

Fountain of Manner League - Season Four



Fountain of Manner League is a solo league for all skill levels with an emphasis on creating as fair as possible matchups for everyone. This will be done through splitting players into groups and divisions to compete in based on their matchmaking rating on W3Champions. After 4 weeks of matchups, playoffs will occur for each division, with each being eligible to earn a portion of the prize pool.

About the League

When

Signups are open through May 6th, 2022 (no more signups after May 7th, 2:59AM EST). Once signups are closed, there will be a live draft to assign players to a group and/or division based on their MMR and assumed skill level. Season 3 is expected to run approximately 6 weeks (4 week season and 2 week playoffs) from May 9th to June 19th.

Season 3 Prize Pool

- Minimum: \$246 (carried over from S2) spread across the league (all groups win prizes). More to be raised through crowdfunding.
- If the donations exceed \$500, we will carry 50% of the amount over \$500 to support the prize pool for season 3. For example, if we raise \$800, then \$650 would go towards season 3 and \$150 would be carried over to support season 4.
- Prize distribution will be based on the amount of groups the league has. The higher level groups will have more distribution as compared to the lower level groups. At the moment, the only guarantee we can make is Group A will have a minimum of 30% of the prize pool and Group B will have a minimum of 10% of the prize pool for their winnings.
- Here is a breakdown of Season 2's prize pools as an example:

Group	~ Payout %	Payout	1st	2nd	3rd	4th
A	47.0%	\$310.00	\$155.00	\$77.00	\$38.00	\$38.00
B	10.0%	\$66.00	\$44.00	\$22.00		
C	6.0%	\$40.00	\$27.00	\$13.00		
D	4.5%	DIV D/E				
E	4.5%	\$60.00	\$27.00	\$13.00	\$10.00	\$10.00
F	3.5%	\$24.00	\$14.00	\$10.00		
G	3.5%	DIV G/H				
H	3.5%	\$48.00	\$16.00	\$12.00	\$10.00	\$10.00
I	3.5%	\$24.00	\$14.00	\$10.00		
J	3.5%	\$24.00	\$14.00	\$10.00		
K	3.5%	\$24.00	\$14.00	\$10.00		
L	3.5%	\$24.00	\$14.00	\$10.00		
M	3.5%	\$24.00	\$14.00	\$10.00		

Learn more about the divisions of the league in the [Format and Playoffs](#) section.

Crowdfunding Matcherino: <https://matcherino.com/tournaments/tbd>

How to join

Anyone can join by signing up on challonge, and joining the discord.

- **Join on Challenge:** <https://challonge.com/FOMLS3>
- **Join the FoM Discord:** <https://discord.gg/q27QTgNdmW>
 - Joining both is a requirement, as the groups will be run through Challonge, and contacting opponents as well as scheduling will be done through Discord.

Who is eligible to play?

There are no minimum or maximum MMR restrictions. Players will be sorted into a group within a division of players of similar skill level as balanced as is possible. Players must have at least 20 solo games on W3Champions in either the current or previous season in order to be eligible. This is to have a more accurate gauge of each player's skill level, so that divisions can be seeded in a fair manner for all players. If this requirement is not met, players can reach out to an admin and see if they may still be eligible to join.

All regions are eligible to join, however players outside of NA should keep in mind that hosting and game times may not always favor them. While we encourage all players to play on fair servers, the most fair US server is the default option if a fair server cannot be agreed upon. More information listed in the "Hosting" section.

Game Coverage

There will be a variety of streamers and casters covering the games throughout the season. Anyone can cast any of the league games! There will be an updated weekly schedule available of all games and who is streaming in #stream-schedule. All games that are being streamed will also be tweeted prior to game start. If you'd like to cast any games, join our Discord and contact the admins!

League Timeline (Tentative to Change)

- Signups April 28th - May 6th
- Live group draft: May 7th
- Groups sorted and created in Discord: May 8th
- Week 1: May 9th - May 15th
- Week 2: May 16th - May 22nd
- Week 3: May 23rd - May 29th
- Week 4: May 30th - June 5th
- Playoffs: June 6th - June 19th

Format and Playoffs

Depending on the amount of participants, the league will be divided into groups of 7 or 8. These groups will be grouped by player skill judged by a player's MMR. At the end of the season, the top half of the group (top 4 in the case of groups of 7 or 8) will advance to the playoffs to play out a single elimination bracket-style playoffs.

