Colonist 4P Tournament Rules

Format

Qualifiers

Each player will play 3 preliminary rounds to determine the standings. Top 16 players will qualify to the semi finals the following day. Players ranked 17th and beyond will be backup players for the semi finals (first player to respond gets in, it's not based on standings).

Tables: All players will be randomly placed into tables for each round, without playing twice against the same opponent

How is the top 16 defined?
1. Total Wins
2. Total Points
3. Avg. Points % Total (across all 3 games)

Finals

Player Distribution
Semi Finals: 16 players into 4 tables
Final: 4 players into 1 table

Game Settings

Number of players: 4
Game mode: Base
Map: Base
Hide Bank Cards: On
Friendly Robber: Off
Dice: Random
Game Speed: Fast
Bot Speed: Fast
Victory Points to win: 10
Card discard limit: 7

Code of Conduct

1. Disqualification
    a. No Multiple Accounts: Joining with more than one account results in disqualification from the tournament, banning from any future ones, and Colonist & Discord accounts permanently banned
2. Tournament Communication
    a. The tournament communication flow will be on the official Colonist.io Discord server. You can ask all your questions about the tournament via the related tournament channel in the Discord server
        i. Only those approved will be able to see the tournament channels
    b. Tournament operation will be held on the official Colonist.io Discord server. In order to follow the tournament announcements and follow the directions that the moderators will be giving, being present on Colonist.io official Discord server is a must
3. Code of Conduct
    a. All players participating in the tournament must play to the best of their ability
    b. Kingmaking is not allowed:
        i. A kingmaker scenario is a situation where a player who's unable to win has the capacity to determine which player among others will. The said player is referred to as the kingmaker. No longer playing for themselves, they may make game decisions to favor another player. If this happens in one of your games please report it to the moderator assisting you in the thread
    c. Griefing is not allowed:
        i. Griefing is when a player deliberately disrupts the game by making moves that do not benefit their own strategy but are aimed solely at harming others, such as blocking trade routes, excessively targeting a single player with the robber, or intentionally stalling gameplay, without attempting to pursue their own victory
    d. Toxicity:
        i. It is forbidden for participants to carry out unsportsmanlike conduct
        ii. This includes but is not limited to situations of publicly shaming players, threat, racism, sexism, ableist remarks, abusing chat, and so on
    e. Disconnections:
        i. If a player disconnects from the game, for whatever reason, a bot will take over. If the player reconnects, they'll be able to continue to play
        ii. If a player is disconnected during the game, please tag them in the Discord room thread and let them know they disconnected. Also pause the game and wait for them to rejoin
    f. Pause Feature:
        i. Allowed reasons:

1. Provide a reason for the pause and expected duration in the Discord thread that your table link was sent to
2. Pause over 10 minutes can be resumed by other players with confirmation from tournament moderators

ii. Not allowed: Using pauses to strategize, make deals, or extend playtime unnecessarily

4. Substitutions
    a. If a player fails to show up in the required time, they will be replaced by a backup player for the duration of the whole tournament. The substitute player will start the tournament with 0 points and cannot inherit the player they are standing in for

5. Inquiry

If you believe that there is misconduct in your game or player behavior, please report it to the moderator assisting you in the thread

6. Table and Hosting Rules
    a. The tables will be created by the moderators
    b. Players will be able to find the table link in their designated Discord thread
    c. Players have 5 minutes after the table link is sent to join and start the game. You are not allowed to kick players unless tournament moderators ask you to do so. If there is a delay, reach your table moderator
7. Streaming Games
    a. Participants are responsible for any actions related to streaming their games on any broadcasting platform
    b. Tournament organizers hold the right to stream any of the tables

Certainty of Decisions

Tournament organizers hold the right to interpret the rules, code of conduct of the players, the planning and staging of the tournament, and punishment of violations against the ruleset. All moderators' decisions are final.

Protecting the Tournament's/Organization's Interests

Tournament moderators will act with the authority that always protects the tournament's interest even if a subject of misconduct is not stated in the rule set. Tournament moderators hold the right to hand out punishments on their discretion. They hold the right to punish any participants that act in a way that damages the event's interest.