



Schedule and Communication:

One game will be played per round with each round lasting a week. Each week starts and ends at Tuesday 6 PM AEST / 10 AM CEST / 4 AM EDT. Games can be played at any point throughout the week and are organised between the players of each game. Both players should agree on a match time by Sunday 6 PM AEST / 10 AM CEST / 4 AM EDT and then post the time in **#match-times** using the AEST timezone format. Check the pinned message in the **#match-times** channel for help with how to format this. If no time is posted and no players have made an attempt to communicate then the match will be recorded as a draw. If one player has made no attempt to communicate and the other player provides evidence then that player will be given a loss. Unplayed games in the final week of the regular season between players both with 3 or more wins will instead be resolved with a win being awarded by coin flip.

***Note:** If the game is not reported on time or played during the week then the Team Kreve mods will examine the case and resolve the match depending on efforts made by both players to organise the match.*

On Challonge, each player's name should be set to match their Discord name.

Communication regarding the tournament is done on the public [Team Kreve Discord](#) server.

Players are to make sure they read any notifications on the **#league-info**, **#league-chat** and the **#announcements** channel of the [Team Kreve Discord](#) server.

For further questions please contact the league admins via Discord: **lem0n#4650**, **[KRV] floh#8100**, **[KRV]vanandmunter181#1807**, **Sushi Souvlaki#3166**

Technical Losses:

In the following cases a player will receive a technical loss for a game:

- Disconnection (from the very start of the game)
- Queuing a deck not submitted
- Queuing a banned deck

The opponent can either take the win for the game in these situations or offer to replay the game. We recommend players apply rules of fair play





Streaming:

Players may stream or record their own games with the understanding that it may result in some perceived disadvantage. We recommend using a minimum of 10 minute delay on stream and also disabling Gwent Observer in your settings as it does not sync with the delay.

Player Conduct:

We do not accept or tolerate any abusive or insulting behaviour in our Kreve League. We would encourage you to think before you act and to treat other players and admins fairly and with respect. Failing to do so will result in further actions which can lead to being removed from the current/future leagues. If you do wish to report something please contact one of the Kreve admins.

Reporting Results:

Players report the scores to [Challenge](#) themselves. Private Discord messages or the **#league-chat** channel on the [Team Kreve Discord](#) server can also be used for communication or disputes. We recommend that players obtain screenshots of their game results in case a dispute does arise.

Regular Season Format

The regular season will begin at 6:00 PM AEST (10 AM CEST, 4 AM EDT) Tuesday the 13th of September and end on 6:00 PM AEST Tuesday the 1st of November (assuming a 7 week regular season). The regular season will consist of 6 or 7 rounds of Swiss, each lasting a week. Games will be played using a Best of Three Conquest format. If there are greater than 64 players then 7 rounds will be played, otherwise 6 rounds will be played.





Best of Three Conquest:

- Each player prepares 3 decks, each from a different faction
- Using the [Aretuza pick and ban tool](#), each player will ban one of their opponents decks, leaving each player with 2 decks after the ban phase
- Decks that win a game cannot be used again in the same match
- Players alternate who has blue coin (who goes first) each game
 - The player beginning on blue coin is decided by the [Aretuza pick/ban tool](#)
 - The player on blue coin invites their opponent in game
- In the case of a tie, the game is immediately replayed with the same decks and same player on blue coin

Swiss System:

- In round 1 games will be seeded randomly, in subsequent rounds seeding is based on win/loss record
- If there is an odd number of total players, then a player will receive a bye each round with the bye counting for the same value as a win

Tiebreakers:

- Points are awarded as follows:
 - 1.0 point for a win/bye
 - 0.5 points for a draw
 - 0.0 points for a loss
- 1st tiebreaker is Median-Bucholz
 - Median-Bucholz = total scores of your opponents disregarding the highest and lowest scores
- 2nd tiebreaker is wins against tied participants
 - Wins against tied = matches won against players with the same final score
- 3rd tiebreaker is points differential
 - Points differential = game wins - game losses
- After the 2nd tiebreaker if the placings have an impact on which players make the upper or lower brackets:
 - A Best of Three match is played if two players are tied
 - Otherwise the 3rd tiebreaker will be applied, followed by Best of Three matches





Regular Season Decks:

Kreve League has open decklists. For the regular season each player prepares 3 decks that they will use for their match that week. Different decks can be used for different weeks. Each week, decks will be submitted prior to the start of that week via a Google form. Deck submission will close on the Sunday before each week, at 6 PM AEST / 10 AM CEST / 4 AM EDT. If a player will miss submission with a valid reason they must contact an admin as soon as possible. The player decklists spreadsheet will be posted in the weekly announcement as well as in the **#league-info** channel. Failure to submit decks for a week will result in a 2-0 loss for that week. There are two exceptions to this:

- Deck submission for the first week will close on Tuesday the 13th of September at 6 PM AEST / 10 AM CEST / 4 AM EDT to be in line with the start of Season 5.
- On a week directly after a patch releases, deck submission will instead be done via discord where players send their decks to each other at the same time just before a game. Lineups should be sent within a maximum of 3 minutes of each other. In order to avoid disputes, do not edit deck submission messages.

