

A&A 1942 Online Solos Tourney 8 Rules

Organizers: @bobby @airdolphin

Sign-ups

- Sign up via [Google Forms \(here\)](#) by providing your In-game Commander ID, Discord ID, and highest ranked performances. Please see the announcement on discord for more information.

The **deadline** to sign up is *Friday, October 18 @ 11:00 AM EDT (UTC -4)*

Pace of Play

- Each round will have a fixed duration to complete games as specified by the Organizers.
- Players are expected to take their turns within 24hrs, unless an exception is mutually agreed upon with their opponent. Otherwise, crossing the 24hr mark will be considered a single violation.
- Should a player fail to take their turn within 24hrs, the opponent may send the in-game **warning** notification, triggering the secondary 24hr clock. Failure to again complete the turn within that *second* 24hr period shall subject the player to penalties up to forfeiture of that game.
- A player may kick
- Players are strongly encouraged to communicate with their opponents in order to ensure timely completion of games.
- Organizers reserve the right to impose penalties including game forfeit, and up to expulsion from the tournament for violations of the Pace of Play.

General Rules

- Games shall be created as custom using Larry Harris GenCon 3.0, Standard VCs, Standard Dice (*NO Low Luck*), and a 24hr turn expiry. Either player may create a game and invite the other; see [this YouTube video](#) for instructions on how to create a custom.
- Players are expected to follow the Tournament's Pace of Play regulations and complete games within the provided durations.
- Sporting conduct is expected of all participants. Disputes are best resolved between players, before escalation to the Organizers if necessary.
- Bugs in the code that go against the game rulebook may not be intentionally exploited. This includes a "kamikaze" bug that allows you to not move a carrier to land a fighter in need, and a multi-seazone submarines bug that forces combat. However, it is fine to kill naked AA guns at no risk by air attack, and allied carriers and transports are not implemented by design. If in doubt, ask the Organizers.
- If showcasing a game in one of the showcase channels, do bear in mind that the turn timer is still based on the in-game timer, not the times of posts. However, repeated failure to post your turn may be considered an instance of unsporting conduct.

- Discord will be used as the primary communication platform for the tournament. Players are expected to ensure they see important notifications. DM's must be open to other server members and monitored.

Side Selections (Bids)

- Players will be randomly assigned as either Axis or Allies. This may be done for example by entering the /sides command in #bot-commands, or if that is malfunctioning, declaring a coin toss and using the /flip command.
- Players may bid for either side. The player assigned Axis may either accept the random assignment or opt to bid for Allies. Once they have made a decision, the player assigned as Allies may choose to accept playing as Allies (if the Axis player accepted playing as Axis), make a higher bid for Allies (if the Axis player opened bidding for Allies), or opt to bid for Axis (if the Axis player accepted playing as Axis). Bids must be done in increments of US or J forfeited treasury. Players shall alternate increasing bid amounts until one agrees to take the side not being bid on. See #tourney-info for further description of Bidding.

Bids shall be implemented by keeping a minimum US or J treasury (*IPCs*) equal to or greater than the agreed amount, or equivalent method (e.g. *a US1 purchase of units equal to the agreed amount, which are promptly moved to and kept in an uncontested territory for the length of the game, such as East Mexico or an irrelevant sea zone if the bid is high enough*). Failure to properly execute the bid parameters as agreed upon by both players will result in a warning from the Organizers and the player will need to act as directed to honor the bid. Failure to do so a second time will result in forfeit.

Qualifiers

- Participants will be divided into pools and ranked based on highest ranked performance. The number of pools will be contingent on the number of sign-ups. If, for example, we have 60 players, they will be seeded 1-60 and divided into 4-5 pools. *Organizer discretion will be used as necessary to handle ties, with consideration to player quality as demonstrated by past achievements.*
- Players will then be organized into Groups of 4-5 (again, contingent on number of sign-ups) a la the World Cup. Using the above example of 60 players, this means we could have 15 groups of 4 players each, so the first 15 ranked players will slot into separate groups. Following that, we will randomly draw their opponents - one from each of the other three pools. *As necessary, due to a shortage of opponents, the top players may be given byes (default win).*
- Players will complete 1 game against each other person in their group.
- The Qualifying Round will last approximately **4 weeks (or longer if groups contain 5 players and require an extra qualifying game - this will be decided upon the conclusion of the sign-up period)**, with an *expected end date of November 15th, 2024.*
- All games should be started within 5 days of Round start, and contact made within 3 days of Round start.
- Players will submit results in the #solos-results thread. Results shall be recorded in a Google Sheet, which will serve as the standings.

- The top two players in each group will advance to the Playoff Round. In the event of two players owning 2-1 records, their head-to-head match will serve as the tie-breaker. In the event of three 2-1 records, the player with the lower quality of wins will be ruled out from advancing to the playoff round. For example, if the #1, #16, #31, and #46 ranked players are in a group and the top three players finish 2-1, then the two players with higher-quality combined rank of their wins will advance. So, #1 beat #16 and #46, their “win score” would be 62. If #16 beat #31 and #46, their “win score” would be 77. If #31 beat #1 and #46, their “win score” would be 47. Since a lower score is better, meaning you beat higher seeds, players #1 and #31 would advance with scores of 62 and 47, whereas player #16 would fail to advance due to a “win score” of only 77. Player #31 would be determined as the Group Winner.
- In the event of three teams finishing 1-2, we would simply look at who won their game against the highest ranked opponent in the group as the 2nd place finisher.

Playoffs

- The Playoffs shall consist of a **Single Elimination** bracket. Players will be seeded first by record from the Qualifiers, then by player quality (*as determined by Organizer discretion, in consideration of past achievements*).
- The Rounds up to and including Quarterfinals will *each* last approximately **3 weeks** and consist of only one game.
- Game should be started within 3 days of round start.
- Players will submit results in the #solos-tourney thread. Results shall be recorded in the (Challonge) bracket by the Organizers.
- The Semi-Finals and Finals will NOT have a fixed duration, but Players are still expected to adhere to the Pace of Play guidelines. Excessive delay of game may result in disciplinary action from the Organizers.
- The Semi-Finals and Finals MUST be displayed via Discord showcase channels as directed by the Organizers.

Congratulations to the Champion for winning the Finals. The winner will receive the “Champions” and “Solos Champion” roles in Discord.

Dispute Resolution

- Sporting Conduct is expected to be maintained at all times.
- Players are encouraged to resolve issues that arise within their matches by mutual agreement.
- Disputes may be submitted to the Organizers as necessary.
- Failure to comply with the Pace of Play guidelines and Tournament Rules may result in disciplinary actions by the Organizers.
- **Organizer decisions are final and NOT subject to appeal.**

Arbitration

- Upon conclusion of each round, any incomplete games must have their game state submitted for adjudication.
- A closed arbitration panel will be assembled from Top 10 players in the Discord, as well as the Organizers.
- Each player may submit a *brief* summary of the state of their game and how they expected to win over the next several turns. This can be sent to an organizer via DM at the announced deadline for the conclusion of the round.
- Results will be decided within 24 hours. Violations of the Pace of Play guidelines and unsporting conduct may be considered in decisions for close games.
- No draws will be granted in Playoffs. Organizers will make every attempt to determine a winner through arbitration in the Group Stage, but if a game is difficult to determine who holds the advantage, a half-win will be awarded to each player.
- Arbitration decisions are final and NOT subject to appeal.