ESOC WINTER CHAMPIONSHIP 2023 – TOURNAMENT RULES & INFORMATION

Gameplay Rules

1.1 - Every game must be played on AOE3 Definitive Edition

1.2 - Every game must be played using Game Rules: Standard, Game Type: Supremacy and the default lobby settings such as shown in the following picture : (server selection depend on players' locations)

1.3 - Every player must sign up and play using their MOST known alias.

1.4 - Every game must be recorded by both parties and submitted by one of the parties. If a game is not recorded and/or submitted, it must be replayed regardless of the result.

1.5 - All players must be members of the ESOC discord and online on discord for the tournament dates. All games will be coordinated on discord. If you are not able to use discord for any reason please let the tournament staff know as soon as possible.

1.6 - If a match disconnects prior to 2 minutes, the game must be restarted. After two minutes, when the match ends abruptly due to an out-of-sync error (OOS), the players must attempt to continue from the automatically rehosted game room, and, if necessary, repeat this attempt at least 2 more times. In case of failure to continue the game through the automatically rehosted game tool, admins will decide on the path to follow. The recorded game of the rehosted match must also be saved and submitted with the final results of the match.

1.7 - When a player disconnects from the match at any point due to connection loss, they must try to continue from the automatically created savegame. In case of failure to continue the game through the saved game, admins will decide on the path to follow. The recorded game of the rehosted match must also be saved and submitted with the final results of the match.

1.8 - Every player may restart a game BEFORE the 2-minute mark when necessary in regards to resource-related issues. The recorded game of the restart must be saved and submitted with the final results of the match. The admins reserve the right to review the recorded game afterward to determine if a player abused this right and sanction them accordingly.

1.9 - Civilizations must be selected in accordance with the tournament rules.

1.10 - Every player must respect their opponent and organizers. Misbehavior** will result in a warning and can lead to disqualification. Racism and/or insults will not be tolerated, same goes for lack of sportsmanship. More information regarding this can be found in the Disqualification Rules section.

Disqualification Rules

2.1 - Any intentional use, or attempted use, by a player of any bugs, exploits, or cheats may result in a disqualification and/or tournament ban. The tournament administration, at their discretion, will determine bugs, exploits, or cheats.

2.2 - Except for officially supported mods, external software and game modifications are forbidden. The tournament administration reserves the right to disqualify a player for use of any modifications to gain an unfair advantage.

2.3 - Acceptable hotkey modifications should follow the "1 input = 1 output" rule. This means that a custom hotkey does not queue multiple actions that would normally require several keys.

2.4 - Forbidden modifications/software include but are not limited to: Map Hacks, Trainers, OOS / Intentional Lag (stacked downloads or other game crashing exploits), and zoom modification.

2.5 - "Smurfing", playing for another user, or having another user play your match for you, will result in a disqualification and tournament ban for both parties involved.

2.6 - Any tampering with the integrity of the ladder, sign-up, or seeding process will result in a disqualification and may result in a tournament ban. The tournament administration reserves the right to apply this rule retroactively.

2.7 - If you suspect your opponent has violated any of the player integrity rules, finish the game and submit it for review with an explanation of why you think the game was unfair. If the tournament administration finds someone to be guilty of cheating, the player will be sanctioned accordingly by the staff as per the disqualification rules.

2.8 - All users are prohibited from influencing or manipulating a tournament game or series so that the outcome is determined by anything other than its merits.

2.9 - One-Touch Forfeiture: once a player has expressed that they have forfeited a match, they will be disqualified from the tournament and not permitted to continue playing. Having an insufficient reason for forfeiture may result in a tournament ban from future events.

2.10 - When a player is disqualified, they have no right to claim any prize money.

2.11 - Players must play out every match in their assigned tournament series. Noncompliance may result in a forfeiture of any winnings and restrictions from participating in future ESOC events.

**Misbehaviour includes excessive trash-talking and disrespecting players, casters, and admins. Severe misbehaviour will not be tolerated in any form and may result in disqualification and a tournament ban.

2.12 - Players must be ready to start the game at the scheduled start time for each round. Failure to show up for the game after 15 minutes from the scheduled start time will result in a sanction taken by the tournament admin team (Warning, game penalty, disqualification).

2.13 - All games played MUST be set to allow for spectators with a default delay of 3 minutes. Any games being played without spectator mode on will have to be replayed no matter the result unless otherwise instructed.

2.14 - In the event that games are played before being streamed, ANY spoiling of results will result in disqualification and forfeiture of any prize money won.

2.15 - By participating in the event, you agree to be available for the duration of the event you sign up for.

Streaming

3.1 - The default stream for all games will be ESOCTV.

3.2 - Open streaming of group stages games can be permitted but must be coordinated with tournament admins in the ESOC discord casting channel. All streams must utilize the !ESOC tag with a link redirect to the ESOC forums with tournament details. Tournament logos will be provided to all third party streams and must be utilized. All streams including POV player streams must utilize a minimum delay of 3 minutes.

3.3 – By signing up to an ESOC tournament, you authorize ESOC to broadcast your gameplay, whether it is live casted or from a recorded game.

3.4 – Players must schedule their games at least 48 hours before their tournament series occurs in order for ESOC to organize scheduling and casters. In case of difficulties, players must let the tournament staff know as soon as possible.

3.5 - Players must be available between each game on discord in order to communicate their civilization picks to casters and inform them when they are starting the game.

