



Dutch Open 2021

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Handbook

Version 1.01

Dutch Open 2021

Tournament

Welcome everyone to the first running of the Dutch Open. A 1 vs 1 tournament specifically for players who are from the Netherlands. This tournament is set to put the best Dutch players up against each other for supremacy and glory to become the champion of the Dutch. The Dutch Open 2021 will run from 23rd August to 31st October 2021.

Contact

The event will be hosted and administered by Jasent_aoe. If you have any questions regarding the tournament, please use the dedicated Q&A channel in the discord server or contact Jasent_aoe directly via one of the options provided below.

Discord: Jasent_aoe#9841

Discord Server: <https://discord.gg/3wfG7AsTBr>

Registration

1. All Players must use the dedicated channel (#registratie) on the Netherlands Community discord server before August 21st. The application **MUST** include:
 - a. Player Name
 - i. Players must only use numbers and characters from the english alphabet
 - b. A link to steam profile
 - c. Discord username and code
 - d. Nationality (for flag on stream)
2. To sign up all players must have read and accepted the rules and settings stated in this handbook.
3. All registered players **MUST** have played a minimum of 10 total 1v1 ranked matches and **MUST** play at least 1 ranked 1v1 match after signing up.
 - a. This is so the admin team can ensure that they can find the elo of each players to accurately seed them.

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Prize Pool

The Prize Pool for this tournament is currently valued at \$550 USD and is distributed to players in the following order.

Prize Distribution

First Place: \$400 in Bitcoin

Second Place: \$100 in Bitcoin

Third Place: \$50 USD

1. The Prize Pool is subject to increase.
2. First and Second Place Prizes are sponsored by IloveMoney
3. Third Place Prize is sponsored by Jasent_aoe



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Format Overview

The tournament will consist of two stages:

1. To begin, there will be a GSL style group stage.
 - a. For every 4 signups, there will be 1 group.
2. The winners and runner-ups from each group will then advance to a single elimination playoff.
3. During this tournament, players are expected to play 1 match per week.

Group Stage

1. The Group stage will begin on August 2nd and will run for 3 weeks
2. The Opening and Second Matches will be best of 3 format.
3. The Decider Match will be best of 5 format.

Playoffs

1. The Playoffs will begin on August 23rd and will run 1 week per round during this stage.
2. Everything up until the Quarterfinals are best of 3 format.
3. The Quarter, Semifinals and Third Place match will be best of 5 format.
4. The Grand Finals will be best of 7 format.

Seeding

1. All registered players will be sorted based on their ranked 1v1 elo
 - a. The only ladder taken into consideration is the 1v1 ladder on Age of Empires 2: Definitive Edition
2. Each player will be given a tournament seeding
 - a. This will be calculated by averaging their current and highest achieved 1v1 elo as of the cutoff date
3. Players will be required to play at least 1 ranked 1v1 game after signing up
 - a. This is to allow the admins to acquire data on player elo
4. Players will then be put into their groups by combining 2 players at random from the top 50% rated players with 2 players from the bottom 50% of rated players at random.
5. Brackets will be made on August 22nd.
6. Players will be seeded on a “first in, first served” basis.

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Scheduling

1. Players are required to play 1 match per week while they are participating in the tournament
2. Players are to organise between themselves what time they are going to play during the week.
3. If a player fails to show up to a game within 30 minutes it will result in an automatic loss.
4. It is the higher seeded player's responsibility to post the confirmed match time in the dedicated channel in the Age of Noob discord

Map Pool

The maps in the map pool are:

Arabia is always game 1
Acropolis
Arena
Atacama
Ghost Lake
Golden Pit
Hideout
Oasis
Valley

1. All maps are the default versions found in Age of Empires 2: Definitive Edition.

Home Maps

Depending on the length of a series, players will be required to select home maps to play during the series.

1. In a best of 3 series players pick 1 home map each
2. in a best of 5 series players pick 2 home maps each
3. In a best of 7 series players pick 3 home maps each
4. Because Arabia is always played in game 1, players are not permitted to pick Arabia as a home map

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Map Draft

Before every best of 3 match, the order of drafting is as shown.

Best of 3:

1. Seed A(ban), Seed B(ban), Seed B(pick), Seed A(pick)

Before every best of 5 match, the order of drafting will be as shown.

Best of 5:

1. Seed A(ban), Seed B(ban), Seed B(pick), Seed A(pick),
Seed A(pick), Seed B(pick)

Before the best of 7 match, the order of drafting will be as shown.

Best of 7:

1. Seed A(ban), Seed B(ban), Seed B(pick), Seed A(pick),
Seed A(pick), Seed B(pick), Seed B(pick), Seed A(pick)
1. Once a map is picked, it cannot be picked again by either player.
2. During a series, the losing player of the previous map may choose any of the remaining maps picked by either player.
 - a. Maps may not be repeated during a series.

