



TOURNAMENT OF STARS

Official Rulebook

Version 2.9

This Rulebook shamelessly borrowed from MWOCComp outlines the rules that should be followed at all times when participating in the Tournament of Stars (TOS). Failure to adhere to these rules may result in being penalised. The TOS Administration has the last word on any and all decisions. This includes decisions that are not specifically supported or detailed in this Rulebook, or even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship. We hope that you, as a participant or spectator, will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,
The ToS Comp Admins

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Definitions

Introduction

Tournament of Stars is an unofficial (community operated) MechWarrior: Online competitive league, hosted by the MWO Comp organisation. It is open to all players and teams.

The Season

Tournament of Stars season 2 will go for 5 weeks.

Participants

Tournament of Stars is open to all players/teams, regions and skill levels.

Tournament length

Each Tournament of Stars round has 5 drops and will take between 40 to 70 minutes to complete. The entire competition will run for 5 weeks. Registration opens from May 8th through May 29th.

Competition Weeks (Monday - Sunday):

Round 1: June 5th - June 11th
Round 2: June 12th - June 18th
Round 3: June 19th - June 25th
Round 4: June 26th - July 2nd
Round 5: July 3rd - July 9th

Regions

Tournament of Stars has no regions, all regions are welcome to join.

Time Zones

Tournament of Stars uses the **UTC±00:00 (Coordinated Universal Time)** for all timings. Please see - <https://time.is/UTC>

Divisions

Once sign-ups are confirmed the admin team will work with team leaders to ensure their team is appropriately placed.

Live Matches

The term “Live Matches” refers to matches that are broadcast by MWO Comp or an official partner Teams cannot refuse to have their match broadcasted by mwoleagues.

Tournament Organisation

The Tournament of Stars tournament is organised by MWO Comp. MWO Comp is a non for profit, community run tournament organisation.

Staff List

Tournament of Stars

MWO Comp (Please note, only the referees can give you official advice about the rules)

Username	Role
Krasnopesky - Kras	MWO Comp Admin
Live1991 - Matt	MWO Comp Admin

MWO Comp Championship Series Referees

Username	Role
mr_bear	Head Referee
live1991	Referee
BlueDevilspawn	Referee

If you are ever unsure about any rules, reach out on Discord. Admins and Support staff are always willing to help.

General

Rule Changes

We reserve the right to change, modify, or adapt all TOS rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.

The League Administrators also reserve the right to make judgement on cases that are not specifically supported/detailed in these League rules, or in extreme cases even goes against the rules, to preserve fair play and sportsmanship.

Validity of the Rules

If any provision of the league rules shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of these rules. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the league rules.

Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited.

Additional Agreements

The TOS administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. TOS highly discourages such agreements taking place, and such agreements that contradict the rulebook are under no circumstances allowed.

Match Broadcasting

MWO Comp Casting Team

MWO Comp casters can be identified by having the green 'Shoutcaster' tag on the MWO Comp Discord server.

Official Channels

- [Twitch - Mwoleagues](#)
- [Twitch - Mwoleagues2](#)
- [Twitch - Mwoleagues3](#)
- [Youtube - MwoLeagues](#)

Shoutcasting Live Matches

SHOUTCASTING IN ToS

Match videos and streams are a big part of MWO league and we hope that with accessible content showing high quality matches with entertaining commentary we will help to grow "MechWarrior: Online" as an e-sport.

All Main and Co casters are expected to use the official MWO COMP twitch channel at twitch.tv/mwoleagues or one of the “backup” channels. In some circumstances, a caster’s private channel might be used.

If you are interested in shoutcasting for MWO COMP please log a ticket on the [on MWO COMP Discord](#).

TEAM CASTING AGREEMENT

By signing up to MWO COMP League teams are agreeing to allow casting by official and affiliated MWO COMP casters and you may not refuse a cast by them. A team may however refuse a cast by an unofficial shoutcaster, but may never refuse casting by an official or affiliated MWO COMP caster.

CASTING GROUPS

OFFICIAL MWO COMP CASTERS are chosen by the MWO COMP admins from those interested members of the community who meet specific guidelines and are seen as suitable for professional presentation of MWO COMP league games. Casters must use at least a 5 minute delay on any public streams.

