2019 Official Rulebook

Version 3.6

Definitions

Introduction

This Rulebook outlines the rules that should at all times be followed when participating in the **MWO Comp Championship Series**. Failure to adhere to these rules may lead to penalties. The League Administration has the last word and decisions that are not specifically supported or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, in order to preserve fair play and sportsmanship. We hope that you as a participant or spectator will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely MWO comp staff

Participants

MWO Comp Championship Series is open to all players/teams, regions and skill levels

Tournament length

MWO Comp Championship Series will have 3 stages

Stage 1 - In Game Comp Q / Invitational tournament(s).

Dates - Invitational tournament 31/Aug/19 & 7/Sep/19.
Comp Q Opens - 20/Aug/19 Closes 22/Oct/19

Stage 2 - Semi finals

Dates - (We will work with teams if games can be played outside of these windows)
Semi - Rd 5 - Weekend of the 23/Nov/19
Semi - Rd 4 - Weekend of the 16/Nov/19
Semi - Rd 3 - Weekend of the 9/Nov/19
Semi - Rd 2 - Weekend of the 2/Nov/19
Semi - Rd 1 - Weekend of the 26/Oct/19

Stage 3 Finals
Dates:
GF - Majors - Weekend of the 14/Dec/19
GF - Minors - Weekend of the 7/Dec/19

Regions

Each team will select their home region (AP, EU or NA)

Time Zones

MechWarrior Championship Series uses the **UTC±00:00 (Coordinated Universal Time)** for all timings.
Please see - https://time.is/UTC

Live Matches

The term "Live Matches" refers to matches that are broadcast by MWO Comp or an official partner

MechWarrior Championship Series will stream as many games as we can - https://www.twitch.tv/mwoleagues - https://www.twitch.tv/mwoleagues2 - https://www.twitch.tv/mwoleagues3

All Games will have a 5 Minute delay - GF will have a 10 Minute delay

Tournament Organization

MWO Comp Championship is organized by MWO Comp. MWO Comp is a non for profit, community ran tournament Organization

Staff List

MWO Comp

Username	Role
Live1991 - Matt	MCCS Admin + MWO Comp Admin
justcallme A S H - Ash	MCCS Admin + MWO Comp Admin
Krasnopesky - Kras	MWO Comp Admin

MWO Comp Championship Series

Username	Role
Deadfire	Head Referee
Daidachi	Referee

General

Rule Changes

We reserve the right to change, modify, or adapt all rules as deemed appropriate by MWO Comp Championship Series in order to uphold and maintain a spirit of overall fairness and good sportsmanship.

The League Administrators also reserve the right to make judgements on cases that are not specifically supported, detailed in these League rules, or even go against them in extreme cases, to preserve fair play and sportsmanship.

Validity of the Rules

If any provision of the League rules shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of these rules. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the League rules

Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited.

In the event that a ruling is made by the league admins that contravenes the rules (as listed above to preserve fair play and sportsmanship), the league admins commit to publicising the reasons behind the decision, both in the interests of transparency and ensuring the community's faith in the admin team is not taken for granted.

Additional Agreements

MechWarrior Championship Series administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. MechWarrior Championship Series highly discourages such agreements taking place, and any such agreements that contradict the rulebook are under no circumstances allowed.

Match Broadcasting

MWO Comp Casting Channels and Team

Please see the Casting Code of Conduct - http://bit.ly/MWOCaster

Office Channels
- Twitch - mwoleagues
- Twitch - mwoleagues2
- Twitch - mwoleagues3
- Youtube - MwoLeagues

Our Caster Team

TBA

Team Responsibility

Players cannot refuse to have their matches broadcast by MWO Comp, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by an admin. The teams agree to make sufficient accommodation so that broadcasting of matches can take place.

If your game is being Cast by an official MWO COMP caster the winning team must supply 1 member after the game for a quick interview (If asked)

Scheduling

MechWarrior Championship Series Scheduling: MWO Comp will work with teams as much as possible to get a positive scheduling outcome for all teams. Scheduling for non-comp queue matches will be released by MWO Comp in advance of the matches to be played, with most matches expected to be played on the default times and day. If multiple teams cannot play the default time and day rescheduling may occur.

Default times:

Default day is the first Saturday of each round
(For example round 2 of the semi-finals default is Saturday November 2nd.)

