

## ESOC PREMIER LEAGUE 5 – TOURNAMENT RULES & INFORMATION

### Introduction

# Ladies and gentlemen, Welcome to the 5th installment of the ESOC Premier League!

ESOC's next big event will be the fifth season of the ESOC Premier League (EPL). The ESOC Premier League is a team-based tournament where 4 Team Managers draft a squad from a pool of players and duke it out over the following 3 weeks round-robin style to make it to the playoffs, where the best 2 teams face off to determine this year's reigning champs. Each team must have a minimum of 6 players, with 5 players on the main roster and at least 1 substitute. Players will be drafted in a Live Auction Event, with Team Managers bidding on players using a limited amount of "duck coins". This season will not feature the champion system, and instead all players will need to be picked up at Auction or traded in order to play for a team. The ESOC Premier League is one of the most fun and engaging tournaments ESOC has to offer, so read on if you're interested!

With that said, I'd like to welcome our managers for this season :

**Mandarin Duck Squad “MDS”** - Barron

**Hudson Bay “BIGs”** - Kaister

**Somali Kabuli Gaming “SKG”** - Prinz

**Cuirassier Management Co. “CMC”** - Kaiserklein

### Team manager description :

The Team Manager is essentially the boss of a team. The Team Manager has the final word in all decisions (barring the admins) regarding his team. The Team Manager decides which players are drafted onto the team and who is rostered from week to week. Managers also make sure that the team keeps running on a day to day basis. If a team fails to complete their matches by the end of the allotted time, the onus is on the manager to inform the admins as to what happened in case activity decisions need to be made.

Because of these responsibilities, The Team Manager is probably the most important part of the team. As such, the position of TM is not one to be taken lightly.

- Team Managers are not eligible to play in the ESOC Premier League. One can either play or manage, not both.

- Team Managers are chosen primarily on the subjective opinion of the admins as to who they believe would be fit for the position.

Lastly, the Team Manager has the following duties:

- They will be present at the live auction, or appoint someone to participate in the live auction in their stead.
- They will arrange match pairings with the other team managers.
- They will ensure to the best of their abilities that their players complete their matches on time.
- In the event that a match fails to be completed, they will inform the hosts as to why the match failed to be completed, and what their player did in order to finish the match.
- They will communicate any grievances with the admins.
- They will oversee all trades the team makes

### Sign-ups information

It is important to note that participation in the league is a 4 week event and that the activity level of a player is important. Do not sign up to play for a team if you do not intend to see the tournament through to the end. This includes maintaining a competitive attitude if your team is already eliminated from playoff contention. You never know whether or not winning your end-of-season matches will make you a more valued player in future iterations of the EPL, so even if your team isn't necessarily in the playoff picture anymore, there's always value in playing your best. Failure to complete matches or forfeiting from the league during its course may result in being barred from entrance in future ESOC tournaments.

ESOC Premier League (EPL) Player sign-ups will be opened on May 22. You can sign up in your MyESOC panel. Sign-ups will close on May 30 at 22:00 GMT.

If you are interested in playing, be aware that any team may buy you, and you are expected to play for them. If you were only considering playing for the team with your friends on it, please do the admins a favor and do not sign up. Messaging managers requesting that they not bid on you or refusing to play for a team after you are drafted for them or are both grounds for a tournament ban. For the integrity of the event, and with respect to everyone involved, one must have a competitive attitude no matter who they play for!

You are generally expected to participate in your team's Discord. While we understand that activity levels may vary, this is the core portion of the EPL, and what makes it fun. Your team's Discord server is where your team will hang out, discuss strategies, and have fun without worrying about the game. This is where teams come together (or fall apart), and likely the most integral part of the entire tournament.

## Live auction

Each Team Manager will start the bidding with 12,000 duck coins.

In the weeks preceding the live auction, a time will be chosen between the Team Managers and admins to meet and perform a live auction in order to choose players. Managers will be expected to remain at the auction for the entire duration, which should take approximately 1 to 2 hours.

More information on the format of the EPL Auction to be released soon.

