

Kreve League Rules



Schedule and Communication:

One game will be played per round with each round lasting a week. Each week starts and ends at Monday 10:00 PM (AEDT). Games can be played at any point throughout the week and are organised between the players of each game. Both players must agree on a match time by Saturday 10:00 PM (AEDT) and then post the time in **#match-times** using the (AEDT) timezone format. Check the pinned message in the **#match-times** channel for help with how to format this. If no time is posted and no players have made an attempt to communicate then the match will be recorded as a draw. If one player has made no attempt to communicate then that player will be given a loss.

***Note:** If the game is not reported on time or played during the week then the Team Kreve mods will examine the case and either grant an extension or resolve the match depending on efforts made by both players to organise the match.*

On Challonge, each player's name should be set to their GOG name. Communication regarding the tournament is done on the public Team Kreve discord server. Players are to make sure they read any notifications on the **#league-info**, **#league-chat** and the **#announcements** channel of the Discord server.

For further questions please contact the league admins via discord: **lem0n#4650**, **[KRV] flohmega#0001**, **vanandmunter181#1807**, **Sushi Souvlaki#3166**

Bugs and disconnects:

Unfortunately, in the case of a disconnect that player will automatically lose that game. The opponent of that player has the option to offer a rematch with the same deck lists if time permits. If a disconnect occurs and the player who disconnected would have surely won the game, we recommend the players to apply rules of fair play.

Streaming:

Players may stream or record their own games with the understanding that it may result in some perceived disadvantage. We recommend using a minimum of 10 minute delay on stream and also disabling Gwent Observer in your settings as it does not sync with the delay.



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Reporting results:

Players report the scores to [Challonge](#) themselves. Private Discord messages or using the **#league-chat** channel on the Team Kreve discord server which can also be used for communication or disputes. In case of dispute, we recommend that players obtain screenshots of their game results. If no results are posted on the [Challonge](#) before the deadline, it will be counted as a tie if both players failed to communicate or a loss if one player failed to communicate.

Regular Season

The regular season will begin on 9th November and end on 21st December. The regular season will consist of 6 rounds of Swiss, each lasting a week. Games will be played using a Best of Three Conquest format.

Picks/Bans:

We recommend using the [Aretuza pick and ban tool](#) for your bans.

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

Best of Three Conquest:

- Each player prepares 3 decks, each from a different faction.
- Using the Aretuza pick and ban tool, each player will ban one of their opponents decks, leaving each player with 2 decks left after the ban phase.
- Decks that win a game cannot be used again in the same match
- Players alternate who has blue coin (who goes first) each game
 - The player beginning on blue coin is decided by the Aretuza pick/ban tool automatically or by tournament mods if not using the tool
 - The player on blue coin invites their opponent
- In the case of a tie, the game is immediately replayed with the same decks and same player on blue coin
- Intentional draws are not allowed

Swiss System:

- In round 1 games will be seeded randomly, in subsequent rounds seeding is based on win/loss record
- If there is an odd number of total players, then a player will receive a bye each round with the bye counting for the same value as a win



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Tiebreakers:

- Points are awarded as follows:
 - 1.0 point for a win/bye
 - 0.5 points for a draw
 - 0.0 points for a loss
- 1st tiebreaker is Median-Bucholz
 - Median-Bucholz = total scores of your opponents disregarding the highest and lowest scores
- 2nd tiebreaker is wins against tied participants
 - Wins against tied = matches won against players with the same final score
- After this point a tie will be broken by a Best of Three match being played if the placings have an impact on playoffs seeding

Regular Season Decks:

Kreve League has open decklists. For the regular season each player prepares 3 decks that they will use for their match that week. You can use any three decks each week, they do not have to be the same throughout the tournament. Players exchange their decks for the game with their opponent via discord before doing bans. Once bans are finished all decks are final so do not edit any discord messages containing decks or you forfeit the series. If you sent the wrong deck then you can ask the opponent to redo bans.

Regular Season No-shows:

A 20 minute grace period applies after the organised game start time. If a player does not show up for the match within 20 minutes from the agreed upon time, they forfeit the match. The other player may simply take the forfeit or can replay the match within the same week. If a player doesn't appear for two matches in a row or cannot be contacted for a week they will be disqualified from the tournament.



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Playoffs

The playoffs will take place over three weeks with each round lasting three days and each player will have one game to organise and play within that period. The playoffs will start on 18/01/21 AEDT and end on 07/02/21 AEDT (3 weeks). The playoffs format will consist of a 16 player double elimination bracket. The top 8 players will start in the upper bracket while the next 8 players will start in the lower bracket. The lower bracket winner needs to defeat the upper bracket winner twice to win the playoffs. Games will be played using a Best of Five Conquest format. Some upper bracket rounds will last six days instead as they are dependent on the results of two consecutive lower bracket rounds

Playoffs timetable:

Players will have to organise and play their game within the time allotted to each round. Most rounds will last three days, but some upper bracket rounds will last six days instead as they are dependent on the results of two consecutive lower bracket rounds

	WEEK 1 (18/01 - 24/01)							WEEK 2 (25/01 - 31/01)							WEEK 3 (01/02 - 07/02)						
	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S
Upper Bracket	Round 1 (8)			Round 2 (4)				Round 3 (2)													
Lower Bracket	Round 1 (8)			Round 2 (4)			Round 3 (4)		Round 4 (4)		Round 5 (2)		Lower Final (2)								

Note:

Numbers in brackets e.g. (8), represents how many players are participating in that round.

Best of Five Conquest:

- Each player prepares 4 decks, each from a different faction.
- Using the [Aretuza pick and ban tool](#), each player will ban one of their opponents decks, leaving each player with 3 decks left after the ban phase.
- Decks that win a game cannot be used again in the same match
- Players alternate who has blue coin (who goes first) each game
 - The player beginning on blue coin is decided by the [Aretuza pick/ban tool](#) automatically
 - The player on blue coin invites their opponent
- In the case of a tie, the game will be immediately replayed with the same decks and same player on blue coin



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Playoffs Decks:

Each player brings 4 decks from unique factions to each round. Players are allowed to change decks between rounds. Deck submission for each round ends 1 hour before the round starts and each round will have its own deck submission page. Decks will be posted using CDPR's tournament client while challenge will be used for the actual scoring of the playoffs. Note that CDPR's client is used purely for deck submission. All decks will be made public once the round starts.

Playoffs No-shows:

A 20 minute grace period applies after the set starting time. If a player does not show up for the match within 20 minutes from the set starting time it will be counted as a forfeit.

Prizes:

After the six weeks of swiss format is over, players will then compete in the playoffs to be placed 1st, 2nd and 3rd.

1st Place: 1200 meteorite powder plus 15 premium kegs + Champion of Kreve Discord title

2nd Place: 800 meteorite powder plus 10 premium kegs

3rd Place: 400 meteorite powder plus 5 premium kegs

