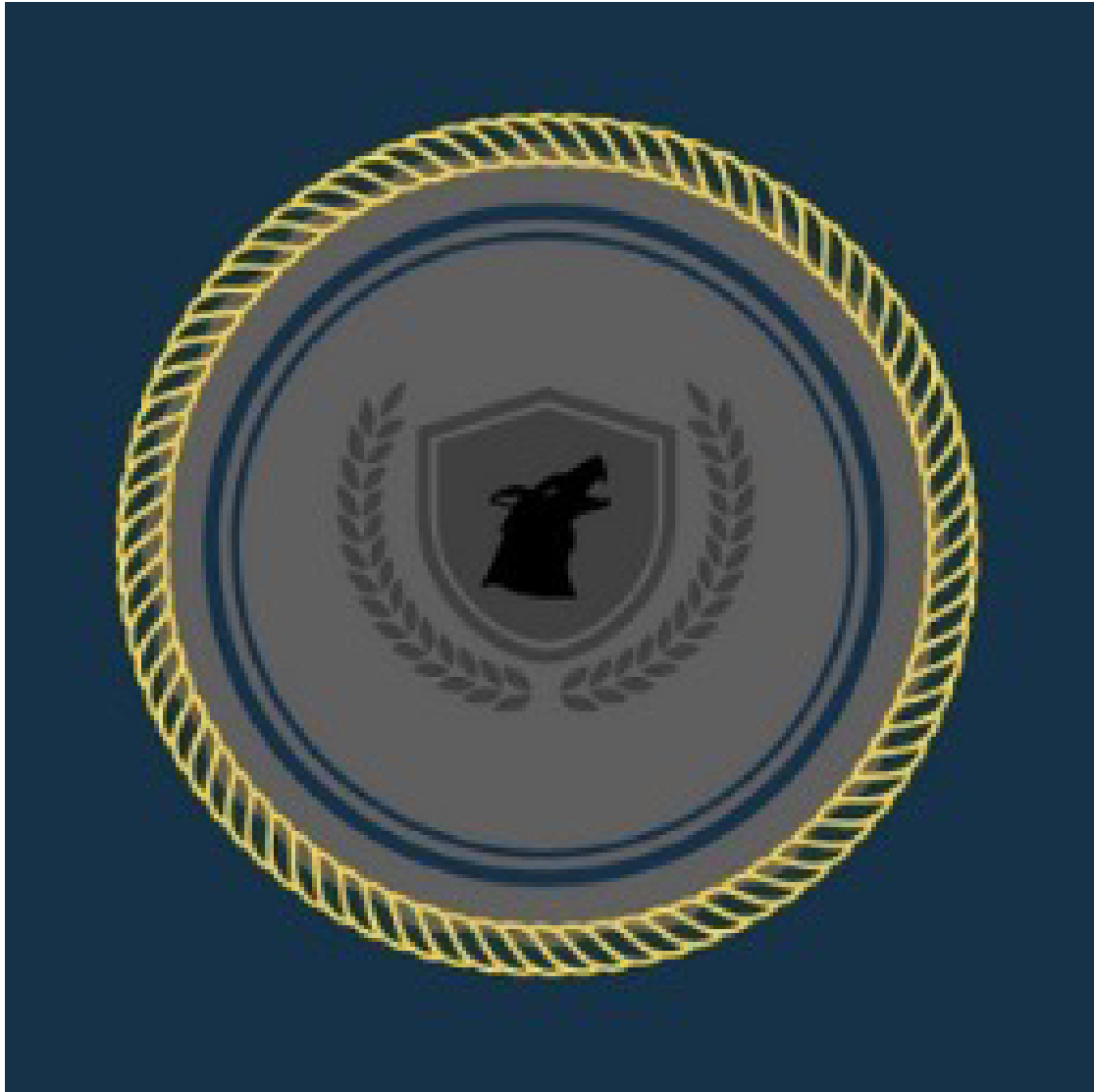# SimDemocracy Autumn 2024 Chess Tournament.

The SimDemocracy Autumn 2024 Chess Tournament is an event for the users of SimDemocracy and those of other discord servers or subreddits that would be happy to participate.

Those competitors that advance to the later stages of the tournament are to earn SimDemocracys' virtual currency, the tau.

