



# OCE TFT Last Chance Qualifier - Format and Rules

## Tournament eligibility and requirements

All players must be 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 resident they will be immediately disqualified.

The minimum age to participate in any ORDER 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.

There are no rank restrictions on joining the tournament.

## Registration

All players must register for the tournament on the form here:  
<https://forms.gle/4ynxobqrveo7qaji8>

To register all players must provide the following information:

- In-game name
- Email address
- Discord username
- Confirm they are a resident of Oceania

## Dates and times

**Day 1** - March 6th, 2021

Check-in opens at 5pm AEDT and closes at 5.50pm AEDT. Games start at 6pm AEDT.

**Day 2** - March 7th, 2021

Check-in opens at 5pm AEDT and closes at 5.50pm AEDT. Games start at 6pm AEDT.



### **Check-in**

- Check-in will open one hour before the tournament starts at **5pm AEDT**.
- To compete in the tournament you will have 50 minutes to check-in on Discord.
- Check-in will close at **5.50pm AEDT**.
- 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.

### **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 and notify staff when their game has commenced.

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

If a lobby is missing a player the team captain must notify staff as soon as possible.

### **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. If no substitute can be found, admins may add a dummy account to the lobby to complete the lobby.

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.

Players that leave midway through a tournament may be excluded from participating in future ORDER tournaments.



## **Format**

The qualifier will be played over two days.

Day one will consist of 5 games.

If we have over 256 players competing in day one, a 6th game will be played.

Day two will consist of four games.

## **Day 1**

All players will play a minimum of two games. After the first two games and every game after a number of players will be eliminated.

The amount of players that will move on from each round will be as follows:

Top 24: 48-56 players (6-7 lobbies)

Top 32: 64-72 players (8-9 lobbies)

Top 40: 80-88 players (10-11 lobbies)

Top XX: Adding two more lobbies of players will add one more lobby to the next round.

The top 16 players from day one will proceed to day two.

## **Day 2**

Scores will reset for day two. Two games will be played, after these two games have been played the bottom 8 scoring players will be eliminated.

The top 8 players will play two more games, after these games the highest 4 scoring players will win and be invited to the Regional Finals.



## **Scoring**

Players will be given a score based on their placement at the end of each game and given a rank in each bracket from the scores of their games in that bracket.

It is up to the winner (or second place) of each game to notify staff of the lobbies placements with a screenshot displaying all player names and placement from the in-game score screen. Scores will be cumulative throughout each day.

Scoring will be as follows:

- 1st - 100
- 2nd - 80
- 3rd - 70
- 4th - 60
- 5th - 50
- 6th - 40
- 7th - 30
- 8th - 20

## **Tie-breakers**

The provisional rounds ties will be broken with the strength of schedule (SoS) system. Each player will be given a SoS score equal to the sum of their opponents scores from both provisional games. The player with the higher SoS score will win the tie-breaker.

On day two, ties will be decided by the player with the higher rank from day one winning the tie-breaker.

## **Prizing**

The top 4 players from the Last Chance Qualifier will earn invitation to the Regional Finals.