Prizes

4.1 - All prizes are subject to invoice to Triple Rax LLC and must be payable by Paypal. In certain cases other payment methods may be agreed to but not guaranteed.

4.2 - ESOC reserves the right to withhold a player's prize based on violation of tournament rules or

forfeiture.

Prize Pool:
750$ Base + donation split

1st place : 400$

2nd place : 200$

3rd place : 100$

4th place : 50$

Civilization Rules

5.1 - During each series, each civilization may only be used ONCE. Once a civilization has been played, it cannot be used again regardless of the result of the game. This means that during a 5 game series, a player must use 5 civilizations.

5.2 - In the group stage and final stage, players will be offered a civilization ban for the entire series.

5.3 - Civilization Selection Order

Players will use the blind tool pick (https://aoe2cm.net/preset/DBMOy) in order to ban one of their opponent civilizations and blind pick civilization for game n°1 for every series.

The winner of game 1 will be picking his civilization first for game 2. After game 2, players will alternate turns for first picks. (Example : Player 1 won game 1. Player 1 picks first in game 2. Player 2 picks first in game 3. Player 1 picks first in game 4. Player 2 picks first in game 5 and so on.)

5.4 - Civilization and shipments restrictions

Only AOE III Legacy civilizations will be permitted for this tournament : Haudenosaunee, Aztec, Ottomans, Russia, India, China, Lakota, Spain, Germany, Portuguese, Japan, Dutch, France and British

Map Pool

6.1 - The map pool for the event will be entirely made of Legacy maps :

Alaska, Arctic territories, Baja California, Bengal, Cascade range, Central plain, Colorado, Dakota, Fertile Crescent, Florida, Gran Chaco, Great plains, Himalayas, Kamchatka, Korea, Malaysia, Manchuria, Mexico, Mongolia, New England, Painted desert, Pampas sierras, Punjab, Saguenay, Siberia

Groupe stages BO5 : Fertile Crescent, Saguenay (random spawn), Painted desert, Mexico, Kamchatka

Group stages BO5 decider games : Himalayas, Alaska, Cascade range, Mongolia, Punjab

Round of 16 BO7 : Arctic territories, Malaysia, Gran chaco, New England, Korea, Bengal, Dakota

Round of 8 BO7 : Siberia, Baja california, Pampas sierras, Central plains, Colorado, Florida, Painted desert

Semi finals BO7 : Fertile Crescent, Saguenay (random spawn), Cascade range, Dakota, Kamchatka, Malaysia, Gran chaco

Bronze match BO7 : Himalayas, Alaska, Korea, Bengal, Great plains, New England, Siberia

Finals BO9 : Arctic territories, Florida, Painted desert, Mexico, Manchuria, Baja california, Pampas sierras, Mongolia, Punjab. A civilization reset will be available after game 5.

Tournament Format

7.1 - Players will be seeded by active ELO, in order to be seeded, you must have played at least 10 ranked ladder games since December 18 2023.

7.2 - The 32 players with the highest Elo per the 1v1 Supremacy leaderboard as of 23:59 GMT on December 31 will be seeded into the Group Stage.

Group 1: Seeds 1, 16, 17, and 32
Group 2: Seeds 2, 15, 18, and 31
Group 3: Seeds 3, 14, 19, and 30
Group 4: Seeds 4, 13, 20, and 29
Group 5: Seeds 5, 12, 21, and 28
Group 6: Seeds 6, 11, 22, and 27
Group 7: Seeds 7, 10, 23, and 26
Group 8: Seeds 8, 9, 24, and 25

The group stage will follow the dual tournament format (GSL). The four players of each group are split into pairs for the initial round. The winners of the initial round advance to the Winner's Match. The victor of this Winner's Match secures a spot in the Round of 16. The losers of the initial round face each other in the Loser's Match. The loser of this Loser's Match is eliminated from the tournament.

The loser of the Winner's Match and the winner of the Loser's Match then face each other for the final match of the Group Stage (Decider match). The winner of this final match secures a spot in the Round of 16.

To avoid potential repetition of Round 1 games, decider matches will be mixed between groups :

Group 1 vs Group 5, Group 2 vs Group 6, Group 3 vs Group 7, Group 4 vs Group 8

7.3 - The final stage will be a single elimination bracket of the remaining 16 players.

Server Selection

8.1 – During the entire tournament, the players must agree to a server that is fair for both players. In cases where an agreement cannot be reached, tournament admins will determine which servers to be played on. Please use the discord channel made for your match and tag a tournament admin there if necessary.

Tournament Schedule

Times are approximate based on completion of previous rounds.

9.1 – Weekly schedule

Group stages Round 1 and 2 - Bo5 : January 8 – January 17

Group stages decider games : January 18 - January 21

Round of 16 - Bo7 : January 22 - January 28

Round of 8 – Bo7: January 29 - February 4

Semi finals - Bo7 : February 5 - February 10

Finals - Bo9 : February 11

Bronze match - Bo7: February 11

Sign ups

10.1 - Sign ups will be open from Monday 18 December to Sunday 31 December. You may sign up using the tournament center in MyESOC. In case of difficulties, please contact tournament admins.

Tournament admins

The tournament administrators for this event are Guigs, BrookG and Robo_Boro

Admins are allowed to change rules during the tournament in case of need. (Mid tournament patch affecting balance, bugs and exploits discovered…etc.) Every change to the rules made by admins will be communicated to players through ESOC discord and forums.