Regular Season No-shows:

A 20 minute grace period applies after the organised game start time. If a player does not show up for the match within 20 minutes from the agreed upon time, they forfeit the match. The other player may simply take the forfeit or can replay the match within the same week. If a player has two no-shows in a row or cannot be contacted for a week they will be disqualified from the tournament.

Playoffs Format

The playoffs will take place from Monday 14th of November to Sunday 4th of December (AEDT) with each round lasting three days and each player having one game to organise and play within that period. Each playoff game will be organised in its own private channel on the Team Kreve discord which only the players and admins will have access to. Decks for playoff games will be posted in these channels. The playoffs format will consist of a 16 player double elimination bracket. The top 8 players will start in the upper bracket while the next 8 players will start in the lower bracket. The lower bracket winner needs to defeat the upper bracket winner twice to win the playoffs (if both games are played then same decks are used but bans are redone). Games will be played using a Best of Five Conquest format. Some upper bracket rounds will last six days instead as they are dependent on the results of two consecutive lower bracket rounds





Playoffs timetable:

Players will have to organise and play their game within the time allotted to each round. Most rounds will last three days, but some upper bracket rounds will last six days instead as they are dependent on the results of two consecutive lower bracket rounds.

KREVE LEAGUE SEASON 6 TOP 16 PLAYOFFS

- 1 ArtNhr
- 2 GumGumFacePunch
- 3 CMoney128
- 4 Eneren
- 5 Idris_98
- 6 KaalBron
- 7 Caemilech
- 8 gerinter
- 9 Siul_88
- 10 Crash_dragon1
- 11 SanPana
- 12 CaueVrihedd
- 13 Dalmnation
- 14 Jeronimooo
- 15 Erdem
- 16 takikiraly

UPPER BRACKET

LOWER BRACKET

DATES

STARTS
**12:00AM MONDAY
NOVEMBER 14TH (AEDT)**

ENDS
**11:59PM SUNDAY
DECEMBER 4TH (AEDT)**

TIMETABLE

	WEEK 1 (14/11 - 20/11)					WEEK 2 (21/11 - 27/11)					WEEK 3 (28/11 - 04/12)																			
	M	T	W	T	F	S	M	T	W	T	F	S	M	T	W	T	F	S	S											
Upper Bracket	Round 1 (8)					Round 2 (4)					Round 3 (2)					Finals (2)														
Lower Bracket	Round 1 (8)					Round 2 (4)					Round 3 (4)					Round 4 (4)					Round 5 (2)					Lower Final (2)				

Note:
Numbers in brackets represent how many players are participating in that round.

Best of Five Conquest:

- Each player prepares 4 decks, each from a different faction
- Using the [Aretuza pick and ban tool](#), each player will ban one of their opponents decks, leaving each player with 3 decks after the ban phase
- Decks that win a game cannot be used again in the same match
- Players alternate who has blue coin (who goes first) each game
 - The player beginning on blue coin is decided by the [Aretuza pick/ban tool](#)
 - The player on blue coin invites their opponent in game
- In the case of a tie, the game will be immediately replayed with the same decks and same player on blue coin

Playoffs Decks:

Each player brings 4 decks from unique factions to each round. Players will send decks to each other at the same time before their game through their private channel on the Kreve discord which was also used for organisation. Lineups should be sent within a maximum of 3 minutes of each other. In order to avoid disputes, do not edit deck submission messages.





Playoffs No-shows:

A 20 minute grace period applies after the set starting time. If a player does not show up for the match within 20 minutes from the set starting time it will be counted as a forfeit. If a player is unable to make the agreed match time or they are unsure about the match time, the onus is on them to contact their opponent to avoid a no-show.

Prizes:

In addition to in-game prizes, the winner of the playoffs (or the highest placing player who has not already qualified) will directly qualify to Kreve's Trial of Champions. Throughout 2022, players will earn Kreve Points depending on their playoffs placements in Kreve League Seasons 4, 5 and 6. The 5 players with the highest Kreve Point totals will also qualify for the event. Ties will be broken by highest single placement in 2022, followed by playing a tiebreak Best of 5. In the event a qualified player decides to not take part, the player with the next highest Kreve Points total will be invited.

Place	KP	 + 
1 st	Q	1200 Meteorite Powder + 15 Premium Kegs + Champion of Kreve Discord title
2 nd	12	800 Meteorite Powder + 10 Premium Kegs
3 rd	10	400 Meteorite Powder + 5 Premium Kegs
4 th	8	
5 th – 6 th	6	
7 th – 8 th	4	
9 th – 12 th	3	
13 th – 16 th	2	

Trial of Champions Information:

- 8 player single elimination tournament
- Qualified by playing in Kreve Leagues taking place in 2022
- Tournament played during December 2022
- Prize pool amount TBA mid-late 2022