UNOFFICIAL CASTERS are members of the community who are casting MWO COMP matches on their own and are not affiliated with MWO COMP. Unofficial casters are not held to any standard or code of conduct put forth by MWO COMP and teams should be vigilant who they allow to spectate their matches. Casters must use at least a 5 minute delay on any public streams

CASTING PRIORITY

Official casters may select any match to cast. Priority is first given to Official casters, Unofficial casters. Teams are not permitted to refuse an Official cast.

If two or more shoutcasting teams want to shoutcast the same match, priority will be given to the longer tenured shoutcaster, but it is requested that both teams work together to find an amicable solution.

Shoutcasters are not administrators or referees and have no power to forfeit or make decisions over the teams and matches they are shoutcasting. Shoutcasters can inform teams of the times they have to lock and when they are out of time, but it is the responsibility of the opposing team to report any breaches in the allocated time period to the TOS administrators for a final decision to be made.

MWO Comp Caster Guidelines can be found here:

<http://bit.ly/MWOCaster>

Casters for all matches are reminded to adhere to the MWO Comp Caster guidelines in the above link. All casters are reminded to use at least a 5 minute delay on any public streams.

Participant Streaming

TOS participants may stream matches from their perspective, but must use at least a 5 minute delay on any public streams. TOS participants may stream with no delay if the stream is private (for example: teammates watching live on a private discord).

Scheduling

Scheduling

TOS weekly scheduling (team matchups) will be done in advance before the tournament starts. Scheduling for individual matches is to be organised between team leaders.

Once teams schedule their match they must create a ticket on the MWO Comp Discord with the match day and time. This must be done 24 hours before the match is due to be played. MWO Comp admins may request you move the match schedule by an hour or two in order to shoutcast more matches and align with other teams matches.

In the case of teams being unable to agree on a match time the fallback for all teams is:

NA vs EU: EU - fallback start 20:00 UTC - Saturday

EU vs EU: EU - fallback start 20:00 UTC - Saturday

EU vs AP: AP - fallback start 10:00 UTC - Saturday

NA vs AP: NA - fallback start 02:00 UTC - Sunday

NA vs NA: NA - fallback start 02:00 UTC - Sunday

Roster and Team Creation

Creating Your Team

https://play.toornament.com/en_GB/tournaments/6611527547087962112/

Ensure all usernames are exactly the same as the in-game names.
Create fake email addresses for your players.

Amending Your Roster

Team rosters must be submitted by May 29th. This is to ensure teams are appropriately placed based on the pilots they have. Roster additions after May 29th must have admin approval. An example of a roster addition that may be rejected is a div C team attempting to place a div A player on their roster. Pilots are permanently locked to their roster once one match has been played.

Teams wishing to add a or remove a player are to raise a ticket

Note - Renames (e.g., short Jarl's list careers) must have their previous in-game name identified.

Pilots Playing for Multiple Teams

Pilots may only play for one team. They may not use an alt account to register for another team.

Unit Tags

Unit Tags are unconnected to TOS teams.

Roster Size

TOS requires a minimum of 5 pilots on a team's roster. Each roster is capped at a maximum of 15 players.

Match and Drop Rules

Tournament Format

Round robin format, each team will play the other teams in their division at least once. There are 7 games in each round, with Drop 1 consisting of 3 smaller skirmishes.

Drop 1: 1v1, 2v2, 2v2

Drops 2-5: 5v5

Drop Setting and Objective

TOS will use the different game modes. Please refer to the [Map Table](#) below.

Authorised 'Mechs

Only Clan Mechs may be used. ALL mech types (including heroes, specials, loyalty, Just ALL except those that can be bought with real cash only e.g Moonwalker).

Spectators

TOS spectators may only be admins, referees or shoutcasters.

Drop 1 Special Rules

Drop 1 is broken up into 3 smaller drops of

1v1

2v2

2v2

Teams can only use the same pilot once per drop so a player who has played the 1v1 cannot play in the subsequent 2v2s. Teams can decide if they want to do all 3 drops at the same time in separate lobbies or if they want to do each drop 1 at a time if their match is not being casted. If a match is being casted, then only one lobby needs to be created and all duels will be played sequentially

before moving on to the 5v5s. eg. 1v1, followed by 2v2 and 2v2.

Teams are advised to prepare their pilots beforehand and to have their own pilots invite their next set of pilots in for the next drop. Eg. 1v1 Pilot should invite the players for the 2v2 before dropping out of the lobby.

