King of the Plebs 3 tournament settings

Here follows the crucial information regarding King of the Plebs 3, a 100$ 32-player knock out tournament for player between 1400-1700 ELO. Please take your time to read it before playing the game.

Contents

Admission

Tournament admins will make a selection from the players that have registered. The selection will be made after some screening in order to make the tournament enjoyable for everyone and preventing smurfing or extremely unbalanced matched. Admission to the tournament is non negiotiable.

Bracket and seeding

The tournament is set up in a 32-player knock out bracket. The seeding is based on ELO. The following matches are played in each round:

RO 32-	BO 1.	Hidden pick civ
RO 16-	BO 3.	Hidden pick no repeated civ
RO 8-	BO 3.	Hidden pick no repeated civ
Semi finals-	BO 5.	Civ draft
Finals-	BO 7.	Civ draft

Scheduling

An initial schedule will be made for all the players. If players are unable to make it at the designated time, they are free to reschedule with their opponents. The round have to be finished by the dates below.

If players reschedule the match times must be posted in GMT format on challonge.com or sent to one of the tournament admins.. Players that have joined Moonfallers Discord can also post it there in the KotP 3 channel.

Being 30 minutes late without contacting any of the tournament admins will result in an admin loss. We understand things can come up, but it is not nice to keep your opponent waiting. We expect understanding if your opponent unexpectedly needs to reschedule as long as they let you know in advance.

Each round must be completed by the player before the following deadline:

RO 32-	Sunday	09-06-2019	23:59 GMT
RO 16-	Thursday	13-06-2019	23:59 GMT
RO 8-	Saturday	15-06-2019	23:59 GMT
Semi finals-	Sunday	16-06-2019	23:59 GMT
Finals-	Sunday	23-06-2019	23:59 GMT

If you need any help with scheduling, please contact one of the tournament admins.

Tournament admins

The tournament administrators are: Moonfaller, Eddvanced, Aadvanced, Moonspring and 420Yoloboy. Most tournament admins will be also participating. We will try to not have the admins judge matches that could influence their tournament.

Maps pools

The following map pool will used: Arena, Nomad, Team Islands, Baltic, Black Forest (unexplored), Arabia. There is no repeat on the maps. Once picked it moves out of the map pool.

-RO 32	- Arabia
-RO 16	- Arabia, Homemap loser G1, Homemap winner G1
-RO 8	- Arabia, Homemap loser G1, Homemap winner G1
-Semi finals	- Arabia, Homemap loser G1, Homemap winner G2, Homemap loser G1, Homemap winner G1
-Finals	- Arabia, Homemap loser G1, Homemap winner G2, Homemap loser G1, Homemap winner G1, Homemap loser G1, Homemap winner G1

Drafting

It is advised that drafting is done on https://aoe2cm.net/

For the BO 5 round players should use the 'KoTD' preset.
For the BO 7 round the players should use the 'NAC2 group' preset.

If players experience issues with the drafting it can be done in the Voobly gameroom in the following orders;

BO5: A, B, B, A, A, B, B, A, A, B

BO7: A, B, B, A, A, B, B, A, A, B, B, A, A, B

In-Game Rules

The in-game rules are mostly the same as the ECL rules.

Restarts

In both the semi-finals and the finals players will each have 1 restart. They can restart the game by typing 're' in the chat no later than 4 minutes game time. Players should save and exit when a restart is used.

Admin restarts

If a player starts with a trapped villager his team may decide to restart the game; this must be called in the global chat before 1:00 minute of game time. This does not count against the restart limit for the team.

A player can request a bugged map restart before 6:00 minutes of game time. This does not count against the restart limit for the team.

A map counts as bugged if at least one of the following is true, in case of a standard resource start:

- Gold: Less than 4 tiles of a main gold cluster are at least accessible on one side, extra goldare excluded.
- Stone: Less than 3 tiles of a stone cluster are at least accessible on one side, extra stonesare excluded.
- Berries: Less than 4 tiles of a berry cluster are at least accessible on one side.
- Animals: Spawned with less than 3 deer or less than 8 sheep or less than 2 boars or, one or more of the animals being trapped.

Players are not allowed to delete the straggler trees which spawn within 10 tiles of an opposing player's TC. (using the "palisade trick") This rule does not apply if the straggler tree which is being deleted forms part of a wall for the defending player.

Room settings

When hosting your game please name your game room the following: KotP3 (Player 1) vs (player 2). -
-The maps size should be tiny, 2 player.
-Multi queue should be on.
-The WololoKingdoms mod should be on.
-Spectator delay should be at 1:30.
-Standard resources and difficulty should be selected.
-Victory condition should be conquest.
-Lock speed.
-Cheats are not allowed.

Sportsmanship

Players are expected to be courteous to their opponents at all times both in and out of game. A good faith effort should be made by all teams and players to complete all of their matches regardless of delays and incidents. It is our goal to try to have the matches played rather than awarding admin wins where possible. Bad sportsmanship can be punished by tournament admins as they seem fit.

After the game the winner is asked to post the match result and the Voobly link to the played match on the challonged site or send it to one of the tournament admins.