of the boat/car.
- Teams are allowed to take the boat/car after the end of the Event.
- Teams are allowed to loot players that are killed during the Event.

DISQUALIFICATION

- Teams can be disqualified from the race.
- Disqualified teams are not allowed to continue the race
- Disqualified teams are not allowed to engage or hinder teams that are in the event.
- A team can be disqualified:
 - When the admin says so
 - When their boat sunk, or car broke down
 - When all team members died during the event

ARENA



PREPARING

- Teams must join the Arena event when the admin calls them to
- Teams must immediately go to the event location when called upon
- Teams must approach the Arena NAKED. Teams cannot bring any items to the event
- All team members must wear the Team Colored clothing that is provided to them.
- PVP is not allowed during the preparation of this event.

GETTING READY

- Teams must enter and stay in their team cage (marked with their team letter)
- Teams are not allowed to open the garage doors of the Arena
- PVP is not allowed during this stage
- In their team cage, the teams will find a crate with:
 - weapons
 - ammunition
 - Food and water
 - Armor
 - Healthcare
 - Team colored clothing
- Teams can only use these provided items during the tournament. The use of other items is not allowed.



START

- The event starts as soon as the garage doors of the arena are opened
- PVP is allowed as soon as the garage doors are opened
- Teams are not allowed to exit the Arena during the event

END

- The event ends when there is just one remaining team alive (at least one player)

PVP SUMMARY

- No pvp on the way to the Event
- No pvp during the setup of the Event
- No pvp during the waiting time before the event starts
- As soon as the garage doors open, PVP is allowed.

RESPAWN RULES

- When a team member respawns during an event, he/she is not allowed to:
 - rejoin the event
 - engage players in the event
 - engage team structures
 - engage other respawned players

GAME POINT EXCEPTION

- Teams do not receive Game Points for kills during the Event.

Disqualification

- Teams can be disqualified from the Event
- Disqualified teams are not allowed to continue enter the Arena (except for the viewing area).
- Disqualified teams are not allowed to engage or hinder teams that are in the event.
- A team can be disqualified:
 - When the admin says so
 - for not following the rules of the event.

WINNING

The last three teams remaining teams will receive Game Points and loot.

Lat standing team: 15 Game Points + loot

second last standing team: 10 Game Points + loot

third last standing team: 5 Game Points + loot

"I Shot The Sheriff" Event



PREPARATION

- Teams can join the "I shot the Sheriff" Event
- Teams can bring whatever they want to this Event
- Teams must wear their team colored clothing during this Event

START

- The events Starts when the Admin states that the Event has started

PVP

- PVP is always allowed during this event
- As an exception: teams are also allowed to engage the server Admins (not camera crew).
- Server admins will return fire when engaged.
- Normal Game Points (like the kill of another team player) are applicable during this event

KILLING THE SHERIFF

- The team that kills the Sheriff (Admin) is awarded 15 Game Points.
- A team that kills the depute, gets a -5 Game Point penalty

(you can recognize the Sheriff as the one wearing a hat, de depute will not wear a hat).

LOOT

- You can loot the sheriff and his depute
- Look around town, when the Sheriff is dead, noone will interrupt you sneaking out and about.
- Taking loot from the sheriff and the town of Goldfield is allowed, except:
 - building infrastructure
 - Lighting
 - Lighting fuel

GAME POINTS

See the website: SAESE.org/rust