Streamfleet Showdown Invitational 2 - Public Rules

Rules and Format

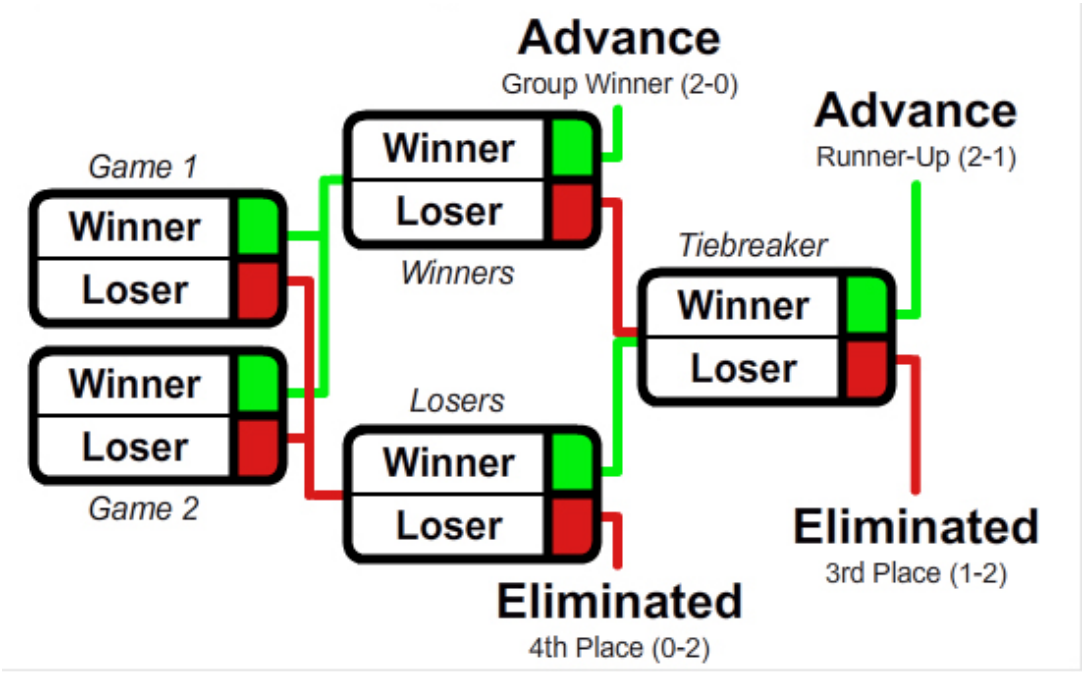
Captains and Rostering

The biggest change we are making for this tournament compared to the last is that we are going to ask Captains to provide us a list of the 7 other players they wish to include on their team, rather than allowing free-rostering as has previously done.

We hope that this will reduce B-Teaming and other previous issues EVE tournaments have run into, as well as allowing teams and players to become more recognisable over time.

Format

Following feedback from captains, we are also modifying the format to include a higher floor of matches played by teams, without introducing the 'slack' or meaningless games that a longer form swiss format can lead to. As such, we will be transitioning to a GSL system for the first day of the tournament, which operates like so;



The second day will then use a single elimination bracket with a 3rd/4th playoff and Bo3 grand final as seen in the previous Streamfleet Showdown.

Compositions

As with the previous SSI, this tournament will require teams to submit a ‘stable’ of unique compositions before the competition starts, including their fittings. Teams may then, throughout the tournament, only use a composition once. This both presents a more interesting theorycrafting challenge than simply finding the best possible composition, and ensures that a wide variety of ships and playstyles are represented in the tournament.

Compositions are built by filling up the predetermined ‘slots’ given to the captains, which are as follows for the two days of competition;

Day 1 - 5 Compositions

1 - Navy Battlecruiser or Drekvac or T1 Battlecruiser
1 - Heavy Assault Cruiser or Pirate Faction Cruiser or Precursor Cruiser
1 - Navy Attack Cruiser (Caracal Navy Issue, Omen Navy Issue, Exequror Navy Issue or Stabber Fleet Issue) or T1 Cruiser
1 - Interdictor or Interceptor
1 - Command Destroyer or Precursor Destroyer or Electronic Attack Frigate
1 - T1 Destroyer or T1 Frigate

Day 2 - 5 Compositions

1 - T1 Battleship
1 - T1 Battlecruiser
1 - Precursor Cruiser or Faction (Pirate or Navy) Cruiser
1 - T1 Cruiser or Navy Attack Cruiser (Caracal Navy Issue, Omen Navy Issue, Exequror Navy Issue or Stabber Fleet Issue)
1 - Command Destroyer or Precursor Destroyer or Electronic Attack Frigate
1 - Assault Frigate or Stealth Bomber

Each of the 5 compositions submitted for each day must contain no ships that are the same. E.g. If you use a Caracal in one of your Day 1 compositions, you may not use it in any other Day 1 compositions. You may, however, put it into one of you Day 2 compositions as well.

