

Holdfast Recommended Competitive Standards (HRCS)

NA Edition:

1. No shooting while charging (unless you are an officer with a pistol) or out of formation.
2. A charge must be initiated if a line falls below 3 men.
3. Regiments are allowed a maximum of 2 lines.
4. Line spacing should be no more than one man apart, preferably shoulder to shoulder when firing.
5. 1 flag bearer per regiment.
6. No musicians or surgeons.
7. Addressing gaps while in a fire exchange is **not** mandatory.
8. Recommended that
9. 10 rounds that must be played, after 5 rounds both sides swap teams.
10. Both leaders must agree upon the map.
11. The number of players per team is limited to a minimum of 10 per line. If a regiment fails to achieve the minimum, they will have to play as if they had 10 with whatever they've brought, or forfeit the match. Hence the opposing regiment could bring 11.
12. The difference in numbers may only be 1 man.
13. The battles will take place on the home team's server, if they do not have one or not enough slots for all the players they may ask to play using another regiment's server or an official one if applicable.
14. Only line units are allowed; no light infantry, guard infantry, or skirmishers.
15. If one regiment does not appear on time (**15 minutes grace period**, then the battle must start), the opponent will get a 10-0 win.
16. If a regiment has something to complain about because the opponent did not follow the rules, they will be responsible for providing evidence (video or screenshot); there might not be referees.
17. The results of a match must be proven by screenshot or both regiments giving the **same** result.

Edited and agreed upon by:
47e Régiment d'Infanterie de Ligne
77th (East Middlesex) Regiment of Foot
Nr9 Infantry Regiment