

# RUN YOUR ONES

RULE SET AND LOADOUTS

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# RULE SET

**NO TOXIC BEHAVIOR** : Excessive toxicity, racism or hate speech either through messages or voice, will result in a ban. Thus decided by SA PRO/AM Officials

**GAMES MUST START WITHIN 15 MINUTES** : Matches must begin within 10 minutes after the start time and/or after a game has been played. Delays will result in reprimands.

**DISPUTES & DECISIONS** : All disputes and decisions before, during and after games will be conducted by SA PRO/AM Officials and Moderators ONLY!

**GAME CRASHES** : replays will be granted unless the crash exceeds a certain threshold of game points, determined by SA Pro Am officials.

**RESPECT STAFF** : Any disrespect towards staff—via messages, voice channels, or social media—will lead to a ban. Disagreeing with a ruling should be addressed politely through a ticket for further review.

**TEAM NAMES** : All player names must be appropriate and must not contain any vulgar or racist language. Players in violation of this rule will not be allowed to enter the tournament.

**CHEATING, EXPLOITS & FOUL PLAY** : Using cheats, exploits, or any form of foul play is strictly prohibited. If a player is suspected of cheating due to a flag raised by an official, the player will be subject to a PC check (as agreed to in the Terms & Conditions of SA PRO/AM) If a player is then found guilty, said player will be banned or required to sit out that series/games

**LATE ARRIVALS** : If a player is late to a match, a 10-minute grace period will be provided. If the player has not joined the lobby within this time, said player will forfeit.

**SA PRO/AM STANDS FOR FAIRNESS, INTEGRITY, AND RESPECT IN COMPETITIVE GAMING. OUR TOURNAMENTS ARE BUILT ON CREATING A TRUSTED STAGE WHERE PLAYERS CAN COMPETE ON SKILL ALONE, FREE FROM TOXICITY, CHEATING, OR FOUL PLAY. WE EXPECT ALL PARTICIPANTS TO UPHOLD THESE VALUES, AND OUR OFFICIALS ACT DECISIVELY TO PROTECT THE INTEGRITY OF EVERY MATCH. DISPUTES AND RULINGS ARE HANDLED WITH PROFESSIONALISM, AND OUR FOCUS IS ALWAYS ON MAINTAINING A SAFE, COMPETITIVE, AND RESPECTFUL ENVIRONMENT FOR THE ENTIRE COMMUNITY.**



# ALLOWED ITEMS

## ASSUALT RIFLES

XM4  
AK-74  
AMES 85  
GPR 91  
Model L  
Goblin Mk 2  
AS VAL  
Krig C  
Cypher 091  
AUG  
CR-56 AMAX  
FFAR  
Kilo 141  
L85

## SMG'S

C9  
KSV  
Jackal PDW  
Tanto .22  
PP-919  
Kompakt 92  
Saug  
PPSh-41  
Ladra Spectre M4  
LC10

## SNIPER RIFLES

LW3A1 Frostline  
LR 7.62  
L118A

## LETHALS

Frag Grenade  
Semtex  
Combat Axe  
Throwing Knife

## TACTICALS

Concussion  
Flash Bang  
Stim Shot

## WILDCARDS

Gunfighter  
Perk Greed

## PERK 1

Dexterity  
Scavenger  
Ninja  
Flak Jacket  
Tac Mask

## PERK 2

Fast Hands

## PERK 3

Double Time

**ONLY ONE FIELD UPGRADE IS PERMITTED — THE TROPHY SYSTEM. THE KNIFE IS THE ONLY ALLOWED DEDICATED MELEE WEAPON. UNDERBARREL LAUNCHERS, CROSSBOWS, RAPID-FIRE ATTACHMENTS, SHOTGUNS, LAUNCHERS, RPGS, OR ANY OF THE ITEMS NOT MENTIONED IN THE ABOVE ARE STRICTLY PROHIBITED. ANY PLAYER FOUND USING THESE WILL BE IMMEDIATELY DISQUALIFIED.**