

Team Beasty vs the rest of the flat universe

Version 1.0 - 14 August 2023

This rule book is designed to ensure fair play, competitive integrity, and an enjoyable experience for all participants. Please read and follow these rules carefully.

1. General Rules

1.1 Tournament Format

A team made up of Beasty and 3 other players of his choice (TBA) automatically qualifies.

Challenger teams will compete in a double-elimination qualification format. Teams will compete in a series of matches until the final winners emerge from the upper and lower brackets.

Qualifying for the final match takes place on September 2 (BO5 or BO3, depending on the number of teams registered, to be held in one day). The final is scheduled for September 3, with a BO7 against the Beasty team.

The tournament will be cancelled if it does not attract at least 4 additional teams to those already qualified.

1.2 Match Settings

Matches will be played in the standard Age of Empires IV multiplayer mode, with victory achieved through various conditions (conquest, wonder victory, etc.). Game settings will be specified by the tournament organizers.

1.3 Disconnections and Technical Issues

If a player disconnects or faces technical issues during a match, the game may be paused at the discretion of the tournament administrators. If the issue cannot be resolved promptly, the match may be rescheduled or replayed.

1.4 Player Conduct

All participants are expected to display good sportsmanship and follow the tournament's code of conduct. Toxic behavior, cheating, harassment, and pineapples on pizzas will not be tolerated and may result in penalties or disqualification.

2. Team Composition

2.1 Team Size

Teams must consist of four players each with one reserve allowed. No player, including reservist, can be a member of more than one team.

2.2 Team Members

One preformed team and finalist by default will be designed by the tournament administrators. The team captain will be Beastyqt () and the three other players will be chosen by him.

Members of a challenging team cannot have participated in the [Red Bull Wololo: Legacy tournament](#). They must be able to prove that they invest heavily in team games.

2.3 Player Substitutions

Substitutes are allowed during matches, but the tournament organizers must be notified in advance. Substitutes must be listed on the team's roster.

2.4 Roster Lock

Once the tournament begins, team rosters are locked, and changes cannot be made unless approved by the tournament administrators.

3 Map Pool

3.1 Map Selection

Maps will be chosen from the official Age of Empires IV map pool, as designated by the tournament organizers. They are:

- Danube River
- Dry Arabia
- French Pass

- High View
- Hill & Dale
- Lipany

3.2 Civ Selection

Each player on a team must select a unique civilization. Duplicate civilizations within a team are not allowed.

3.3 Map Bans

Before a match, teams will take turns banning maps from the pool. The remaining map will be used for the match.

4. Match Flow

4.1 Pre-match Phase

Teams will gather in the designated lobby at the scheduled match time. All players must confirm their presence before the match begins.

4.2 Game Setup

Tournament administrators will provide game settings, including victory conditions, starting resources, and map details.

4.3 Match Play

Teams will compete in a series of games based on the tournament format. The team that wins the majority of the games will advance in the bracket.

4.4 Post-match Phase

After each match, teams must report the results to the tournament administrators. Replays may be required to resolve disputes.

5. Scoring and Advancement

5.1 Scoring System

A match victory is determined by the number of games won. In a best-of-three series, the first team to win two games advances. In a best-of-five series (for later rounds), the first team to win three games advances.

5.2 Advancement

Winners will advance in the upper bracket, while losers will move to the lower bracket. The grand finals will be played between the winners of both brackets.

6. Disputes and Penalties

6.1 Reporting Disputes

Disputes must be reported to the tournament administrators within a specified time frame after the match. Evidence, such as replays or screenshots, may be required.

6.2 Penalties

Penalties for rule violations may include warnings, game forfeits, point deductions, or disqualification, or being forced to eat pineapple pizza depending on the severity of the infraction.

Note: This rule book is subject to change at the discretion of the tournament organizers. Participants are encouraged to regularly check for updates or clarifications.

By participating in the Age of Empires IV 4v4 Esport Tournament, all players agree to abide by these rules and any decisions made by the tournament administrators. Let the games begin, and may the best team emerge victorious!

7. Prize Money and Fundraising

7.1 Prize Money

The tournament offers a prize pool of \$1200. The prize money will be distributed among the team members based on the team's internal arrangement. Any taxes or fees associated with receiving the prize money are the responsibility of the winners.

1st = \$800
2nd = \$200
3rd = \$100
4th = \$100

Prizes will only be released if the final has been played in its entirety with a team from a qualifying round involving at least four teams. In all other cases, the prize money will be used to finance a hottub for the tournament organizer.

7.2 Fundraising and Matcherino

The participating teams are encouraged to actively engage in fundraising efforts to supplement the prize pool. The tournament will collaborate with Matcherino, a platform that enables crowdfunding for esports events. Teams and viewers can contribute to the fund through Matcherino's campaign associated with the tournament.

We urge participants and viewers to share the link below:

<https://matcherino.com/tournaments/100276/overview>

7.3 Distribution of Crowdfunded Funds

The funds raised through Matcherino will be distributed as follows:

100% of the funds will be added to the tournament's prize pool.

7.4 Transparency

The tournament organizers will provide regular updates on the crowdfunding campaign's progress and the distribution of funds. All financial transactions and disbursements will be transparent and communicated to the participating teams and the public.

7.5 Fundraising Incentives

Special incentives or rewards may be provided to top donors, contributing teams, or other contributors to encourage active participation in the fundraising campaign. These incentives will be outlined on the Matcherino campaign page.

7.6 Use of Funds

Crowdfunded funds will be utilized exclusively for the tournament's purposes, including enhancing the prize pool, improving production quality, and supporting the overall experience for players and viewers.

7.7 Acknowledgment

The tournament organizers will recognize and acknowledge the contributions of teams, individuals, and organizations that have contributed to the crowdfunding campaign. This recognition may take the form of shout-outs during live broadcasts, social media posts, and more.

By participating in the fundraising campaign and contributing to the Matcherino campaign, all individuals and teams agree to support the tournament's objectives and uphold the principles of fair play and sportsmanship.

The tournament aims to provide an engaging and rewarding experience for all participants, both in terms of gameplay and the potential for increased prize money through the collaborative efforts of the community and the Matcherino platform.