

TONHAXIE LEAGUE

AXIE INFINITY ESPORTS GRANT #3 - 2022/2023

This league was conceived and organized by Tonhaca (Axie Infinity Brazil Ambassador) with the support of Sky Mavis and in partnership with Community Gaming, Galaxies and Red Button.

1 - GENERAL

- 1.1 - All communication will be done through Tonhaca's discord (<https://discord.gg/tGy7KHjPyy>) and Community Gaming match chat;
- 1.2 - The main language of the tournament will be English;
- 1.3 - It is mandatory to be on discord, have discord linked to community gaming and online in the Community Gaming, under penalty of disqualification;
- 1.4 - It is the player's responsibility to look for the organization to solve any problems, follow the rules and be aware of the announcements made by the organization;
- 1.5 - The rules are subject to change by the organization if necessary for the healthy continuity of the tournament. Any change only applies results to events that occurred after the change;
- 1.6 - Players must be 18 years of age or older to participate. The organization may request proof through documentation;
- 1.7 - When registering for the tournament, the player agrees to follow all the rules stipulated by the organization, [Axie Infinity's terms of conduct](#), [Axie Infinty esports rules](#), as well as authorizing the use of his name and image throughout the course of the tournament.
- 1.8 - Disputes/disconnections/technical issues will be decided by the players (proof required). It is the winner's choice whether the match will be replayed. If a remake takes place, the same Axies must be used in the same order;
- 1.9 - In case of bug abuse, the injured player must report to the tournament administration who will watch the replay of the match. If the bug interferes with the result of the game, a rematch is mandatory and the player who abused the bug will receive a warning, if there is abuse again by the same player, even against a different opponent, the player who abused will be expelled from the tournament. If there is abuse that does not affect the outcome of the match, the warning and expulsion apply equally;
- 1.10 - In case of doubts, disputes or discussion of the players, the decision and last word is of the organization of the tournament and it is incontestable.

2 - REGISTRATIONS

- 2.1 - Entries will be made through Community Gaming platform;
- 2.2 - Vacancies will be filled up to a total of 128 players, in order of registration;
- 2.3 - Registrations beyond 128 players will enter the waiting list. Players on the waiting list must check in in the same time of other players. If players within the initial 128 do not check in, the slots will be filled with players on the waiting list who have checked in;
- 2.4 - After the registration and verification period is over players will be randomly assigned to groups of 32 players;
- 2.5 - All responses requested in registration must be completed by the end of check-in, as well as the Community Gaming account being linked to the discord, under penalty of disqualification.

3 - FORMAT

A - GROUP STAGE

- 3a.1 - Each player must face all other group opponents twice;
- 3a.2 - Each match will be BO1, victory guarantees 3 points, draw 1 point and defeat 0 points. Ties will be reported in community gaming as 0x0;
- 3a.4 - The descending order of scores defines the rankings;
- 3a.5 - Players with the 8 highest scores from each group will qualify for the final stage;
- 3a.6 - In case of equal scores, wins, draws and losses are tie-breaking criteria, if the tie remains, the placement will be decided with the tied players facing each other in BO3;
- 3a.7 - Players must respect the times and dates stipulated for each round, results reported outside the stipulated dates will be ignored;
- 3a.8 - It is the winning player's responsibility to report the result on the Community Gaming website and send the match replay link on Tonhaca's discord as proof of victory;
- 3a.9 - Each round is announced by the organization on Discord and lasts until all matches are finished and reported in the Community Gaming;
- 3a.10 - The attendance tolerance for the match is 15 minutes. If one of the players does not appear, the player present can report victory by W.O.;
- 3a.11 - In case of non-attendance of the two players, the game is annulled and neither player scores;
- 3a.12 - Each round will have a maximum time of 45 minutes, from the announcement of the start of the round. Matches that do not have a result reported within that time will be considered as a no-show by both players and rule 3a.11 will apply.

B - FINAL

- 3b.1 - The top 8 in each group qualify for the final stage;
- 3b.2 - Final tournament format will be double elimination;
- 3b.3 - When mounting the brackets there will be a crossing of groups, the first phase will look like this:
 - #1 in group A vs #8 in group D
 - #2 in group A vs #7 in group D
 - #3 in group A vs #6 in group D
 - #4 in group A vs #5 in group D
 - #5 in group A vs #4 in group D
 - #6 in group A vs #3 in group D
 - #7 in group A vs #2 in group D
 - #8 in group A vs #1 in group D
 - #1 in group B vs #8 in group C
 - #2 in group B vs #7 in group C
 - #3 in group B vs #6 in group C
 - #4 in group B vs #5 in group C
 - #5 in group B vs #4 in group C
 - #6 in group B vs #3 in group C
 - #7 in group B vs #2 in group C
 - #8 in group B vs #1 in group C;
- 3b.4 - All 32 players qualified for the final phase are awarded;

3b.5 - All matches will be played in BO3, with the exception of the upper final, lower final and final. These 3 disputes will be BO5. ;

3b.6 - Ties will not be considered, players must play until one of the two reaches 2 wins for BO3 games, or 3 wins for BO5 games. In BO3, in case of a continuous tie, there will be a limit of one hour of gameplay, if the tie persists, whoever has the most victories in the dispute wins, if both have the same number of victories, both are eliminated. In BO5, players are obliged to change teams after each tie;

3b.7 - Players must respect the times and dates stipulated for each round, results reported outside the stipulated dates will be ignored;

3b.8 - It is the winning player's responsibility to report the result on the Community Gaming website and share screenshots as proof of victory on CG bracket;

3b.9 - Each round is announced by the organization on Discord and lasts until all matches are finished and reported in the Community Gaming;

3b.10 - The attendance tolerance for the match is 15 minutes. If one of the players does not appear, the player present can report victory by W.O.;

3b.11 - In case of non-attendance of the two players, both will be disqualified.

4 - GAME

A - GROUP STAGE

4a.1 - All Axies are allowed to be used;

4a.2 - All runes and charms can be used;

4a.3 - There will be no Axie bans;

4a.4 - The players could play with whichever axie they want, without having to report which ones will be used;

B - FINAL

4b.1 - All NFT Axies are allowed to be used, axies starter will not be accepted at this stage;

4b.2 - Only **EPIC** and inferior runes and charms will be accepted;

4b.3 - Players must present a list of 4 to 10 unique NFT Axies and will only be able to play with Axies present in that list until the final, without exception;

4b.4 - Players will be able to ban an opponent's Axie at the beginning of each dispute, the ban is valid for all games between these players in that round;

4b.5 - The list of Axies must be presented in the way that the organization requests and on the date that the organization requests, through the discord under penalty of disqualification;

4b.6 - The list of Axies is valid throughout the final phase and will not be subject to change; no exceptions;

4b.7 - In case of non-compliance with one of the above rules, the player will be disqualified.

5 - BROADCAST

5.1 - Every day there will be broadcast in Portuguese, Spanish and English.

5.2 - The player will be able to broadcast their own games on their own platform, but without support from the organization.

5.3 - The broadcast games will be chosen by the producers of each broadcast through the replays sent on discord.

6 - PAYMENT

6.1 - The total prize pool is 2000 AXS + 32 exclusive and personalized NFTs of tournament winners organized by Tonhaca;

6.2 - All players in the final phase will be awarded;

6.3 - The prize pool will be split progressively according to placements, details will be at Community Gaming;

6.4 - The deadline for payment of prizes is up to 45 days after the end of the tournament, in accordance with Sky Mavis rules.

HAVE A GOOD GAME