

Battle of Maharajas 2

Tournament Rules and Settings

Sign up form

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Click here to join the official tournament discord channel.

1. Team Structure

This is a 4v4 RM TG tournament.

There will be 5 teams in total each consisting of 4 players.

Draft day is a crucial moment in the tournament as the captains will have to draft players strategically considering flank/pocket positions and maps.

Please note that the participants are recommended to be available on the 2nd, 3rd and 4th weekend of September, 13th, 14th, 20th, 21st and 27th September 2025.

2. Tournament Structure

**game - single match played on a map*

**set - a series of games between two teams (Bo3/Bo5)*

The matches will be played in a Round-Robin system where each team plays against every other team once. Round-Robin will be a Play all 3 (Pa3), thus every team will play 4 sets of Pa3 each.

The two teams with the most points after all the Round Robin games have been played will play the finals which will be a Best of 5.

Important dates

26th July - Sign ups open

22nd August - Sign ups Closed

24th August - Player list and 'Battle of Maharajas ELO' revealed

31st August - Draft for the tournament on stream with the 5 captains
12th September to 27th September - Group stage matches
28th September - Finals

3. Scheduling -

Team captains will use the scheduling channel to schedule matches.

Teams being late to the scheduled time of the match will be strictly penalized.

If a team is not able to field 4 players even after 20 mins of the scheduled time, the opponent team will be granted an admin win for that particular game.

4. Map Settings -

Map draft link (Play all 3) - <https://aoe2cm.net/preset/elcEU>

Map draft link (Best of 5) - <https://aoe2cm.net/preset/TRKHG>

5. Civ Draft -

Draft link for PA3 - <https://aoe2cm.net/preset/ptink>

Draft link for BO5 - <https://aoe2cm.net/preset/auLuP>

6. Laming and bug-abuse

All types of laming are allowed. Bug-abuses are strictly prohibited and any evidence of intentional bug-abuse will lead to the team's instant disqualification from the tournament.

7. Slinging

A player can only sling to an ally after the player reaches the Imperial Age. Any type of slinging done before reaching Imperial Age will result in an admin win to the opponent at the discretion of the opponent and admins.

8. Admin Restart

Admin Restart Resource Bug (Admin Restart): Pause the game, take a screenshot. (General criteria: missing/bugged/trapped herdables, hunttables, and forage bushes | inaccessibility of more than: 4/7 main gold tiles, 3/5 main stone tiles | trapped starting villager/scouting unit)

9. Drops and disconnects

Players will try to save and restore games if any player drops. If a save and restore is not possible due to any game issues, the players will have to restart the game with the same positions and civilizations. During save and restore, **players will make sure to disconnect from the game directly**. Please consult admins in any such situation.

10. Sportsmanship

Insulting, abusing and unfair game-play is strictly prohibited. Any kind of smurfing/ one player using another player's account/ spec-cheating will lead to instant disqualification from the tournament. As this is an in-house tournament to promote player-participation and enjoyment for all, **we hope that all players play the games in good spirit.**

11. Match day

Players will make sure to arrive at the scheduled time for their match. The **4 players playing the particular game will be in one discord voice channel(in the Battle of Maharajas discord team channel).**

Punctuality has to be followed strictly to maintain smooth flow of the tournament.

If any team is not able to be ready with 4 players after 20 minutes of the scheduled time, the 1st game will be awarded as an admin loss to that team. Any other rules/consequences will be at the discretion of the admins.

Round Robin - Best of 3.

Finals - Best of 5

12. Match Settings

Host on a server agreed upon by both teams before beginning every match. It will be the responsibility of the players to check and verify. Once the game begins it will be continued. If players cannot agree on the server then please contact the moderators.

If a player accidentally picks a wrong civilization, the opponent team gets the right to either let the player pick the original civilization or choose the player's civilization.

The games must have **spectate-on with a 2 minute delay** for every match.

13. Streaming rules

Players are forbidden from streaming their POV on stream as well as on discord. All the streamers interested to cast the matches on their channel are welcome to do so after informing the admins priorly.

It is not mandatory to stream games live as multiple games might be taking place at the same time. Game recordings will be provided to the streamers.

14. **Prize pool**

The tournament prize pool has been funded via player donations from the community. The total prize pool is 427 USD and it will be split 70 – 30 % between the first and second place teams.