

TTS MCP League Season 11

1 May 2023; updated 24-May
Questions? Contact @Infinitywatch

Structure: Season 11 will largely follow AMG's Challenger event pack rules using the STANDARD format

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Signup

Signups to take place starting once this document is released on the 1-May with a deadline of **14-May 2023 @ 2000 (8 pm) branch time (Sunday) and a round 1 start of 15-May.**

You are allowed to participate in 1 branch only. You should be able to play your games around the suggested branch times, however it is entirely up to the two players on when the match is exactly scheduled. See below for how to handle scheduling conflicts.

- Branch West (PST): games to take place around 7 pm PT
- Branch Central (CST): games to take place around 7 pm CT
- Branch East (EST): games to take place around 7 pm ET
- Branch Europe (BST): games to take place around 7 pm WET
- Branch Oceania (AEDT): games to take place around 7 pm AET

Steps to follow:

1. Join the MCP TTS Discord [server](#)
2. Go to the #roles channel and click the emote of the branch you wish to join so that you have access to your branch's chat channel and the league announcements channel
3. Sign up to the Longshanks bracket. **Be sure to include your Discord handle in your Longshanks profile.**

USA West <https://longshanks.org/events/detail/?event=8586>

USA Central <https://longshanks.org/events/detail/?event=8587>

USA East <https://longshanks.org/events/detail/?event=8589>

Europe <https://longshanks.org/events/detail/?event=8590>

Oceania <https://longshanks.org/events/detail/?event=8591>

Players are free to join the league at any time. Just message the @infinitywatch in the #league-chat channel and ask to join, specifying which branch. However, you are still required to earn 15 TPs to qualify for the elimination rounds (that is, have a minimum of 5 wins).

Models and card legality

All characters, tactics, and crisis cards that are currently in the mod are legal. We will generally follow USA IRL release dates, subject to the devs' free time to add them into the mod. We will notify the community via the #tts-mcp-change-log channel on Discord when items are added. Affiliations will be adopted in the league when AMG updates their official document. We will also follow all Banned and Restricted List rules:

https://static1.squarespace.com/static/5ce432b1f9d2be000134d8ae/t/62b5dcdd13003b6b8650ecc0/1656085725410/OP_CrisisProtocol_BNR_063022.pdf

Pairings and Reporting

We use Longshanks to keep track of scores and set pairings as well as its system for tie breaks. The winning player should report the result but please remember that the other player should check the result. We encourage players to fill in all the requested data by Longshanks (affiliations, leaders, crises, etc), but this is not mandatory. You must put in your scores and who was the winner (if not done automatically by Longshanks).

Swiss weeks will be unranked on Longshanks; Elimination weeks will be ranked.

Communications

We use the Marvel: Crisis Protocol for TTS server on Discord. Be sure to sign up as this is where you will receive critical information in the following channels:

- #league-information
- #league-announcements
- #[your league branch name] (e.g. #west-pst)

Scheduling

League weeks will run Monday-Sunday starting on 15-May. There will be 5 regional branches with an expectation that players are generally available to play around the indicated time. The actual time the players agree to play can vary, but the expectation is that you are available around the listed time. If you are not able to play around the time indicated (e.g. your regular availability doesn't start until 9 pm) then you should consider signing up to a different branch. Players in any part of the world may sign up for whichever branch's time period is more convenient for them. Players who are

consistently unable to play games because they cannot play at the indicated region time will count as losing those games. We will follow all Challenger event rules for Concessions, and Draws.

Games should be complete by Sunday 2100 branch time at the latest, unless prior agreed with an @infinitywatch member. Incomplete games will be given a 0-0 tie. Pairings will be posted once the round is completed or around 2100 branch time on Sunday depending on last games finished. If you wish to drop from the league, you may do so yourself within Longshanks. Just please do so ahead of your bracket TO pulling the next round as it makes it much harder on us to redo the round pairings after learning you wished to drop.

Once pairings are posted, you can start to schedule your game. Choose a map at random from the “S9 Competitive” deck to play your game as these have been updated to be legal in the current rules.

If you have difficulties scheduling a game or unable to get a response from your opponent, please use the #scheduling-difficulties channel in Discord to make it known and alert your regional coordinator (aka Infinity Watcher).

- If neither party reaches out and schedules the game it will get recorded as a 0-0 and reported as a draw.
- If you do not have the game scheduled by Thursday due to non-communication from your opponent, you gain an automatic win and 14 VPs; they will be awarded a loss and 0 VPs per the concession rules.
- If your opponent can't play that week, score it as a forfeit with a score of 14-0.
- If you and your opponent can't find a way to have your game scheduled before the end of the week, you both will be given a draw and 0 VPs.
- If there is a no-show to a scheduled game, allow 30 min for them to show up. If there is no response, then the no-show will be assigned a loss and 0 VPs and the one who was there scores a win and 14 VPs.
- If you have the bye, you win with a score of 14-0

Infinity Watch

We have the “Infinity Watch” tag for people on Discord in charge of the league admin. Currently they are:

West: @carl

Central: @shadow marvel

East: @sam o

Europe: @jonah and @The Wargaming Dad

Oceania: @AJ-P2

Scoring

All Scoring will be done in accordance with The Challenger event Rules Pack. For instance, true score should be reported. If there is a concession it is 14 to the winner or what they currently have, whichever is greater. The person who conceded will report their score at time of concession. Tie Breaks will follow the Challenger Pack rules. As will other scoring requirements.