Format for the 1v1 can be found in the table below:

Round	Map 1v1	Trial Mech	Map 2v2		Map 2v2	
Round 1	Liao Jungle (M)	VGL-2C	Test A (A/H)	1xClan Assault 1x Clan Heavy	Mech Factory (M/L)	1xClan Light 1xClan Medium
Round 2	Steiner Coliseum (A)	MAD-IIC	Mech Factory (A/M)	1xClan Assault 1xClan Medium	Boreal Reach (H/L)	1xClan Heavy 1xClan Light
Round 3	Mech Factory (H)	SMN-D	Steiner Coliseum (A/L)	1xClan Assault 1xClan Light	Liao Jungle (H/M)	1xClan Heavy 1xClan Medium
Round 4	Test A (L)	KFX-D	Boreal Reach (M/L)	1xClan Medium 1xClan Light	Test A (A/M)	1xClan Assault 1xClan Medium
Round 5	Boreal Reach (H)	LBK-H	Liao Jungle (A/M)	1xClan Assault 1xClan Medium	Steiner Coliseum (M/L)	1xClan Medium 1xClan Light

Match Lobby Settings Drop 1

Gamemode: As per Map table.

Region: NA (if both teams agree server may be changed)

Side: The team physically on the left/top of the Toornament matchup is T1 for the 1v1 and 2v2.

Match Time: 10 minutes

Time of Day: Day (if applicable)

View-mode: First Person Only

Max Tons: N/A

Full Teams: No

Stock Loadouts Mode: No

Ignore Enhancements: **YES for Trial mechs**(this means that Mech quirks and skill trees do not apply), **NO** otherwise

Trial Mechs **ONLY** for 1v1 duel in Drop 1

Teams are also reminded to submit the APIs (3 total) for each match.

Match Lobby Settings Drop 2 to 5

Gamemode: As per drop decks.

Region: NA (if both teams agree server may be changed)

Side: Higher Seed (The team physically on the left/top of the Toornament matchup will be Team 1 for Drop 2 and 3. Teams will switch sides for Drop 4 and 5.

Match Time: 12 minutes

Time of Day: Day (if applicable)

View-mode: First Person Only

Max Tons: N/A

Full Teams: No

Stock Only Mode: No

No Efficiencies Mode: No

Weapons and Consumables

ALL weapons and ALL consumables are allowed in ALL drops.

Drop Decks and Duplicate 'Mechs

Drop 1: See Rules for Drop 1

Drop 2: Max Tonnage 200 tons (No Min Tonnage) - 1 Cap Conquest

Drop 3: Max Tonnage 300 tons (No Min Tonnage) - 1 Cap Conquest

Drop 4: Max Tonnage 400 tons (No Min Tonnage) - 1 Cap Conquest

Drop 5: No Max Tonnage (No Min Tonnage) - 1 Cap Conquest

MechPool

Each chassis may only be used 4 times over Drop 2-5. Chassis used in Drop 1 **will not count** against this limit due to the specialised nature of duelling builds.

Example: You use an Incubus in a 2v2 team in the Drop 1 duels. You use 3 Incubus in Drop 2 and 1 Incubus in Drop3. You may not drop an Incubus in any of the remaining drops.

Map Table - Drop 2 - 5

Maps and cap points for each round are below:

	Drop 2 (Max 200t)	Drop 3 (Max 300t)	Drop 4 (Max 400t)	Drop 5 (No Max)
Mode	1 Cap Conquest	1 Cap Conquest	1 Cap Conquest	1 Cap Conquest
Round 1	Frozen City Night Classic (Theta)	Caustic Valley (Theta)	Hibernal (Kappa)	Viridian Bog (Theta)
Round 2	Solaris City (Epsilon)	Grim Plexus (Epsilon)	Polar Highlands (Gamma)	Hellebore (Epsilon)
Round 3	Tourmaline Desert (Theta)	Solaris City (Epsilon)	Viridian Bog (Theta)	Terra Therma Crucible (Theta)
Round 4	Crimson Strait (Theta)	Rubellite (Epsilon)	River City (Theta)	Alpine (Gamma)
Round 5	Vitric Station (Theta)	Hellebore (Sigma)	Terra Therma Crucible (Theta)	Hibernal (Kappa)

Capping the Wrong Point

If your team captures a wrong cap point, you must kill ALL 5 enemy mechs AND achieve resource victory to win. Likewise, if your opponent captures the wrong point you only need 1 mech alive when the match ends for any other reason to win.

