

SINGULARITY LEAGUE / SISI LEAGUE

Tournament # 1

The Rules

This is a double elimination tournament format, with 8 teams allowed to enter. More about format [here](#).

Each team may consists of 10 players

As a player, you may only compete for a single team, regardless of how many player-accounts you own.

Please note that both the format and match rules are subject to change.

Competition Dates

Tournament Weekend – May 16 and 17

Match Rules

Teams must field exactly five pilots on the battlefield.

Fights are limited to 10 minutes. If a fight reaches time, it will be stopped and whichever team has the higher total points value will be declared winner. See "Victory Conditions", below.

Intentional pod killing is NOT allowed and may result in the offender being punished.

The match simulation is taken as is. Teams are advised to spend the pre warp-in time to verify that their ships are completely operational.

Penalties

A player found breaking any rules can be penalized to various degrees, depending on the severity of the offense. All penalties are incurred at the tournament organizer's discretion. Decisions are final. Penalties may be levied against a player or team and may include but are not limited to:

- Points deduction
- Removal from the fight
- Ban from competing for one or more matches.
- Ban from competing for the remainder of the tournament, and/or any future tournaments.

The referees can call a match null and void or declare a result if they believe that one of the teams is not competing. This tournament is designed to showcase the talents of pilots and should be entertaining.

The following restrictions are in place after teams warp to the arena beacon:

1. Locking players before the match starts is NOT allowed.
2. Activating aggressive or targeted modules before the match starts is NOT allowed.
3. Launching drones before the match starts is NOT allowed.
4. Moving before the match starts is NOT allowed.
5. Boarding a ship during the match is not allowed.

Ships & Points

Each team has 45 points with which to select their ships.

Each team must begin with exactly 5 ships on the battlefield.

Teams may field no more than 2 of a given ship. This applies to specifically named ships only and not ship hulls. For example, 2 Merlins, 2 Hawks, and 1 Harpy would be legal.

“Skinned” variants of ships count as their base ships and cannot be used to bypass hull limits or to use the same ship in multiple setups.

Teams may field no more than 1 logistics ship, or 1 tech one support cruiser, or 2 support frigates in each match.

Marauders are NOT allowed.

The Nestor is NOT allowed.

The only limited edition ship that may be used is the Gnosis.

Previous Alliance Tournament prize ships are NOT allowed.

Ship point values are as follows. Ship types not listed in the table are not allowed.

- Battleship, Pirate Faction – 20
- Battleship, Navy Faction - 19
- Battleship - 17
- Black Ops Battleship - 17
- Command Ship - 16
- Strategic Cruiser - 16
- Recon Ship - 14
- Battlecruiser, Navy Faction – 14
- Battlecruiser (including the Gnosis) - 13
- Logistics Cruiser - 13
- Heavy Assault Cruiser - 12
- Cruiser, Faction - 12
- Heavy Interdictor - 11
- Tech 1 Support Cruiser - 10
- Cruiser – 6
- Tactical Destroyer - 6
- Electronic Attack Frigate - 6
- Frigate, Faction - 4
- Assault Frigate - 4
- Tech 1 Disruption Frigate – 4
- Covert Ops Ship - 4
- Interdictor – 4
- Stealth Bomber - 4

- Interceptor - 3
- Destroyer - 3
- Tech 1 Industrial Ships - 3
- Frigate – 2

Fitting Restrictions

All T1 and T2 modules are allowed, with the following exceptions:

- All Remote Armor Repair modules and Remote Shield Transfer modules are NOT allowed, EXCEPT on ONE of: a Logistics Ship, a Tech 1 Support Cruiser; or on up to TWO Tech 1 Support Frigates.
- All Remote Armor Repair modules and Remote Shield Transfer modules are NOT allowed on a strategic cruiser.
- Remote Energy Transfer modules are NOT allowed.
- The Ancillary Shield Booster module will be restricted to a maximum of one per ship

Faction, COSMOS, deadspace and officer modules are NOT allowed.

T1 Rigs are allowed. T2 Rigs are NOT allowed.

All T1 and T2 ammunition, missiles and charges are allowed. Faction ammunition, missiles and capacitor boosters are allowed.

Only standard T1 (tech one) drones are allowed. This means that T2, faction, augmented and integrated drones are NOT allowed. The Gecko is NOT allowed.

All standard tech one drones are allowed, including tech one logistics and electronic warfare drones.

The only implants that are allowed are Leadership Mindlinks (including Navy mindlinks), EG-* powergrid implants and EE-* CPU implants.

ANY BOOSTERS (DRUGS) ARE NOT ALLOWED.

Cloaking is NOT allowed.

Cap Boosters are allowed.

Micro-jump drives are allowed.

Victory Conditions

During a match, a team scores points for each enemy ship it kills, equal to the tournament points value of that ship. The team that has scored the most points at the conclusion of the match, or that destroys the entire opposing team, is the winner.

If a team chooses to field less than 45 points, non-fielded points count towards the opponent's score.

If a fight is tied after 10 minutes, teams will fight once more time but they can't repeat their setups and should change all they ships in their setups.

Ships and Bans

Banning of ships will occur during all matches.

Each team gets two bans.

The way the banning phase works is as follows:

The team which starts the banning phase is decided randomly.

All ships that are eligible for competition are eligible for banning.

Bans are done in 1 – 2 – 1 order. For example Team A will take the first ban, Team B will take the second and third ban, and Team A will finish the banning phase with the fourth ban.

Each ban has a time limit of one minute; if no ship is selected within that timeframe the ban is forfeit.

Each ban targets a specific ship type and not a ship class or other hull. For example, banning the Harpy would not exclude the Hawk or frigates in general.

Teams should endeavor to have multiple ship setups available as bans may impact your primary team setup. No additional time will be given if teams do not have eligible ships available.

During the final day of competition, some matches will require teams to be ready within 15 minutes after the completion of banning. We expect that many teams will find this time limit challenging. The best teams in New Eden will be the ones that can adapt quickly.

All bans apply to both teams equally.