

Asia Region Combat Competition 2023



Rules Book

The rules book for the Asia Region Combat Tournament is a comprehensive document that outlines the specific regulations, guidelines, and procedures for the air combat tournament taking place in the Asia region. It covers various aspects, including participant eligibility, registration process, scheduling, aircraft selection, gameplay rules, scoring system, penalties, communication protocols, safety guidelines, objection procedures, and code of conduct. The rules book ensures fairness, standardization, and consistency throughout the tournament, providing a framework for participants, organizers, and officials to follow and ensuring an engaging and competitive air combat event in the Asia region.

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DCS INDONESIA

INTRODUCTION

Asia Region Combat Competition 2023

The Asia Region Combat Competition 2023 (ARCCO) is a premier event that brings together top-notch air forces from across the Asian region. This highly anticipated competition showcases the skill, precision, and expertise of fighter pilots and their teams in intense aerial combat scenarios. It serves as a platform for fostering friendly competition, sharing best practices, and advancing the art of air combat in the region.

Date and Location

The Asia Region Combat Competition 2023 will take place around Mid-August 2023 using DCS platform and carefully selected maps and airbase that provides the necessary infrastructure and airspace for conducting high-level aerial maneuvers. The specific map and airbase will be announced closer to the event, ensuring optimal conditions for the participating air forces to showcase their capabilities.

Participating DCS Members

Elite fighter squadrons from countries across the Asian region will converge to compete in this prestigious event. Each participating DCS members selects its most skilled Virtual pilots and support personnel to represent their squadrons and demonstrate their air combat capabilities. The diversity of participating DCS members ensures a rich blend of tactics, aircraft platforms, and operational experiences, creating an atmosphere of healthy competition and mutual learning.

Objectives

The Asia Region Combat Competition 2023 aims to achieve several key objectives:

1. **Enhance Operational Effectiveness:** By bringing together DCS members from different countries, the competition facilitates the exchange of ideas, tactics, and operational methodologies. Participants have the opportunity to learn from each other, improve their operational effectiveness, and strengthen their capabilities in air combat.
2. **Foster Interoperability:** The competition promotes interoperability among participating DCS members. Through joint exercises and engagements, pilots develop a better understanding of each other's procedures, communication protocols, and capabilities, which is vital for successful multinational operations.
3. **Promote Cooperation and Friendship:** Beyond the competition, the event fosters a spirit of camaraderie and friendship among participants. It provides a unique opportunity for DCS members to interact, exchange experiences, and build lasting professional relationships, strengthening bonds of friendship and cooperation in the Asian region.

RULES

Registration

1. The team composition is fixed and cannot be altered, except for **solid excuses** that can be considered by the committee.
2. Please ensure that you provide your **real name** and **valid details** so that we can contact you effectively.
3. Registration is on a first-come, first-served basis until all available spots are filled.
4. Cancellations made before the specified deadline will be eligible for a refund (if got), minus any applicable processing fees.
5. Any changes to registration details must be communicated in writing to the event organizers.
6. Participants are expected to adhere to the event's code of conduct and any additional rules or guidelines provided by the organizers.
7. By registering for the event, participants grant permission to the organizers to use any photographs or videos taken during the event for promotional purposes.

Pre-Competition

8. Participants are expected to receive all necessary information regarding the competition, including the schedule, pre-briefing, and any other relevant details through various means of information sharing. (WhatsApp, Discord or Email).
9. Participants are expected to adhere to any method for arrangement scheduling and grouping team provided by the organizers.
10. Participants may seek permission to **change** schedules if the assigned schedule does not fit their availability. However, any schedule changes must be **mutually agreed** upon by the both parties.

Competition Format

11. The match format strictly adheres to a 2v2 configuration, meaning each team consists of two participants facing off against each other. This format ensures a balanced and competitive environment for the competition.

12. There is one mission file/scenario available for the competition. Participants will engage in the specific mission outlined in the file/scenario provided by the organizers. **REFER Diagram 1.**

13. Airborne Warning and Control System (AWACS) support will be available during the competition. AWACS aircraft will provide support and surveillance capabilities to assist participants in their missions and provide situational awareness.

14. Each aircraft will start in a cold state, meaning they will begin the competition with engines off and systems in a deactivated state. This is the default configuration unless any game bugs or technical issues require a different approach or adjustments to the initial state of the aircraft.

15. The competition duration is **60 minutes**, with each participant having 10 minutes for preparation. Following this period, the Combat Time begins, lasting 50 minutes. 2 spawn tickets are available per player. These include initial spawn and re-spawn during the duration of the battle.

16. Each team is tasked with **Searching** and **Destroying** each other, and achieving air supremacy within the designated area. Teams must control this area for **10 minutes** uncontested to win. If the air is sanitized of Op For (including re-spawned airframes), the controlling team wins and may RTB without waiting for the control timer to end.

17. Each team will be provided with two airbases. Teams are free to select any airbase for starting their flying or re-spawning, based on their preference and strategy.

