

# GNL Season 7

## Bronze/ Silver/ Gold/ Platinum/ Diamond/ Adept Cup

### August 28 @ 11:00am EST

## Overview

Haven't had enough RIGGED GNL Matches this season? Well, you're in luck! Now you get to play in a RIGGED GNL Tourney. GNL Season 7 \*IceCream\* Cup is back AND this time, its double elimination (WOOT).

## How do I sign up?

Message your 2nd favorite human @softicecream#4476 on Discord your W3C Profile Link, MMR, and chosen race by Thursday, August 26. (You must be a member of the GYM Discord).

## Double Elimination Format

Based on participation, there will be several cups up for grabs: Bronze, Silver, Platinum, Diamond, and Adept CUP. Each Cup will be a tournament with each round being a **Best of One** game except **the championship round will be a Best of Three**.

**Loser bracket-** The first time a player loses a match, they will go to the loser bracket except in the championship round. When a player loses two matches, they are eliminated from the tournament.

## Cup Assignment

You will be placed in the appropriate cup ideally competing against players of a similar MMR to you.

Divisions are based on two factors- MMR and GNL CUP Participation. The more participants, the better and fairer the matchups should be.

**\*\*Important Note: CUP PLACEMENT WILL BE BASED IN MMR, NOT RANKING\*\***

## Seeding

Once all the players have signed up and the deadline is passed, all players will be randomly assigned a seed and placed appropriately on the bracket.

## Maps

The pool will consist of all the Season 7 GNL maps. (AZ, AL, CH, EI, LR, NIS, SE, SG, TS, TH, TR).

The higher seed player will veto the first map, the lower seed will veto the next. They repeat this process until there is one map remaining. For map veto will use the GNL Format- A-B-B-A-B-A-A-B-A-B.

In the championship round it will be A-B-B-A-B-A-A-B format with Player A picks his “losers map” which will be used in Game 2 if Player A loses game 1. Player B must choose from the 2 remaining maps his “losers map”. The final remaining map will be the game 1 map.

## Game names

All game names are preassigned for all player's clarity and for ease of Caster use. You are expected to communicate/ coordinate with your opponent to arrive at the game. If you are non-responsive during the tournament, you may be disqualified.

## Hosting

Games will be played on a FLO server that provides the fairest possible ping for both players.

## Gametime and Game Flow

The first round will start at 11:00 am EST on Saturday, August 28, at the assigned game name. All players are expected to be there in a timely manner. Ten minutes late will be a forfeit by the absent player unless you are waiting for a caster and it is approved. Once the game has ended, proceed to report the result and move on to the next game and wait until your next opponent's game is complete. All games proceed after that once both player's previous games have ended.

## Race

Players must choose their race when signing up. Once a race is chosen it cannot change for the duration of the tournament.

You may choose to play Random. If your opponent ahead of time requests that you announce the race at the start of the game, you must announce your race at the beginning of each game.

## FAQ

**What if I don't have an MMR?** Play 20 Ladder games! If you cannot do that, I may consult with your coach as to where to place you.

**Where do I report my win?** Simply post it at Gym-Newbie-League chat and tag @softicecream

**Where are the games hosted?** All games will be hosted on W3 Champions in Custom Games on the Flo server which is most equitable for both players.

**When will I know my seeding and first opponent?** Sometime on Friday, August 27.

**Are there rules that govern this tourney?** Other than the above rules, we will abide by GNL league rules. For more information or questions please first see this web page:  
<https://warcraft-gym.com/about/gnl-rules/>

**How long will the tourney last?** It is a single-day event and games are to be played as soon as both players are finished with their previous match.

