

## **Community Patch Tournament**

2nd Community Patch Tournament will be back at the 16th of February 3 pm GMT.

Rule set will be the same as the first one.

The tournament will be played in Swiss style so we get as many games for testing as possible; there will be no division bans.

If you don't have it yet you can find the Community Patch here:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1588820808>

Everyone who wants to participate has to be part of the SD League Discord:

<https://discord.gg/MajQm66>

The Tournament will be Live streamed and Casted on [https://www.twitch.tv/SD\\_league](https://www.twitch.tv/SD_league)

### **Game rules and setup**

Games will be Bo1.

Sodbot decides the factions played. The player who called \$faction plays the one returned, the other player plays the opposite faction.

Each player can ban 2 maps.

Allies ban map first. Alternating turns to ban maps.

Use '\$rmap 1v1' to get random map after bans.

One player hosts using this map with default settings.

If there is a DC in the prep phase games will be rehosted with same settings, if there is a DC in the first 10 min of a game the player who stayed in the game can decide if he allows a restart, and if it is after 10 mins, the player staying in the game wins automatically.

If there is a direct point tie, it counts as a tie and brings 0.5 points for both players.

### **Reporting of results**

At the end of each match one of the players must report the results using SODBOT. Before reporting results players should register themselves to SODBOT using the \$register command. The results should be reported as such:

Outcome:

Map Played:

Winner:

Loser:

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P1 Name:

P1 Pick:

P1 Map Ban 1:

P1 Map Ban 2:

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P2 Name:

P2 Pick:

P2 Map Ban 1:

P2 Map Ban 2:

For ease copy this into the results channel and fill out. Post a replay after this. Replays should be named with the round it took place and the players names (eg, "R1 Southampton vs Portsmouth").

Countdown to Check starttime Can be found here: