Ranking Cup Rules

General information

- ➢ Participants will be added in a special Skype group around 14:00 UTC on the matchday.
- ➢ If necessary, confirmations will be via skype from 14:00 UTC - 15:30 UTC.
- ➢ Grid and Details of Participants will be public at 15:30 UTC on the matchday.
- ➢ Participants will have 30 minutes from 15:30 UTC to 16:00 UTC to contact their opponent, then the match will be played at 16:00 UTC.
- ➢ Ranking Cups are best of 4 rounds. The tournaments will last approximately 3 - 4 hours depending on number of participants.
- ➢ For all complaints about lags, cheaters and faults, please send screenshots and/or videos here: Report Violation

Skype Contact: live:rankingcup
Details of Participants:
https://docs.google.com/spreadsheets/d/1vUciJTJnqj2JEDfR_jJCGeSPpLSPm3811JNY78LE554

Scroll down for detailed information!

Formats

<u>Tournament formats:</u> XP/BP, New Light, Medium, Hard, Old Light, Plasma
<u>Tournament maps:</u> Barda, Bridges, Forest, Kungur, Molotov, Osa, Parma, Red Alert, Solikamsk, Tribute

1. **XP/BP format**

Hulls: Hornet, Wasp (Max. 3 per team)
Turrets: Railgun
Modules: N/A

2. New Light format

Hulls: Hornet, Wasp (not more than 2 per team), medium hulls (not more than 2 per team)
Turrets: Railgun, Smoky (not more than 1 per team and only on a light hull)
Modules: 35% protection from Smoky (not more than 2 per team), 35% from Railgun (not more than 2 per team). It is prohibited to use resistance from Smoky and Railgun on the same tank.

3. Old Light format

Hulls: Hornet, Wasp, Hunter, Viking (Max 3 medium hulls per team)
Turrets: Railgun, Smoky (Max. 1 per team, must be on a light hull)
Modules: 35% protection from Railgun (Max 3 per team), unlimited protection from smoky. A player can NOT equip Railgun and Smoky protection at the same time. Unique modules are not allowed.

4. Medium format

Hulls: light, medium (not more than 3 per team)
Turrets: All except Isida. Max. 1 turret of the same kind per team
Protection modules: Any, excluding unique ones
Alterations: Included

5. Hard format

Hulls: Any. (No more than 2 Heavy hulls per team)
Turrets: All (no more than 2 of same type per team), Isida only on a light hull
Modules: Any, except unique ones
Alterations: Included

6. Plasma format

Hulls: Light, Medium (No more than 3 Medium hulls per team)
Turrets: Ricochet, Twins. Max. 4 turrets of the same type per team.
Modules: "Zero" module.

Tie Breaker

Tie Breaker is a special format that is used in case the end score (in term of rounds) is a draw: 0-0, 1-1 or 2-2.

Map: Sandbox
Format: XP/BP
Hulls: Hornet, Wasp (Max. 2 per team)
Turrets: Railgun
Maximum team size: 4 players on each side

Additional

➢ Host is the team at the top of the bracket (e.g: http://prnt.sc/df0xmt)
➢ Host starts blue side, regardless of map.
➢ Host is responsible for the creation of the battle, within 15 minutes of designated battle time. (As stated again below)

General Rules

1.1 The host is the team located at top of the brackets, host makes battle and provides the guest (bottom of brackets) with the link to battle.

1.2 Host team on blue side, guest on red, it is the host's responsibility to make the battle according to the listen parameters.

1.3 Any issues in battle parameters must be reported to the host to be corrected.

1.4 Host/Guest teams can contact each other with their respective skypes.

1.5 Winner of match sends results to this skype: 'TOSL - Ranking Cup'

1.6 If opponent fails to respond within 20 minutes of the designated/default time, report to the official skype with proof. Free win will be granted if applicable.

1.7 Teams must contact each other at default time unless another time is agreed upon by both teams.

1.8 The time agreed upon by both teams needs to be told to the organisers, and all the rules regarding delays/free wins apply to that time too.

1.9 Only those listed on tournament spreadsheet are eligible to play

2.1 All TankiOnline rules as well as general eSports rules are meant be to followed

2.2 Report on TOSL - Ranking Cup rule violations to the official skype with legible evidence e.g: screenshots and/or videos

2.3 Issues regarding lag must be reported with evidence in the form of a video, with the link sent to TOSL - Ranking Cup.

2.4 Teams are required to report the results to the official skype (TOSL - Ranking Cup) within 30 minutes of battle completion. Submit the results in the following format:

[Host team Name] vs [Guest team name]
Score in terms of rounds: [Host] : [Guest]
1) Screenshot of round 1
2) Screenshot of round 2
3) Screenshot of round 3
[Name of team] wins

2.5 Any reports filed against another team should be sent with legible evidence to the admins skype (TOSL - Ranking Cup) within 20 minutes of battle finish.

2.6 Warnings, disqualifications or permanent disqualifications can be issued to clans as a result of a complaint.

2.7 Once a clan reaches 3 official warnings, this last will be disqualified from the TOSL Ranking Cups.

3.1 If at the end of round 3, a team/player is winning by the score of 2:0/3:0 (in terms of rounds) then playing the 4th round is not mandatory.

3.2 If after the 4th round there is a tie, a Sandbox **tie-breaker** should be played in XP/BP format 4 vs 4.

4.1 In addition, TOSL team holds the right to disqualify or take appropriate measures against teams that do not comply with the rules. Their decision is final, the confirmation of it will come from their official Skype!