MOR 8s Season 1 Rules v1

1 - League Format

1.1 INTRODUCTION
Martial Olympiad Reborn (MOR) is an unofficial (player operated) MechWarrior: Online divisional 8 pilot ladder style league. League play is divided into multi-week seasons with the off-season period used to add new teams and move teams up and down the ladder based on prior seasons results. The goal of MOR is to provide a competitive league structure for both highly skilled teams as well as teams wishing to get into the competitive scene.

1.2 SEASON LENGTH
Standard season length is 6 (Six) weeks with one match scheduled each week. An additional 1 or 2 week extension is allowed, if required, to resolve matters that could not be handled within the 6 week period.

1.3 SCORING
Each drop is scored as a win, loss or tie only.
You can win by caps or kills.

If two teams are tied in score at the top of a division they are separated by
Primary Breaker: Match score for (head-to-head) (MATCH SCORE IS WINS/LOST/DRAWS Points)
Takes into account the sum of scores obtained through matches between tied participants.
Secondary Breaker: Kill count (Note that a cap win does not guarantee 8 destroyed mechs in this instance).

1.4 DIVISIONS
A division is a group of 4/6 teams that are roughly equal in ability. Teams assigned to each division will play each other in a round robin format. Divisions are rated alphabetically with the more seasoned teams in Division A and newer or more casual teams in Division B and lower depending on number of teams that signup in each season.

1.5 REGIONS

To ensure teams are grouped with opponents of appropriate skill and can participate in matches at appropriate times, teams will be split into divisions within two to three regions (AP, NA & EU). Teams are encouraged to sign up within their regions, so that we can keep the scheduling process as smooth and easy as possible. Teams are expected to be able to complete a match during the prime time periods for each region listed below. The fallback start time is to be used if a time cannot be decided between team leaders.

AP - Asia Pacific: 20:00 - 23:00 AEST (Fallback start: 21:00 AEST (UTC +10) Sunday)
NA - Americas: 20:00 - 00:00 ET (Fallback start: 21:30 ET Sunday **Or** same time Saturday if playing an AP team)
EU - European: 19:00 - 22:00 GMT (Fallback start: 19:00 GMT Sunday)

1.6 FIXTURES

After the season sign-up period ends, fixtures will be drawn.
Feedback on your placement is open for 48 hours.

2 - Roster and Team Creation

2.1 CREATING YOUR TEAM

To create a team with the intent to enroll in a season you will need to create a team on https://www.toornament.com
Teams MUST have a point of contact on Discord and a valid email address provided.
Please have your Team Contacts as team members number 1 and 2.
Please upload a team logo. (Larger than 150 by 150)

2.3 CREATE INITIAL ROSTER

A team leader should then create the initial roster of 8 to 16 players by adding people to their team on Tournament.sideh
Roster lock will start at Week 1. You will need to have at least 8 pilots on your roster prior to the end of the season sign up period or your team will be removed from consideration.

2.5 AMENDING YOUR ROSTER

Teams wishing to add pilots to their roster after roster lock and seeding may do so with the permission of the MOR administrators. Pilot additions could be rejected for a number of reason, the foremost being attempting to add a higher division player to a low division team. (We encourage teams to add as many pilots to their roster as possible before seeding in order to avoid disappointment)

Pilots are only allowed to be removed from a roster after the registration phase has closed with admin approval.

In order to apply for a roster amendment post in the Discord channel #log-a-job using the following format:
-new Roster change - Team Name - Players name (IN GAME NAME)
If a player changes their in game name, the roster must be updated, as specified in 2.9.

2.6 PILOTS PLAYING FOR MULTIPLE TEAMS

Pilots are allowed to play for one team in each region (for example a pilot may play for a team in EU and a team in NA)

Team leaders may request that a player already playing in a lower division team be allowed to play on their team in order to have enough pilot numbers for their roster. The request will be accepted or denied at the MOR administrators discretion.

For example: The division A team '228 BW' wants a pilot from the division B team '228 DFA' to play on their roster. The 228 BW team leader makes a request that the pilot 'Nuclear Weapon' be allowed to play on both 228 DFA and 228 BW. This request is submitted via ticket on discord and subsequently accepted or denied.

