

11th Starsector Fleet Tournament Rules

Overview

- This tournament is for **fun**. Don't be a jerk.
- The tournament consists of multiple Round Robin stages and will most likely last between 3 and 5 weeks.
- Players will have fleet limits of **180** DP, **18** ships, **9** modular fighter wings.
- Up to **120** DP can be swapped between streams a player is participating in.
- Officers will be used.
- The tournament will use the latest vanilla patch notes wherever possible.

Changelog

October 28, 2020:

- **Rule change:** During refits, a player may shift which ship(s) their officer(s) are assigned to, their officers' personalities and skills, but not the total number of officers.
- **AI Battles 11.0e**
 - -More blacklist updates
 - -Fixed multiple ships running the same officer

October 27, 2020:

- Some stuff about ties
- **Factions:**
 - Some factions had their blacklist/rules updated: Anvil, LoA, SRA
 - FSU and Xhan now have access to vanilla Low Tech fighters (no SWP/TADA)
 - Pearson now has access to vanilla High Tech fighters (no SWP/TADA)
- **AI Battles 11.0d**
 - Updated Blacklist
 - More log fixes
 - Fixed not checking for blacklisted wings
 - Improved mission screen error messages

October 24, 2020:

- **Factions:**
 - Xhan Empire: United Pamed ships are disallowed.

October 23, 2020:

- **Rules:**
 - Everyone can have access to Ship/Weapon Pack Weapons (not LPCs)
- **AI Battles 11.0c**
 - Omen: changed shield efficiency to 0.7 (was: 0.6)
 - added more info to logs
 - decreased log bloat
 - renamed default_ship_roles.json (was used for testing purposes)

- Vanilla Patch **RC8**
 - Fixed Reserve Deployment (again)
 - Fixed double overwriting Colossus Mk.III instead of regular Colossus
 - Fixed Burst PD Laser (High Delay) showing up in the refit screen

October 20, 2020:

- AI Battles **11.0b**
 - Changed mod id (you'll need to re-enable it in the mod launcher).
 - Increased SO max CR penalty to 20% (was: 15%)
 - Added Anvil BlackJack ships to tournament_blacklist.csv
 - Fixed player97_fleet.csv, player98_fleet.csv, player99_fleet.csv not working after being edited in Excel
 - Added Thaago's updated SS Tourney File Builder. [Here's a guide for it.](#)
- Vanilla Patch **-RC7**
 - Light Needler: increased OP to 8 (was: 7) [[Source](#)]
 - Thermal Pulse Cannon: reduced flux/shot to 150 (was: 200) [[Source](#)]

Schedule

Tentatively:

October 24, 2020, 17:00 UTC **INSCRIPTIONS OPEN**
<https://www.timeanddate.com/countdown/generic?iso=20201024T13>

October 31, 2020, 17:00 UTC **Approved Factions & Versions Set**

November 02, 2020, 17:00 UTC **INSCRIPTIONS CLOSE**
<https://www.timeanddate.com/countdown/generic?iso=20201102T13>

STREAMS - Mondays/Tuesdays and Wednesdays/Thursdays
PLAYER DEADLINES - Saturdays/Sundays

Example:

Sat. November 22, 2020, 23:59 UTC	Round 1 Fleet Deadline
Mon. November 23, Time TBD	Day 1 Fleet Stream (1)
Wed. November 25, Time TBD	Day 1 Fleet Stream (2) (if applicable)
Mon. November 30, Time TBD	Day 2 Fleet Stream (1)
Mon. December 02, Time TBD	Day 2 Fleet Stream (2) (if applicable)

And so on, depending on player counts and streamer availability.

Your Streamers!

- Laharl#5271
- Gloracle#2774
- Wingnut#2047
- Ony#5181
- nemonamo#6412

Tournament Format

See the sheet:

https://docs.google.com/spreadsheets/d/1jk4k1368fnsx_lmPoukYP-WsNo8dFb93Ptzw-DJ_OmM/edit?usp=sharing

General Rules

1. This tournament is for **fun**. Don't be a jerk.
2. Discord is required for any announcements and the submission of fleets.
3. If you want to reveal your fleet data with others/publically, I won't disallow it, but please be mindful of the tournament experience--people like being surprised at what comes up.
 - a. Additionally, if you decide to scrim, spar or test with another player, do not share their fleet data under any circumstances.
4. Tournament fleets (including variant files) will be released after each round.

