

TEAMBALLO I - GENERAL RULES

(Official SPL guide, revamped by the Italiano staff for TEAMBALLO)

GENERAL INFORMATION

All players must register if they wish to participate in the TEAMBALLO. It is important to note that this tour is an event that will last TWO MONTHS on average, so player activity is significant. Do not sign up to play for a team if you do not intend to see the tournament through to the end. This includes maintaining a competitive attitude if your team is already eliminated from playoff contention. You never know whether or not winning your end-season matches will make you a more valued player next season, so even if your team isn't necessarily in the playoff picture anymore, there's always value in playing your best. During the first four weeks of TEAMBALLO, players are only allowed to play in the tiers listed in their signups post.

Jolly tier: Jolly tiers represent two matches chosen by the managers. Before the start of a week, each of the managers will have to choose a tier to be played as a Jolly among those present in the pool (ORAS OU, SM OU, NATIONAL DEX OU, BDSP OU, SS MONOTYPE, SS UBERS, SS UU, SS IV1). In this way, during the week for each matching there will be a Jolly tier decided by a team and the other one decided by the opposing team.

MANAGER

The General Manager of a team is essentially the boss of a team. The GM is the final word in all decisions (barring the hosts) regarding his team. The GM decides which players play on the team, who plays in what position, and even handles the team finances.

If a team fails to complete the games by the end of the allotted time, it is up to the manager to inform the Tour Directors of what happened to ensure that the appropriate activity calls are made.

Managers and co-managers can be drafted within their own team. In particular, the cost of the self-buy is fixed, equal to 10% of the maximum number of credits assigned.

Lastly, the General Manager has the following duties:

- They shall choose one Assistant Manager.

- They shall be present at the live auction, or appoint someone (preferably the Assistant Manager) to participate in the live auction in their stead.
- They shall send the hosts weekly rosters. In particular, it is necessary to send the formation by 11.59 pm on Sunday, and the Jolly tier chosen by 11.59 pm on the Thursday preceding the week in question (the two Jolly tiers chosen by the managers will be revealed the next day, Friday).
- They shall ensure to the best of his/her abilities that his/her battlers complete their matches on time.
- In the event that a match fails to be completed, they shall inform the hosts as to why the match failed to be completed, and what his/her battler did in order to finish the match.
- They shall communicate any grievances with the hosts.

DRAFT

Total credits for teams are 140k. In the weeks leading up to the auction, all managers will choose a time to meet and organize the draft in order to select players. At least one Tour Director will have to attend the auction for the entire duration, which should take approximately 2-3 hours.

Once a time is set, all 6 managers + the hosts will enter the place where the auction will be held, probably a subroom of Italiano. Spectators are allowed to join in to watch the fun unfold, but will not be able to speak.

The hosts will first ask a team to nominate a player. The hosts will then tell the details of said player and bidding will commence, starting at 3000 credits, with the nominating team automatically placing the first bid. The auction will then be in real time. Managers will simply put in their bids in the chat, raising a minimum of 500 credits. If after 15 seconds there are no new bids, the player is sold to the highest bid in the channel. The hosts or utilized bot will provide a 5 second warning before bidding is closed on a player. The updated credit totals will then be posted and then the next manager in the rotation will be prompted to nominate a player.

Managers are advised that placed bids are final, and we will generally not permit an undo in the case of a mistake. Exceptions can be made in cases where a team nominates an incorrect player or if a typo in a bid amount would threaten the integrity of the team as a whole. Please make sure to double check your bids before sending them!

It is necessary for you to field a roster of 10 starters and a minimum of 4 substitutes, with a maximum of 10 substitutes being allowed of which all must be paid at least 3000 credits. This creates a soft cap of 101,000 credits on any particular bid - that is, the maximum amount of money you can spend on any one

player and still have enough money left over to pay the minimum bid (3000 credits) for the remaining 13 players.

Finally, to allow maximum inclusion of the Italian room community, there will be a second draft phase in which each team will be assigned an X number of users who have shown great participation in the Italian room in the previous months.

INCORRECT BEHAVIOR

Ghosting: Ghosting is defined as giving any piece of advice to someone playing a game. Any form of direct advice is considered ghosting. A player should be able to make their own decisions based on what they observe by themselves. Asking for suggestions or affirmation adds an unfair dynamic and greatly reduces the chances of making mistakes. Our tournaments are designed to be tests of individual skill, not the skill of one player with the support of others providing suggestions or preventing bad plays. Playing a game while in a voice call with someone else will always be treated as ghosting of the highest severity.