Similar to last season, we leave open the idea of doing "divisions" of 14-16 players (divisions are two groups meshed into one for playoff purposes - only in the case of enough players being very close in MMR). In the case of divisions, players will be split into two groups evenly by MMR and potentially race. Players will play only within their group throughout the season. At the end of the season, the top half of the group (top 4 in the case of groups of 7 or 8) will advance to the division playoffs. The seeding for the playoffs will be done by total points scored by players within each group, and then the two groups will be integrated into the division playoffs. Division sizes will vary depending on the number of participants and the rankings of these players.

Go to the next page to see an example of division playoffs.

Playoff tiebreakers:

The image shows a dark-themed user interface for selecting tiebreakers. It has three rows, each with a label on the left and a selection box on the right. The first row is labeled 'Tie Break #1' and has a box containing 'Wins vs Tied Participants'. The second row is labeled 'Tie Break #2' and has a box containing 'Points Difference' with a downward arrow. The third row is labeled 'Tie Break #3' and has a box containing 'Points Scored' with a downward arrow.

For example, Division 1 has 14 players. These 14 players split into two groups of 7 that share a similar average MMR. The season plays out with players playing each other only within their group and these are the results:

Division 1

Group A

Player	Points
Player A	2
Player B	11
Player C	9
Player D	3
Player E	8
Player F	5
Player G	7

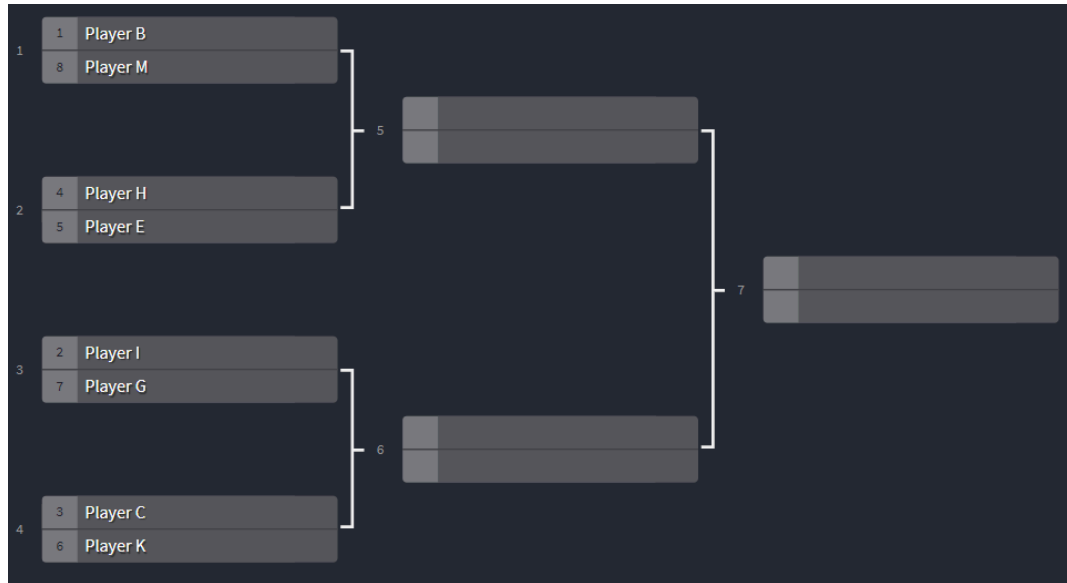
Group B

Player	Points
Player H	10
Player I	12
Player J	1
Player K	7
Player L	5
Player M	6
Player N	3

Playoffs for Division 1 would then be seeded as:

- 1st seed Group A vs. 4th seed Group B
- 2nd seed Group B vs. 3rd seed Group A
- 2nd seed Group A vs. 3rd seed Group B
- 1st seed Group B vs. 4th seed Group A

See bracket example below.



Match Rules

Scoring

All matches are best of 3 maps series. The playoff finals will be best of 5 maps series for the top 2 divisions, but still best of 3 maps series for the lower divisions unless a best of 5 is agreed upon.

- Every map win awards 1 point
- No extra points for winning 2-0
- A forfeit of 1 or more maps has a penalty of -1 point.
- End of season rankings are based on points, not on your win-loss record

Scheduling

Matches will be scheduled by the players themselves each week. Admins may reach out to certain players at the start of each play week to set a matchup to be broadcast on one of the main stream channels.

Matches are to be played and reported during the play week before Sunday 2:59pm EST / 11:59pm PST. Matches should be scheduled each week as soon as possible to avoid situations where forfeits need be given out. Some matches can be postponed to the next playweek if agreed upon by both sides, but must be finished as soon as possible. If this is the case, please let an admin know or we will forfeit the match(es). Matches may also be played a week early if agreed upon by both sides, for situations such as some circumstance preventing that match being played during its scheduled play week.