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Managing illegal team construction

If a player deploys a squad with a higher Threat Value than the chosen Crisis Card's Threat Value, they will immediately KO the character with the lowest Threat Value that will bring the squad within the allowed total Threat Value. This KO cannot trigger any effects. If there are two or more characters that would satisfy this, determine one to KO randomly.

If the players notice that one of the teams is over the threat limit after an action has been taken or a tactics card has been played, then the offending player must immediately forfeit the game giving the legal player a 14-0 point win.

League Round Organization

Swiss Rounds

Leagues will be organized into regional branches that feed into a combined single elimination final tournament leading to one winner. We will have 5 regional branches with 6 weeks of Swiss. There are no roster restrictions from week to week; players are free to change things as they wish.

Elimination Rounds

All 5-1 or better (15+ Event Points) players from each branch will then progress to a single elimination tournament. This part of the tournament will continue with open rosters, but a semi-random seeded system will be used to fill out a bracketed system. Branch qualifiers plus Second Chance winners will be paired randomly at first. Then starting from the top of the pairings, we will go down the list and re-pair any same bracket matchups with the next appropriate player beneath them. ~~Undefeated players will be ranked above 5-1 players.~~

Second Chance winners don't have to play in the current Swiss, but if they do, any conceded or unplayed matches that have not been discussed and agreed with an @InfinityWatch member (ie, an unresponsive opponent that can't be helped) will forfeit your Second Chance spot.

Knockout round process

If needed, there will be a preliminary knockout round of matches to produce an even 16 or 32 players for the remaining elimination rounds. We will use a process where we create a perfect top 16 or 32 cut via a knockout round. The process starts by grouping all brackets into a master roster ordered and ranked by Swiss results with Second Chance qualifiers at the bottom of that list in ranked order of their SoS result. We then use a formula of 32 (or 16) - the number of players who made the cut. That number of players don't have to play the knockout round. The rest must play each other in a knockout round.

Once we have reached a top 16 (or 32 if we have that many people), the single elimination tournament will begin.

Clocks

During the Elimination Rounds, CLOCKS will be used. Each player should be allocated 60 minutes. The priority player should click their chess clock once deployment starts and swap it over once a model is placed and so on. During normal activations, flip the chess clock back and forth as much as makes sense (e.g. whenever a player needs to think or do something, it should be on their time). However, rolling defense dice in response to an attack should be done on the clock of the attacking player.

During the Clean-up and Power phases, players should pause their clocks. When a player runs out of time, they immediately lose.

Rewind/takebacks/scoring/misplays

Refer to the AMG Challenger Rules Pack

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Accusers

Accusers is our name for referees who have been vetted and approved to judge games. If you have any rules disputes during a game then please tag @Accusers in the #rules-clarifications channel. If necessary, Accusers can join games to resolve rules

disputes. If Accusers are watching streamed games they are expected to speak out if either player makes any errors on rules that are compulsory (e.g. adding the correct power or shaking a named condition with R3 of Scarlet Witch or Crystal) but not on rules that are options (e.g. throws on attack that indicate the attacking character 'may' make a throw). **We will not be adopting the name of WATCHER as laid out in the AMG Challenger Rule Pack as it states Watchers do not play in the event.**

During the Elimination Rounds, we will do our best to have an Accuser in each game room. The Accuser is the table judge and watches the game full time. They are the only people who can interact with the players and they make the final call on any question or ruling. There will also be someone identified in the room known as the line judge. Their purpose is to field incoming questions/comments from outside observers and commentators and then decide whether to inform the table judge. The table judge may also request to consult with the line judge on rulings, but must still make the final call. The table judge will explain the roles at the start of each game to the players, streamers, and observers so it is clear who should be contacted with any questions or issues.

Streaming

You are not required to stream your games on Discord but it is highly encouraged as many people enjoy watching them. We have developed an in-game overlay that you can turn on and make it easier for your audience to follow the game (click 'Mod Settings' at the bottom middle of the screen and choose the option to turn on 'Streamer View'). If you don't have a streaming channel, we still encourage you to stream the game from a Discord room using the built-in Discord streaming function.

However, streamers should be courteous to their opponents and obtain consent prior to streaming. Ideally mutual consent should be obtained if a third party is streaming. During the league people interested in having their games streamed can post in the #stream-sign-up channel to find a streamer. Elimination rounds are very popular for streamers. So in order to be fair, all streamers interested in streaming an elimination round should post in the #finals channel to work out who should stream the match. Finalists have the right to decline to be streamed or express a preference for whom they'd like to have stream. Final decisions in the case of disputes will be left up to the Infinity Watch.

IF YOU ARE WATCHING A GAME DO NOT SAY/TEXT ANYTHING EVEN IF IT IS SOMETHING THAT YOU THINK IS AGAINST THE RULES. Instead if you see

something like this, notify an Infinity Watcher or an Accuser. This includes the person streaming the game, even if they are an Accuser.

Overall Winner

The winner of the single elimination tournament will earn a spot on the TTS hall of fame plaque.

Congratulations, you are one of the few who actually read to the end of the rules. For that, treat yourself to a movie. Post in the #league-chat channel which one you'd recommend watching.