If you achieve resource victory even having lost all mechs you still win. End of round screenshot victory/defeat will be overturned to match the above.

Only after all mechs have been destroyed, will you be free to cap all points to speed up the end of the match (e.g., if the opponent had a significant cap lead with the single cap).

Drop Procedure

Lobby Responsibilities

Teams are required to advise who will be the team captain for the drop when booking the date and time, if this changes during the week, please update the ticket and TAG the other team captain.

Team 1 shall be responsible for lobby creation and ensuring all rules are set and established. A lobby invite shall be sent to team 2 captain, Both team captains should review and confirm all lobby settings are correct before locking.

If your game is being casted, the caster may create the lobby and if so the following rules apply.

Team 1 and 2 are both responsible for checking the lobby settings before locking their side.

Lobby Set up

It is recommended teams are 10 minutes early so they are ready for the match start.

Team 1 will create the lobby at the start time (or before) and invite the team 2 captain.

Once the game time starts EG 21:00, Team 1 has to 21:05 to ready up and lock there lance

During this time Team 2 captain should make sure all their players are ready, there 5 Minutes starts after Team 1 has locked.

If team 2 does not accept the invite and join the lobby please see the Starting on time rule below.

If the game is being cast and the caster is controlling the lobby, the following rules apply.

The caster will create the lobby and invite team 1 captain and team 2 captain at the match time or before.

Team 1 5 Min ready up time starts once both team captains are in the lobby and the match time has passed.

Number of Players

Each drop will consist of 5 players on each team. Teams may play with fewer than 5 players if they do not have a sufficient number of players available. The missing players are counted as kills by the enemy team for point scoring purposes.

Each player down, removes 25 Ton from the pool.

Starting on Time

At scheduled time +10 minutes the drop will be considered a forfeit, if the absent team is still not prepared 15 minutes past the scheduled time, that team will forfeit all drops.

Team captains may agree to allow more time before a forfeit. The match must be held on its allocated week, unless approved to move by an admin.

If the other team is no show, please take a screenshot of your whole team in the lobby, and add the unedited photo to the game ticket for ref review.

Time Between Drops

There is an allowance of 5 minutes per team to prepare between each drop. If a team is not ready in 5 minutes a drop forfeit will be applied.

For Example: Team 1 has 5 minutes to lock their lance, then team 2 has 5 minutes to lock their lance.

For Drop 1, there is an allowance of 2 minutes per team to prepare between each drop. If a team is not ready in 2 minutes a drop forfeit will be applied.

If the other team takes more than 5 minutes, please upload the evidence (e.g., video to youtube) and provide us with access.

Lance Assignments

Team 1 locks their lances first, followed by team 2.

Everyone on the team must 'ready up' and stay ready. The team advises in chat "Locked" when they are all ready. The team cannot switch their lances (positions/players/"Mechs/tonnage) or unready after they have locked.

Certain lances assignments should be avoided due to spawning into home caps (to be confirmed) - Terra Therma Crucible

Disconnects / Heatbug / In-game glitch

If a team loses one or more players due to disconnection WITHIN THE FIRST 45 SECONDS OF PLAY and BEFORE A 'MECH IS DESTROYED BY THE OTHER TEAM, the team will call a HOLD in All Chat and report the situation to the opponent. Both teams must stop immediately and await further instructions from the team that called HOLD, unless these requirements are not met in which case the team should continue to play. Damage dealt does not interfere with a hold request.

If the disconnected player reconnects, pick a time on the game clock that is within 15 seconds and say "GO at XX:XX". As soon as the game time that is announced is reached, play can resume. If a player cannot reconnect before the 8 minute mark of the in-game clock the drop will not count and will need to be re-dropped. On a redrop the team calling for redrop must overheat and kill all 5

'Mechs, then disconnect as a full team from the lobby, the other team will do the same but cap a point to end the game.

If a team identifies that the match is impacted with 'heatbug' WITHIN THE FIRST 45 SECONDS OF PLAY and BEFORE A 'MECH IS DESTROYED BY THE OTHER TEAM', the team will call a HOLD in All Chat and report the situation to the opponent. Both teams must stop immediately and redrop.

Redrops

In the case of a redrop, teams may change their drop deck, but may not take more than 5 minutes to do so.

