



OCE TFT Open Qualifier #2 - 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/f8VC1LtQG2EApbvr6>

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

- 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 consist of six games in total.

These six games will be split into three separate brackets.

Each bracket will have two games and will be played in the following order; Provisional rounds, Semi-final rounds, Grand Finals.



Provisional rounds

All players will play two games in the Provisional rounds. Each game will be scored with the point structure below. Players will be given a Provisional rank based on their scores.

The highest ranking players from the provisional rounds will move on to the semi-final rounds, the amount of players moving to the semi-finals will be announced on the day as it is dependent on how many players are in the tournament.

The amount of players moving into the semi-finals will be as follows:

Top 8: 8-16 players (1-2 lobbies)

Top 16: 24-40 players (3-5 lobbies)

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 always add one more lobby to the semi-finals rounds.

Semi-final rounds

Semi-finalists will play two games in the semi-final rounds. Each round will be scored with the scoring system below. Players will be given a Semi-final rank based on their scores.

The highest ranking semi-finalists will move on to the grand finals, the amount of grand finalists is determined by the amount of players in the semi-final rounds.

The amount of players moving into the Grand finals will be as follows:

Top 8: 8-16 players (1-2 lobbies)

Top 16: 24-40 players (3-5 lobbies)

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 always add one more lobby to the Grand final rounds.



Grand Final rounds

All Grand finalists will play two games in the Grand finals. Each round will be scored with the scoring system below. Players will be given a Grand final rank based on their scores.

The top eight ranking players from the Grand final rounds will win the tournament and an invite into the first closed qualification tournament.

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 reset at the start of each bracket.

Scoring will be as follows:

1st - 101

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.

The semi-final rounds will use the players provisional rank as the tie-breaker, the player with the higher provisional rank will win the tie-breaker.

The Grand final rounds will use the players semi-final rank as the tie-breaker, the player with the higher semi-final rank will win the tie-breaker.



Prizing

The top 8 players from the Open Qualifier will earn invitation to the second Oceanic Closed Qualifier.