



The Crewcible is a community hosted event of the game Guns of Icarus. Please act on the [Community Standards](#) of Guns of Icarus in all channels of communication related to the event.

The Crewcible is a casual competitive weekly event created and organized by members of the community. Join the [Discord Server](#) to talk directly to the organizers or other members. The event is divided into seasons, each consisting of 8 weeks, where players can play against each other and fight their way to the top of the leaderboard.

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Registration Information

- Event Timelines:
 - Start: Saturday, 19:00 London time. Other timezones are located on the Timezone Chart.
 - Sign-ups close: Latest at Saturday, 14:00 London time. Sign ups can close early, if there are enough sign ups to fill up teams without empty spots. If the sign ups are closed, a message will be posted on the sign up channel in the COG discord. Other timezones are located on the Timezone Chart.
 - The teams and bracket used in the event will be announced on [Challenge](#), the forums, and discord up to 6 hours later.
 - Duration: 2-4 hours, depends on the amount of participants.
- Who can sign up?:
 - Individuals
 - Crews (2 players without a pilot)
 - Half a ship (Pilot+ 1 crew member)
- Sign ups are on the COG Discord. Link: <https://discord.gg/BQWyrFW> :
 - **Use your highest level account.**
 - If you are caught using a smurf account, you will face consequences at the organizers discretion, risking 'Second Priority' status, purged score on the leaderboard and exclusion from the event, amongst others.
 - Be truthful.
 - Please make sure to have your COG nickname match your in game name so that is easier to track you down.
 - List all members of your crew/ship their class levels, their number of pvp matches and their preferred 2 classes. There is no guarantee that you will be playing as your primary preferred class, please be ready to play as your optional class as

well.

- Any extra sign ups if there are more sign ups than slots will be automatically put into the list of substitutes. Substitutes placed in this way can refuse the placement into the substitute list at no penalty.
- If there are less than 15 people who have signed up by the time sign ups close, the regular Crewcible event will be replaced with an open lobby for the week.

Player Conduct and Responsibilities

Attendance and Accountability

- The person that registers for the event is responsible for **knowing** the rules and **informing** those who were named on the sign-up form, and/or their sub(s).
- Absences and Substitutes (Subs):
 - If plans change and a player is **unable to attend after signing up, but before the end of the sign-up period**, notify an organizer and there is no penalty.
 - If a player is unable to attend **after the signing up, and after the sign-up period has closed**, the individual is responsible for finding a sub of **equal skill or lesser skill**.
 - The absentee will receive 'Second Priority' status for the next Crewcible session they participate in.
 - An absentee who does not present an **acceptable** sub by the time the event starts will get 'Second Priority' for the next 3 Crewcible sessions they participate in.
 - There will be a mandatory check-in issued at 18.00 London time (1 hour before the event) on the day of the Crewcible. If players do not check in during this time or any time before, they are subject to exclusion from the session and can be replaced by a substitute of equal or lower skill level.
 - Individuals check in with their teammates in their respective team text channels

on the Crewcible discord prior to the start of the event.

- If an individual does not check in, the organizers and participants can/will look for a substitute. If a player is replaced, they will be disqualified from the event and receive 'Second Priority' according to the attendance policies above.
- **Organizers have discretion regarding sub finalization and placement.**
- **Second Priority:**
 - While under this status, an individual is unable to sign-up as a pilot.
 - The individual is considered last in the creation of teams, and will be excluded if there's not enough spaces available.
 - Receiving 3 separate instances of Second Priority status will lead to exclusion from the event either temporarily or permanently, by discretion of the organizers.

Referee's Responsibilities

- Create the lobbies.
 - All lobbies share a single password designated on the day of the event, which may only be changed in the event of unwanted players repeatedly entering the lobby.
 - Provide the password to the pilots on each team.
 - Lobby must be on the server region in which the majority of participants reside.
- Maintain lobby and match timeliness and flow.
 - Ask the teams pilots for their map choice and flip a coin if necessary.
 - Announce remaining time every 1 minute while in lobby.
 - Announce the loadout lockdown at the last 30 seconds.
 - Announce the initiation of overtime and when it ends.
 - Grant or reject pauses in text chat.
 - Announce substitutions.
- Report match scores to the organizer in charge of the leaderboard proceedings for the week.