Flight Preparation

18. Once a clear signal is given by the marshal/referee, the countdown of 10 minutes will begin, and participants will have that duration to prepare their aircraft for airborne.

19. In this phase, runway **incursion** is not tolerated. A **penalty 10 minutes** will be given to any individual not respecting this rule. Runway hold-short lines or edge markings/lights will be used to denote "Runway".

20. Teams have the freedom to choose any airbase for preparation, based on their preference and strategy. They can decide whether the flight lead will prepare their aircraft from the premier airbase or the secondary airbase, while the wingman can choose the other airbase for their preparations. (**REFER Paragraph 45**).

- 21. During this time, refueling & rearming is unlimited, allowing participants to refuel & rearm their aircraft as needed without any restrictions.
- 22. Re-slotting is allowed, meaning participants have the option to change their designated slots or positions if necessary or desired.

Line up

- 23. Once the preparation phase is completed, participants are free to line up and takeoff at their own time.
- 24. After preparation phase re-slotting is not allowed.
- 25. However, participants are allowed to repair their aircraft as needed during the competition.
- 26. After preparation phase, during line up refueling is allowed except for rearming.

Airbone

- 27. -reserve-
- 28. Within 15 minutes of mission time (5 minutes past preparation phase), if damage was sustained during takeoff, participants may RTB and perform repairs. After this time, any repairs are no longer allowed.
- 29. Taking off from the taxiway is **not** allowed.
- 30. Participants are not permitted to land at any airbase, including airstrips or any flat area.

Maneuvering

- 31. Participants are allowed to maneuver freely in all areas that are not designated as No Flying Zones (NFZ). They have the flexibility to navigate and perform aerial maneuvers in unrestricted zones during the competition. **REFER Diagram 2.**
- 32. Participants are allowed to fly at both high and low altitudes during the competition. They have the freedom to choose the altitude that best suits their strategy and tactical approach.
- 33. -reserve-

34. Any maneuvering is **allowed** to be performed during the competition. Participants have the freedom to employ a wide range of aerial maneuvers beyond those listed, as long as they **comply** with the **rules and regulations** set forth by the organizers.

35. Both automatic and manual deployment of chaff and flares are allowed for defensive purposes during the competition. Participants are permitted to utilize these countermeasures to protect their aircraft against incoming missiles or threats.

Shooting an Aircraft

36. Participants are allowed to engage and shoot down any flying aircraft during the competition, except for Airborne Warning and Control System (AWACS). AWACS aircraft are not eligible targets for engagement.

37. Participants are allowed to use any type of missile during the competition. There are no restrictions on the specific type or category of missiles that can be employed. However, participants must ensure they adhere to regulations set forth by the organizers (**REFER Paragraph 59,60 & 61**)

38. Shooting a teammate will result in the **LOSS** of the participant's **airframe**. It is important to exercise caution and avoid engaging or causing damage to fellow teammates during the competition.

39. Both teams are **NOT ALLOWED** to engage or shoot at aircraft on the ground or within 45 seconds after takeoff. These restrictions are in place to prevent any exploitations or unfair advantages that may arise from loitering near the opposing airbase during critical phases of the competition.

No Flying Zone (NFZ)

40. No Flying Zones (NFZs) are designated for each team's side to ensure that neither team enters the opposing team's designated area. These zones are established to maintain a fair and balanced competition by preventing unauthorized access or interference in the opposing team's airspace. **REFER Diagram 3.**

41. Blue team is **STRICTLY PROHIBITED** from entering the Red team's designated NFZ, and vice versa, the Red team is not allowed to enter the Blue team's NFZ. These restrictions are in place to provide both teams with sufficient time and space to prepare their aircraft and take off during the re-spawn time without any interference or conflict. It ensures a fair and organized competition for both teams. Once the teams **have exited** the designated NFZ, they are not **PERMITTED** to **re-enter** the NFZ until one of the teams establishes air supremacy in the Control Airspace Zone.

42. Airframe **LOSS** will be imposed on both teams if any aircraft enters the designated No Flying Zone (NFZ), whether it occurs through scripting or manual intervention by the marshal. This penalty serves as a deterrent to prevent teams from entering restricted areas and maintains a level playing field for all participants.

43. Loitering in one's own No Flying Zone (NFZ) is allowed, and teams can stay in their NFZ for as long as they want. However, it's important to note that remaining in the NFZ for an extended period may provide an advantage to the opposing team in terms of control over the airspace. If your team is absent from the Airspace Control Zone, it can give the opposing team an advantage in terms of airspace dominance and strategic positioning. Therefore, teams should carefully consider their time spent in the NFZ to maintain a competitive edge in the Airspace Control Zone. (**REFER Paragraph 45**)

Airspace Control Zone

44. The Control Airspace Zone is designated for both teams to compete and achieve air supremacy in that specific area. The team that can establish and maintain air supremacy in the Control Airspace Zone will be considered the winner of the competition round. It is a **critical objective** for both teams to control and dominate this area to secure victory in the competition round. **REFER Diagram 4.**

45. To achieve air supremacy in the Control Airspace Zone, both teams have two ways to accomplish this:

- a. Shooting down threat aircraft: Each team must engage and shoot down any opposing aircraft present in the Control Airspace Zone. By eliminating the opposing team's aircraft in that area, air supremacy can be established.
- b. Staying in the zone unopposed for **10 minutes**: If a team can maintain control of the Control Airspace Zone without any opposing aircraft present for a continuous period of 10 minutes, they can also achieve air supremacy.
- c. By either eliminating opposing aircraft or maintaining uncontested control, a team can establish air supremacy in the Control Airspace Zone.

