

Battle of Nations 2026 Rules

I. Introduction

Battle of Nations is an international virtual competition between countries, organised by Bullshooter Europe.

The competition is divided into two phases:

1. **Phase 1 — National Qualifiers:** players compete individually within their own country and level to accumulate points.
2. **Phase 2 — International Final Stage:** the four best players from each country and level form a national team and compete against teams from other countries in a virtual bracket.

The purpose of these rules is to establish the requirements, scoring system, playing format, qualification criteria, prizes and general provisions for Battle of Nations 2026.

II. Participation Requirements

To participate in Battle of Nations, the player must have an active **Bullshooter Live** account and an established **VRS MPR** average.

If the player does not have an established VRS MPR average, they must play a minimum of **10 games** in the **Open Ranking Road** competition.

Once this minimum number of games has been completed, the system will generate a valid VRS MPR average, allowing the player to participate in Battle of Nations.

III. Competition Levels

Players will be divided into three levels according to their **VRS MPR** registered in Bullshooter Live.

The VRS MPR will be the official criterion used to determine the player's level, regardless of the game mode played in each qualifier.

Level	VRS MPR
Level 1	Equal to or higher than 4.20
Level 2	Equal to or higher than 2.90 and lower than 4.20
Level 3	Equal to or higher than 1.00 and lower than 2.90

If a player's average is exactly equal to a cut-off value, the player will be assigned to the higher level.

Examples:

Player VRS MPR	Assigned level
4.20	Level 1
4.19	Level 2
2.90	Level 2
2.89	Level 3

IV. Level Changes Between Qualifiers

Player levels will be determined automatically by the system according to the VRS MPR registered in Bullshooter Live at the moment the player accesses each qualifier.

Once a player has accessed a qualifier, they will remain in that level until the qualifier has ended, even if their VRS MPR changes during the active period of that qualifier.

At the start of each new qualifier, the system will check the player's updated VRS MPR again and will only allow the player to access the level corresponding to that average.

The organisation will not make manual level changes during an active qualifier.

If a player changes level between qualifiers, they will keep the points previously obtained, but those points will retain the value of the level in which they were earned.

V. Official 2026 Calendar

For the 2026 edition, the competition calendar will be as follows:

Phase	Dates	Game mode
Qualifier 1	1–15 May	Cricket 200
Qualifier 2	16–31 May	501
Qualifier 3	1–15 June	Cricket 200
Qualifier 4	16–30 June	501
Final Stage — Round 1	7–12 July	Cricket 200
Final Stage — Round 2	14–19 July	Cricket 200
Final Stage — Round 3 / Final	21–26 July	Cricket 200

The dates shown may be modified by the organisation if necessary to ensure the proper running of the competition.

VI. Phase 1 — National Qualifiers

Phase 1 will consist of **four national qualifiers**, each lasting approximately two weeks.

Each country will have its own rankings by level. Players will compete individually within their own country and level.

To score points in a qualifier, each player must complete a minimum of **10 games** during the active period of that qualifier.

There will be no maximum number of games, so players may play as many games as they wish during the active period.

The valid average for each player will be calculated based on their **5 best games** registered within that qualifier.

If a player does not complete the minimum of 10 games, the system will not include them in the qualifier ranking and they will not receive points.

VII. Game Modes in Phase 1

The four qualifiers will be played in the following game modes:

Qualifier	Game mode	Ranking metric
Qualifier 1	Cricket 200	MPR
Qualifier 2	501	PPD
Qualifier 3	Cricket 200	MPR
Qualifier 4	501	PPD

In Cricket qualifiers, the ranking will be based on the **MPR** obtained.

In 501 qualifiers, the ranking will be based on the **PPD** obtained.

Player levels will still be determined exclusively by **VRS MPR**, even if the qualifier is played in 501.

VIII. Technical Game Settings

The technical settings for the games will be as follows:

Game mode	Level	Format	Bull	Rounds
Cricket	All	Cricket 200	25/50	15
501	Level 1	501 DI/DO	50/50	15

Game mode	Level	Format	Bull	Rounds
501	Level 2	501 DI/DO	50/50	15
501	Level 3	501 OI/OO	50/50	15
Final Stage	All	Cricket 200	25/50	15

Cricket games will be played in **Cricket 200**, with bull **25/50** and a maximum limit of **15 rounds**.