Battle Settings



Barring exceptional circumstances, this battlespace will not change for the duration of the tournament.

Timeout will occur after 420 seconds. Upon timeout, the fog of war will be lifted, all ships will be set to reckless, and a full assault order will be carried out.

Crashes

In case of a crash:

1. At the time of the crash, if either side has 50% or more of their DP remaining over their opponent, that side will be awarded the win.
2. Otherwise, the fight will have a best of 1 rematch.
3. For partial points, the loser will receive the higher of the following two:
 - a. Crash match: points =
 $(\text{Killed DP \%}) + \frac{1}{2} \min(<\text{remaining player DP \%}>, <\text{remaining enemy DP \%}>)$, rounded up
 - i. E.g. crash happened at A: 70% vs B: 25%
 1. A would potentially receive $0.75 + \min(\frac{1}{2}(0.7), \frac{1}{2}(0.25)) = 0.88$ points
 2. B would potentially receive $0.3 + \min(\frac{1}{2}(0.25), \frac{1}{2}(0.7)) = 0.43$ points
 - ii. E.g. crash happened at A: 50% vs B: 2%

1. A would potentially receive $0.98 + \min(\frac{1}{2}(0.02), \frac{1}{2}(0.5)) = 0.99$ points
2. B would potentially receive $0.5 + \min(\frac{1}{2}(0.5), \frac{1}{2}(0.02)) = 0.51$ points
- b. Rematch: Killed enemy DP %
4. If there is a *second* crash, the remaining DP for each side and for both matches will be summed up, and the side with the higher total will be the winner.

Scoring

Every victory will be worth one point. Partial points will be awarded as the percentage of DP destroyed by the losing player.

- Example: Player A and Player B face off and Player A wins with 32% DP remaining. Player B therefore receives 0.68 points.

[Bingo and audience polls](#) will not be worth points, but I hope you all find contentment in the enjoyment of the viewers.

Ties

1. In the case of a tie even after partial points are allotted, players will be ordered by number of victories.
2. If there is a two-way tie, a tie-breaker match will be conducted.
3. If there is still a three- or four-way tie, the total elapsed time of all the matches for each player will be summed up.
 - a. If tied for 1st: The player with the fastest time advances. The next two players with the fastest times will have a tiebreaker match for 2nd. If there is a remaining player, they will be eliminated.
 - b. If tied for 2nd: The two players with the fastest times will have a tiebreaker match for 2nd. If there is a remaining player, they will be eliminated.

Infractions

You'll lose points. I don't want to go into more details and lock myself into something dumb, so spare me the trouble and don't do anything silly.

Fleet Rules

1. A fleet must not exceed any of the following to be valid:
 - a. 180 Deployment Points.
 - b. 18 ships.
 - c. 9 modular fighter wings. Built-in wings and empty fighter decks do **NOT** count against limit.

- d. Up to 5 maxed officer **skills** can be allocated. However, any one officer may only use up to 2 max officer skills.
Possible Allocations:
 - i. 2 officers with 2 maxed skills, 1 officer with 1 maxed skill
 - ii. 1 officer with 2 maxed skills, 3 officers with 1 maxed skill
 - iii. 5 officers with 1 maxed skill
- 2. A player may remove up to **120 Deployment Points** of existing ships between streams*** that player is participating in (i.e. one chance to swap mid-group, except in the final). The player may then add new ships, bringing their fleet back up to the original 180 Deployment Point limit.
 - a. Any changes to a variant count as a changed/new ship.
 - b. Changes to ship personality do not count as a changed/new ship.
 - c. Officer qualities can be changed freely and do not count as changed/new ships.
- 3. In subsequent rounds, a player may shift which ship(s) their officer(s) are assigned to, their officers' personalities and skills, but not the total number of officers.
- 4. All factions will have access to:
 - a. Vanilla and Ship/Weapon Pack weapons and hullmods.
 - b. The Ship/Weapon Pack hullmods Shield Bypass and Extreme Modifications.
 - c. By default, only vanilla factions will have access to vanilla ships and LPCs - some exceptions may apply.

As much as possible, there will be no mid-tournament balance patches. Exceptions include, *but are not limited to*, ships that consistently cause crashes, or severe unintended effects--provided that no player's standing has been harmed/will be harmed by the change.

Barring the aforementioned exceptions, the mod versions used for the tournament will be the latest version available at the time inscriptions end. As a corollary, mod authors can attempt to sign up with their own mod if they want to show everyone how it's done.

Ship Restrictions

- 1. No Remnant ships or fighters.
- 2. No Derelict/Explorarium ships or fighters.
- 3. No Pirate/Luddic Path ships or fighters.
- 4. No stations.
- 5. No non-standard arrangement of modules.
- 6. No stat-changing skins (cosmetic ones are fine!) (Some exceptions may apply.)
- 7. No IBBs/HVBs/unique ships.
- 8. Pure armor modules may not use OP for any reason.
- 9. The SWP hullmod Gunnery Control AI is banned.
- 10. Converted Hangar may only be placed on ships with 7 or higher DP.
- 11. No obviously unintended rule loopholes (you'll know it if you see it).

Approved Factions

See [faction viability testing results](#).

See [tournament blacklist.csv](#).

- **Vanilla** + Ship and Weapon Pack (-IBB, Arcade) + Torchships and Deadly Armaments
 - 1. Low Tech
 - a. SWP provides: Striker, Vanguard, Punisher, Vindicator, Liberator, Cathedral
 - b. TADA provides: Challenger, Bully, Attrition, Foray, Niagara
 - c. Additional **Whitelist**: Kite (S)
 - 2. Midline
 - a. SWP provides: Alastor, Albatross, Archer, Vulture, Victory
 - b. TADA provides: Pest, Crane, Scalper, High Tide, Owl, Bonnethead, Herald
 - 3. High Tech
 - a. SWP provides: Nautilus, Hecate, Beholder, Arachne, Vortex, Circe, Archon, Eos, Excelsior, Revenant, Zenith, Chronos
 - b. TADA provides: Cassicus, Whirlwind
- Vanilla, regardless of tech level, has access to all vanilla fighters, plus any fighters provided in SWP/TaDA.
- (NEW) **Anvil Industries**
 - Additional Blacklist: BlackJack Mining Syndicate ships.
- **Blackrock Drive Yards**
 - Additional Blacklist: Nevermore Series-00, Vespa
- **Diable Avionics**
 - Additional Blacklist: Gulf
- (NEW) **Free Stars Union**
 - Additional Blacklist: No Revolution fits, Red Legion, Minokawa, Muninn, Rhinochimaera, Firepower
 - **Special Ruling**: Has access to vanilla Low Tech fighters (no SWP/TADA)
- **Interstellar Imperium**
 - Additional Blacklist: Olympus, Yamato, Titan-X
- **Legacy of Arkgneisis**
 - Additional Blacklist: Big Mac, Champion, Savior, Weapons Test Platform (lol.), stuff that isn't Exodus Initiative (incl. Salvation initiative LPCs and weapons),
 - **Special Ruling**: **Babyhawk Heavy Drones** can only be used on the Hawke.
- **Mayasuran Navy**
 - Additional Blacklist: Zygaena, Khopesh (M)
 - Additional **Whitelist**: Hammerhead (TLH), Sunder (TLH)
- **Outer Rim Alliance**
- (NEW) **Pearson Exotronics**
 - Additional Blacklist: No SOD ships
 - **Special Ruling**: Has access to vanilla High Tech fighters (no SWP/TADA)

- (NEW) **Roider Union**
 - Additional **Whitelist**: Colossus Mk.II (R)
- (NEW) **ScalarTech Solutions**
 - Additional Blacklist: Gown, Hanakaze, Vestige
- **Scy**
- **Shadowyards Reconstruction Authority**
 - Additional Blacklist: Maleficent, Poseidon, Odin, Shikome, Vulgar, Heckler, RG fits, League fits
- **Sylphon RnD**
 - Additional Blacklist: Balance Unto All, Deadeye, Celika Ultra-V, Raging Heart, Cieve, Omega Aeterna
- **Tiandong Heavy Industries**
 - Additional Blacklist: Liberty
- **Xhan Empire**
 - Additional Blacklist: Pharrek, Slenzak, Vukan, Goggergeck, United Pamed ships.
 - **Special Ruling**: Has access to vanilla Low Tech fighters (no SWP/TADA)