The Sunesis, Gnosis & Praxis count as T1 for their respective categories, Destroyer, Battlecruiser and Battleship. You may **NOT** use unique ships (AT Ships, Golden/Silver Magnates, Opux Luxury Yacht, etc.).

Compositions will be revealed to other captains and the public on April the 14th.

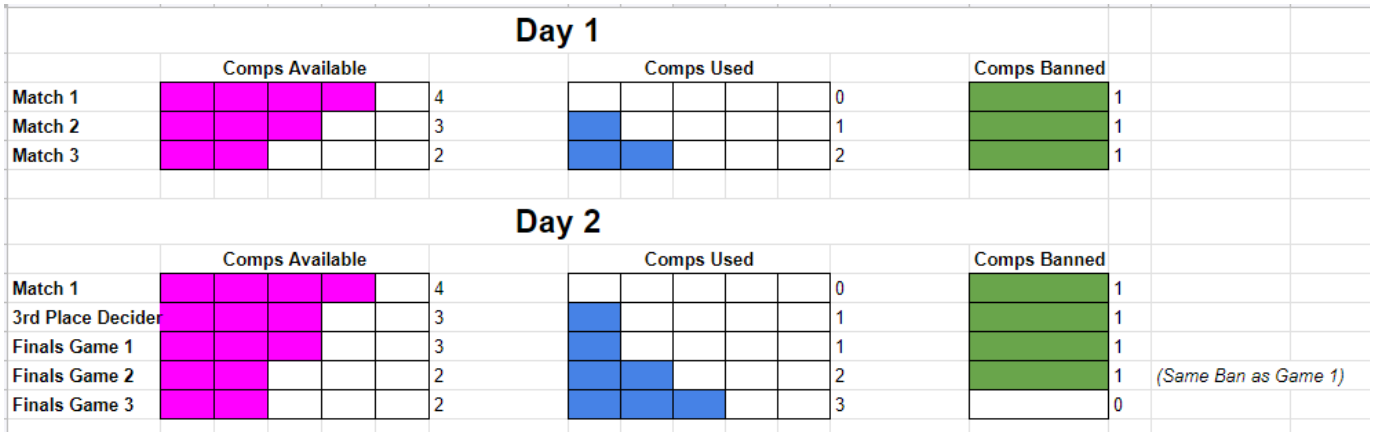
Pick & Ban

Pick & Bans will take place between each captain in the 5 minutes prior to the match. Each captain will be given the chance to ban one composition from the opposing team. After this has been done, both teams bans will be made public, and teams can make their composition selections for the upcoming match, which will be then passed on to the viewer as they prepare for the upcoming match.

Team compositions picked at any point within the tournament may not be played in any further games or matches.

In the case of a Best of 3 series (as in the final), these bans remain static until the 3rd match, at which point the ban 'falls off' allowing both captains the option to bring any comp not previously flown in the tournament to the deciding match.

In order to make this process more understandable, please take a look at this infographic;



Tiebreakers

In the event that a match reaches 10 minutes and the victor isn't decided by complete elimination of the other team, a winner will be decided by the team with the ship highest up on the list left alive. In the event that both teams tie here (I.e, both teams having their T1 BS alive on Day 2), the team with the most ships left alive will be declared the victor.

E.g., if a team with 1 Hyperion and 1 Myrmidon remaining successfully runs out the clock vs a team of 1 Rokh, 1 Flycatcher & 1 Hawk, the latter team would win the game.

Fitting Restrictions

No Remote Armor, Shield or Hull Repairers, or Remote Armor, Shield or Hull repair drones may be used, or fit to any ship of a submitted composition. The Micro Jump Drive field generator may not be used. Cloaks may not be fit and may not be used in the arena. Warp Disruption Probes may not be used in the arena.

E-War Scripts of all types (Damps/TDs) are banned.

A maximum of 1 ASB may be fit to any ship. A maximum of up to 2 Armour Repairers and 2 Shield Boosters may be fit on any one ship.

Precursor ships are considered non-T1 for the purposes of this tournament - Usage of Precursor ships is specifically called out in the places where they can be taken.

Only T1 combat drones may be used. Navy, T2 or Augmented Combat drones are banned. ECM drones (EC-300, 600 & 900's) are banned. All other E-War drones are permitted.

Only EG-603 or EE-603 implants, or Mindlinks (T2 or Navy) may be used. No drugs may be used.

Only T1, Meta and T2 mods may be used, and only T1 rigs may be used. Storyline, Faction, Abyssal, Deadspace, Officer, Event and other high meta level items may NOT be fit.

Ammo is limited to NAVY faction, T2 and T1 variants.