AP default times are 19:00 - 21:00 AEST
EU default times are 19:00 - 21:00 UTC
NA default times are 21:00 - 23:00 EST

Semi finals / Seeding matches:

AP primetime for AP vs EU

AP primetime for AP V AP
EU primetime for EU vs NA

EU primetime for EU v EU

NA primetime AP vs NA

NA primetime NA v NA

Grand Finals

AP primetime for AP vs EU

AP primetime for AP V AP
EU primetime for EU vs NA

EU primetime for EU v EU

NA primetime AP vs NA.

NA primetime NA v NA

AP/EU/NA - AP morning, EU afternoon, NA midday

Game Specific Rules

MWO Comp Championship Series Format

Size: 8v8
Tonnage: 480T
Limits: Max 3 of each weight class, No Duplicate Chassis
Mechs: All Mechs that are currently purchasable in game for MC/Cbills are allowed.

Mechlab: Full Mech Lab available
Consumables: All Strikes and other consumables can be used

Mwo Comp Championship Series Comp Q Format

Best of 1
Comp Q is Open - Thursday and Saturday ONLY

Gamemode: Conquest

5 maps selected:

Alpine Peaks, Canyon Network, Caustic Valley, Mining Collective, Tourmaline Desert

Match time: 15 minutes

View-mode: First person only
All mechs including heroes available - Dervish not available.
Home Server: Random based on the team's home servers.

Match Lobby Settings

Gamemode: Conquest
Region: See Home Server below
Side: As per Map Ban

Match Time: 15 Mins
Time of Day: Day (if applicable)
View-mode: First person only

Full Teams: No

Max Tonnage: 480T
Stock Only Mode: No
No Efficiencies Mode: No

Home Server

For Stage 2 and 3
The higher seed will have home server the first drop, then will swap back and forth until the game is over.

ALL EU vs AP games will be played on the NA server ONLY

Roster and Team Creation

Creating Your Team

Upon closing of the Comp Play tab in-game, PGI will give us all the data including matches played and team rosters. Please ensure your roster is completely updated before closing as this will not be able to change afterwards.

We also ask that you submit the following data for your team in order to verify teams for rewards and the next stages of the competition (this data must be identical to the in-game roster):

Team Name -
Team Manager -
Back Up Team Manager -

Roster List (MWO IGN) -

Logo - (File has to be a PNG with an 1:1 ratio and at least 350x350 Pixel.)

Units History (400 Words Max)

Team Manager and Backup Team Manager will be given roles on Discord and all communication will be done in a private room.

Amending Your Roster

Roster can only be changed before stage 1 has ended.

Pilots Playing For Multiple Teams

You can only play for one team.

Unit Tags

Unit Tags mean nothing in MWO Comp Championship Series

Roster Size

MWO Comp Championship Series Roster Size is 12

Tournament progression

Stage 1 - Qualifier	Stage 1.5 - Seeding	Stage 2 - MWO Semi Finals	Stage 3 - MWO Grand Finals

Invitation Tournament EU Night 50% of teams go though (max 4)

Invitation Tournament NA Night 50% of teams go though (max 4)