2.7 UNIT TAGS

Unit tags are meaningless in MOR.

2.8 ROSTER SIZE

Maximum size to a team's roster is 16. A player is locked to a team's roster once they have played in at least 1 drop for that team. After a pilot has dropped once for a team, that team cannot remove the pilot for that season. (A team can add additional pilots whenever they wish up until the last game. If a team attempts to add a high skilled player after seeding their request will be rejected)

Please Note: In all cases it is the team leader's responsibility that the roster they submitted is correct, and that players are not added against their wishes.

2.9 PILOT NAME SPECIFICITY

Pilot names in the roster are case sensitive and must be entered correctly. There is no excuse for failing to create the exact variant. If a pilot changes their name during a season this will need to be updated on the team roster at least 1 hour before they play a drop for that team. Failure to do so may result in a penalty.

Using a pilot in a drop that is not on your roster will incur a loss against your team.

3 - Scheduling

3.1 SCHEDULING

During the week before your match week you will need to communicate with your opponent to schedule your match. This is referred to as the scheduling week. You will need to post in the appropriate scheduling thread to confirm the date and time of the match. A team leader from both teams must post to confirm the time before the end of the scheduling week (Sunday 23:59). If a time is not agreed upon by both teams, the default time of the match is the Fallback Time marked in brackets in the region times section under rule 1.6. If a match is postponed to another week via team leader agreement and teams can still not agree on a time, the fallback time of the subsequent week(s) will be used. All matches must be completed by week 8 of the competition.

Post in the Discord channel #log-a-job once a game is booked using the following format:
-new Game Booked - Team Name - Team Name (IN GAME NAME)
The ticket date and time must be listed in a 24 hour UTC format. (example: 24/04/19 at 22:30 UTC)

4 - Match and Drop Rules

4.1 MATCHES AND DROPS

Each match consists of 5 drops with varying tonnage restrictions and formats. All 5 drops are played every match (not best of 5). These and other drop settings can be found below. Please see the Drop Procedure section of the rules for information on disconnects and re-drops.

4.2 MATCH LOBBY SETTINGS

Gamemode: D1 Full Conquest, D2/D3 Domination, D4/D5 Full Conquest

Region: By default region is set to the region the teams are signed up in. Only if both teams agree can this be changed.

Match Time: 15 minutes

Time of Day: Day (if applicable)

View-mode: First person only

Full Teams: No

Stock Only Mode: No

No Efficiencies Mode: No

Lobby teams: The home team is Team 1 for D1, D2 and D5 (Home team is the left or top team on the website)

The 'lobby leader' will switch teams/pilots within the lobby immediately after drop D2 and D4.

*In the division A/B matches, division A teams will always be team 1.

4.3 MAP

Maps D1, D2, D3 will be preselected, D4/D5 will be a map ban.
(See 5.1 Map Ban)

4.4 SPECTATORS

Up to two spectators are allowed if the spectator clearly states their purpose to both teams and both team leaders agree.

Neither team is allowed to prevent a spectator that is part of either the **OFFICIAL** Shoutcaster Group (see 8 - League Shoutcasting) OR a spectator that is recording video for OFFICIAL MWO COMP promotional purposes from joining a lobby and using the spectator slot. Such spectators have priority over any other type of spectator.

4.5 CONSUMABLES AND MODULES

ALL consumables are allowed in ALL drops.
This includes Artillery, Air Strikes, UAVs, and Cool Shots.
This also includes the MC only versions of these consumables. (identical to cbill consumables)

4.6 AUTHORIZED MECHS

One Hero 'Mech -OR- one 'Mech with Hero OmniPods may be used once each drop for a total of 5 Hero 'Mechs per team each match.

The Hero 'Mech must be currently purchasable in game for MC (Loyalty 'Mechs purchasable only for MC can be used instead).

With that exception only 'Mechs that are available for purchase in game with C-Bills are allowed.
If a new mech is released for purchasing with C-bills or MC in Week 2 Wednesday, it cannot be played in MOR until Week 3.