Chat & Competitive Integrity

- Chat is required to comply by GOIA's Code of Conduct.
 - The referee may ask players to stop using match chat at the referee's discretion.
 - Repeated offenses in the chat will lead to a team's disqualification.
- Players may be asked to leave the event for refusal to obey the referee's request.
 - If the referee does something that is unreasonable, out of line, or problematic, notify an event organizer. The issue will be resolved after the end of that week's
- Display sportsmanship.
- Letting a spectator in during the lobby or match will result in a game loss for the affiliated team.
 - This includes one person giving out the password to a friend.
 - The team deciding to let someone in.
- Each match will have a referee, and up to 3 spectating streamers or additional referees that are unaffiliated with the teams and agreed upon beforehand. The referee and streamers have to be set one hour before the event. Streams must be on a delay of at least 1 minute, so as to prevent stream sniping.
 - If a streamer wants to stream but did not sign up 1 hour before the event, the referee has to ask the participating teams by majority vote, whether that streamer may be allowed or not.
 - Streamers, referees and players must adhere to Code of Conduct in their interactions.

Tournament Information

General Information

- **Round Robin**
 - A tie between two or more teams will result in score difference to determine placement on the stage.
 - Total matches won will determine placement in the Round Robin stage.

- If there is still a tie, multiple teams will be placed on the stage. That way multiple teams can win the event.
- Spawns are determined by a team's place in the bracket. "Up = Red."
 - The initial placement of teams is randomized.
- **Game modes:**
 - Deathmatch
 - Each team of the winning team receives 1 point, unless the match timer runs out, in which case the winning team doesn't receive any points for winning the match..
 - Each team receives the amount of kills their team made in points. These are granted even if the match time limit is reached.
 - Crazy King
 - Each individual of the winning team receives 1 point.
 - Each individual receives the amount of points divided by 90 earned by the team. Points are rounded down.
 - Both game modes use the same times and rules, aside from point tabulation.
- **Map Selection:**
 - Once all players are present in the lobby, the pilots from both teams submit map votes in the text chat.
 - If there is a tie, there is an automated coin flip activated by the referee. If the COG Bot is not working, referees are allowed to perform a manual coin flip.
 - After the map is selected, the lobby timer will begin.
 - Once a map has been played it cannot be played again by any team that played on it before, for the rest of that tournament session. For as long there are yet unplayed maps available. In addition, teams are not allowed to vote for recommended maps that said teams will be playing on or have played on, unless every map has already been played on.
 - Teams are allowed to vote on suggested maps that have not been played due to the teams voting on a different map.
 - Night maps are excluded from the map pool.
- **Leaderboard:**
 - Points are collected over the course of each match and added to a team's score

on the leaderboard. Refer to each gamemode for the number of points given and criteria for point distribution.

- These points are used to determine the winner of the event, the team that has the most points wins the event. If there is a tie, won matches are used as the tie breaker. If those are also tied, the winning team will be the one that won the most matches against the tied teams.
- Each individual member of the team that has won an event gets a victory point that is then added to the overall leaderboard. If a participant is replaced by a sub, the person with the most matches participated in is rewarded the victory point, whereas the other doesn't get said victory point.
- Prizes are granted by this table:
 - 1 victory point - "Crewd" title (Only on getting the first victory point)
 - Every 4 victory points - "Leader of the Crewd" title and two dyes (Title only on the first time a participant has received this prize) (This prize is not granted when participant gets a multiple of 8 points)
 - Every 8 victory points - "Balance breaker" title and a chooseable item or three dyes (Title only on the first time a participant has received this prize)
 - 50 victory points- the Crewcible profile badge (Prize granted only once)
 - If a multiple of the points is reached of one of the prizes above, the participant receives said prize (without the exceptions outlined above in brackets).
- Prizes are granted at the end of a season. All chooseable prizes must be picked and sent to an organizer in 2 weeks after a season is over or else all chooseable prizes will be forfeit. Furthermore, If the item is a costume item, the participant must specify whether said participant wants the male or female model of the item. Charity items and workshop items must be purchased, and therefore cannot be redeemed as a prize.

Rules

- **Match Timer**

- The time limit on every match is 20 minutes and 10 seconds.
- Once the time limit is reached, the match is ended with the winning team being

the one with most kills. If there's a tie, the team that made the first kill wins.

- If a team has won due to the match time limit, the winning team will not receive a leaderboard point for winning the match.
- The timer may be stopped if the referee authorizes a pause.

- **Lobby Timer**

- The lobby timer for each match is 5 minutes.
 - The first minute of the Lobby timer is used to determine the map that is to be played in the upcoming match.
 - Ship loadouts are locked 30 seconds before lobby time runs out. A change during that time will result in a forfeit.
 - After the timer expires, the referee force starts the lobby.
 - The referee using their own discretion can add extra lobby time at the request of the teams or through their own volition if in the interest of bettering gameplay. During this pause, both teams can change their ships.
- The timer is activated once the referee feels the teams have been given sufficient notice of the lobby start.
 - The lobby timer should be started even if a team's point of contact is unresponsive.
 - A team is considered to have forfeited if the majority of their players are absent from the lobby when the timer expires.
 - Announce ship loadout changes in lobby chat.
 - Pilots may swap for a less experienced pilot but not a more experienced one, provided the pilot is on their team or a sub.

- **Lobby Timer, Blind Picks (special ruleset, only applies if specified as such)**

- The lobby timer for each match is 5 minutes.
- The first minute of the Lobby timer is used to determine the map that is to be played in the upcoming match.
- Pilots of both teams will stay outside of the Lobby until 1 minute before the match starts. They will be notified by the referee and have to join the Lobby within 30 seconds. Once in Lobby, no changes to the ships and their loadout can be made.
- A change to the ship will result in a forfeit.
- After the timer expires, referee force starts the lobby.

- The timer is activated once the referee feels the teams have been given sufficient notice of the lobby start.
 - The lobby timer should be started even if a team's point of contact is unresponsive.
 - A team is considered to have forfeited if the majority of their players are absent from the lobby when the timer expires.
- Pilots may swap for a less experienced pilot but not a more experienced one, provided the pilot is on their team or a sub.

- **Open lobby**

- Open lobbies are exempt from all rules listed, except for the rules under this section and the following rules mentioned above:
 - Chat is required to comply by GOIA's Code of Conduct.
 - Display sportsmanship.
- The open lobby will be moderated and password locked, the password being "crewible", if an organiser announces and creates said lobby, the password will be posted in the COG discord weekly information channel, in the main GOI discord channel #community-notice-board and the global chat in-game.
- Maps are changed based on a majority vote, all maps and gamemodes are allowed.
- Referees and streamers are allowed to participate in the matches of open lobbies.
- Open lobbies do not count for official season and week count and leaderboard points.
- Organisers may attempt to balance the lobby by asking participants to swap slots/ships, but cannot enforce said balance swaps, participants have the right to decline to swap.
- The open lobby is closed when the creator of said open lobby announces the end of the lobby. The closure of the lobby must be announced a minute in advance.

- **Pauses**

- A match pause is an order for ships to stop movement, spotting, and firing of guns.
 - Pauses may only be authorized if ships have no potential for combat and are not about to engage in combat, at the referee's discretion.

- Pauses may only be authorized if ships do not have any repairable damage.
- Each team has one pause that lasts a maximum of 2 minutes per match, this includes the lobby time.
- Only a referee may approve a request for match pause.
 - In the event of technical difficulties or rule enforcement, a pause may be called at the referee's discretion to allow the issue to be rectified.
- Violations of a pause may result in a match forfeit at the referee's discretion.

Substitutions / Loadouts

- Players are limited to playing for one team on the day of the event.
- Players may have substitutes replace them mid-match.
- Mid-match substitutes must be equipped with the same class/loadout as the player they are replacing.
- If the player is replacing an AI, captain of the ship will write the loadout in chat that the player will have upon joining.
- Mid-match loadout changing is not allowed.

Surrenders

- Both teams in a match are permitted to surrender at any time.
- The team that surrenders is considered to have lost the match regardless of the scores.
- The winner is considered to have scored 6 points. The loser's score is recorded as normal.

Summary of Rules

The Crewcible is a 2 ship vs. 2 ship weekly competition. There are 7 main rules you need to know in order to successfully participate in a match.

First, the lobby rules. The lobby has a 5 minute timer, the first minute being used to vote on the map of the match. At 4:30 your ship's loadout is "locked" meaning you can't switch it. At 5

minutes, referee will force start the lobby.

Match time limit is 20 minutes and 10 seconds. After that time, the team with the most kills wins. In case of a tie, the team with the first kill wins, but said team doesn't receive a leaderboard point for said victory.

Third, the referee. The referee will be an "admin" of the match. They only have access to the match chat. Paying attention to what they type is important.

Fourth, pauses. Each team is authorized one pause per match that lasts for 2 minutes. The ref will authorize the pause. The teams may ask for a pause using match chat. Pausing is only allowed when there is no potential for combat. A team can also call for a minute pause in the lobby, if the other team has changed loadouts just before the ship lock.

Fifth, loadout swapping. Loadout swapping by players is not allowed. Whatever they enter the match with they must keep. If you need a substitute because of a disconnect then that substitute must come in with the same loadout as the person they are replacing.

Sixth, brackets are chosen by randomization. The game mode is 2v2 Deathmatch.

Seventh, the year is divided into 6 seasons. Each season lasts for 8 weeks. This gives us 4 weeks where no event will be hosted, or the events will be outside of the active season. Every player can gather points by winning matches and through gaining points and kills from his team and winning matches without the timer running out. The person(s) with the most points at the end of a season is declared season Champion.

- Event organizers:
 - Zennoch