## Trades

Beginning immediately after the conclusion of the Live Auction, team managers may trade players with each other. In order to complete a trade, both managers involved must PM an admin detailing which player(s) on their team they are trading. Trades become finalized with admin approval. Trades may be conducted until the end of the day following the Auction. After that, team rosters are finalized until the end of the event.

## Week 1 progress

It is at this time that the tournament will commence. The league stage consists of a Round Robin tournament. Each team will face every other team through 3 weeks of play. Team Managers competing against each other in the next week will agree on Match Pairings for their players and submit their starting roster to the admins no later than the deadline of the current week. In case two Team Managers cannot come to an agreement in regards to the Match Pairings, both managers will submit their rosters to an admin through PM and the admin will create the Match Pairings for the week.

When the week starts, players will face off against their respective opponent in a Play-all-5 series. This means all 5 games of a series will be played out, even if a player is ahead 3-0 in the match.

### For example:

Maps: Map Pool 1 (Gran Chaco / Florida / Alaska / Mexico / Balkan mountains)

**The Nilla Ninjas** (11) vs **Somali Kabuli Gaming** (14)

Keturboy (4) vs Hazza (1)

Optimus (1) vs KingofOsmane (4)

Minimoult (1) vs Kévin (4)

Shake2020 (3) vs LionHeart (2)

Thien (2) vs LopsidedFluff (3)

The Nilla Ninjas would earn 11 game wins towards their season total, and Somali Kabuli Gaming would earn 14 game wins.

Whichever team wins the most games will be declared the victor for the week. At the end of the round robin stage, the two teams with the highest number of game wins proceed to the playoffs.

There are a few regulatory things during the league stages that need to be outlined.

1. Match Pairings - Match Pairings refer to who players play against during a given week. Match Pairings will be finalized between two Team Managers before a Week begins. Generally, the strongest player on one team will face the strongest player on the other team, the weakest player will face the other weakest player, etc. In case two Team Managers cannot come to an agreement on the Match Pairings, both managers will submit their rosters to an admin through PM and the admin will create the Match Pairings for the week.

2. Substitutes – At any point during the week, a team may make a substitution for an inactive player. In order to do this the Team Manager must PM an admin on discord saying which player is substituting out, and which player is substituting in. A substitution will be decided at admin discretion; for example, a request to substitute in a 2200 ladder Elo player for a 1900 ladder Elo player will NOT be accepted. For a substitution to be accepted, the involved players should be somewhat equal in skill level. A player that has been substituted out for a week cannot be substituted back in.

#### Week 4 - Playoffs

At the end of the league stages, there will be a playoffs involving the top 2 teams in Total Game Wins. In the event of a tie in the standings, the following criteria is used for breaking ties.

- Result of the week where the two tied teams played against each other

Instead of Play-all-5 series', the playoffs will be constituted of Play-all-7 series'.  
Playoffs mappool will be released at the beginning of playoffs.