Inscription Rules

1. Players will sign up providing their Discord name and first/second/third priority of faction from the approved list.
 - a. Please choose a maximum of 2 vanilla factions among your priorities.
2. Players will ideally be able to commit to participating until they are either eliminated (minimum 2 weeks), or have won the tournament (maximum 5 weeks).
3. If not enough players join to reach the next player milestone, the latest players will be placed on the wait / substitute list.
4. Players on a wait / substitute list may participate only if an earlier player drops out or a participating player has to temporarily be absent from the tournament.
5. If the streamer is willing, wait/sub-listed players may also participate in show matches at the end of a stream's official matches.

> [Sign Up Here](#) <

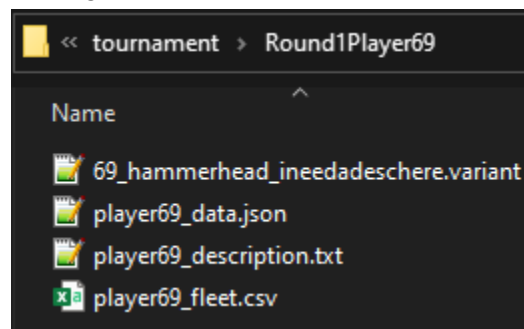
Submission Rules

Thaago has provided a very comprehensive step-by-step guide to designing a fleet [here](#).

(If you're having trouble figuring out the "player#_fleet.csv", please ask for assistance in the Discord. Likewise for "player#_data.json". There are also some apps available that can help simplify the process, including one bundled in the AI Battles folder.)

I highly recommend the use of one of the builder apps, listed in [Tools](#) below, or editing via Notepad++ if you're okay with some minor text editing. I strongly recommend **AGAINST** the usage of Excel, since it messes up the formatting of the file.

1. After inscriptions are locked in, every player will be assigned a player number.
2. Change the number in the name of your "player#_fleet.csv" and "player#_data.json" files to match your player number.
 - a. Alternatively, create brand new ones using the SS Tourney File Builder tool bundled with AI Battles.
3. Name your .variant files according to the template "#_hullname_desc.variant"
 - a. # is your player number
 - b. hullname is the name of the ship's hull (e.g. "hammerhead")
 - c. desc is whatever short descriptive tag you want to add
 - d. Example: "69_hammerhead_ineedadeschere.variant" is a variant name for a Hammerhead from player 69.
4. You can either put all the currently used variants in a folder called "variants" or leave them loose in your submission. **These will be public at the end of each round.**
5. Variants will **NOT** be overwritten in the case that .variant file is submitted. Ensure that you give every new submission a new variant name.
 - a. Example: "69_hammerhead_ineedadeschere_2.variant" to indicate this is a second iteration of this variant.
6. (Optionally) write a *short*:
 - a. description of your fleet/strategy
 - b. Taunt
 - c. RAID: Shadow Legends advertisementfor the streamer to read before your match at their discretion. Save it as a plain text file in the form "player#_description.txt"
7. Put your "player#_fleet.csv", "player#_data.json", "player#_description.txt" and variant files/folder into a folder called "Round#Player#", where the #s are the round number and your player number, respectively (duh). Zip this folder and send it to the organizer via Discord.
 - a. Example: Player 69's submission folder should look something like this before zipping:



- b. (If you want to give your officers a custom portrait, you can throw those in, too.)

- i. In the “portraits” section for officer data, name them “graphics/portraits/<portrait_file_name.extension>”

Tools

Mods for Testing and Designing

AI Battles - where all the magic happens. See the Discord for a link

[Vanilla Patch](#) - make sure this is enabled when you're testing!

[Ship Variant Designer](#) - has empty hull variants of all legal hulls for each faction for easy customization

- Exceptions may apply for Vanilla
- I didn't 100% verify that blacklisted hulls are hidden. Double check the blacklist if you're unsure.

External Apps

Thaago's SS Tourney File Builder - bundled with AI Battles.

[DaddyPants' SS variant organizer app](#) ([Discord link](#)) - Requires Fleet Tester.