Comp Q Top 10 go though

Seeding for top 8

Semi Finals
Top 18 Teams
Top 4 though to GF Majors
5 to 8 to GF Minors

Grand Final Majors 4 Teams

Grand Final Minors 4 Teams
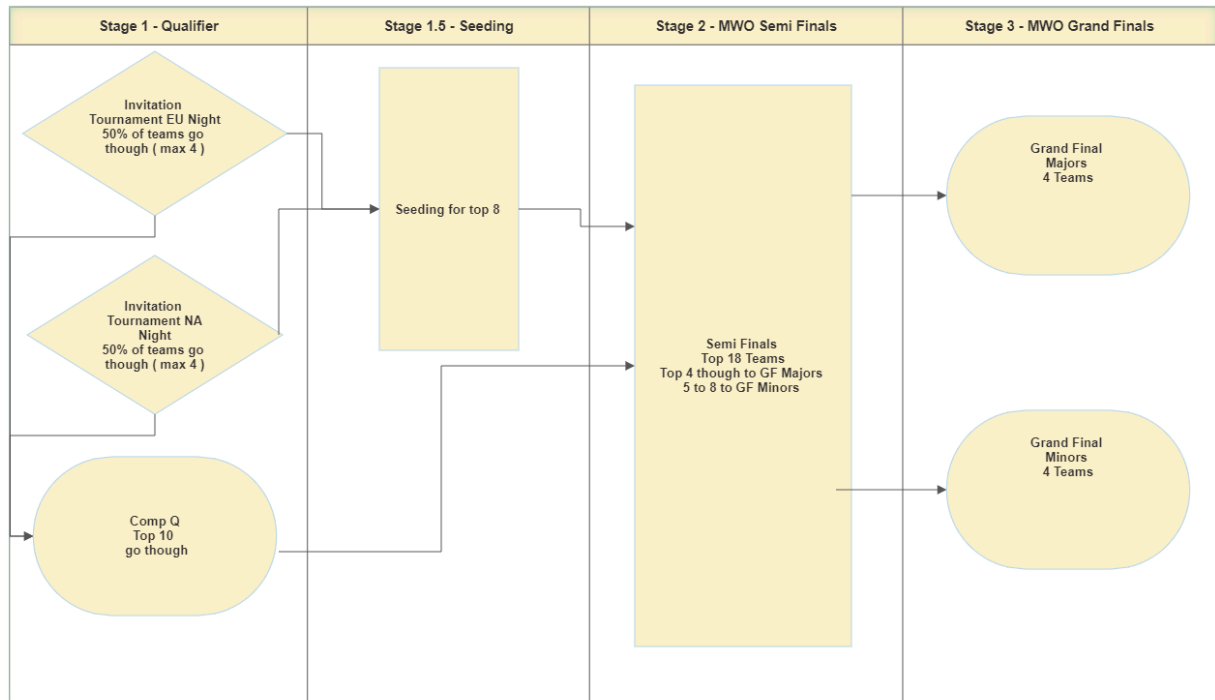
Stage 1 - Qualifier

To Qualify for stage two you need to do one of the following

1 - Have finished in the top 11 at the end of Competitive Queue (as defined below)
2 - Have finished in an advancing position from an Invitation tournament (max 8 Seeds)

Stage 1 - In Game Comp Q / Invitation tournament.
Dates - Invitational Tournaments: 31/Aug/19 & 7/Sep/19.
Comp Q Opens - 1/Sep/19 Closes 22/Oct/19

Competitive Queue

Start/End Date 20/Aug/19 - 22/Oct/19
Format - BO1 - MWO in game Competitive Que

Roster locked - No

Invitational Tournaments

Start/End Date 31/Aug/19 - 7/Sep/19 - 5/Oct/19
Format - BO3 - Single-elimination
Roster locked - Rosters must be submitted 24 hours before the tournament and are locked for the duration of the invitational event. Rosters may be changed at event end.

Any player that is named on the roster for a team that wins a spot though to the Stage 2 via the Invitational Tournaments can play Comp Queue for any team, however they will not be able to play for the original team (Invitational winners) in stage 2 or 3 if they do so.

Max 4 Seeds per night will go though, However if fewer than 8 teams are invited, 50% of teams will go though, the extra seeds will be added to comp Q.

Single Elimination (duel)

Round 1	Round 2	Round 3

M 1.1
Seed 1
Seed 8

Semi 1

M 1.2
Seed 4
Seed 5

Final

M 1.3
Seed 2
Seed 7

Semi 2

M 1.4
Seed 3
Seed 6

3rd place
Loser of Semi 2
Loser of Semi 1

Stage 2 - MWO Semi finals

Start/End Date
Format - BO3 - 1 X Double Elimination Bracket - 18 Teams
Top 4 Will go through to the GF Master, the next 4 will go through to the GF Minors
Roster locked - Yes

Dates - (Matches must be played before the next round's starting date)

Semi - Rd 5 - Weekend of the 23/Nov/19
Semi - Rd 4 - Weekend of the 16/Nov/19
Semi - Rd 3 - Weekend of the 9/Nov/19
Semi - Rd 2 - Weekend of the 2/Nov/19
Semi - Rd 1 - Weekend of the 26/Oct/19

Link to bracket -
https://www.toornament.com/en_US/tournaments/2727997626292895744/information

Stage 3 - MWO Grand Finals

Start/End Date
Format - BO5 -Page playoff system

The top 4 placed teams from stage 2 - MWO semi Finals will play off in the MWO Comp Championship major Grand finals.