Winning The Rounds

46. In the scoring system for each round, there is no specific point awarded for shooting down enemy aircraft. Instead, the winner is determined based on which team gains control of the Control Airspace Zone. (**REFER Paragraph 65**).

47. **Controlling** and **dominating** the Control Airspace Zone is crucial for securing victory in the competition round. The team that can effectively maintain air supremacy in this area, preventing the opposing team from gaining control, will have a significant advantage.

48. If no kills occur during a round, it will be considered a draw. In the absence of any successful elimination of enemy aircraft and RTB with safe landing, both teams will be deemed to have an equal performance for that round, resulting in a draw.

49. If a round ends in a draw, an additional **30 minutes (not including flight preparation)** will be imposed for the next round. This extended duration allows for further competition and an opportunity for both teams to break the tie and determine a winner.

Return To Base (RTB)

50. After successfully controlling and dominating the Control Airspace Zone, the respective winner must return to their base and land safely. This ensures the completion of the competition round.

51. The **ORDER** to RTB can be given either through **scripted** messages appearing on the screen, such as "Please Return To Base," or by **manual direction** from the marshal. This ensures that participants receive clear instructions to safely return to their base after the competition objectives have been achieved. The method of communication may vary depending on the specific setup and organization of the competition

52. In this competition, it is **MANDATORY** for all winning teams to land at the designated airbase (**REFER Diagram 5**), regardless of any circumstances or influences from the round losing teams. The round losing teams are **not allowed** to inform or influence the winning teams that they do not need to land.

Safely Landed & Finished The Round

53. To determine if a participant has made a safe landing, the condition of the aircraft is assessed. If the aircraft remains **intact** and **does not explode** or suffer any significant damage (**rolls** or **inverted**) during landing, it is considered a safe landing.

54. To ensure the **SAFE** exit from the server, participants must follow specific protocols. Once the aircraft has landed and come to a complete stop, the participant should **vacate** the runway by moving to a designated area off the runway (taxi ways is counted). At this point, they should **open** the **canopy** and await instructions from the marshal regarding when they can safely exit the server.

55. All participating pilots are **REQUIRED** to **submit** their private tracks file to the committee for all teams. These tracks should be uploaded directly to the designated Discord channel for file sharing. This process enables the staff to have access to the pilot's cockpit footage for review and analysis. It is important to comply with this requirement as it ensures transparency and allows for proper handling of any objections raised by opposing teams. **Failure** to upload personal tracks may result in

objections not being **CONSIDERED VALID**, thereby granting the opposing team a **favorable** outcome in the objection process. Please **REFER** to **annex B** for detailed information on how to submit track files.

Aircraft

56. All aircraft are permitted for use in this competition. Participants are **allowed** to select and utilize any aircraft of their choice during the competition.

57. Any violations related to aircraft usage will result in a loss for the round in which the infractions occurred.

58. Radar Intercept Officer (RIO) & Weapon System Officer (WSO) personnel are **allowed** to be present and operate within the F-14 and F-15E aircraft.

Munitions, Tool & Pods Restriction

59. There are **NO RESTRICTIONS** on the **types of weapons** that can be used during the competition.

60. The use of nuclear bombs is strictly prohibited. No participant is allowed to deploy or utilize nuclear bombs during the competition.

61. The use of Electronic Countermeasures (ECM) and jammers is **NOT PERMITTED**. Participants are prohibited from employing ECM or jamming equipment during the competition.

Competition league

62. The squadrons will be divided into two groups, Group A and Group B (subject to be change). Each group will engage in combat against one another. The top four squadrons from each group will advance to the quarter-finals. Please **REFER** to **annex C** for detailed information about grouping league.

63. Most matches are scheduled on weekdays at night, provided that both teams are available. However, in cases where both teams cannot align their schedules, the organizer will make arrangements for the match to take place on the weekend. **(REFER Paragraph 10)**

64. The schedule for the matches will be distributed one week prior to the start of the competition. This timeline allows teams to have sufficient notice and time to prepare for their upcoming matches. By providing the schedule in advance, all participating teams can plan their availability accordingly and make necessary arrangements.