Clarification:
More than one (H)ero 'Mech OR one mech with (H)ero OmniPods ARE NOT allowed each drop.
(F)ounders mechs ARE allowed.
(G)old mechs and omnipods ARE allowed.
(I)nvasion mechs and omnipods ARE allowed.
(P)hoenix package mechs ARE allowed.
(R)esistance and Resistance 2 package mechs ARE allowed.
(O)rigins IIC package mechs ARE allowed.
(C)hampion, (S)pecial, and (S)arah's ARE allowed.
(L)oyalty mechs or omnipods variants ARE NOT allowed. (Unless available for C-bills -OR- MC).
If an opponent brings an ineligible mech see 6.2 "Reputation Penalties".

4.7 FORCE COMPOSITION (DROP DECKS) AND DUPLICATE MECHS

Each chassis may only be used 3 times over the set of 5 drops.

Example: You use 2 Locusts in Drop 1 and 1 Locust in Drop 2. You may not drop a Locust in any of the remaining drops. If an additional Locust is dropped it will incur a penalty to your team.

(see 6.2 “Reputation Penalties”)

4.8 DROP SPECIFIC RULES

DROP 1 Gamemode: Conquest - 5 Cap points Required force composition: 575T-625T
DROP 2 Gamemode: Domination Required force composition: 350T-375T No lock-on weapons
DROP 3 Gamemode: Domination Required force composition: 350T-375T No lock-on weapons
DROP 4 Gamemode: Conquest - 5 Cap points Required force composition: Max 480T - Maximum of 3 mechs of each weight class
DROP 5 Gamemode: Conquest - 5 Cap points Required force composition: Max 480T - Maximum of 3 mechs of each weight class

5 - Drop Procedure

5.1 MAP BAN

The Map pool will be 5 maps: Alpine Peaks, River City, Rubellite Oasis, Terra Therma, and Viridian Bog.

Map ban is done once for both D4/D5 only and is done no earlier than 20 minutes before the game start time.
(Please note, if both team captains agree this can be done earlier)
If your game is scheduled to be cast, you may be asked to replay the drop ban before drop 1.

Map Ban Website - https://www.mapban.eu/ban/MWO
Click - Martial Olympiad Reborn
(This has MOR maps preloaded for the Ban)
Then Select Best of 1
Team 1 gets the Votelink for Team 1, send the Votelink for Team 2 to the other team.
(If you are being casted, you call add your team name and logo with the edit button)
(Casters use the Browser Source Link)
If you want to keep a record of the votes save the Log Files link

Team 1 will ban the first map, followed by Team Two banning the second map.
Team 1 will ban the third map followed be Team two banning the fourth map.
The remaining map will be played in drops 4 & 5.
Please ensure that your turn is kept under 30 Seconds per ban.

5.2 NUMBER OF PLAYERS

All matches should have 8 players per team (8v8), However if one team is short on players they can play with a maximum of 1 down.

Teams found to be repeatedly 'gaming' this rule may be disqualified from the tournament

5.3 TARTING ON TIMES

At scheduled time + 10 minutes the drop will be considered a forfeit, if the absent team is still not prepared after 20 minutes past the scheduled time, that team will forfeit all drops.

If a team loses a member part way through a match and is unable to get a member within the 6 minute period between drops, the next drop will be forfeited (unless they choose to drop 1 down). If the team is not ready 15 minutes after the end of the last played match, that team forfeits all remaining drops.

In the spirit of playing more games team captains may agree to allow more time before a forfeit.

5.4 TIME BETWEEN DROPS

There is an allowance of 5(five) minutes per team to prepare between each drop. If a team is not ready in 5(five) minutes a drop forfeit will be applied.
EG Team 1(one) has 5(five) minutes to lock their lance, then team 2(two) has 5(five) minutes to be ready

In the spirit of playing more games team captains may agree to allow more time before a forfeit.

5.5 LANCE ASSIGNMENTS

Team 1 will pick lance assignments first and should type to the other team that their lances are locked. Team 1 cannot switch their lances (players or mechs) after they have been locked. A Team 2 leader may inquire whether Team 1's lances are locked if there is any question. Team 2 will pick lances after Team 1 is finished and then the match can be launched.

Once a team is locked you can not move players between lances or change mechs.