The next top 4 placed teams (Seed 5 to 8) from stage 2 - MWO semi Finals will play off in the MWO Comp Championship Minors Grand finals. (Major and Minors do not meet)

Roster locked - Yes

Dates:
GF - Majors Weekend of the 14/Dec/19
GF - Minors - Weekend of the 7/Dec/19

Link to bracket -
https://www.toornament.com/en_US/tournaments/2727997626292895744/information

Maps and Match Rules

Maps

Map Pool is as follows:

Canyon Network
Alpine Peaks
Tourmaline Desert
Caustic Valley
Mining Collective

Map veto process

The map veto must be completed just prior to the match starting time, this will be streamed.
Each Team has 1 Minute per step, during that time they are allowed to speak and talk about the next pick or ban.
Maps are played in the order they are picked.

Team A is the higher seed

Map ban website -https://www.mapban.eu/ban/mwo/mwcs

Best of 3
- Team A bans map
- Team B bans map
- Team A pick's map 1
- Team B picks map 2
- Remaining map is map 3
- Team B picks side on map 1
- Team A picks side on map 2
- Random Team picks a side on map 3

Best of 5

- Team A picks map 1
- Team B picks map 2
- Team A picks map 3
- Team B picks map 4
- Remaining map is map 5
- Team B picks side on map 1

- Team A picks side on map 2
- Team B picks side on map 3
- Team A picks side on map 4
- Random Team picks a side on map 5

Match Protests

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the parties and a tournament administration.

Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the two following:
- 24 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants.

Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple "they are cheaters" will not do.

Spectators

MWO Comp Championship Series staff only

Consumables and Modules

ALL consumables are allowed in ALL drops.

This includes Artillery, Air Strikes, UAVs, and Cool Shots.

This also includes the MC only versions of these consumables (Identical to C-Bill consumables).

Authorized Mechs

All Mechs that are currently purchasable in game for MC/C-bills are allowed. For the comp queue stage, all mechs are permitted (including MW5 pre order mechs).

Starting on Time

At scheduled time +5 minutes the drop will be considered a forfeit, if the absent team is still not prepared +15 minutes past the scheduled time, that team will forfeit all drops.

In the spirit of playing more games team captains may agree to allow more time before a forfeit (please note the admins might overrule this if it's holding up other matches).

Time Between Drops

There is an allowance of 5(five) minutes per team to prepare between each drop (after the Ban/Pick). If a team is not ready in 5(five) minutes a drop forfeit will be applied.

EG Team 1(one) has 5(five) minutes to lock their lance, then team 2(two) has 5(five) minutes to be ready.

Lance Assignments

The team that picked the map side must lock their lance first, the team cannot switch their lances (players or mechs) after they have been locked.

The Team is to advise in chat "Locked" when they are ready.

Disconnects

If a team loses one or more players due to disconnection WITHIN THE FIRST 30 SECONDS OF PLAY and BEFORE A MECH IS DESTROYED, the team will call a HOLD in All Chat and report the situation to the opponent. Both draw teams must stop immediately and await further instructions from the team that called HOLD, unless these requirements are not met. Damage dealt does not interfere with a hold request.

If the disconnected player reconnects, pick a time on the game clock that is within 15 seconds and say "GO at XX:XX". As soon as the game time that is announced is reached, play can resume.

If a player cannot reconnect in 2 minutes the drop will not count and will need to be re-dropped.

On a redrop the team calling for redrop must overheat and kill all 8 mechs, then disconnect as a full team from the lobby, the other team will do the same but cap a point to end the game.

Please note that a redrop cannot be redropped again by the team that caused the initial redrop.

If a drop has to be redroped, that drop becomes invalid. Team 1(one) and 2(two) do not have to use the same mechs or use the same lances.

Heatbug

If a team identifies one or more players with the 'heatbug' WITHIN THE FIRST 30 SECONDS OF PLAY and BEFORE A MECH IS DESTROYED, the team will call a HOLD in All Chat and report the situation to the referee/admin. Both teams must stop immediately and await further instructions from the referee. Damage dealt does not interfere with a hold request.