A redrop cannot be redropped again by the team that caused the initial redrop.

If a 'hold' or 'redrop' is called by a team after a period of time in which it can be done or for a reason that is not supported in the rules, it is the opposing team's responsibility to ignore the hold call and continue playing. Examples of hold requests that go against the rules include but are not limited to: incorrect 'Mech selection, incorrect lance assignment, wishing to switch out a pilot, disconnects past the allotted time frame.

Reporting Drop Results

Winning Team must report all drops within 24 hours of match completion by responding to the match booking ticket on the MWO Comp discord with the following:

- Valid API Numbers for all drops (including the 1v1/2v2 matches)
- Who was the winner & loser of each drop
- Total 'Mechs destroyed for each drop and by each team
- Teams that submit incorrect APIs will be deducted 500MC for every incorrect API submitted.

Points, Forfeits & Tiebreakers

Points

Total points are what determines a team's position in their division.

Drop 1 (1v1/2v2/2v2)

1 point for the win and 1 point for the mech destroyed in the 1v1. 2 points for the win and 2 points for every mech destroyed in the 2v2.

In the event of a draw in a 1v1 or 2v2, teams will score 0 points for that game, but will be awarded points based on the mechs destroyed.

Team with the most wins is the overall drop winner for Drop 1 (Note, teams do not get an additional point for winning Drop 1 as points have already been given for wins during the individual duels)

Drops 2-5 (5v5):

5 point for a win

0 points for a loss

0 points for a draw

Teams will also be given additional points for enemy mechs destroyed based on this table for Drops 2 to 5:

Enemy Mech Destroyed	Points awarded
1	1
2	3
3	5
4	7
5	9

Teams that forfeit a single drop will receive 0 points for the drop forfeited. Teams which win the drop due to a forfeit will gain 14 points.

Winner of each division

The winner of each division shall be the team with the highest cumulative points at the end of the tournament. The points are accrued from drop wins and mech kills combined.

This means - there is no “drop winner” and “match winner” per se. The win condition for the tournament is purely based on points accumulated in all matches played.

Tie Breaker at Season End:

TOS placement is based on a points system. If the lead teams are tied in points, the tiebreakers are as follows -

1st Tie Breaker: Team with the highest amount of mech kills. - Overall

2nd Tie Breaker: Team with the highest amount of mech kills. - Head to Head

3rd Tie Breaker: Team with the lowest amount of mech lost - Head to Head

4th Tie Breaker: Team with the highest amount of drop wins - overall

Penalties

Definitions

Penalties are given for rule violations within the TOS competition. There may be either warnings, minor or major penalty, percentage of winnings, default losses, player/team disqualification, depending on the incident in question. Participants will be informed about the punishment by Discord and will be given a time until which they can appeal the decision (24 hours). Only the team representatives are eligible to make appeals.

Warnings

Official warnings are given for first time minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient match statements, insufficient information on a team account or other related material, and so on.

Minor Penalty

Minor penalty points are given for minor incidents such as not uploading required match media, submitting incorrect match APIs, being late, delaying a broadcast, going over mech pool, insufficient match statements, insufficient information on a team account or other related material, 'Mech violations and so on.

Major Penalty

Major penalty points are given for major incidents such as deliberately deceiving tournament administration, failing to show up for matches, repeated rule breaking, and so on.

Bans

Bans are given for very severe incidents such as use of an unallowed player(s). They can be awarded either to a player or team. This action might include the forfeit of a percentage of tournament winnings.

Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant/Team gets banned at least until the end of the current tournament.

Methods of Punishment

In special cases, the tournament administration can define and come up with other methods of punishment. The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

Repeat Offences

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in TOS and/or MWO Comp events.

Bans Outside of Trials of Stars

Any MWO bans from PGI outside of TOS/MWO Comp will also apply in TOS/Mwo Comp as well. Alternative accounts may not be used to circumvent a ban.

Respect

Harassment, malicious trolling, or being offensive towards an MWO COMP official (Admins, Refs, official casters) or member of a participating team may result in a ban for the offending player. This includes attempting to pressure an opponent into agreeing to a decision that would benefit your team over theirs. Players are expected to behave respectfully towards each other and to those that volunteer to help run the league.

Disconnecting Purposefully

Teams may not disconnect purposefully within the first minute of play (e.g. to preview the opponent's deck, to restart a game if they feel they've made a mistake, etc.)

