

Steel Division 2 League Season 2



Start Time:

15th February Weekly Tournament

Sign up Closes at the 11th of February

Format:

League Format 3-4 Divisions with 2 Groups of 6 each

Groups will be 'Seeded' using existing ELO data gathered from all previous tournaments conducted by the Steel Division League Team and personal evaluation for fresh recruits.

The Divisions shall be 'Division Zhukov'(1) 'Division Manstein'(2) 'Division Rokossovsky' (3) and 'Division Guderian'(4)

Division Zhukov is the top group, players here will play for the title of the Steel Division League, the player who finishes in the last position in each Group will be relegated to the Division below for the next season.

In all other Divisions, 'Manstein'(2) 'Rokossovsky'(3) and 'Guderian'(4) the player who finishes top two positions will be promoted while the bottom two players are relegated

Group phase:

Group A		Standings	Matches							
Rank	Participant	1. Set Wins	Set Ties	2. TB	3. Set Win %	4. Buchholz	Match W-L-T	Pts	Match History	
1	1	0	0	0	0.0	0.0	0-0-0	0	-	
2	2	0	0	0	0.0	0.0	0-0-0	0	-	
3	3	0	0	0	0.0	0.0	0-0-0	0	-	
4	4	0	0	0	0.0	0.0	0-0-0	0	-	
5	5	0	0	0	0.0	0.0	0-0-0	0	-	
6	6	0	0	0	0.0	0.0	0-0-0	0	-	

Group B		Standings	Matches							
Rank	Participant	1. Set Wins	Set Ties	2. TB	3. Set Win %	4. Buchholz	Match W-L-T	Pts	Match History	
1	7	0	0	0	0.0	0.0	0-0-0	0	-	
2	8	0	0	0	0.0	0.0	0-0-0	0	-	
3	9	0	0	0	0.0	0.0	0-0-0	0	-	
4	10	0	0	0	0.0	0.0	0-0-0	0	-	
5	11	0	0	0	0.0	0.0	0-0-0	0	-	
6	12	0	0	0	0.0	0.0	0-0-0	0	-	

Play-offs:



Group Phase:

Group Phase will be played in a Round Robin format with best Bo2 matches. Points will be: 3 points for a win, 1 point for a draw

Participants will have 1 week time to finish a match. If a match wasn't played, it will be counted as a 0-0 Tie, if one player put in a lot more effort than his opponent he might be granted a victory instead.

The Top 3 Players of Each Group advance to the playoffs.

If games are not played/scheduled till 1 week after they are scheduled and there is no valid reason for it, games will be auto completed.

Means: Lack of effort from both sides = 0 points for both.

Effort from one side, but not the other = Free win for the side trying to organise the game.

Also all Games have to played till the end of the last week of the group phase. Unplayed games will be handled as stated above.

Match Setup Group Phase:

Each match consists of 2 games.

One player must flip a coin (\$flip) Winner of the flip chooses first in all following picks, the loser of the toss must pick first in game 2

Both players must ban 2(3 after FoF DLC releases) maps each ("\$banmap MapName"). Make sure to use \$resetmaps to ensure there are no lingering bans from the previous usage of the bot before doing so.

One player in the match will use the "\$rmap 1v1" command in the tournament SODBOT channel. SODBOT will reply with the map to be played.

Each player must reveal their faction choice, Allied Vs Allied and Axis Vs Axis are allowed

Once the map and factions have been revealed, each player now will now ban 3 (4 after FoF DLC release) divisions each. in the case of a mirrored faction match, your bans only affect the other person. IE, if player A bans 5th panzer 14th infantry and 78th Sturm, but player B bans 5th panzer 14th infantry and Harteneck, Player A can use 78th Sturm

Once all above bans have been completed, the player that 'wins' the first coin flip reveals their division first

Games will be played with:
750 Start Points
Medium income
Medium game speed
Eastern front mode (conquest)

Play-offs:

Round of 6 and Semifinals Will be Bo3 and played one weekend with the Final Bo5 being played at the following Weekend

The first-placed player of each group will advance directly into the Semifinal, the 2nd and 3rd player placed players will place against the other Groups 2nd and 3rd placed in the Round of 6.

Match Setup Play-offs:

One player must flip a coin (\$flip) Winner of the flip chooses first in **all following** picks, for following games the **loser of the previous** game picks second all the time (Faction and Division).

Each player bans 3 Maps, the player seeded above in the bracket starts. Every played map gets banned as well for future games. (No new Bans for the 2nd/3rd Game)

Each player must reveal their faction choice, Allied Vs Allied and Axis Vs Axis are allowed

Once the map and factions have been revealed, each player now will now ban 4 divisions each. in the case of a mirrored faction match, your bans only affect the other person. IE, if player A bans 5th panzer 14th infantry and 78th Sturm, but player B bans 5th panzer 14th infantry and Harteneck, Player A can use 78th Sturm

Once all above bans have been completed, the player that 'wins' the first coin flip/previous game reveals their division first

Games will be played with:
750 Start Points
Medium income
Medium game speed
Eastern front mode (conquest)

Reporting results:

Results will be posted using the SODBOT Results channel in the Steel Division Discord, you will need to drop the replay file into this channel and the bot shall do the rest

Sign up:

Sign up is closed by now.

https://docs.google.com/forms/d/e/1FAIpQLScf6I8MHvVWAaD2qRf1Lf81AsUNWQE1rQuYo0Ch6uWuepWJQ/viewform?usp=sf_link

In order to play in this tournament, you must have joined the SD League discord server:

<https://discord.gg/P7224QC>

Prize pool:

Prize pool will be crowdfunded via Matcherino:

<https://matcherino.com/tournaments/23691/overview>

Further information about the split and so on can be found on the matcherino page.

Players dropping out without a valid reason, cheating or offending their opponents and other players might be expelled from this and future Steel Division League Tournaments!