Leaking: Giving someone's intended team to their opponent is strictly forbidden. If this is found to happen any games that were compromised by counter teaming of this sort will be nullified, and the proper course of action will be taken depending on the tournament. If a team gets leaked to you, it is your duty to tell a Tournament Director, if you fail to do so you are complicit in the cheating.

Tour Ban: Anyone found guilty of misconduct as defined in the previous points or related to particular cases, will be banned from the tournament for an appropriate period of time. Being banned from a tournament leads to the inability to participate in new tournaments on the Circuit until a predetermined date (as described by the Tour Directors depending on the case) or to even more serious penalties in case of non-compliance with the rules of the room. In the event of a tour ban, the credits spent on the banned player will be returned to the respective team and a new player on the undrafted list will be purchased.

NB: For any attempt to report for inadmissible conduct in the tournament, it is mandatory to present hard evidence to the Tour Directors, so that they can assess the situation as impartially as possible and take appropriate action.

SCHEDULING

The ideal scheduling ranges from four to five messages and goes like this:

1) User 1 contacts User 2 on discord (this can be done either via private message or in the appropriate #schedules channel). User 1 indicates his time zone (GMT) and lists his weekly availability.

2) User 2 responds to User 1. User 2 indicates his time zone and analyzes the listed availability windows of User 1, noting his availability.

3) User 1 replies by indicating the exact time in the agreed time slot.

4) User 2 confirms the appointment.

NB: it is essential that the scheduling takes place on discord or in any case in a place where it is possible to save the message logs, in order to be able to manage any type of unexpected event or problem with impartiality.

SUBSTITUTES

At any point in time during the week, a team may make a substitution for a currently slotted player. In order to do this a manager must post in the thread, tagging the hosts, the opposing managers and the opposing player stating which player is substituting out, and which player is substituting in. A player that has substituted out for a week cannot be substituted back in.

ACTIVITY

There are inevitably times where two players simply fail to complete a match; however, the nature of the tournament system sometimes makes it advantageous to purposely fail to play (such as when a team is up 6-5 in a week). Because of this, it is necessary to make activity decisions on matches. Hosts are required to make thorough investigations regarding each and every potential failed match during a week. If both parties are deemed to be equally apathetic or enthusiastic about getting the match done, but just have not had the opportunity to make it happen, we will proceed with the replacement of both players. However, if it is believed that one of the parties has made a significantly greater effort than the other in attempting to complete the game, then we will proceed first with the request to replace the unavailable player and then, in the case of second unavailability, with the delivery of victory to the team. Note that this is a tournament that requires a very high level of activity and diligence, if you don't think you can get your matches done, quite simply don't sign up.

NB: Availability is considered equally for each day of the week. Therefore, in case of unavailability of "Player 1" from Monday to Friday and of "Player 2" unavailability on Saturday and Sunday, only Player 1 will have to be replaced.

MATCHES

The replays of the matches played are mandatory. Once you have completed a match, remember to post the result and the replay in the appropriate discord channel (#results).

TIEBREAK

At the end of the league stages, there will be a knockout style playoffs involving the top 4 teams in the points. In the event of a tie in overall points standings, the following criteria is used for breaking ties.

- Overall Points;
- Battle Difference (total # battles won - total # battles lost);
- Best of 3, each team picks a unique tier with the winner of the Head to Head matchup picking second, then SS OU is the 3rd game. In the event that the two teams tied in the Head to Head matchup, the team with better results against the higher seeds will pick second.

During the playoff phase, as there is a direct elimination, it will not be possible to accept a draw. Therefore, in the event of a tie after the 8 games played, a tiebreak consisting of a Bo3 will be opted for. The team with the highest seed will choose the first tier among all those playable in the tournament (except Random Battle), the other team the second and finally the third will take place in SS OU.

RANKING 2022

As expected in the calendar, this event represents the tour that will give the highest number of "Puntarelli" for the general ranking of the Italian Circuit 2022. In particular, this will be the distribution of points:

- First Prize: 75
- Second Prize: 50
- Third Prize: 25
- Fourth Prize: 15
- Participation: 5

PRIZES

In addition to the glory and entry into the Hall of Fame of the room, the winning team of the tournament will also get a team custom avatar! (of course with the usual upload waiting times to have it on Showdown)