Scoring System

65. **As follow:**

Each Round:

- a. **Control Airspace Zone:** The primary objective is to gain control of the Control Airspace Zone. The team that establishes and maintains control in this area throughout the round is awarded a predetermined number of points.
- b. **Kills:** While individual kills are not directly awarded points, they can contribute to gaining control of the Control Airspace Zone. Shooting down enemy aircraft weakens their presence and strengthens the team's position, making it easier to establish control
- c. **Fail to Landing:** In the event that a team fails to successfully land during the Return to Base (RTB) phase, despite having achieved air supremacy (control of the zone), the round will be considered a draw.
- d. **Draw:** A draw can occur in two scenarios in this event. The first scenario is when no aircraft is shot down by either team, and all teams successfully perform a safe landing during the RTB phase and the second scenario for a draw is when the winning team, despite having achieved victory through other means, fails to perform a successful landing during the RTB phase.
- e. **Fail Landed Calculation:** At least one aircraft must successfully perform a safe landing. If both aircraft fail to land safely, the round will be considered a draw. If occur during no aircraft shooting down, the team with a higher number of successful safe landings will be declared the winner of the round.

Grouping Stage:

- a. **Points Calculation:** In the grouping stage of the tournament, teams are awarded points based on the outcome of their matches. A team that **WINS** a match is awarded **3 points**, a **DRAW** results in **1 point** for each team, and a **loss** does not earn any points (**0 point**). This scoring system allows for the ranking and classification of teams based on their performance during the grouping stage. The points accumulated by each team will determine their position and standing within their respective groups, ultimately leading to the advancement of the top-performing teams in the tournament. **(REFER Paragraph 62).**

- b. **Tiebreaker Criteria:** In the event of a tie, tiebreaker criteria will be considered by total aircraft shooting down minus total airframe lose, and follow by priority of total kills. If still draw, total airframe losses will be counted.

Objection

66. Objections **can be raised** within **ONE HOUR** after the match finished. This allows teams and participants a reasonable timeframe to review the match, assess any potential issues or discrepancies, and raise objections if necessary. Objections should be submitted to the appropriate committee or designated personnel responsible for handling disputes or rule violations. It is important to adhere to the specified timeline for objections to ensure timely resolution and maintain the integrity of the competition.

67. There will be three judges appointed to review and judge the objections raised by participants. These judges will be responsible for carefully evaluating the objection, considering any supporting evidence (**REFER Paragraph 55**) or arguments presented, and making a fair and unbiased decision based on the competition rules and regulations. The judges will collectively assess the objection and reach a consensus on the outcome. Having three judges helps ensure a diverse perspective and prevents any individual bias from influencing the decision-making process. The judges' decision will be final and binding, and it will be communicated to the teams involved in a timely manner.

Discord Channel

68. All participants are **REQUIRED** to join the DSC Asia Pacific Discord channel at the beginning of each round in the competition. Inside the Discord server, there will be separate channels designated for the Blue Force and Red Force teams. Participants must communicate and coordinate with their respective teams within these channels during the match (others means of communication are not allowed). This ensures effective communication and collaboration among marshal and team members during gameplay.

69. All participants are **REQUIRED** to be ready and present in the designated channel **15 minutes** before the start of the match. This ensures that all participants have ample time to prepare, communicate, and address any last-minute updates or instructions before the competition begins. Being punctual and ready ahead of time allows for a smooth and organized start to the match, maximizing the efficiency and fairness of the overall competition. It is important for participants to adhere to this requirement to ensure a timely and coordinated start to each round.

Server

70. The **ping limit** for participants is set at **300 milliseconds** (300ms). This means that the latency or delay between the participant's computer and the game server should not exceed 300ms. The ping limit is imposed to ensure a fair and level playing field for all participants, as high latency can provide an unfair advantage to some players.

71. During official matches, it is **STRICTLY PROHIBITED** for any team member to enter or utilize game master slots. Game master slots are reserved exclusively for approved live streamers and referees, serving specific purposes related to the event organization and administration. If it is discovered that a team member has accessed a game master slot and there is sufficient screenshot evidence to support the claim, the faulting team will be deemed to have lost the round in question.

72. If a participant receives a "destroyed" or "killed" status during the competition, they must **DISCONNECT** from the server and transition from the designated red or blue voice channel (**REFER Paragraph 68**) to the General Channel. This is done to ensure that participants do not have access to sensitive information or maintain communication that could impact the ongoing round or provide an unfair advantage. However, participants are allowed to continue observing the match through alternative means, such as watching their teammates' gameplay on the marshal stream or a live stream.

73. As we are utilizing **DCS OPEN BETA** for the competition, it is important to acknowledge that updates to the game may affect the game balance. In the event of significant changes that could impact the fairness and integrity of the competition, the marshal or organizer reserves the right to make necessary amendments to the rules. The organizers will make every effort to announce any modifications or updates well in advance, allowing participants to adapt and prepare accordingly. Transparency and communication regarding rule changes are prioritized to ensure a fair and enjoyable competition experience for all involved.

Fair Play

74. Participants are expected to adhere to the rules and maintain a fair and sportsmanlike conduct throughout the competition. Any violation of the rules or unsportsmanlike behavior may result in penalties or disqualification.

75. Match participants are strictly prohibited from watching the live stream during the competition. It is essential to ensure fair play and maintain the integrity of the event. Any participant found to be watching the live stream will face disqualification for the round. This rule is implemented to prevent participants from gaining an unfair advantage by obtaining information not available to other players in real-time.

CONCLUSION

In conclusion, the outlined rules and guidelines provide a comprehensive framework for conducting a fair and competitive event. These rules cover various aspects, including registration, scheduling, gameplay, scoring, objections, technical considerations, and communication. By adhering to these rules, participants can ensure a level playing field and maintain the integrity of the competition.

The rules emphasize the importance of fair play, communication, and adherence to designated channels. They also address various aspects of gameplay, such as maneuvering, control airspace, landing, and the use of weapons and aircraft. The scoring system rewards successful kills while penalizing airframe losses.

Participants are expected to follow technical guidelines, including ping limits and restrictions on game master slots. Additionally, the rules highlight the importance of uploading personal tracks for review and prohibiting participants from watching the live stream during the competition.

The conclusion also acknowledges the possibility of rule modifications due to game updates or unforeseen circumstances. Participants will be promptly informed of any changes to ensure transparency and fairness throughout the competition.

Overall, the rules and guidelines create a structured and competitive environment that promotes fair play, teamwork, and strategic gameplay. By adhering to these rules, participants can engage in an exciting and challenging competition while upholding the values of integrity, sportsmanship, and respect.

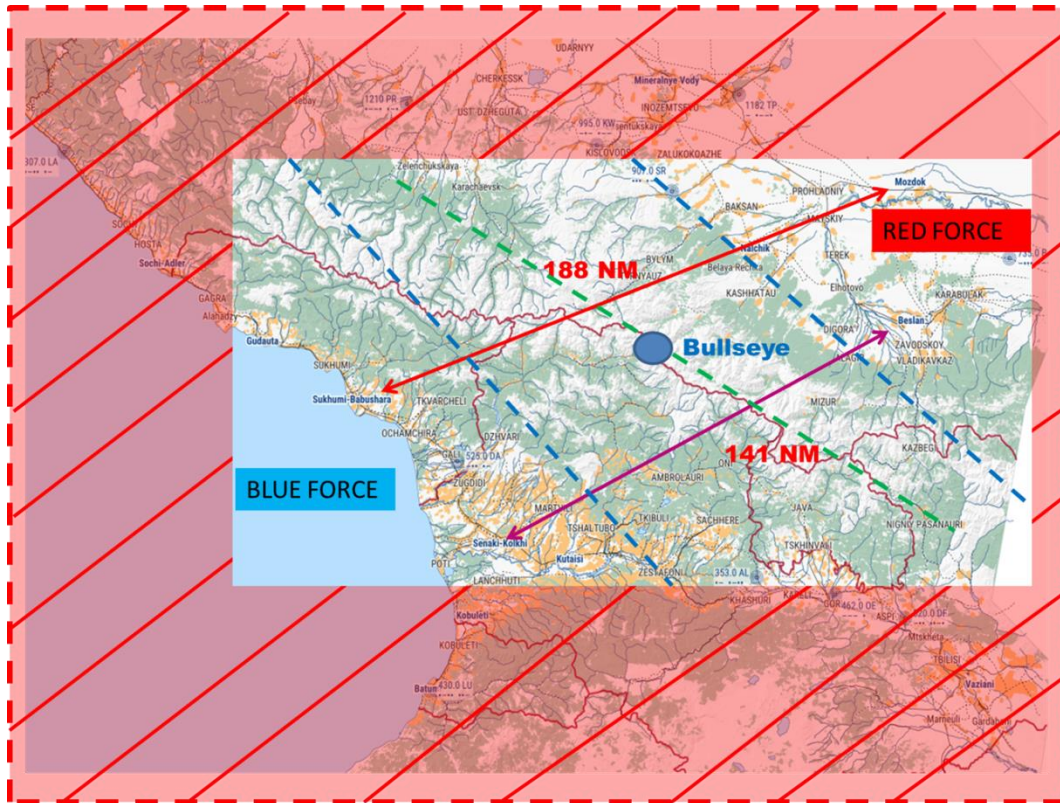


Diagram 1: Situation Of The Engagement Or Map For Competition

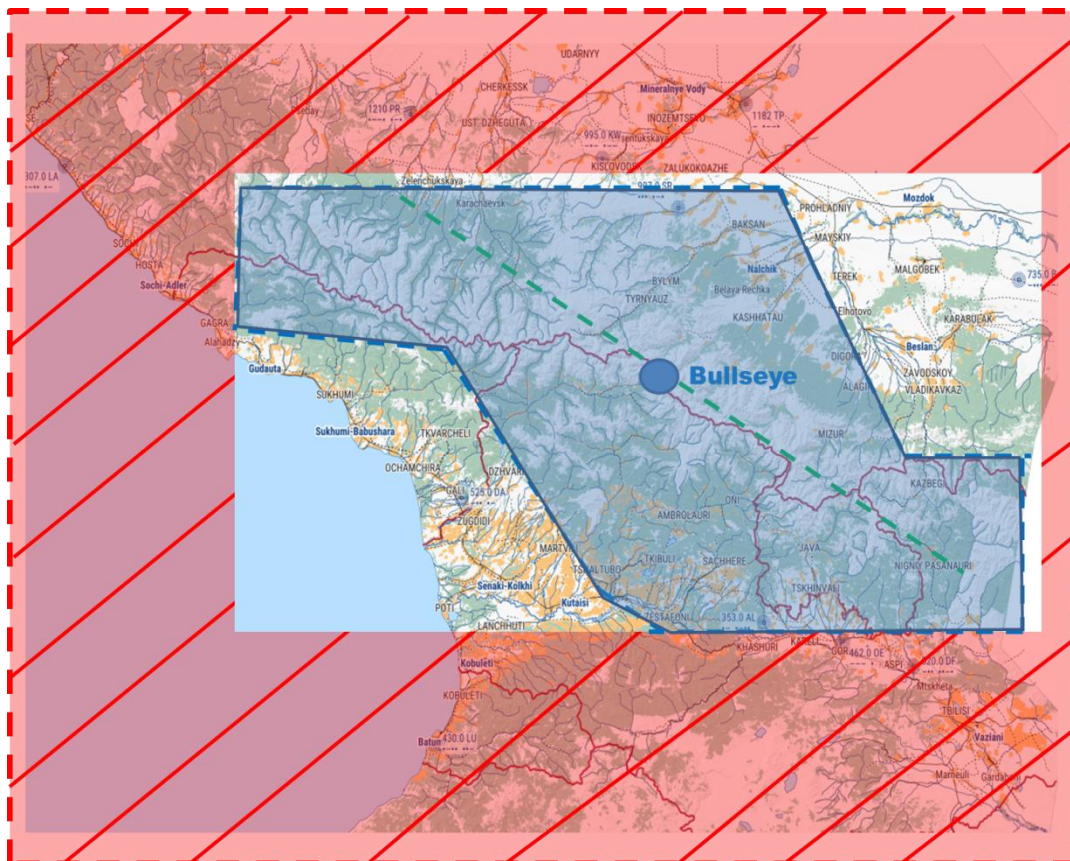


Diagram 2: Blue Area that you can perform maneuver

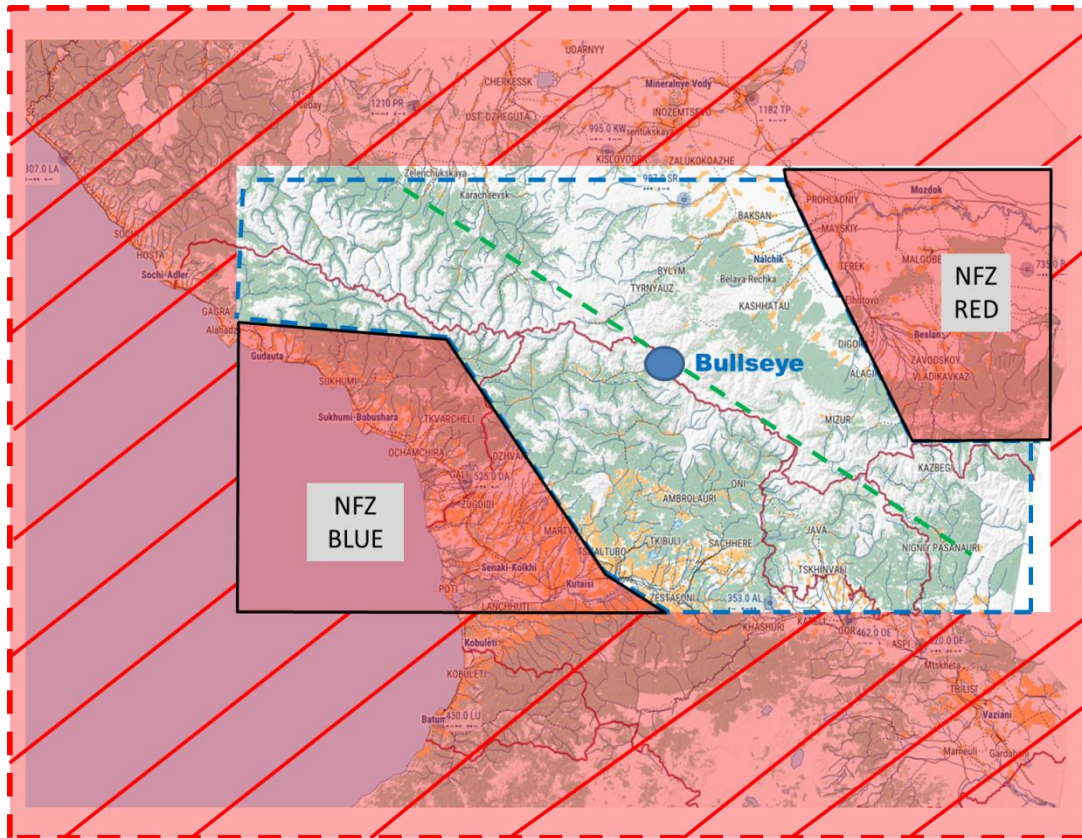


Diagram 3: No Flying Zone Designated Area

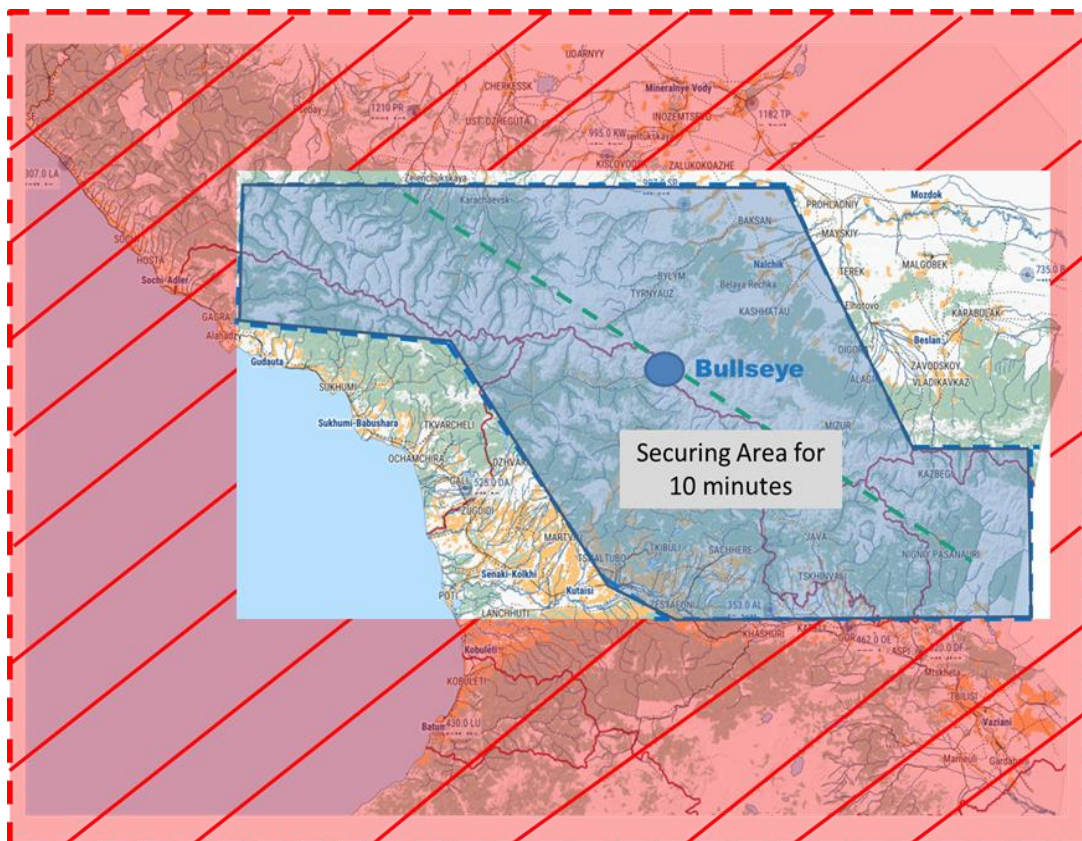


Diagram 4: Blue Colour indicate for Airspace Control Zone

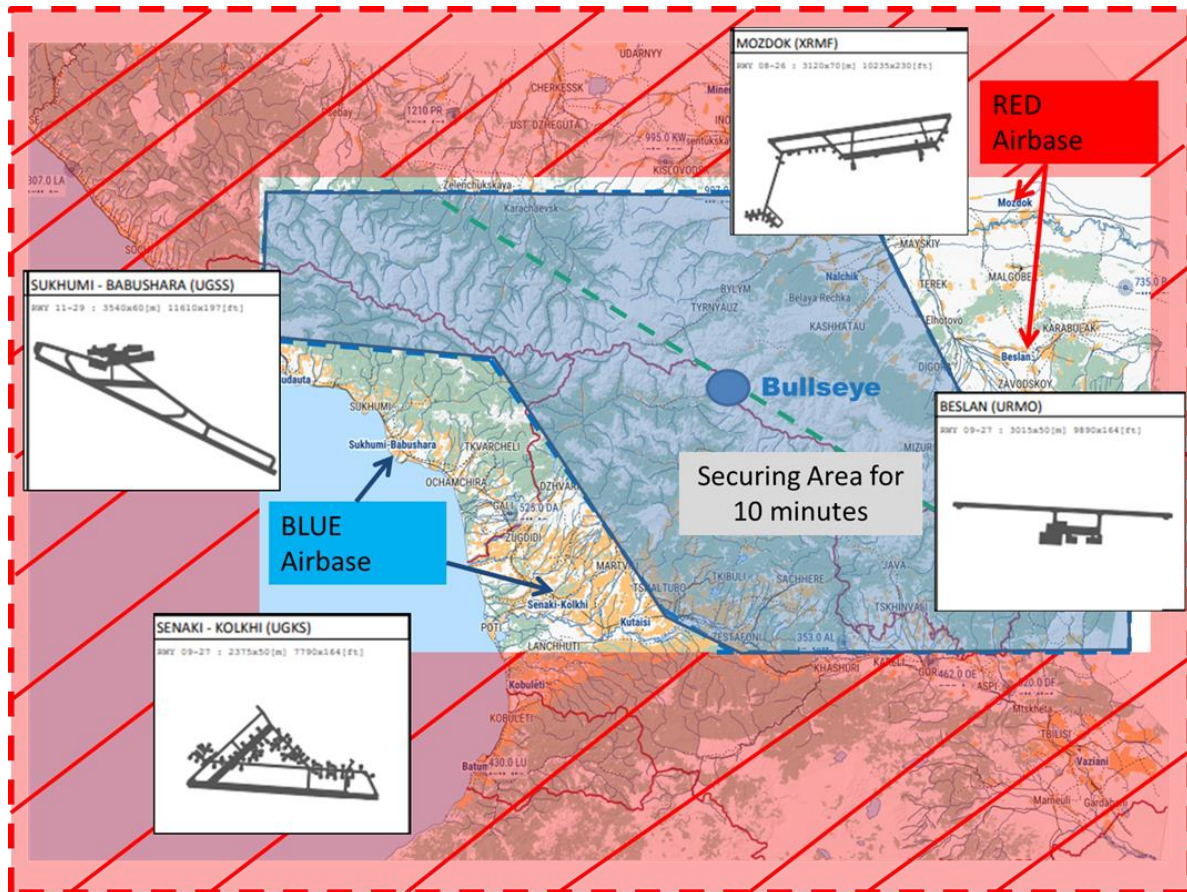


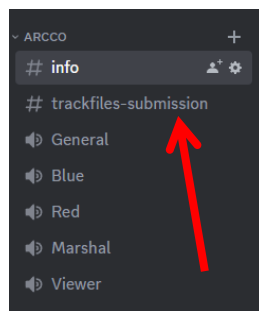
Diagram 5: The Respective Airbase

TRACK FILE SUBMISSION

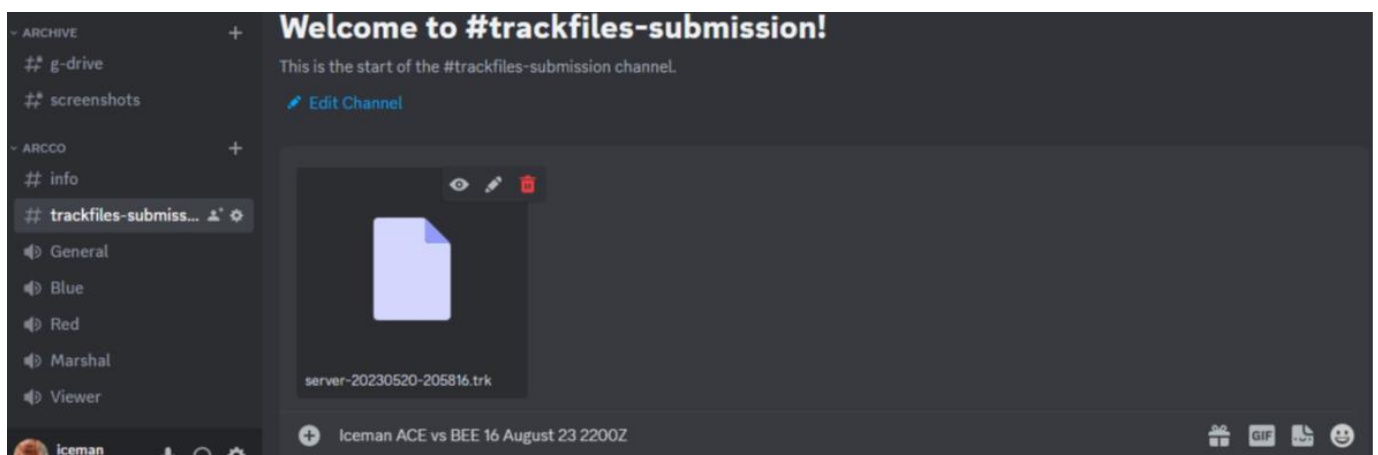
1. **Find your track file.** Track file automatically generated by DCS World for each multiplayer flight in the %USERPROFILE%\Saved Games\DCS\Tracks\ folder. File maybe look like this:

 server-20230520-205816.trk	20/5/2023 8:59 PM	TRK File	222 KB
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2. **Submit.** Drag or copy this file and submit into DCS Asia Pacific in ARCCO Channel under trackfiles-submission:



3. **Remark.** Remark your Track File according your Name, Team's Name versus team and date. For example, Iceman ACE vs BEE 16 August 23 2200Z.



COMPETITION GROUPING & STANDING**1. Grouping.****Group A**

No	Team	M	W	D	L	AC L	AC SD	Pts
1.								
2.								
3.								
4.								
5.								
6.								

Group B

No	Team	M	W	D	L	AC L	AC SD	Pts
1.								
2.								
3.								
4.								
5.								
6.								

2. Quarter Final.