The referee will inspect the player(s) with the heatbug to validate the claim. If the claim is validated then a redrop will occur. On a redrop the team calling for redrop must overheat and kill all 8 mechs, then disconnect as a full team from the lobby, the other team will do the same but cap a point to end the game.

If the heatbug is not validated as true, the team that called hold forfeits that drop.

Please note that a redrop cannot be redropped again by the team that caused the initial redrop.

If a drop has to be redroped, that drop becomes invalid. Team 1(one) and 2(two) do not have to use the same mechs or use the same lances.

Redrops

In the case of a re-drop, teams may change their drop deck, but may not take more than 5 minutes to do so.

Reporting Drop Results

Both teams must keep the following information for all drops they win/lose in stage ⅔. Do not assume casters will gather all data for you - nominate someone to do this before each drop.

- API Numbers for all drops
- Print screen of the final score

Seeding

Stage 2 - Semi Final Seeding.

Seeding from Invitation Tournament nights will seed in the following way

The First place winners of both Invitation Tournament nights will play a BO3 for Seed 1 and 2
The Second place winners of both Invitation Tournament nights will play a BO3 for Seed 3 and 4
The Third place winners of both Invitation Tournament nights will play a BO3 for Seed 5 and 6
The Four place winners of both Invitation Tournament nights will play a BO3 for Seed 7 and 8

The Top 10 Team teams to qualify for stage 2 via the Comp Q will be seeded 8 to 18 depending on their ending leaderboard placement. (this could go up due to teams failing to show up to the invite qualify.

Stage 3 - Grand Final Seeding.

Seeding for the GF Majors will be as followed.

The two teams who go through to the GF Major via the winner bracket will be seeded one and two, Number one will be the team who has lost the most amount of drops in stage 2. (If drawn it will be the highest seeded team from the start of stage 1)

Seed three and four will team who has won the most amount of drops in stage 2. (If drawn it will be the highest seeded team from the start of stage 1)

Seeding for the GF Minors will be as followed.

The two teams who failed to win the GF Major qualifier match (loser bracket) will become seed one and two for the GF Minors. Number one will be the team who has won the most amount of drops in stage 2. (If drawn it will be the highest seeded team from the start of stage 1)
Seed three and four will team who has won the most amount of drops in stage 2. (If drawn it will be the highest seeded team from the start of stage 2)

* If a team has played more games, seeds will just be used from the start of stage 2.

Penalty

Definitions
Penalties are given for rule violations within the MechWarrior Championship Series. They may be either warnings, minor or major penalty, % Of Winnings, default losses, player/team disqualification, dependent on the incident in question. Participants will be informed about the punishment by Discord and will be given a time until which they can appeal the decision (24 hours). Only the team representative are eligible to make appeals

Warnings
Official warnings are given for first time minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient match statements, insufficient information on a team account or other related material, and so on.

Minor Penalty
Minor penalty points are given for minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient match statements, insufficient information on a team account or other related material, Mech Violation and so on.

Major Penalty
Major penalty points are given for major incidents such as deliberately deceiving tournament administration, failing to show up for matches, repeated rule breaking, and so on.

Bans
Bans are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or team, This action might include the forfeit of a % of Tournament winnings.

Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant/Team gets banned at least until the end of the current tournament.

Methods of Punishment

In special cases, the tournament administration can define and come up with other methods of punishment, The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

Repeat Offences

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in MechWarrior Championship Series.

Bans Outside of Mechwarrior Championship Series

Any bans from PGI for cheating outside of MWO COMP will also apply in MWO Comp Championship.

Common Penalties Given

Upon discovery of any Team Manager/Member committing any violations of the rules, the League may issue the following:

- Written/ Verbal Warning(s) (Warning)

- Loss of Map Choice/Ban for Future Game(s) (Minor)

- Prize Forfeiture(s) (MC/C Bills) (Major)

- DropForfeiture(s) (Minor/Major)

- Match Forfeiture(s) (Minor/Major)

- Suspension(s) (Major)

- Disqualification(s) (Major)

Respect

Harassment, malicious trolling, or being offensive towards an MWO COMP official (Admins, Refs, official casters) or member of a participating team may result in a ban for the offending player. This includes attempting to pressure an opponent into agreeing to a decision that would benefit your team over theirs. Players are expected to behave respectfully towards each other and to those that volunteer to help run the league.

