

# Invasion Tournament Series Online Qualifiers Rules



## TOURNAMENT RULES

### ELIGIBILITY

All players who are to play in the tournament must:

- Be 18 years old of age or older.
- Have an active EVE Online account in good standing.
- Be able to travel to Iceland for EVE Fanfest 2020 in case of winning the tournament.

### FORMAT

- 32 teams, single-elimination tournament.
- All games up to the Semi-Finals will be Best of one (Bo1). Semis and Grand Finals will be decided in Best of three series (Bo3).

### SCHEDULE

- The exact schedule, along with the tournament bracket, will be shared with all participants at least 48 hours before the event starts.

### GENERAL & SIGN-UPS

- As a player, you may only compete in a single team per event, regardless of how many player-accounts you own.
- There is no limit of tournaments a team/individual can participate in as long as the criteria required to apply are met and the team/individual have not already won in a previous tournament.
- Players can register as a team at the sign up page.
- Teams will be added to the bracket on First Come, First Serve basis.
- All standard EVE Online naming policies apply to characters and teams names used in the tournament.
- Please note that both the format and match rules are subject to change. It is strongly advised that participants watch the tournament and EVE Online websites regularly for announcements.
- Further, major balance changes can occur at any point between the release of the tournament rules and the tournament itself. All participants are impacted equally by such changes and, therefore, they are encouraged to keep a close eye on all CCP communication

when making plans.

## ADMINISTRATORS AND REFEREES

- Players should always address administrators, referees, other players and event staff in a polite and respectful way.
- Administrators and referees have the final say in all matters. When they say the decision is final, the word is final and cannot be overruled.
- Under extreme circumstances, CCP reserves the right to change the rules.

## TIMEKEEPING

- The teams must be online in-game and on Discord 15 minutes before their scheduled start time.
- Should the team be late 5 minutes for the start of the match, the victory will be awarded to the opponent team.
- CCP reserve the right to change these timings if circumstances require it.

## MATCH

For all matches until the Grand Finals:

The competitors are responsible for modifying their overview and hotkeys before the scheduled match time. At the start of the match each player must:

- Select a ship from pre-fitted hulls in the character hangar
  - Teams must consist of both types of ships available.
- Double check if ship has ammunition and drones and no burnt modules
- Report any issues to a referee immediately

Keep in mind that you may not make any changes to fittings, drones, or ammunition. The adding of implants or consumption of boosters to your character is also strictly forbidden. Any attempt to modify the ship's fittings will result in a penalty at referee's discretion.

For the Grand Finals:

- Teams will be provided with a set of brand new ships and fittings shortly after the second semi-final is concluded.
- Teams will have only a few minutes to decide their composition and get ready for the Grand Finals.

For all matches:

- Each match has a 5 minutes limit.
  - In a situation when the match limit has been reached, but the game is closed to being finished a referee can extend the match duration by up to 120 seconds.
  - Should the match still not end with the extended time a tie will be called.
- The arena will measure 125 km radius around the central beacon.
  - If a player warps out/leaves the arena, his/her ship will be destroyed.
- The match simulation is taken as is. Teams are advised to spend the pre warp-in time to verify that their ships are completely operational.
- Once word is given teams need to warp in to the arena beacon specified, at a range of their choosing, up to a maximum of 30 km.
- Team members are allowed to warp in at different ranges. If a competitor fails to follow this instruction correctly, they may be moved to the beacon at zero kilometers.
- Upon arriving at the arena, players need to wait for a referee before starting the fight.
  - Targeting enemy ships, activating modules or changing position before the start of the match is strictly forbidden.

## BANS

- Referees will remove one ship from the pool at the end of the first stage, the quarter, and the semifinals to keep the meta evolving over the course of the tournament.
- These bans will be reset for the Grand Finals.

Grand Finals:

- Each team has one ban that applies to the entire series.
- Banning will take place at a time designated by the admins before the Grand Finals starts.

The way banning phase works:

- The team which starts the banning process is decided by a coin toss.
- All ships eligible for the competition can be banned.
- The team can take up to a minute for each ban. If no ship is selected within that time frame the ban is forfeit.