## 1- Gameplay Rules

**1.1** - Every game must be played on AOE3 Definitive Edition

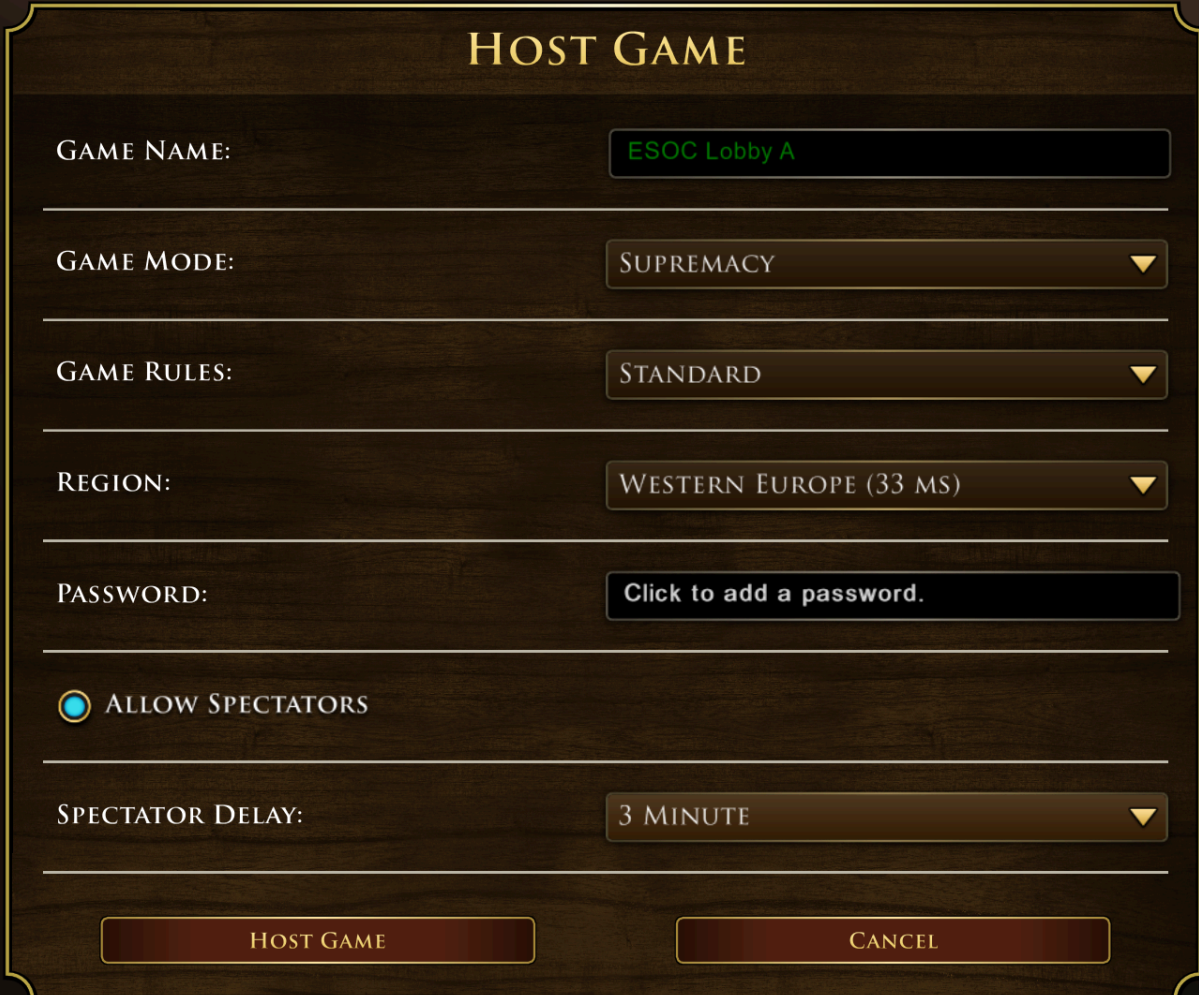
**1.2** - Every game must be played using the following rules

Game rules: Standard

Game Type: Supremacy and the default lobby settings such as shown in the following picture :  
(server selection depend on players' location).

Allow spectators must be on at all times and spectator delay **set to 3 minutes**.

The game name **must be** : ESOC Lobby A, such as shown in the following picture, in order for casters to gather accurate statistics for the overlay.



**HOST GAME**

GAME NAME:

GAME MODE:

GAME RULES:

REGION:

PASSWORD:

☒ ALLOW SPECTATORS

SPECTATOR DELAY:

The image shows a game settings menu with a dark, textured background. It features five dropdown menus and four radio button options. The dropdown menus are labeled 'STARTING AGE', 'ENDING AGE', 'DIFFICULTY', 'GAME SPEED', and 'STARTING RESOURCES'. The radio button options are 'FREE FOR ALL', 'RECORD GAME', 'HANDICAP', and 'ALLOW CHEATS'. The 'RECORD GAME' option is selected, indicated by a blue dot in the center of its radio button.

Setting	Value
STARTING AGE	EXPLORATION AGE
ENDING AGE	IMPERIAL AGE
DIFFICULTY	MODERATE
GAME SPEED	MEDIUM
STARTING RESOURCES	STANDARD
Game Mode	RECORD GAME

**1.3** - Every player must sign up and play using their MOST known alias.

**1.4** - Every game must be recorded by both parties and submitted by one of the parties. If a game is not recorded and/or submitted, it must be replayed regardless of the result.