Civ Drafting

Before every series, after the map drafting phase, players will be required to complete a civilization draft. The presets for each series format can be found below:

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General Rules

Game and Patch

1. All games are played on Age of Empires 2: Definitive Edition using the latest patch throughout the entire event.

Respect and Sportsmanship

1. All participants, streamers and administrators must respect each other. Bad behaviour, insults or racism will not be tolerated
2. Spoiler rule - results of any match should not be discussed within your division chat on the discord server
3. Great sportsmanship is expected from all players

Smurfing

1. Players MUST use their primary account - Smurfing and account sharing is prohibited
2. Players MUST use the nickname they signed up with

Cooperation

1. All players must cooperate with a proper attitude and assist in any situation to ensure that the event runs smoothly

Communication

1. During the tournament and registration period players must regularly check The Dutch Open 2021 channels in the Dutch Community Discord.
 - a. Players will be contacted by other means if needed

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Cheating

1. Cheating or hacking is not allowed in any circumstances. Players found to be using any kind of cheat or hack will be disqualified from and potentially banned from all future Age of Noob Tournaments
2. Communications with people during a game besides your opponent or admins is strictly forbidden. Receiving information from third parties will lead to disqualification

Miscellaneous

1. Rules may be added to or modified at anytime during the event.
2. In case of disconnects
 - a. Players should use the save file to restore
 - b. If no save file is available, either player may concede the game if they believe it was lost
 - c. If neither player concedes, the game is replayed
 - i. This is at the discretion of the admins
3. Players should utilize the track sheet to schedule their matches and post the results
4. Seeds 3 through 6 in each group will be determined by tie-breakers
 - a. Group stage tie-break is game win percentage
 - b. If tie(s) remain(s), then strength of opponent the 1 loss came from
 - c. If there is still a tie, then original seeding

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Game Rules Restarts

1. Players have 1 restart available to them to use in each match
 - a. This must be called no later than 5 minutes in game time
2. Admin restarts can be called in the event of a bugged map
 - a. Admin restarts must be called no later than 10 minutes in game time
3. It is the responsibility of the player to scout their map to determine when a map is bugged

A map is bugged when:

1. Less than 50% of the sides on a player-specific gold, stone and berries are accessible. Extra golds, stones and berries that don't belong to either player are excluded
2. Any herdable or wild animal that belong to a player are trapped or inaccessible in anyway
3. Any player-controlled units are trapped or are in anyway inaccessible

Laming

1. Boar stealing is prohibited during this tournament
 - a. This rule only applies to stealing an opponent's boar with a scout
2. All other forms of laming are permitted

Straggler Trees

1. Players are not allowed to delete the straggler trees that spawn within 8 tiles of an opposing player's Town Center
 - a. This rule does not apply if the straggler tree being deleted is apart of a wall for the defending player

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Reporting Results

1. When a match is completed, it will be the highest seeded player's responsibility to ensure that the recorded games are posted in the dedicated channel in the Netherlands Community Discord discord server.
2. ALL recorded games from each series must be posted to that channel.
 - a. Instructions on how to post recorded games will be provided in the dedicated channel on the Ayre Age of Empires discord server.
3. When reporting a match result, it is the reporting player's responsibility to include:
 - a. The maps banned (and who banned them)
 - b. The home maps (and who picked them)
 - c. The link to the civ draft

Other Rules Broadcasting

1. Players are not only allowed to stream their POV but are encouraged to do so
 - a. Players must have a minimum of a 1 minute stream delay
2. People are allowed to cast games throughout the event.
3. Stream Sniping is strictly forbidden
 - a. If a player is found to be stream sniping they will be disqualified from the tournament

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Pre Lobby

1. Spectator Delay must be 2 minutes
2. "Hidden Civilizations" must be enabled
3. The host of the game must be considerate and choose a server that is as fair as possible for both players

Lobby Settings

1. The in-game lobby must be set to the setting shown below
2. Take a moment and make sure that the settings are correct before every game

Data Mod: Definitive Set

Population: 200

Game Mode: Random Map

Game Speed: Normal

Map Style: Standard

Reveal Map: Normal

Location: [mapname]

Starting Age: Standard

Map Size: Tiny

Ending Age: Standard

AI Difficulty: Standard

Treaty Length: None

Resources: Standard

Victory: Conquest

<input checked="" type="checkbox"/> Lock Teams	<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Turbo Mode
<input checked="" type="checkbox"/> Team Together	<input checked="" type="checkbox"/> Lock Speed	<input type="checkbox"/> Full Tech Tree
<input type="checkbox"/> Team Positions	<input type="checkbox"/> Allow Cheats	<input checked="" type="checkbox"/> Record Game