# The Big Brass Revival

Saturdays at 2pm EST for 3 weeks. Starting on December 3rd

Sign ups Start: Monday November 7th

Close Sign ups Friday November 30th

First Match Day: December 3rd

Second Match Day: December 10th

Third Match Day: December 17th

[http://www.worldtimebuddy.com/](http://www.worldtimebuddy.com/)

Rules:

- Event will be 2 vs. 2, 2 ships/8 players per team, Best of 3, Double Elimination Team Deathmatch.

- Matches will begin promptly at 7:00pm UTC/2:00pm EST/11:00am PST/7:00pm GMT/8:00pm CET all following matches do not start at a set time, so it is best to be in game and ready to go for the entire duration of the event.

- The spawns will be randomized by a coin flip. Top bracket placement will be heads, bottom bracket placement will be tails. Winners gets Red spawn.
  [https://www.random.org/coins/?num=2&cur=60-aud.1dollar](https://www.random.org/coins/?num=2&cur=60-aud.1dollar)

- Matches have a 20 min time limit. In the event of the tie, the team that scored first will be declared the winner. In the event that no one scores in 20 minutes, a coin flip will decide the winner

- The lobby timer for each match is 4 minutes this timer will commence after the password is given to the team's captain and 75% of the players are in the lobby.

- Both teams in a match are permitted to surrender, including the team with the currently higher score. The team that surrendered is considered to have lost the match regardless of the scores. Therefore a surrender can never result in a tied match.

- Brackets will be updated on the forums every Saturday Night by 9 pm eastern.

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Teams:

- Teams have no limited size and rosters will not be required except at the end of the event, but players may not play for multiple teams during the 3 weeks. At the end of the

event the monetary prize will be given to the team leaders to be split among their team and subs as they see fit.

- **Please only sign up if you are confident that you can produce a full team for the whole tournament.**
- Info needed from Team Captain:
    - Team name:
    - Two contacts with in-game name and steam id (Steam id can be sent to competitive@musegames.com with the Subject: Big Brass Revival):
    - Logo (Preferred):

Subs:

- Player may only play for 1 team in the course of the tournament, meaning you can only play for one team for the entire event. Monetary rewards will be decided by the team captain.

Brackets/ Scoring/ Game Play System:

- Double Elimination
- Best of 3 for Each match
- Number of brackets to be decided with number of teams that sign up.

Ties:

- If a match runs out of time and is tied, the team which scored the first point of the match wins.
    - The referee is responsible for determining which kill is the first if a mutual kill is made (they can make this determination from the kill feed).
    - If no ship is killed within the 20mins time than the game will be decided by coin flip.

Pausing:

- 1 Paused allowed per team per match.
- Max 2 minute for this pause.
- A ship should not move or engage during a pause.
- The pilot or crewmember should do his/her best to keep the ship from drifting.

- A pause is only authorized if ships do not have any repairable damage and are not in a position to engage one another. (this has to be decided on a case by case basis; ie. engagement range is much greater on a Dunes sniping match than a Paritan brawl).
- No moving/intentional drifting/spotting/shooting/repairing during a pause.
- Mid-match substitutions are allowed but the sub must be the same class and loadout as who they are replacing.
- Disconnect to change loadout mid-match is not permitted.
- Pauses are to be called by single person from the team and the unpause must come from the same person in the match text chat. Ref will confirm or deny the pause request based off of the positioning and action of the match.

Server Issues:
- Some servers have problems that send the game into an unplayable state.
- If the server enters into an unplayable state, there will be a 3 minute pool of server time.
- Unplayable states include 3+ players being disconnected or confirming slow motion at once (must be at least one from each team).
- When a game enters server time, the match timer is paused with no penalty to either team.
- If a match runs out of server time there will be an immediate controlled restart.
- A new lobby will be created with the same map.
- Teams have 2 minutes to move to the new lobby and ready up.
- Teams must bring the same loadouts (ship and crew) and will take the original spawn locations.
- The kill counters will be retained - whichever team reaches a kill count of 5 first between the reset match and the new match will be the victor.
- The timer will be maintained - Whatever time the reset match was paused at will be the time the new match starts at.
- Perma-hull and positioning is reset for both teams since there is no other way around this
- If further server problems occur, the match will be called:
    - In any circumstance, both teams may agree to continue the match anyway and resume normal play despite server problems.

- ○ Which ever team had the most points before restart will be considered the winner of that match.
- ○ If tied the first team to have made a kill is awarded the win.
- ○ If no kills are made, then the match will be decided by coin flip.

Forfeits:
- There is a hard start at 2pm. All teams playing should be ready at 2pm regardless of if they play the first matches or not.
- The lobby will be up 15mins prior to 2pm. At this time Refs have 5mins to set up the lobby, including the streamers getting into the lobby, with the correct map, timers ready and both referees set and ready. At the 10min mark passwords go out to captain which gives players 6mins to get into lobby and then the 4min lobby timer starts.
  - ○ If less than that majority of a team (so less than 5 players) is absent from a lobby when the lobby timer runs out, they are considered to have forfeited the match.
  - ○ If a team starts with AI crew, any player that subs for the AI has to bring the AI default loadout which is Shifting Spanner, Rubber Mallet, Fire Extinguisher and Heavy Clip. (This to prevent post-start counterpicking)
- If time runs out and the teams have still not started the match, any team with a ship that is not ready, will be asked to ready up. If the team still does not ready up they forfeit. Both teams can forfeit in this way.

Maps:
- Battle of the Dunes
- Water Hazard
- Fight over Firnfield
- Northern Fjords
- Paritan Rumble
- Canyon Ambush
- Clash Over Blackcliff
- Dual at Dawn
- Maps will be chosen at random from the list of allowed maps.

Referees:

- 2 Referee per match.
- Must be present 15 mins before tournament starts to be assigned to lobby, receive password for lobby and give password to team captains.
- Must be in party with other ref.
- Referee will create each lobby. All lobbies share a password which is designated on the day.
- Lobbies are always hosted in America, unless both teams agree they wish to play on Europe. (other servers are not acceptable because of referees and caster connection issues).
- Referees are responsible for contacting each team's contact and giving them the lobby password.
- In addition, the referee maintains the lobby and match timers, authorizes substitutions, pauses and reports match scores to the event organiser.
- Referees are to look at all player loadouts, screenshot if necessary, to make sure reconnecting player has same load out.
- Announces match time at the 10 minute, 5 minute, 4 minute, 3 minute, 2 minute and 1 minute mark.
- Both Referees must be tracking time. http://stopwatch.online-timers.com/multiple-stopwatches
- Referees must uphold all tournament rules.

Streamers:

- 2 streamers just depending on how many teams sign up.
- All Steamers will be ran streamed on http://www.twitch.tv/gunsoficarus and their second twitch channel but to keep everything in 1 place, both channels will be embedded in www.gunsoficarus.com.
- Streamers are to stay non-partial to either side.
- Streamers are not allowed to talk negative about any player, team, referee, organizer or Muse while streaming to prevent toxicity.
- Streamers are not allowed to play music during their stream (exceptions may apply).

Chat & Competitive Integrity:

- Teams are forbidden to stream watch to gain an advantage.
- Teams are forbidden from intentionally disconnecting a player to gain an advantage.
- Participants are asked not to use ingame chat in anyway, except for matters involving the referee (i.e. Pauses, substitutions).
- Normally a warning should prove sufficient but where a player causes a problem and refuses to stop they will be asked to leave the event. If they do not co-operate their team may be considered to have forfeited the match. (this is only a measure for extreme cases and the event organizer contacted).
- Players are expected to show respect to one another just as competitors in any sporting event.
  - If a player is found trolling, name calling, degrading another player or team they will be disqualified from following matches based on the seriousness of the offense.
  - Applies from when the player enters the lobby to leaving the lobby of a competitive event.

Awards:
- First place team will receive: $200 total for the team (to be split by team leader's discretion,) title: Biggest Brass Bruiser, badge, and name an in-game AI.
- Second place team will receive:  $100 total for the team (to be split by team leader's discretion,) title: Bigger Brass Bruiser, and a badge
- Third place team will receive: $50 total for the team (to be split by team leader's discretion,) title: Big Brass Bruiser, and a badge
- All participants will earn the title Big Brass Contender.

Fine Print:
- If you suspect that these rules are being abused, privately report this to an Organizer along with any evidence you may have.
- If evidence is found that a team is abusing these rules, that team will be subject to forfeiting any and all affected matches.