

Introduction:

Welcome to the SMS 1v1 Lockout Bingo League hosted by Rimato, UrinalMike and Papaccino as well as the Bingothon crew! We've been thinking about trying the league format for a while and now is finally the right time to put those plans into action. Since this is a completely new format the rules are quite different so we'd appreciate it if even veteran participants read through this document :)

Signup:

You can sign up [here](#).

Currently [signed up](#).

Discord:

Be sure to join the sms bingo discord [here](#).

Game version:

The Switch version of SMS will NOT be utilized for this league.

Variant:

Since the league is a 10 week event a single variant could get old over time so we've decided to mix it up and have the league feature 4 different variants. Those being the previous tourney variants: standard lockout, row control and invasion as well as a newcomer: draft lockout. You can read the rules of each variant here:

[Standard lockout](#)

[Row control](#)

[Invasion](#)

[Draft Lockout](#)

General lockout rules:

If you are new to bingo or our bingo tourneys check these out:

[Tourney rules and FAQ](#)

[Bingo goal FAQ](#)

Tournament format:

The league will be split into 2-3 divisions of 8 players based on skill of players. Each division will play in a single round robin group stage (you face everyone once) where top 6 will advance to the single elimination bracket stage.

In the group stage each player will have 3 home games, 3 away games and 1 neutral game. The player with home advantage gets to decide which variant is played. For the neutral game variant will be decided by rng with 1 ban of variant from each player. 1 player can play the same variant during groups only up to 3 times. Decisions for next week's variant choice will be made by the player with home advantage after their previous week's game.

Top 2 of the group will be rewarded a bye to round 2 and the highest seed in each round of the bracket will get to pick their opponent between the 2 lowest seeds of the round. All matches in the single elimination stage will be best of 3s. Higher seed in the matchup will get to pick the variant for games 1 and 3 with no variant repeats.

Timeline:

The Group stage of the league will be happening between September 21st and November 8th with 1 match/week for each player and the bracket stage will end November 28th with 1 bo3/week.

Scheduling:

We are trying out a new approach for scheduling matches. Restreams will happen every Friday (if we get division 3), Saturday and Sunday starting at 2pm EDT featuring 4 matches each stream.

If none of these time slots work for you, you can still play your match at another time in the week. These matches will be pre recorded with a referee watching over the match for illegal clicks and restreamed sometime at before mentioned time slots.

Restreams:

This time around the restreams will be split between 2 channels:

twitch.tv/sunshinecommunity

twitch.tv/bingothon

For a league as ambitious as this one, restreams require quite a lot of work. So we've teamed up with Bingothon (a biannual bingo marathon) to deliver you all of this bingo content. The bingothon crew has loads of restream experience from all the marathons they've been running since 2018 and are very excited to start featuring more consistent content on their channel. To not miss out on any bingo action be sure to drop the Bingothon channel a follow as well as get the @viewer role in the bingo discord.

Prizing:

Prize support starts at 0\$. If you want you can donate to paypal.me/SunshineLockout though bingo is mainly for fun so don't feel pressured to :)

In the interest of transparency, a list of all donors and amounts will be [kept here](#). If you wish to remain anonymous, that's fine too. Here's how the prize pool will be split(if there is one):

Prize pool is only split between division 1 unless we get up to 200\$ then division 2 is included and in the case of 300\$+ also division 3 would be included.

Split between divisions with div 1 and 2:

Division 1 - 60%

Division 2 - 40%

Split between divisions with all 3:

Division 1 - 45%

Division 2 - 35%

Division 3 - 20%

Split between placements within a division:

1st – 50%

2nd – 25%

3rd – 15%

4th – 10%

Relegations:

- Top 6 of division 1 will retain the right to their spot in division 1
- bottom 2 of division 1 and top 2 of division 2 will play for the remaining 2 division 1 spots with the losers getting spots to division 2
- 3-6th places of division 2 will retain the right to their spot in division 2
- bottom 2 of division 2 and top 2 of division 3 will play for the remaining 2 division 2 spots
- if a player declines a division spot we will choose the most suitable replacement for them (continues below)

Tie breakers:

- For 2 way ties we simply use the players head to head matches result to tie break
- For a 3 way tie we try to separate the best of the 3 with head to head score and the top player advances. If head to head is even between the 3 players we consider the goal amount. The 2 people with the lower goal counts play against each other. The winner of that matchup either advances to fight the person with most goals for the single spot or in the case of having 2 spots both the person with most goals and the person who won the first tie breaker match advance.
- 4 way and onwards tie scenarios are too complex to explain within a reasonable amount of words due to there being a huge amount of them but head to head matchups and goal counts will be considered as before. If a tie like this is possible going into last week we will inform the players of the possible outcomes.