5.6 DISCONNECTS

If a team loses one or more players due to disconnection WITHIN THE FIRST MINUTE OF PLAY and BEFORE A MECH IS DESTROYED OR A POINT IS CAPPED, the team will call a HOLD in All Chat and report the situation to the opponent. Both draw teams must stop immediately and await further instructions from the team that called HOLD, unless these requirements are not met. Damage dealt does not interfere with a hold request.
If the disconnected player reconnects, pick a time on the game clock that is within 15 seconds and say "GO at XX:XX". As soon as the game time that is announced is reached, play can resume.

If a player cannot reconnect in 2 minutes the drop will not count and will need to be re-dropped.
On a redrop the team calling for redrop must overheat and kill all 8 mechs, then disconnect as a full team from the lobby, the other team will do the same but cap a point to end the game.

Please note that a redrop cannot be redropped again by the team that caused the initial redrop.

If a drop has to be redroped, that drop becomes invalid and does not affect mech chassis, Team 1 (one) and 2(two) does not have to use the same mechs or use the same lances.

5.7 DRAWS

In the event of a “Draw” Each team will get 3 Points

5.8 REDROPS

In the case of a re-drop, teams may change their drop deck, but may not take more than 5 minutes to do so. (If your lobby has locked your mechs you may move on to another drop). This helps to address two issues: Firstly, some teams use a drop deck that they feel works best if the other team doesn't know what they are taking, if a team was forced to use the same drop deck the team might be at a disadvantage. Secondly a team player's mech may be locked in, so they will need to swap to a different mech. **If there are disconnects after the first minute or if a mech has been destroyed during the re drop, that is unfortunate. The match will still count.**

5.9 REPORTING DROP RESULTS

API number must be kept for all drops
After the drop, team leaders from the winning team will report their results by logging a job in Discord (channel #log-a-job)
Screenshots to the match must be kept just in case the API has problems till the end of the season and winners are selected.

Match IDs

The winning team has 72 Hours to report the win.
Ticket Template:

-new Region -Div- Team 1 V Team 2 Score

Inside the ticket please add

API D1 - API Number here
API D2 - API Number here
API D3 - API Number here
API D4 - API Number here
API D5 - API Number here

6 - Rep Rewards, Penalties, and Forfeits

6.1 REPUTATION REWARDS
Teams earn 5 points for a win, 3 point for a tie and 2 points for a loss.
Total available points each week is 25 (5 X 5 Wins = 25)

6.2 REPUTATION PENALTIES

Any person found to have engaged in or attempted to engage in any act that the Admins believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the League.

Upon discovery of any Team Manager/Member committing any violations of the rules, the League may issue the following penalties:

6.2.1 Written/ Verbal Warning(s)

6.2.2 Loss of Map Choice/Ban for Future Game(s)

6.2.3 Loss of Hero Mech usage

6.2.4 Loss of Hero use for Future Game(s)

6.2.5 Prize Forfeiture(s) (MC/C Bills)

6.2.6 Game Forfeiture(s)

6.2.7 Match Forfeiture(s)

6.2.8 Suspension(s)

6.2.9 Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in MOR.

6.4 FORFEIT RESULTS

If a DROP is forfeited by a team, then the non-forfeiting team gets full points and mech kills for that drop. The forfeiting team will get zero (0) points.

If a MATCH is forfeited by a team, then the non-forfeiting team gets maximum points and mech kills for all 5 drops of the match
The forfeiting team will get zero (0) points.

If you forfeit more than 6 Drops over the course of one season your team will be withdrawn from the league, and all games coming and played will be marked as forfeited. Please note that no end of season rewards/prizes will be given to teams that withdraw from the league.

6.5 FORFEITING A MATCH IN ADVANCE

Log a Ticket

-New Forfeiting a Match in the #log-a-job Channel

make sure to inform your opponent

6.6 WITHDRAWING FROM THE LEAGUE

Log a Ticket

-New Withdrawing for the league in the #log-a-job Channel

6.7 MISSING SCREENSHOTS/API

Please see **REPUTATION PENALTIES for what happen is you fail to upload the screen shots**

7 - Recording

7.1 RECORDING VIDEO

Recording and broadcasting of matches is highly encouraged. We plan to use these recorded matches to provide shoutcasts, analysis, and entertainment.