**1.5** - All players must be members of the ESOC discord and online on discord for the tournament dates. All games will be coordinated on discord. If you are not able to use discord for any reason please let the tournament staff know as soon as possible.

**1.6** - If a match disconnects prior to 2 minutes, the game must be restarted. After two minutes, when the match ends abruptly due to an out-of-sync error (OOS), the players must attempt to continue from the automatically rehosted game room, and, if necessary, repeat this attempt at least 2 more times. In case of failure to continue the game through the automatically rehosted game tool, admins will decide on the path to follow. The recorded game of the rehosted match must also be saved and submitted with the final results of the match.

**1.7** - When a player disconnects from the match at any point due to connection loss, they must try to continue from the automatically created savegame. In case of failure to continue the game through the saved game, admins will decide on the path to follow. The recorded game of the rehosted match must also be saved and submitted with the final results of the match.

**1.8** - Every player may restart a game BEFORE the 2-minute mark when necessary in regards to resource-related issues. The recorded game of the restart must be saved and submitted with the final results of the match. The admins reserve the right to review the recorded game afterward to determine if a player abused this right and sanction them accordingly.

**1.9** - Civilizations must be selected in accordance with the tournament rules.

**1.10** - Every player must respect their opponent and organizers. Misbehavior\*\* will result in a warning and can lead to disqualification. Racism and/or insults will not be tolerated, same goes for lack of sportsmanship. More information regarding this can be found in the Disqualification Rules section.

## **2 - Disqualification Rules**

**2.1** - Any intentional use, or attempted use, by a player of any bugs, exploits, or cheats may result in a disqualification and/or tournament ban. The tournament administration, at their discretion, will determine bugs, exploits, or cheats.

**2.2** - Except for officially supported mods, external software and game modifications are forbidden. The tournament administration reserves the right to disqualify a player for use of any modifications to gain an unfair advantage.

**2.3** - Acceptable hotkey modifications should follow the "1 input = 1 output" rule. This means that a custom hotkey does not queue multiple actions that would normally require several keys.

**2.4** - Forbidden modifications/software include but are not limited to: Map Hacks, Trainers, OOS / Intentional Lag (stacked downloads or other game crashing exploits), and zoom modification.

**2.5** - "Smurfing", playing for another user, or having another user play your match for you, will result in a disqualification and tournament ban for both parties involved.

**2.6** - Any tampering with the integrity of the ladder, sign-up, or seeding process will result in a disqualification and may result in a tournament ban. The tournament administration reserves the right to apply this rule retroactively.

**2.7** - If you suspect your opponent has violated any of the player integrity rules, finish the game and submit it for review with an explanation of why you think the game was unfair. If the tournament administration finds someone to be guilty of cheating, the player will be sanctioned accordingly by the staff as per the disqualification rules.

**2.8** - All users are prohibited from influencing or manipulating a tournament game or series so that the outcome is determined by anything other than its merits.

**2.9** - One-Touch Forfeiture: once a player has expressed that they have forfeited a match, they will be disqualified from the tournament and not permitted to continue playing. Having an insufficient reason for forfeiture may result in a tournament ban from future events.

**2.10** - When a player is disqualified, they have no right to claim any prize money.

**2.11** - Players must play out every match in their assigned tournament series. Noncompliance may result in a forfeiture of any winnings and restrictions from participating in future ESOC events.

**\*\*Misbehaviour** includes excessive trash-talking and disrespecting players, casters, and admins. Severe misbehaviour will not be tolerated in any form and may result in disqualification and a tournament ban.

**2.12** - Players must be ready to start the game at the scheduled start time for each round. Failure to show up for the game after 15 minutes from the scheduled start time will result in a sanction taken by the tournament admin team (Warning, game penalty, disqualification).

**2.13** - All games played **MUST** be set to allow for spectators with **3 minutes delay**. Any games being played without spectator mode on will have to be replayed no matter the result unless otherwise instructed.

**2.14** - In the event that games are played before being streamed, **ANY** spoiling of results will result in disqualification and forfeiture of any prize money won.

**2.15** - By participating in the event, you agree to be available for the duration of the event you sign up for.

**2.16** - Scheduling : Players are expected to be reactive (under 48h) when scheduling channels are out.

### **3 - Streaming**

**3.1** - The default stream for all games will be ESOC TV.

**3.2** - Open streaming of series can be permitted but **must be coordinated with ESOC Media team** in the ESOC discord casting channel. All streams must utilize the !ESOC tag with a link redirect to the ESOC forums with tournament details. Tournament logos will be provided to all third party streams and must be utilized. All streams including POV player streams must utilize a minimum delay of 3 minutes.

**3.3** – By signing up to an ESOC tournament, you authorize ESOC to broadcast your gameplay, whether it is live casted or from a recorded game.

**3.4** – Players must schedule their games at least 48 hours before their tournament series occurs in order for ESOC to organize scheduling and casters. In case of difficulties, players must let the tournament staff know as soon as possible.

**3.5** - Players must be available between each game on discord in order to communicate their civilization picks to casters and inform them when they are starting the game.

### **4 - Prizes**

**4.1** - All prizes are subject to invoice to Triple Rax LLC and must be payable by Paypal. In certain cases other payment methods may be agreed to but not guaranteed.

**4.2** - ESOC reserves the right to withhold a player's prize based on violation of tournament rules or forfeiture.

**Prize Pool:**

1000\$ (to be split amongst players)

1<sup>st</sup> place : 700\$

2<sup>nd</sup> place : 300\$

**5 - Civilization Rules**

**5.1** - During each series, each civilization may only be used ONCE. Once a civilization has been played, it cannot be used again regardless of the result of the game. This means that during a 5 game series, a player must use 5 civilizations.

**5.2** - Civilization Selection Order

Players will use the blind tool pick (<https://aoe2cm.net/preset/iPahO>) to blind pick civilization for game n°1 in every series.

The winner of game 1 will be picking his civilization first for game 2. After game 2, players will alternate turns for first picks. (Example : Player 1 won game 1. Player 1 picks first in game 2. Player 2 picks first in game 3. Player 1 picks first in game 4. Player 2 picks first in game 5 and so on.)

**5.3** - Civilization, shipments and general restrictions

**All civilizations, shipments and revolts are allowed with the exception of Baja California revolt, which is banned from the tournament.**

The tournament staff may apply restrictions if bugs/exploits are being discovered during the tournament and/or if a patch is being released by the developers. Any modifications of the tournament rules will be communicated to the players through ESOC discord under tournament information.

**6 - Map Pool**

**6.1** - The map pool for the event will be as follows :

Week 1 : Balkan mountains, Painted desert, Baja California, Lithuania, Courland

Week 2 : Arabia, Himalayas Upper, Finland, Vistula Basin, Pripet Marshes

Week 3 : Central Asia, Cascade range, Malaysia, Nile Valley, Hungarian plains

Playoffs : Karelian lakes, Painted desert, Pomerania, Lithuania, Arabia, Cascade range, Finland

## **7 - Tournament Format**

**7.1** - Please refer to the introduction section

## **8 - Server Selection**

**8.1** – During the entire tournament, the players must agree to a server that is fair for both players. In cases where an agreement cannot be reached, tournament admins will determine which servers to be played on. Please use the discord channel made for your match and tag a tournament admin there if necessary.

## **9 - Tournament Schedule**

Times are approximate based on completion of previous rounds.

### **9.1 – Weekly schedule**

Auction : May 31 (time TBD)

Week 1 : June 2nd - June 8

Week 2 : June 9 - June 15

Week 3 : June 16 - June 22

Playoffs : June 23 - June 29

## **10 - Sign ups**

**10.1** - Sign ups will be open from May 22 to May 30 . You may sign up using the tournament center in MyESOC. In case of difficulties, please contact tournament admins.

## **Tournament admins**

The tournament administrators for this event are Guigs, BrookG, CometK and Harrison

Admins are allowed to change rules during the tournament in case of need. (Mid tournament patch affecting balance, bugs and exploits discovered...etc.) Every change to the rules made by admins will be communicated to players through ESOC discord and forums.