All group stage matches must be finished by June 5th regardless. The playoffs will then run from June 6th - June 19th, covering all rounds of the playoffs.

Match Process

Matches can be found here: <http://challonge.com/FOMLS3>

(Navigate to your group and click on 'Matches' at the top of your group near standings)

All matches are best of 3 games.

The top player on the match list on Challonge is player A.

Example: xeSeek is player A, ThaGrinchyUNO is player B.

8		xeSeek	0
9		ThaGrinchyUNO	0

Maps are vetoed in the following order by players: A B A B B A

3 Maps now remain.

Player A selects 1 remaining map as their map choice should they lose a game.

Player B selects 1 remaining map as their map choice should they lose a game.

The final map remaining is played first.

Map pool

Autumn Leaves • Concealed Hill • Echo Isles • Last Refuge • Northern Isles • Shallow Grave • Tidehunters • Spring Time • Rusty Creek

For copy-paste purposes for map pool and vetoes:

AL - CH - EI - LR - NI - SG - TH - ST - RC

A B A B B A

Race selection

Race must be selected before vetoing. You are required to play that race for the full series. Random is a race option.

Hosting

All games are to be played on the W3Champions Flo servers through the Warcraft III Battle.net client. Netease and Battle.net servers can be used if agreed upon by both players.

All games should use fair hosting conditions regardless of location. If a fair server cannot be agreed upon, default hosting is on North America Servers: US West 4, US West 6, US Central, US South, US East, as well as Asia East/Asia East 2 for matches between the Oceanic region and Americas regions if they are more fair than US West.

The fairest server, where fairest server is defined as the server with the lowest ping discrepancy, under 100ms and not over 150ms if possible, will be played for each game of the series. In a situation where two servers are deemed as fair servers, the advantage of ping will go to player A and games 1 and 3 will be played on the server of player A's choice out of the two fair servers.

Example:

Player A's pings:

- US East: 26ms
- US Central: 72ms

Player B's pings

- US East: 72ms
- US Central: 26ms

Either of these servers are beneficial for the respective player in its region. Because the player closer to US East is Player A, the following servers will be played in the following order: US East, US Central, US East (if needed).

Players can mutually agree on using different servers for more beneficial ping discrepancies, but server choices must be decided before a match starts.

Results + Penalties

Reporting Result

- Winner is responsible for reporting results on Challenge
- Winner will then upload all replays of the match in the #results subchannel on Discord

Disconnects

- If before the 4 minute mark, the game is to be replayed if there was no contact.

- If after the 4 minute mark or contact between players has been made and the player who did not disconnect cannot agree on a rematch, administration will have the final say.
- For a regame all races must remain as they were, and a Random player must select the race he received in the disconnected game.

Forfeits

Forfeits (-1 point) may be given out for:

- If there is a lack of communication from one side, such as Player A reaching out to player B in the first few days of the play week, but player B not responding until the last day saying to play now. (Getting matches scheduled ahead of time is important)
- Forfeiting a map in the middle of a series, rather than playing out the full series. (It's important to play out the full best of 3 so that scoring is accurately reflected)
- Not showing up on time for an agreed upon scheduled time. There is a 15 minute buffer to the scheduled time, and your opponent can also opt to reschedule with you if there is still time during the play week to do so. (It's not good to leave your opponent waiting)

Forfeiture during Playoffs

A forfeit during playoffs will result in your position being replaced if possible. If prize money were to be won by someone who needs to forfeit, that prize money will instead go towards the next season of the league if there is no replacement player.

Replacements for the quarterfinals include the player with the next highest points total from the same group/division. Replacements for the semifinals and finals include the previous player beaten by the player needing to forfeit.

Drop Outs and Points for Drop Outs

If there is a dropout in week 1, replacements may be made if the group remains fair and a player with similar MMR is used as the replacement.

Otherwise;

If a player has played at least 4 series and they drop out of the league, their remaining series are considered forfeits and their scores remain.

If a player has played 3 or less games, all of their series' scores are changed to 0-2 regardless of the outcome and scores of games that were played.

Removal from the Fountain of Manner League

Accumulating multiple forfeits during the regular season may result in you being removed from the league, and banned from the next season of the league depending on the circumstances. If you are caught cheating (stream cheating, etc.), smurfing, or any other malicious conduct, you will be removed immediately.

All players must be respectful at all times. Bad manner and flaming, or intentionally drawn out games (hiding buildings) when the game is clearly over may result in punishment on a case to case basis. It is up to the admins discretion to ban players or forfeit games if these policies are not followed.

Admins have the right to bar entry or remove players with a history of cheating and bad manners.