Smurfing

If a pilot is caught 'smurfing', ie. playing on an alternate account to compete in a lower division, the offending pilot and the team they played for will be ejected from the league.

Dishonesty

Referees reserve the right to penalise teams that mislead/lie to referees and/or admins.

Selling In Game Giveaways / Prizes

Giveaways/Prizes must not be given away for profit. If you are caught selling your winnings you will be permanently banned from participating in any future MWO Comp events and you will likely be permanently banned by PGI. Sharing/giving away prizes for free is acceptable.

Cheating

Cheating is not allowed and will not be tolerated. If PGI has banned a player for cheating during an ongoing event, all drops the cheater participated in will be forfeited in favour of the opponent. This procedure counts for the whole season.

The use of the following programs is considered cheating: Multihacks, Wallhacks, Aimbots etc. These are only examples, other programs or methods may be considered cheating as well. Programs like ReShade and sound packs are not cheating and may be used in TOS.

Communication from outside sources during the match is strictly forbidden. The same is true for using information about your game from other external sources (e.g. streams).

Team managers, Team coaches, Team members and Team guests can comment on the game via the team POV live stream only.

Common Penalties Given

Upon discovery of any Team Manager/Member committing any violations of the rules, the League may issue the following

- Written/ Verbal Warning(s) (Warning)
- Loss of points (Minor)
- Loss of Map Choice/Ban for Future Game(s) (Minor)
- Loss of Side Choice/Ban for Future Game(s) (Minor)
- Prize Forfeiture(s) (MC/C Bills) (Minor/Major)
- Game Forfeiture(s) (Minor/Major)
- Match Forfeiture(s) (Minor/Major)
- Suspension(s) (Major)
- Disqualification(s) (Major)

Disputes

Dispute Resolutions - all disputes must be filed via a Discord support ticket within 48 hours of the conclusion of the match along with proof, specific infraction, and the round in which the infraction occurred.

Disputes will be resolved by League Administrators and all decisions are final.

Only the Team Captain can log a Dispute.

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential.

Please take the following instructions into account when you submit your ticket for a dispute.

Be concise. The more clear you are about why you deserve the win, the better.

Do not include irrelevant information.

Remember that posting information that does not directly relate to why you deserve the win makes the ticket more confusing than it needs to be.

For proof, only show the parts that prove your point. A 10 minute video is not needed to prove you won a map. We only need a picture or short video of you winning. If you absolutely must show the full video, please include timestamps in your ticket. Example: "At 1:23 you can see BLA".

This will save the staff member handling your ticket a tremendous amount of time.

A few things to remember There are many tickets that come into our system. Only including relevant information will speed up the process.

The staff member handling your ticket wasn't in the match. They do not know what happened. It is important to look at your proof and ticket objectively and ask yourself if you deserve the win based on what you have provided.

In Game Prizes

In game prizes, both for participation and winning a particular division, will be supplied by PGI. These rewards will be injected directly into the pilot's account that was played in the tournament.

All teams in the competition who complete the tournament will receive:

- A sense of pride and accomplishment
- The final MC count will depend on players active during ToS, but to set some expectations -
 - Approximately 60% of the available prize pool (TBD) will be evenly distributed across all teams, irrespective of placement and division
 - An additional [TBD] MC (subject to change depending on prize pool) will be awarded per point accumulated by each team
 - Bonus MC (TBD) will be awarded to each division winner

There are additional prizes for winning teams and high performing players that will be announced at a later date.

Useful Resources for Teams

TOS Specific Resources

- TOS Toornament Page: [Tournament of Stars S2 | Toornament](#)
- Team and drop planning spreadsheet created by TheUltimateGhost (make a copy for your own team):

 [Ghost's Master Sheet](#)

General MWO Resources

- Map Tool:
<https://maps.mwocomp.com/>
- API Website (input private lobby match API to see statistics):

<https://mwostats.t3m4.net/>

- Mechlabs:
<https://mech.nav-alpha.com/>
<https://mwo.smurfy-net.de/>
- Build Database/Guide:
<https://grimmechs.isengrim.org/>
- QP Leaderboards:
<https://leaderboard.isengrim.org/>
- MWO Comp YouTube and Twitch Channels:
<https://www.youtube.com/channel/UCuRj16BDeEO7fJWa4Rx4ozQ>
<https://www.twitch.tv/mwoleagues/>