Test Fleets

By Lightforger:

<https://discordapp.com/channels/187635036525166592/275764710312247296/768709658947878942>

Bingo! and Audience Polls

Bingo Coordinators:

Instructions:

1. Select a card and pick a color
2. Fill in completed squares with your chosen color
3. Call out observed squares in the Discord

> Bingo Sheet <

At the end of every stream, there will be an audience poll for the crowd favorite.

Bingo and audience polls will not be worth points, but I hope you all find contentment in the enjoyment of the viewers.

Vanilla Patch Notes

From Organizer (*in AI Battles*)

- Sabot (all types):
 - EMP damage/shot reduced to 100 (was: 400)
 - No longer has an on-hit effect
- Converted Hangar may only be placed on ships with 7 or higher DP.
- Safety Overrides: now reduces max CR by **20%** in addition to its usual effects
- Fortress Shield: now has a 1.5 second cooldown upon deactivation
- Mine Strike:
 - Now has 3 max charges.
 - Chargedown increased to 0.5 (was: 0.25)
- Omen:
 - DP increased to 6 (was: 5)
 - Shield efficiency to 0.7 (was: 0.6)

Official Patch Notes (*in Vanilla Patch*)

See patch notes: <https://fractalsoftworks.com/forum/index.php?topic=19253.0>

Fully Implemented Changes

- Brawler:
 - Changed ship system to Maneuvering Jets (was: Damper Field)
 - Increased shield arc to 270 (was: 150)
 - Increased supply cost to 6 (was: 4)
 - Increased flux dissipation and capacity (200 -> 250, 2500 -> 3000)
- Onslaught:
 - Added built-in Heavy Ballistics Integration
- Enforcer:
 - Increased armor to 900 (was: 750)
 - Increased hull to 6000 (was: 5000)
 - Reduced shield flux/damage to 1 (was: 1.2)
- Valkyrie: increased deployment/maintenance cost to 5 (was: 3)
- Prometheus Mk.2:
 - Cleaned up extraneous, unusable turrets present in hull file
- Vigilance:
 - Increased OP to 45 (was: 40)
 - Increased shield arc to 120 (was: 90)

- Increased armor to 200 (was: 150)
- Shrike: increased OP to 85 (was: 80)
- Gryphon: increased OP to 140 (was: 130)
- Recall Device: now has a 30 second cooldown
- Astral:
 - Increased ordnance points to 250 (was: 230)
 - Increased deployment cost and maintenance to 50 (was: 45)
- Gemini:
 - Added Civilian-grade hullmod (this is a situational buff)
 - Increased OP to 75 (was: 55)
 - Increased hull to 4500 (was: 3500)
 - AI now treats is as a combat ship rather than a carrier
 - Reclassified as "Combat Freighter"
- Condor: increased cargo capacity to 120 (was: 40)
- Drover:
 - Deployment/maintenance cost increased to 15 (was: 12)
 - Cargo capacity reduced to 40 (was: 80)
- Reserve Deployment:
 - Now adds 1/2/3 fighters above max wing size and affects bombers as well
 - Cooldown increased to 60 seconds (was: 30)
- Scarab:
 - Increased flux dissipation to 250 (was: 150)
 - Increased flux capacity to 2500 (was: 2000)
- Dedicated freighters and tankers:
 - Tweaked values to make sure that larger ones are more efficient in fuel and supply use
 - Tarsus: increased fuel use to 3/ly (was: 2)
 - Buffalo: increased cargo capacity to 400 (was: 300)
 - Colossus (all versions): increased fuel/ly to 4 (was: 3)
 - Atlas: reduced fuel use to 6/ly (was: 10)
 - [Atlas Mk.II is unaffected]
 - Phaeton: increased fuel capacity to 800 (was: 600), increased supply cost to 4 (was: 3)
 - Prometheus: increased fuel capacity to 3000 (was: 2500), reduced fuel use to 6/ly (was: 10)
 - Valkyrie: reduced max crew to 250 (was: 300)
- Swarmer SRM:
 - Increased damage to 100 (was: 75)
 - Reduced OP cost to 3 (was: 4)
 - Fighter version: reduced reload rate slightly to keep similar damage output as before
- Thermal Pulse Cannon:
 - shots are no longer stopped by hitting missiles
 - Reduced flux/shot to 150 (was: 200) [\[Source\]](#)

