

## Regulations ARMA CUP TFT

The tournament administrators reserve the right to modify any point of the rules if this becomes necessary.

### I. Preamble

By participating to this competition players agree without reluctance or interpretation to respect the regulation. This one is subject to change during the event. Moreover, if there is misunderstood about this document, it's the admins responsibility to take final decision over players.

### II. Tournament construction

There are 2 distinct phases.

The first one is a bracket in 3 rounds. Each round will be play in 3 games. This phase is in double elimination.

The second and last one is a bracket in 4 rounds. Each round will be play in 3 games. This phase is in simple elimination.

#### A. 1<sup>st</sup> phase

- Round 1:

128 players are divided into 16 pools of 8 players.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player.

The top 4 is considered as winner of the 1<sup>st</sup> round and keep going in the winner bracket while the rest (5<sup>th</sup> to 8<sup>th</sup>) will go to the loser bracket.

- Round 2:

**Winner bracket:** 64 players are divided into 8 pools of 8 players.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player.

The top 4 is considered as winner of the 2<sup>nd</sup> round and keep going in the winner bracket while the rest (5<sup>th</sup> to 8<sup>th</sup>) will go to the loser bracket.

**Loser bracket:** 64 players are divided into 8 pools of 8 players.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player.

The top 4 is considered as winner of the 2<sup>nd</sup> round and keep going in the loser bracket while the rest (5<sup>th</sup> to 8<sup>th</sup>) are eliminated.

- Round 3:

**Winner bracket:** 32 players are divided into 4 pools of 8 players.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player. This ranking will only be used for the seeding of the final phase

The top 4 is considered as winner of the 3<sup>rd</sup> round and is high seeded for the final phase while the rest (5<sup>th</sup> to 8<sup>th</sup>) won't be seeded.

**Loser bracket:** 64 players are divided into 8 pools of 8 players.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player.

The top 4 is considered as winner of the 3<sup>rd</sup> round and is qualified the final phase while the rest (5<sup>th</sup> to 8<sup>th</sup>) are eliminated.

## B. Phase 2:

- Round 1:

64 players are divided into 8 pools of 8 players.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player.

The top 4 is considered as winner of the 1<sup>st</sup> round and keep going in the 2<sup>nd</sup> round while the rest (5<sup>th</sup> to 8<sup>th</sup>) are eliminated.

- Round 2:

32 players are divided into 4 pools of 8 players.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player.

The top 4 is considered as winner of the 2<sup>nd</sup> round and keep going in the 3<sup>rd</sup> round while the rest (5<sup>th</sup> to 8<sup>th</sup>) are eliminated.

- Round 3:

16 players are divided into 2 pools of 8 players.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player.

The top 4 is considered as winner of the 3<sup>rd</sup> round and keep going in the final table while the rest (5<sup>th</sup> to 8<sup>th</sup>) are eliminated.

### **C. Final Table.**

8 players compete in a final pool phase.

At the end of the 3 matches, a ranking is made according to the table you can find in **II.D.** of those regulations to determine the rank of each player.

### **D. Allocation of points and equality.**

Allocation of points :

Top 1: 8 points

Top 2: 7 points

Top 3: 6 points

Top 4: 5 points

Top 5: 4 points

Top 6: 3 points

Top 7: 2 points

Top 8: 1 point

In case of tie, the player who made the highest top in the 3 games will be considered as ahead. If there is another tie, the player who finished with the highest rank at the last game will be considered as ahead.

## **III. Rules.**

### **A. Penalties**

If, through these rules, a player is subject to penalties as a result of actions committed by himself or someone else, the administrators will be responsible to define and apply adequate penalties.

Penalties indicated following the actions reprimanded in this Regulation can give an idea of the seriousness of the penalties incurred but won't be necessarily be those pronounced by administrators.

## **B. Technical problems**

If a technical problem affects many players in a game, the administrator has the option of replaying the game this part.

## **C. Violation**

The following actions are strictly prohibited during a game, they will result in a warning or a sanction:

Any kind of cheating is prohibited. It includes:

- The use of script.
- The use of one or more bugs modifying the principles of the game.

Moreover, players must behave correctly.

- Their attitude towards spectators and organizers must remain correct. Any insult or aggressive behaviour will be punished.
- Players must respect the schedules given by organizers and make sure they are available when they will be called before the tournament starts and whenever necessary. In case of delay more than 15 minutes since the start of the round, the player concerned may be disqualified by an administrator.

## **IV. Course of a match**

### **A. Before a match**

Via a Google Drive given in the Discord App, players will see their next match against their opponents. In that respect, players will be able to know the TFT nickname of their opponents. The first nickname of each pool shall invite the 7 other player to a game. If after 10 minutes since the announce of the round a player is still not here, please contact an administrator.

### **B. During a match.**

Players can't communicate with people outside the game except administrators by every way (written message, vocal message, people around them, etc...). Streamers are allowed to interact with their viewers.

### **C. After a match**

At the end of a match, players shall indicate their rank by adding screenshot of the result. If a problem happens with results recording, players must contact an administrator to resolve the problem. Moreover, the result of a match can only be

decided by a TFT game. It is thus prohibited to offer anything in exchange of a victory. If it happens, sanctions will be taken by administrators.

## **V. Registration**

You can register yourself to the Arma Cup TFT via the website weezevent. Before the 15<sup>th</sup> of September, the competitor ticket costs 35€ (including all taxes). After the 15<sup>th</sup>, it will cost 45€ (including all taxes). Players shall fill in their First Name, Last Name, e-mail, nickname in game, then read accept the regulations.

Competitors tickets are not refundable.