Disconnecting Purposefully

Teams may not disconnect purposefully within the first minute of play (e.g. to preview the opponent's deck, to restart a game if they feel they've made a mistake, etc.).

Cheating

Players must compete to the best of their ability at all times. Any form of cheating by any Participant will not be tolerated. All Participants are prohibited from influencing or manipulating a MechWarrior Championship SeriesGame or Drop so that the outcome is determined by anything other than its merits.

Examples of Cheating would include:
- Collusion, Match-fixing, purposely losing, or any other action to intentionally alter, or attempt to alter the results of any Game or Drop
- Intentionally exploiting an in-game glitch to gain an advantage
- Attempting to view a live stream during a Game or Drop you are playing in ('stream sniping')
- The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot These are only examples, other programs or methods may be considered cheats as well.

If someone asks you to "fix" the outcome of the Game, you must immediately report this by contacting an Administrator using Discord.

Participants shall not conduct or promote any act of collusion.

Collusion is defined as any agreement among two (2) or more Participants and/or persons to disadvantage other Participants. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more Participants to not damage, impede, or otherwise play to the best of their ability in a Game;
- Agreeing to a ruleset outside the Rules
- Deliberately losing a Game, detrimentally altering performance for compensation or for any other reason, or attempting to induce another Participant to do so

Smurfing/Alternative Teams

Using alternative accounts and/or alternative teams is against the rules. It's beyond unsportsmanlike and if caught, you and your team will be ejected from MechWarrior Championship Series.

Dishonesty

Referees reserve the right to penalize teams that mislead/lie to referees and/or admins.

In Game Winnings

Prize money must not be given away for profit.

MechWarrior Championship Series - Important Terms and Definitions

These are the list of terms and definitions used in MechWarrior Championship Series.

Single Elimination: (a.k.a. knockout, playoff, sudden death): Your run-of-the-mill bracket. Teams compete for the #1 spot. The loser of each match is immediately eliminated from winning the tournament/stage.

Double Elimination: Similar to the single elimination, except first-time losers go to a separate bracket, usually called a "losers bracket" or "bottom bracket," where they still have a chance to win or advanced to the next tournament or stage.

Snake: Seeds teams into pools in a snake-like or serpentine direction, moving from the first to the last pool, then back to the first, and so forth. (In a three-pool example, seed #1 would go to pool 1, #2 to 2, #3 to 3, then #4 would go to 3, #5 to 2, #6 to 1, #7 to 1, etc.)

Reseed: Individual stage and pool results are disregarded. Instead, all teams that have advanced are reranked and reseeded.

Page playoff system: The format progresses as follows:
- In Game 1, the third- and fourth-placed teams play against each other. The loser is eliminated
- In Game 2, the first- and second-placed teams play against each other. The winner qualifies directly for the final
- In Game 3, the winner of Game 1 plays against the loser of Game 2. The loser is eliminated
- Game 4 (the final) is then played between the winners of Games 2 and 3

This system gives the top two teams a double chance, in that they can lose their first game and still go on to win the title, producing a similar though not identical effect to a double-elimination tournament.

Useful Links
Interactive Map tool http://maps.mwocomp.com/

Competitive mech builds & mech-ranking lists https://grimmechs.isengrim.org/

MWO Leader board - https://leaderboard.isengrim.org/

MWO Mech Lab - https://mech.nav-alpha.com

Skill Tree https://kitlaan.gitlab.io/mwoskill

API Stats for Lobby's https://mwostats.t3m4.net/
Map Ban https://www.mapban.eu/ban/mwo/mwcs

Youtube Incoming Missile Podcast - https://www.youtube.com/c/incomingmissilepodcast

Facebook - https://www.facebook.com/MWOCOMP
Discord - https://discord.gg/6wxM5hC

ROUNDS FORMAT

COMP QUEUE	INVIT. & SEMIS	GRAND FINAL
BO1	BO3	BO5

CONQUEST 8v8

STRIKES: ALLOWED

MAP BAN: AP CN CV MC TD — 5 MAP POOL

MAX TONNAGE: 480t

ALL MECHS PURCHASABLE FOR MC/C-BILLS MAY BE USED

FULL MECHLAB: ALL WEAPONS AND TECH MAY BE USED

MAX 3 MECHS PER CLASS

NO DUPLICATES