

Aretuza Open Cup Rules

Schedule and Communication

Players are to register for the tournament on the Challonge page by **August 10th at 14:00 CEST** and the tournament will begin at this time. Please realize that deck lists are due **August 9th at 23:59 CEST** so we ask that you do not register for the tournament beyond this deadline without submitting deck lists prior. Check-in to the tournament will begin one hour prior to the tournament start time and all players must check-in on the website before the start of the tournament. The Challonge name used in registration should be the same as the player's GOG name.

Challonge link: https://challonge.com/Aretuza_Open_Cup

Communication regarding the tournament is done on the public Aretuza Discord server. Players are to make sure they read any notifications on the **#aretuza-open-cup** channel of the Discord server.

Discord invite link: <https://discord.gg/K6Nx978>

No-shows:

If a player does not show up for his/her match in 10 minutes from round start, they will lose the match. If a player doesn't appear for two matches in a row, they will be disqualified from the tournament.

Bugs and disconnects:

If one player disconnects from the game, that player will automatically lose that game. The opponent of that player has the option to offer a single rematch with the same deck lists if time permits. If both players are experiencing the same technical issue and cannot play their game, the game will be counted as a draw. If a disconnect occurs and the player disconnecting would have surely won the game, we recommend the players to apply rules of fair play.

Reporting results:

Players are allowed to report the scores to Challonge themselves. Private Discord messages or **#aretuza-open-cup** on the public Aretuza server are to be used for communication. In case of dispute, we recommend that players obtain screenshots of their game results.

Decks:

Decklists will be open. Please send the deck code from PlayGwent to the tournament admins by email at teamaretuzadecks@gmail.com

Day 1

Each player is to bring 3 different decks to the Swiss stage, one of which will be banned by his or her opponent prior to each match. Each deck needs to be from a unique faction. Players are not allowed to make any changes to their decks at any point during the tournament.

Day 2

Each player is to bring 4 different decks to the knockout stage, one of which will be banned by their opponent prior to each match. Each deck needs to be from a unique faction. Players are not allowed to make changes to their decks at any point during the tournament.

We recommend using the Aretuza pick and ban tool for your bans.

The pick and ban tool is available here: <https://teamaretuza.com/ban/>

Decklists are open in the tournament. Players need to provide their Day 1 and Day 2 decks (Day 2 decks are not required to match Day 1 decks) to the tournament admins by **August 9th at 23:59 CEST**. These decklists will be compiled and presented to the tournament field for reference immediately prior to the start of Round 1 of Swiss play.

Day 1 format:

The format for day 1 is Best of Three Conquest. 6 Rounds will be used in the case of 33 or more participants and 5 rounds will be used in the case of fewer than 33 participants.

All matches are played as best of three conquest:

- Each player will have 2 decks left after ban phase
- Decks that win a game cannot be used again in the same match
- Ties in the last two rounds of Swiss play are replayed with the same decklists as in the tied game. Ties in all other rounds are not replayed.
 - Ties are registered as a 1-1 result, after which these decks may not be used again
 - Two consecutive ties results in the series ending tied at 2-2
 - A tie that occurs when the series score is already 1-1 also results in a series result of a 2-2 tie

- A tie at 0-0 will set the score to 1-1 and players must play a final game with each of their respective remaining decks
- A tie at 1-0 awards the series win to the player who already held the series advantage 2-1
- Intentional draws are not allowed

Day 2 format:

The format for day 2 is double elimination. The players will be seeded into the bracket based on their finish in the Day 1 Swiss play. There will be a full consolation bracket as well as true double elimination in which every player must lose two series in order to be eliminated from contention.

All matches are played as best of five conquest:

- Each player will have 3 decks left after ban phase
- Decks that win a game cannot be used again in the same match
- Ties are replayed with same decks

Tiebreakers:

There are three tiebreakers used in the Swiss stage: Median-Bucholz, game win % and wins against tied participants:

- 1st tiebreaker is Median-Bucholz
 - Median-Bucholz = scores of your opponents disregarding the highest and lowest ones.
- 2nd tiebreaker is game win %
 - Game win % = games won / games played
- 3rd tiebreaker is wins against tied participants
 - Wins against tied = matches won against players with the same final score

Streaming

Players are free to stream or record their games at their own discretion. Tournament organizers are not responsible for any perceived disadvantage that stems from streaming one's games.

Prizes:

Any player that finishes in the Top 3 of the Double Elimination Knockout stage will receive automatic qualification to the EGC Top 32 online qualifier on the 6th of October 2019. Additionally, all players accumulate ranking points that will be summed across each of the 7 individual tournaments to determine additional spots in the Top 32 online qualifier. Further details of the EGC ruleset may be found by following this link (<https://docs.google.com/document/d/1EAJuvwjWiBk3TdFGccmVaUsMvEabwBIJgY2RhD4JjYQ/edit>) or by visiting the EGC Discord server.

EGC Discord server invite link: <https://discord.gg/7xjZwDp>

In addition, meteorite powder and card kegs will be added to the accounts of those players finishing in the Top 3 of the Double Elimination Knockout stage in the following distribution:

- **1st Place - 1200 meteorite powder and 15 card kegs**
- **2nd Place - 800 meteorite powder and 10 card kegs**
- **3rd Place - 400 meteorite powder and 5 card kegs**