## TECHNICAL DIFFICULTIES

- If either player disconnects or experience technical difficulties with the hardware making it impossible for them to continue playing and the game is heavily favoured, a referee may award victory to said team. Should the game be too close to call a winner, the game will be replayed.

## COMPLAINTS

- If a team wants to make a complaint about the game result, the player has to inform a referee or an Administrator immediately following the game.
- If a team wants to object a game result ruled by a referee, this has to take place immediately following the game.
- As stated in 'Referees and Administrators' section: when Referee or Administrator state the decision is final, the word is final and cannot be overruled.

## COLLUSION

- Each team must be working towards its own victory in each match and in the tournament overall, not the victory of any other team.
- Since collusion rules are inherently susceptible to being gamed, the final authority on all issues of potential collusion is the CCP tournament staff. We strongly advise teams not to try to push to the edges of what may be considered appropriate.
- Setting up "house rules" for matches in any of the Invasion Tournament Series will be considered collusion and is NOT allowed.
- Shared leadership, shared theorycrafting, shared planning, shared logistics, and free sharing of resources between teams are all NOT allowed.
- Making deals with other teams to split prizes if either team wins is NOT allowed.

## PENALTIES

Should an individual or a team purposely attempt to sabotage the game, other players, CCP staff or break the tournament rules a referee may apply any of the following penalties at his/her own discretion:

- Involuntary moving of the offending ship(s)
- Removal from the fight
- Ban from competing in the tournament, and/or any future tournaments
- The referees can call a match null and void or declare a result if they believe that one of the teams is not competing. This tournament is designed to showcase the talents of pilots and should be entertaining.

## VICTORY CONDITIONS

- The winning team is the first one to destroy their opponents, or the team with the most points on field at the end of time.
- If the match is a tie, then the following checks or actions will be taken in respective order to resolve determine the winner:
  - The larger ship will be worth 2 points, the smaller one will be worth 1 point.
  - Distance from the arena beacon. Team with players closer to the center wins.
  - Ability to destroy the opponent. Team with higher probability of killing their opponents if the match would continue wins. Decision made at the discretion of the referee.
  - A coin flip.
- In extreme situation referees can also award a win or a loss to a team using their own best judgement if they feel that one team is not participating in the spirit of the event.

## SUBSTITUTION

- No substitutions are allowed for this tournament.
- if one or both competitors in a team fail to make it to their allotted match time they will be automatically disqualified.

## SHIPS & FITTING

### GENERAL

- The rules will be updated with ships and fittings used before the event and distributed among all participants.
- Grand Finals will use a completely different set of ships and fittings.
- Any attempt to modify the ship's fittings will result in a penalty at referee's discretion.

### PRIZES

- Top 4 teams will receive PLEX prize within three weeks after the conclusion of the tournament:
  - Players reaching 1<sup>st</sup> and 2<sup>nd</sup> place will receive 5000 PLEX each
  - Players securing 3<sup>rd</sup> and 4<sup>th</sup> place will receive 2500 PLEX each
- The team securing first place in the tournament will be invited for a trip to Iceland to attend EVE Fanfest 2020 and compete in a Grand Tournament against other winners.
  - The trip includes paid accommodation, flight and event tickets and gift card to cover basic food expenses.
  - The process to sort out travel arrangements and other logistics will start in the beginning of 2020.
- In case when one member of the team is unable to attend EVE Fanfest 2020 due to unforeseen circumstances, the team can substitute a member with another player that was present at the winning event and is not part of any other team competing in the finals.
  - Teams must inform CCP the moment they know one of their members cannot attend EVE Fanfest 2020.
  - CCP reserves the right to refuse a request for a substitute at their discretion.
- Teams where both members cannot play at EVE Fanfest 2020 will be disqualified.
  - The spot will be replaced with another team that reached top 3 in the respective tournament.
  - The order will be decided randomly.
  - If none of the teams from top 3 can attend, the process will continue down the bracket until a slot is filled.