501 games will be played with bull **50/50** and a maximum limit of **15 rounds**. In Level 1 and Level 2, the format will be **501 Double In / Double Out**. In Level 3, the format will be **501 Open In / Open Out**.

The International Final Stage will be played entirely in **Cricket 200**, with bull **25/50** and a maximum limit of **15 rounds**.

IX. Scoring System in Phase 1

The points obtained in each qualifier will depend on the player's position in the ranking of their country and level.

Each level will have a different points scale, so points obtained in higher levels will have greater value than points obtained in lower levels.

This measure maintains competitive proportionality if a player changes level during the competition.

Position	Level 1	Level 2	Level 3
1st	120	100	80
2nd	118	98	78
3rd	116	96	76
4th	114	94	74
5th	112	92	72
6th	110	90	70
7th	108	88	68
8th	106	86	66
9th	104	84	64
10th	102	82	62

From 11th position onwards, each lower position will receive **2 points less** than the previous position.

If a player changes level, they will keep the points obtained in previous qualifiers, but those points will retain the value corresponding to the level in which they were earned. Points will not be recalculated in the new level.

X. Qualification for National Teams

At the end of Phase 1, the points obtained by each player in the four national qualifiers will be added together.

The **four players with the highest accumulated points** from each country and level will form the corresponding national team for the International Final Stage.

Each country may form up to three national teams:

National team	Composition
Level 1 National Team	Top 4 players from the country in Level 1
Level 2 National Team	Top 4 players from the country in Level 2
Level 3 National Team	Top 4 players from the country in Level 3

To be eligible to be part of a national team, the player must have played and scored in at least **2 of the 4 qualifiers**.

For a country to form a national team in a level, it must have **4 valid qualified players** in that level.

If a country does not have 4 valid qualified players in a level, it will not be able to form a national team in that level.

There will be no substitute players.

XI. Tie-Break Criteria in Phase 1

In case of a points tie between two or more players in positions that qualify for the national team, the following tie-break criteria will be applied in this order:

Order	Tie-break criterion
1	Higher number of valid qualifiers played
2	Best overall average accumulated during Phase 1
3	Best average obtained in a single qualifier
4	Highest VRS MPR registered in Bullshooter Live at the closing of Phase 1
5	Final decision of the organisation

XII. Phase 2 — International Final Stage

The International Final Stage will be played through **virtual single-elimination brackets by level**.

Each level will have its own bracket:

Level	Bracket
Level 1	Level 1 International Bracket
Level 2	Level 2 International Bracket
Level 3	Level 3 International Bracket

The three levels may be played simultaneously, so the total duration of the International Final Stage will not increase because of the number of active levels.

The composition of the brackets will depend on the final number of valid national teams in each level.

The position of the teams in the bracket will be assigned by a random draw carried out by the organisation.

If the number of teams does not allow for a perfect bracket, any necessary byes will also be assigned randomly.

Each bracket round will last one week.

The playing period will run from **Tuesday to Sunday**. Monday will be reserved for the organisation to review and validate results, resolve possible incidents and configure the matches for the next round.

XIII. Scoring System in the International Final Stage

In each round of the International Final Stage, each player must complete a minimum of **10 games** for their average to be valid.

There will be no maximum number of games.

The valid average for each player will be calculated based on their **5 best games** played during that round.

Once the playing period has ended, the valid players from both teams will be ranked from highest to lowest average.

Points will be awarded according to the position obtained in the combined ranking of the match:

Position in the match	Points
1st	8
2nd	7
3rd	6
4th	5

Position in the match	Points
5th	4
6th	3
7th	2
8th	1

Each team will add together the points obtained by its four players.

The team with the highest total score will win the match and advance to the next round of the bracket.

XIV. Players Who Do Not Complete the Minimum in the Final Stage

In the International Final Stage, each team will consist of four previously qualified players.

If a player belonging to a team does not complete the required minimum of 10 games in a round, their average will not be valid and the organisation will manually assign them **0 points** for the calculation of the match result.

The team will not be automatically eliminated for having one or more players who have not completed the minimum number of games. The team will continue competing with the points obtained by the rest of its players.