7.2 CLARIFICATIONS

Comms will never be required for recordings. We want you to be able to speak freely and enjoy your game time.
An uploaded video does NOT replace the need to submit a screenshot. However a screenshot can be taken from a video to be uploaded but teams are responsible for uploading their own screenshots. Referees, admins or your opposition will NOT do this for you. Any screenshots taken from video footage must be legible (IE screenshots taken at 160P video quality are not usable as no text can be made out).
Do not edit videos to show offensive, vulgar, sexist, etc images.

8 - League Shoutcasting

8.1 SHOUTCASTING IN MOR

Match videos and streams are a big part of MWO league and we hope that with accessible content showing high quality matches with entertaining commentary we will help to grow “MechWarrior: Online” as an e-sport. All Official and Affiliated MWO COMP casters are expected to use the official MWO COMP twitch channel at twitch.tv/mwoleagues or one of the “backup” channels. In some circumstances, a caster’s private channel might be used.

If you are interested in shoutcasting for MWO COMP, please
Log a Ticket

-New New Caster in the #log-a-job Channel

8.2 TEAM CASTING AGREEMENT

By signing up to MWO COMP League teams are agreeing to allow casting by official and affiliated MWO COMP casters and you may not refuse a cast by them. A team may however refuse a cast by an unofficial shoutcaster, but may never refuse casting by and official or affiliated MWO COMP caster.

If your game is being Cast by an official MWO COMP caster you must supply 1 member after the game for a quick interview (If asked)

8.3 CASTING GROUPS

OFFICIAL MWO COMP CASTERS are chosen by the MWO COMP admins from those interested members of the community who meet specific guidelines and are seen as suitable for professional presentation of MWO COMP league games.

MWO COMP Casters

UNOFFICIAL CASTERS are members of the community who are casting MWO COMP matches on their own and are not affiliated with MWO COMP. Unofficial casters are not held to any standard or code of conduct put forth by MWO COMP and teams should be vigilant who they allow to spectate their matches.

8.4 CASTER CODE OF CONDUCT

All Official MWO COMP casters are expected to meet the following requirements:

- Swearing, while permitted, should be kept to a minimum
- Maintain a respectful attitude towards the league, teams, fellow casters, the audience, PGI, etc during casted matches
- Maintain a respectful attitude towards the league, teams, fellow casters, fellow players, PGI, etc on forums and other public areas
- Shall endeavor to show no evidence of bias with the exception of rooting for a close match (e.g. rooting for the “underdog”)
- Strive to present equal parts criticism and praise in coverage of a match
- Shall not be drawn into negative or pointless arguments with viewers intent on degrading the quality of the cast (any viewer intent on flaming, being derogatory, or being disrespectful can be moderated)
- Must be on-time for their matches and cast for the duration of the match
- Casts must be streamed on a minimum of a five minute delay
- Casters must be willing to cast matches outside of the top division
- The primary caster is responsible for the performance of the co-caster and the casting team as a whole.
- Use of a professional-looking overlay is required
- Do not violate Twitch terms of service

If a team has a particular issue with an individual or group of casters and believe they are not following the Code of Conduct established here, they may register a formal complaint privately with the MWO Comp administrators. These matters will be addressed at the discretion of the MWO COMP administrators on a case-to-case basis.

8.6 CASTING PRIORITY

Official casters may select any match to cast. Priority is first given to Official casters, Unofficial casters. Teams are not permitted to refuse an Official cast.

9 - Sportsmanship and Cheating

9.1 MWO TOS AND COC

Pilots and teams must meet MWO's Terms of Use and Code of Conduct. See: mwomercs.com/terms and mwomercs.com/conduct.

9.2 RESPECT

Harassment, malicious trolling, or being offensive towards an MWO COMP official(Admins, Refs, official casters)l or member of a participating team may result in a ban for the offending player. This includes attempting to pressure an opponent into agreeing to a decision that would benefit your team over theirs. Players are expected to behave respectfully towards each other and to those that volunteer to help run the league.