Tournament Rules:

The games for the tournament are to be played either via chess.com (by default) or lichess.org (only if both competitors agree).

Competitors are to schedule their games against each other and confirm these times within the #Scheduling channel of the SimDemcoracy discord.

Once a time has been officially scheduled, the time may be rescheduled if this rescheduling is confirmed within the #Scheduling channel.

If a competitor fails to be able to play within 30 minutes of the agreed time for a game, then the other competitor may request a facilitator win.

When the games between two competitors are completed, then the results of the games and links to recordings of the games are to be posted to the #Game results channel.

Competitors are to maintain respect for their opponents and tournament facilitators, competitors are also to act within the laws of SimDemocracy during the tournament.

Tournament Format:

The tournament is to consist of a group stage and a knockout stage.

The group stage is to consist of two or more groups of up to five players (depending on the amount of those that sign up).

Within each group each competitor is to play two standard games of chess with a 10 minute time limit for each competitor.

Each competitor plays once as each colour of chess piece.

For each game a competitor wins, they are to gain 2 points, and for each draw they gain 1 point.

The competitors with the most points from the group stage are to advance to the knockout stage, the exact number of competitors that advance from the group stage is to be decided by tournament facilitators once the sign up stage is completed.

If two competitors are at an equal amount of points when the group stage is concluded then whoever won the most points during the game between the competitors is to advance to the knockout stage, if the competitors each won the same amount of points during the games against each other then the competitor with the most amount of individual games won throughout the group stage is to advance to the knockout round, if both competitors won the same amount of individual games then the competitor whose opponents they defeated has the highest average of points shall advance to the next round, if there is still no difference between the two competitors the competitors are to then schedule to play an 'armageddon' game of chess to decide which is to advance to the knockout round.

For the first round of the knockout stage, the competitors that were 1st within their group are to play against the lower ranked competitors that advanced from the other groups (eg: if 2 competitors from 4 groups are to advance then the 1st of a group plays against the 2nd of a different group).

There are either to be either quarter finals followed by semi finals and then a 3rd and 4th place playoff game and a final, or semi finals and then a 3rd and 4th place playoff game final and a final, depending on the amount of competitors that sign up.

For any knockout stage game that isn't the final, two standard chess games of 10 minute time limits for each competitor are to be played with each competitor playing with each colour of chess piece once , a player that wins both games or wins one game and draws the other game is to be the winner.

If both competitors are to draw both games or both win one game, then an 'armageddon' game mode game is to be played to determine which competitor advances to the next round.

For the final, four standard games of chess are to be played, with a 10 minute time limit for each competitor, with both competitors alternating playing each colour of chess piece.

The competitor that wins the most games during the final is the winner of the tournament.

If the competitors win the same number of games during the final, an 'armageddon' game mode is to be played to determine the winner of the tournament.

The 'armageddon' game mode is defined as:

 If a game of Armageddon is to be played, each player will communicate to Tournament Facilitators a "bid" via a private message. The bid is the amount of time that the player is willing to play with having the colour of choice. The maximum allowable bid is equal to the specified

"base time" of the Armageddon game. The player with a lower bid will have the choice of colour and begin the game with an amount of time equivalent to their bid. The other player will begin the game with the base time. If the bids are tied, those bids will be discarded, and players will submit another bid. Armageddon games are played with no increment. The player that wins the Armageddon game wins the set. If the game is drawn, the player with the black pieces will be considered the winner of the set.

Tournament Prizepool:

The total prizepool for the tournament is to be 2200t (the virtual currency of SimDemocracy).

The winner of the tournament is to be granted 800t.
The second place competitor is to be granted 600t.
The third place competitor is to be granted 400t.
The fourth place competitor is to be granted 200t.
The 5th to 8th place competitors are to be granted 50t.

To be granted any virtual currency, an economy account must be activated within the SimDemocracy discord.

Tournament Sign-ups:

The Sign ups for the tournament are to be from 02:00 GMT September 5th to 02:00 GMT September 10th.

To Sign up complete this form: https://forms.gle/PUqYei16g3g4AzVV7

To participate within the tournament a competitor must join the SimDemocracy official discord server.

Here is a link to the SimDemocracy official discord server: https://discord.gg/gVdccKMu28

This document was written by Dovahkiin, the President of SimDemcoracy and lead facilitator of the tournament.