Example:

Player	Team	Status	Points
Player A1	Country A	Valid average	8
Player B1	Country B	Valid average	7
Player B2	Country B	Valid average	6
Player A2	Country A	Valid average	5
Player A3	Country A	Valid average	4
Player B3	Country B	Valid average	3
Player B4	Country B	Valid average	2
Player A4	Country A	Does not complete minimum	0

Result of the example:

Team	Total points
Country A	17

Team	Total points
Country B	18

In this case, Country B would win the match.

XV. Tie-Break Criteria in the Final Stage

In case of a points tie between two teams in an International Final Stage match, the team with the best **combined team average** in that round will win.

To calculate this combined team average, all four players of the team will be taken into account.

If a player does not complete the minimum number of games, their average will be considered as **0** for this calculation.

If the tie remains, the organisation may apply additional criteria or resolve the situation at its final discretion.

XVI. Cameras, Incidents and Arbitration

Throughout the entire competition, the machine cameras must be working correctly.

The correct functioning of the cameras is necessary to guarantee the transparency of the competition and to allow the organisation to review any incident or claim.

It is the player's responsibility to check, before playing their games, that the machine and cameras are working correctly.

If a player plays games on a machine whose camera is not working correctly, those games may not be considered valid in the event of a claim or review.

Claims will only be assessed if there is sufficient evidence for the organisation to review the incident.

The organisation reserves the right to review any game, result or technical incident if it considers it necessary.

In case of manipulation, misuse of the machine, absence of valid video, inability to verify a game or any conduct affecting the integrity of the competition, the organisation may invalidate games, exclude the player from the competition or apply any sanction it considers appropriate.

XVII. Fair Play, Cheating and Manipulation

All players must compete honestly and respect the integrity of the competition.

Any form of cheating, manipulation or fraudulent conduct is strictly prohibited, including but not limited to:

- Playing with an account that does not belong to the actual player.
- Allowing another person to play on behalf of the registered player.
- Manually manipulating the board, the machine, the scoreboard or any element of the system.
- Deliberately altering the functioning of the machine or cameras.
- Registering games irregularly.
- Intentionally taking advantage of technical errors or system failures.
- Any other action intended to obtain an unfair sporting advantage.

Any player caught cheating may be immediately disqualified and lose all points obtained in the competition.

In case of suspected cheating, manipulation, identity substitution or any conduct affecting the integrity of the competition, the organisation may review the games, request additional information from the operator or player, invalidate results, exclude the player from the competition or apply any sanction it considers appropriate.

The final decision on any case of cheating, manipulation or unsporting conduct will belong to the organisation.

XVIII. Prizes

Only the winning teams of the International Final Stage will receive a prize.

There will be one champion team for each competition level: **Level 1, Level 2 and Level 3.**

The winning team of each level will receive an official trophy as:

Level	Official trophy
Level 1	Best VRS Bullshooter Europe Team 2026 — Level 1
Level 2	Best VRS Bullshooter Europe Team 2026 — Level 2
Level 3	Best VRS Bullshooter Europe Team 2026 — Level 3

In addition, each of the four players of the champion team in each level will receive an **entry pack valid for one single Bullshooter championship**. The player may choose in which Bullshooter championship they wish to use it, whether in Spain, Poland, Denmark, Norway or any other Bullshooter championship available within the validity period.

This pack may only be used once and will be valid from the end of Battle of Nations 2026 until **31 July 2027**.

The entry pack will be personal to each winning player, may not be exchanged for money and may not be transferred to another player unless expressly authorised by the organisation.

To use the entry pack, the player must notify the organisation with sufficient notice of the championship in which they wish to redeem their entry.

The request must be made before the registration deadline of the corresponding championship and will be subject to validation by the organisation.

The use of the entry pack does not exempt the player from meeting the participation requirements established by the operator or organisation responsible for the championship in which they wish to participate.

The organisation will determine the method of use, application and management of the entry pack according to the championships available within the validity period.

XIX. Final Provisions

Official results, rankings and decisions will be validated by the organisation based on the data registered in Bullshooter Live and on any reviews it considers necessary.

Any situation not covered by these rules will be resolved by the organisation, whose decision will be final.

The organisation reserves the right to interpret, modify or expand these rules if it considers it necessary to guarantee the proper running of the competition.

Participation in Battle of Nations implies full acceptance of these rules by all players.