9.3 DISCONNECTING PURPOSEFULLY

Teams may not disconnect purposefully within the first minute of play (e.g. to preview the opponent's deck, to restart a game if they feel they've made a mistake, etc.). A team that does so, may suffer forfeiture of games, or removal from the league.

9.4 PURPOSEFULLY FAILING TO BE COMPETITIVE

The Admins reserve the right to take action against a team that willfully fails to be competitive during a match. (e.g. showing up to play, but only bringing troll builds to waste your opponent's time)

9.5 PURPOSEFULLY FAILING TO PLAY

The referees reserve the right to take action when a team willfully fails to play a scheduled match.

9.6 CHEATING
Cheating is not allowed and will not be tolerated! If PGI has banned a player for cheating with computer programs such as aimbots or wallhacks during an ongoing season, all drops the cheater participated in will be forfeited in favor of the opponent. This procedure counts for the whole season.

9.7 SMURFING
Don't do it. It's beyond unsportsmanlike and if caught, you and your team will be ejected from the league.
Alt accounts are allowed, so long as they meet the criteria specified above under 2.6 (IE a player may have an alt account on their own team, but may not sign an alt onto another team in the same region). We ask that players specify if they are playing multiple accounts to ensure division seeding is conducted fairly.

9.8 DISHONESTY
Referees reserve the right to penalize teams that lie to referees and/or admins.

9.9 In game winnings
Prize money must not be given away for profit, Sharing MC/Mechpacks for free is fine.

10 - Disputes

Dispute Resolutions - all disputes must be filed via a ticket to the MWO COMP admins within 24 hours of the conclusion of the match along with proof, specific infraction, and the round in which the infraction occurred. Disputes will be resolved by League Administrators and all decisions are final.
Only the Team Captain can log a Dispute.
The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential.

Please take the following instructions into account when you submit your ticket for a dispute.

Be concise. The more clear you are about why you deserve the win, the better.
Do not include irrelevant information. Remember that posting information that does not directly relate to why you deserve the win makes the ticket more confusing than it needs to be.
For proof, only show the parts that prove your point. A 10 minute video is not needed to prove you won a map. We only need a picture or short video of you winning.
If you absolutely must show the full video, please include time stamps in your ticket. Example: "At 1:23 you can see BLA". This will save the staff member handling your ticket a tremendous amount of time.

A few things to remember

There are many tickets that come into our system. Only including relevant information will speed up the process.

The staff member handling your ticket wasn't in the match. They do not know what happened. It is important to look at your proof and ticket **objectively** and ask yourself if you deserve the win based off of what you have provided.

11 - Rule Updates

We reserve the right to change, modify, or adapt all rules as deemed appropriate by MWO COMP in order to uphold and maintain a spirit of overall fairness and good sportsmanship.

The League Administrators also reserve the right to make judgment on cases that are not specifically supported, or detailed in these League rules, or even goes against these in extreme cases, to preserve fair play and sportsmanship.

If any provision of the League rules shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of these rules. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the League rules

12 - FAQ

1. Q- Our 8th player never turned up what can we do?
   A- You can play one down see rules 5.1
   Q- We can't get players on our scheduled day what do i do ?
   A- Send A PM to the other teams leader and request a new day, if you get no response try their units Teamspeak/discord or website If you still have no luck log a job to the admins.
2. Q- Do we need our full roster when registering?
   A- No you have to have a full roster 24 hours before the start of week one.
3. Q- I was banned on MRBC, does this mean I am banned here too
   A- No, If you break our rules you might get banned :P
4. Q- I don’t believe you got our placement right, what can i do ?
   A- Log a job ASAP and we will try our best.

13 - Glossary

Drop	Each week you will drop 5 times to make up one Match .
Match	A Match is a group of 5 Drops.
substitutions	substitution is replacing one player with another during a Season. Substitute players that are not in the starting lineup and are available to substitute for a starter.
Mech pool	Is the limit of chassis you can bring each match.
Smurfing	Logging into an unknown alternate account as a means to secretly play in another team or circumvent a league ban.
Cheating	To act dishonestly or unfairly in order to gain an advantage in the tournament / league. This includes third party programs that give an unfair advantage and account sharing (see smurfing).
Team 1	The team listed on top (or most left) in the toornament brackets for each match.