- Light Needler: reduced OP cost to 8 (was: 9) [[Source](#)]
- Railgun: increased OP cost to 8 (was: 7)
- IR Pulse Laser: reduced flux cost per shot to 40 (was: 50)
- Paladin PD System:
 - Reduced flux cost to 750/second (was: 1500)
- Burst PD Laser: reduced flux cost by 33%
- Heavy Burst Laser:
 - Reduced flux cost by 40%
- Assault Chaingun: reduced damage/shot to 75 (was: 90)
- Ion Pulser:
 - Increased range to 500 (was: 450)
 - Increased damage to 100 (was: 75)
 - Increased emp damage to 600 (was: 400)
- Thunder:
 - Replaced Ion Cannon with Ion Cannon (High Delay)
 - Increased OP cost to 10 (was: 8)
- Gladius:
 - Reduced OP cost to 6 (was: 10)
 - Replaced IR Pulse Laser with high-delay version to allow for more sustained firepower
- Xyphos: reduced roam range to 0 (was: 4000)
- Spark Interceptor Drone: now uses "high delay" PD Burst laser which has halved charge regeneration
 - Effectively: same initial damage burst, halved sustained damage after that
- Warthog:
 - Increased wing size to 3 (was: 2)
 - Reduced replacement time to 10 seconds (was: 15)
 - Reduced engagement range to 2000 (was: the standard 4000)
- Mining Laser:
 - Reduced flux/second to 10 (was: 35)
 - Increased turn rate to 80 (was: 30)
- Antimatter Blaster: shots now pass through missiles if they do enough damage to destroy them
- Militarized Subsystems:
 - No longer makes deployment cheaper
- Expanded Deck Crew:
 - Fighter replacement rate decrease reduction reduced to 10% (was: 25%)
 - Fighter replacement rate recovery increase decreased to 20% (was: 50%)
- Armored Weapon Mounts: now available at the start of the game
- Surveying Equipment: increased bonus for capital ships to 40 (was: 30)
- Heavy Armor: reduced maneuver penalty to 10%
- Increased Maintenance: reduced supply cost increase to 50% (was: 100%)

Guestimated Implemented Changes

- Hammerhead:
 - Rear turrets no longer capable of facing directly to the front
 - Using AI Battles 10.4 version
- Onslaught:
 - Reduced arc of side-facing large turrets
 - Arc reduced to 140 degrees (was: 150)
- Afflictor: changed two of the front-facing hardpoints from Universal to Hybrid
 - Changed the outer front-facing hardpoints to Hybrid
- Reserve Deployment:
 - -Reduces fighter replacement rate by 25% when used (to standard minimum of 30% at worst)
 - -Instead increases replacement time by 25% for the 15 seconds that bonus fighters are available
- Made Light AC (but not Light Dual AC) significantly more accurate
 - Using AI Battles 10.4 version
 - Max spread reduced to 5 (was: 20)
 - Spread/shot reduced to 1 (was: 3)
 - Spread decay increased to 10 (was: 9)
- Devastator:
 - Slightly increased explosion radius and core explosion radius and slightly reduced fuse range
 - Explosion radius increased to 80 (was: 50)
 - Core explosion radius increased to 40 (was: 25)
 - Fuse range decreased to 25 (was: 30)
- Militarized Subsystems
 - Increases flux dissipation and armor value for damage reduction calculation
 - Increases flux dissipation by 10%
 - Increases armor by 10%
- Heavy Armor: reduced maneuver penalty to 10%, moderately increased armor bonus
 - Armor bonus increased to 125/250/375/500 (was: 100/200/300/400)
- Shield Conversion - Omni: significantly reduced OP cost
 - OP cost now equal to Shield Conversion - Front
 - OP Cost reduced to 3/6/10/18 (was: 6/12/18/30)

Implemented Bug Fixes

- Solar Shielding now reduces energy damage taken by shields
- Fixed bug where Automated Repair Unit could have double the stated effect for weapons

Unimplemented:

- New content (duh)
- Anything that isn't directly affecting a specific ship, weapon or hullmod

Ship/weapon/hullmod changes that are also not implemented:

- Buffalo (TT): now has high-tech engine glows
- Hammerhead:
 - Fixed slight alignment issue for left medium hardpoint, this is Very Important
- Scarab:
 - Removed the two less than optimally placed weapon slots
- Paladin PD System:
 - Now creates explosions on impact - 100 points of fragmentation damage
- Heavy Burst Laser:
 - No longer distracted by decoy flares
- Squall MLRS:
 - More accurate target leading
 - Second stage of missiles aims in a spread instead of at a single point
- Phase Field: now also reduces the fleet's sensor profile, in addition to its current effect
 - Diminishing returns from multiple ships, based on value from largest phase ship
- High Resolution Sensors:
 - No longer affect individual ship's sensor strength
 - Now increase fleet's sensor range, with diminishing returns based on value from largest ships

Tournament Format/Structure (Deprecated)

1. The tournament will have successive Round Robin stages where the top players will advance, until a clear winner is decided.
 - The format will be finalized upon obtaining a final player count after inscriptions.
 - Example formats have been established for tournaments with 10/12/16/20/24/32 players.
2. In all cases, initial seeding will be wholly random.

Games per Stream											
stream # player #	1	2	3	4	5	6	7	total	bo3s	matches / stream	description
10	5,5	5,5	6					26		8.67	2 rr groups of 5, top 2 of each group form a rr group of 4
12	5,5	5,5	5,5	6				36		9	2 rr groups of 6, top 2 of each group form a rr group of 4
16	3,3,3,3	3,3,3,3	3,3	3,3	6			42		8.4	4 rr groups of 4, top 2 of each group form 2 rr groups of 4, top 2 of each group form a rr group of 4
20	5,5	5,5	5,5	5,5	6			46		9.2	4 rr groups of 5, top of each group form a rr group of 4
24	3,3,3,3	3,3,3,3	3,3	3,3	6			42		8.4	8 rr groups of 3, top of each group form 2 rr groups of 4, top 2 of each group form a rr group of 4
32	3,3,3,3	3,3,3,3	3,3,3,3	3,3,3,3	3,3	3,3	1 Bo3	61	1	8.71	8 rr groups of 4, top of each group form 2 rr groups of 4, top of each group has a bo3
Each color represents a different week											

10 Players

Players will be split into 2 Round Robin groups of 5. The top 2 players of each group will advance to a playoffs Round Robin group of 4.

There will be a total of 26 matches split into 3 rounds with at least one week between each round (total 3 weeks):

- Round 1: Both groups will play 5 matches (10 total). In each group, each player will face off against two other members in their group.
- Round 2: Both groups will play 5 matches (10 total). In each group, each player will face off against the two remaining members in their group.
- Round 3: The members of the playoffs will play 6 matches. Each player will face off against the other three members of the group.

(Average 8.67 matches per stream. The winning player will need to have beaten 6 other players)

12 Players

Players will be split into 2 Round Robin groups of 6. The top 2 players of each group will advance to a playoffs Round Robin group of 4.

There will be a total of 36 matches split into 4 rounds with at least one week between each round (total 4 weeks):

- Round 1: Both groups will play 5 matches (10 total). In each group, 4 players will have 2 matches, 2 players will have 1 match.
- Round 2: Both groups will play 5 matches (10 total). In each group, 4 players will have 2 matches, 2 players (who had 2 matches in Round 1) will have 1 match.
- Round 3: Both groups will play 5 matches (10 total). In each group, 4 players will have 2 matches, 2 players (who had 2 matches in Round 1 and Round 2) will have 1 match.

- Round 4: The members of the playoffs will play 6 matches. Each player will face off against the other three members of the group.

(Average 9 matches per stream. The winning player will need to have beaten 7 other players)

16 Players

Players will be split into 4 Round Robin groups of 4. The top 2 players of each group will form 2 Round Robin groups of 4, with 2 first seeds and 2 second seeds from different groups being placed together. The top 2 players of these groups will be placed in a final Round Robin group of 4.

There will be a total of 42 matches split into 5 rounds with at least one week between each round (total 5 weeks):

- Round 1: Every group will play 3 matches (12 total). In each group, 2 players will have 2 matches, 2 players will have 1 match.
- Round 2: Every group will play 3 matches (12 total). In each group, 2 players (who had 1 match in Round 1) will have 2 matches, 2 players (who had 2 matches in Round 1) will have 1 match.
- Round 3: Both playoff groups will play 3 matches (6 total). In each group, the first seeds will have 1 match, while the second seeds will have 2 matches.
- Round 4: Both playoff groups will play 3 matches (6 total). In each group, the first seeds will have 2 matches, while the second seeds will have 1 match.
- Round 5: The members of the finals will play 6 matches. Each player will face off against the other three members of the group.

