DRAGONLANDS

UNCHARTED REALMS

SECRETS OF THE SHALLOWS

OCE ESPORTS

Format and Rules

Set 7.5 Tempest Cup

Tournament eligibility and requirements

All players must be permanent Oceanic residents. The Oceania (OCE) region consists of the following countries and territories; Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, Northern Mariana Islands. If any player is found to not be an OCE permanent resident they will be immediately disqualified.

Visa's of any kind do not grant permanent residency and therefore do not qualify to compete. To be a permanent resident you must either be a citizen or apply for permanent residency.

The minimum age to participate in any OCE TFT tournaments must not be younger than 13 years of age.

All players must join the Discord server: https://discord.gg/AW5WPC5Vg4

Contestants

The amount of players that can compete is uncapped however the tournament may only run with an amount of players that is divisible by 8. The cut-off will be based on check-in time.

Registration

All players must register for tournaments on the form here:
https://forms.gle/X2LRBRZQMkNgpawf7

To register all players must provide the following information:
- In-game name
- Email address
- Discord username
- Confirm they are a resident of Oceania

Check-in

Players must check-in within the allotted time to compete.
- Check-in will open at 5pm AEST.
- You will have 50 minutes to check-in on Discord in the #check-in channel.
- Check-in will close at 5.50pm AEST.
- Players will be given priority to compete based on the time they check-in.
- If you check-in late you may miss out on competing.

Dates & times
Day 1 - September 17th, 2022
Day 2 - September 18th, 2022
Check-in will open at 5pm AEST and close at 5.50pm AEST, games start at 6pm AEST.

Format
The amount of games played on day one will vary based on the amount of players, capped at six games total.
- 40-48 players, 2 games
- 56-72 players, 3 games
- 80-104 players, 4 games
- 112-144 players, 5 games
- 152-256 players, 6 games

If there are 208 players or less in the tournament the top 32 scoring players at the end of the day will move on to day 2.

If there are 216+ players in the tournament the top 40 scoring players at the end of the day will move on to day 2.

Day 1:
Two games will be played by all contestants.
After the first two games the bottom 30%* scoring players will be eliminated.
The percentage of players cut is rounded up to the nearest number divisible by 8.

Each game after, the bottom 30%* scoring players will be eliminated. Once the last game has been played the top 32/40 will move on to day 2.

* The amount of players cut varies by a few percent either way at certain breakpoints. Check the sheet here for the full breakdown: https://bit.ly/3aFGwiD

Day 2:
Day two will feature the top 32 or 40 players from day one.
Contestants will play two games with the lowest 8 scoring players being eliminated every second game. If there are 40 players an additional 8 will be eliminated after game 5.

Missing/Late players

If a player does not show up to their game within 10 minutes of lobbies being posted a suitable replacement will be found from the players that have previously registered or the highest scoring player that was previously eliminated.

If no substitute can be found, admins may add a dummy account to the lobby to complete the lobby so they may start. This will be used as a last resort and team captains must wait to be given the go ahead from an admin or event staff.

If a lobby is missing a player the team captain must notify staff as soon as possible. Players that leave midway through a tournament may be excluded from participating in future OCE TFT tournaments.

Game remakes

All players must continue to play the match until advised otherwise by a tournament administrator. Do not leave your game if told by another player, **ALWAYS** check Discord first.

If a player wishes to call for a rematch in the event of a bug, glitch, server lag or any other event that has affected gameplay. That player must contact a tournament administrator immediately to determine the proper response.

Disconnections

If a player disconnects from a game prior to Round 2-4, the disconnected player can request a remake. The disconnected player must immediately notify the tournament administrators as soon as the disconnect occurs. No more than one remake request per player will be accepted throughout the tournament.

All remake requests are decided at the discretion of the Tournament Administrators. In the event that a disconnect occurs after the start of Round 2-4 the game will not remake and continue as normal.

If a player requests a game restart, they will be expected to provide tournament administrators with evidence of the disconnect. It is up to the discretion of tournament administrators to decide if a game will restart. Penalties may apply if they determine that the restart was requested in error or if the disconnect is found to have been intentional.

Rule Disputes

The administration team has final, binding authority to decide all disputes with respect to any portion of these rules, including the breach, enforcement, and interpretation thereof.

Streaming
All players are encouraged to stream their POV during playing of the tournament, streaming is not required and completely optional.

To remain consistent across the board we would appreciate it if you titled you stream with: "[OCE TFT Tempest Cup] <anything you want>"

Lobby generation and creation
Throughout the entire tournament every lobby will be randomised.

One player will be nominated as lobby captain, the lobby captain must invite all other players.

If the appointed lobby captain is a mobile player please inform staff immediately and a suitable lobby capitan will be chosen.

Scoring
Players will be given a score based on their placement at the end of each game. Scores will be cumulative throughout each day but reset from day one to day two.

It is up to the winner (or second place) of each game to notify staff of the lobbie's placements with a screenshot displaying all player names and placement from the in-game score screen.

Scoring will be as follows:
1st - 9
2nd - 8
3rd - 7
4th - 6
5th - 4
6th - 3
7th - 2
8th - 1

Tie-Breakers & Strength of Schedule (SoS)

Each player will be given a strength of schedule (SoS) score equal to the sum of the opponents scores from all games that they have played in. Throughout day one the player with the highest SoS score will win the tie-breaker.

SoS will break most ties however we do have a few more if required, they will be in the following order:
- 1st - Highest SoS
- 2nd - Most amount of first places
- 3rd - Highest placement in last game played
- 4th - Player currently ranked higher on the OCE snapshot ladder leaderboard

On day two the player with the highest rank from day one will win the tie-breaker.

Prizing

The highest 4 scoring players at the end of Day 2 will win and receive an invitation to the **Oceanic TFT Dragonlands Regional Finals**. More information at ocetft.com.