(Average 8.4 matches per stream. The winning player will need to have beaten 8-9 other players)

20 Players

Players will be split into 4 Round Robin groups of 5. The top player of each group will form a Round Robin group of 4.

There will be a total of 46 different matches split into 3 rounds and 5 streams, some of which can be done concurrently in the same week, with at least one week between each round (total 3-5 weeks):

- Stream 1: Groups A and B will play 5 matches (10 total). In each group, each player will face off against 2 other members in their group.
- Stream 2: Groups C and D will play 5 matches (10 total). In each group, each player will face off against 2 other members in their group. This stream may be conducted in the same week as Stream 1.
- Stream 3: Groups A and B will play 5 matches (10 total). In each group, each player will face off against the two remaining members in their group.

- Stream 4: Groups C and D will play 5 matches (10 total). In each group, each player will face off against the two remaining members in their group. This stream may be conducted in the same week as Stream 3.
- Stream 5: The members of the finals will play 6 matches. Each player will face off against the other three members of the group.

(Average 9.2 matches per stream. The winning player will need to have beaten 7 other players)

24 Players

To Be Determined. Tentatively:

Players will be split into 8 Round Robin groups of 3. The top player of each group will form 2 Round Robin groups of 4. The top 2 players of these groups will be placed in a final Round Robin group of 4.

There will be a total of 42 matches split into 3 rounds and 5 streams, some of which can be done concurrently in the same week, with at least one week between each round (total 4 weeks):

- Stream 1: Groups A, B, C and D will play 3 matches (12 total). In each group, each player will face off against the two other members in their group.
- Stream 2: Groups E, F, G and H will play 3 matches (12 total). In each group, each player will face off against the two other members in their group. This stream may be conducted in the same week as Stream 1.
- Stream 3: Both playoff groups will play 3 matches (6 total). In each group, 2 players will have 2 matches, 2 players will have 1 match.
- Stream 4: Both playoff groups will play 3 matches (6 total). In each group, 2 players (who had 1 match in Stream 3) will have 2 matches, 2 players (who had 2 matches in Stream 3) will have 1 match.
- Stream 5: The members of the finals will play 6 matches. Each player will face off against the 3 other members of the group.

(Average 8.4 matches per stream. The winning player will need to have beaten 7 other players)

32 Players

Players will be split into 8 Round Robin groups of 4. The top player of each group will form 2 Round Robin groups of 4. The top player of these groups will be placed in a Best of 3 match.

There will be a total of 61 matches, with one match being a Best of 3, split into 5 rounds and 7 streams, some of which can be done concurrently in the same week, with at least one week between each round (total 5 weeks):

- Stream 1: Groups A, B, C and D will play 3 matches (12 total). In each group, 2 players will have 2 matches, 2 players will have 1 match.
- Stream 2: Groups E, F, G and H will play 3 matches (12 total). In each group, 2 players will have 2 matches, 2 players will have 1 match. This stream may be conducted in the same week as Stream 1.

- Stream 3: Groups A, B, C and D will play 3 matches (12 total). In each group, 2 players (who had 1 match in Stream 1) will have 2 matches, 2 players (who had 2 matches in Stream 1) will have 1 match.
- Stream 4: Groups E, F, G and H will play 3 matches (12 total). In each group, 2 players (who had 1 match in Stream 2) will have 2 matches, 2 players (who had 2 matches in Stream 2) will have 1 match. This stream may be conducted in the same week as Stream 3.
- Stream 5: Both playoff groups will play 3 matches (6 total). In each group, 2 players will have 2 matches, 2 players will have 1 match.
- Stream 6: Both playoff groups will play 3 matches (6 total). In each group, 2 players (who had 1 match in Stream 5) will have 2 matches, 2 players (who had 2 matches in Stream 5) will have 1 match.
- Stream 7: The top two players will have a Best of 3 match.

(Average 8.71 matches per stream. The winning player will need to have beaten 7 other players)