

Masters League Spring

Player Handbook

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1. Introduction / General Procedure

Hello, and welcome to the Masters League! Thank you for participating. As always, this is a community-run and player-focused event. The format is largely shaped by the players themselves, and therefore your feedback is appreciated on anything that you feel could be improved. Everything in this handbook is subject to change at the TO's discretion.

The TLDR (what you really need to know):

Each week, on Wednesday night or Thursday morning EST, I (Celerity) will create a Skype conversation between you and your opponent. You **must** respond to this conversation **within 24 hours** to start the ball rolling on figuring out an ideal time for you and your opponent to play anytime within the next week. You must work with your opponent to the best of your ability, and have your match scheduled **by Sunday morning**. Failure to keep up with scheduling will result in game losses, as detailed later in this document.

Live streams will be on Sundays at 2pm and Wednesdays at 6pm EST, so if you'd like to play your match live, those are your opportunities to do so. Playing live is encouraged, as it keeps the players engaged and makes scheduling easier, but it is never mandatory, other than the night of the finals. After you have played your match, the winner (or loser, if you want to keep me on my toes when casting the games) should send me the replay codes.

Example:

<Skype conversation is created>

Player A: Hi, I can play live on Sunday, or on Friday/Monday afternoon CET.

Player B: Monday afternoon works for me, what time?

Player A: Somewhere around 2-4pm?

Player B: 4pm CET sounds great, see you then.

2. Format and Schedule

2a. Group Stage

Like last season, Masters Spring will involve two group stages. Players will initially be seeded into four groups of 4 players each. One match per week, round-robin format, everyone will play each other once (see the Pairings section for a full list of pairings). At the conclusion of this this group stage, players earn points based on their performance: 40/30/20/10 for 1st/2nd/3rd/4th respectively. Ties will result in points being divided, i.e. a 3-way tie for 1st will result in the points being awarded as 30/30/30/10.

Group winners will remain in their current group, while other players will be randomly shuffled to different groups in place. There will be no overlap, you will always be moved to a group with three new players. This group will play another three week round-robin with points awarded the same as the first group stage. Points from both groups will then be totaled, and we will then move to the playoffs.

For each group, players are allowed to ban any three advanced units, which will not appear in any of their games. Players must message me their bans before **March 2nd at 11:59pm EST**, or their first week bans will be forfeited.

Match Parameters:

- 3-game sets, all 3 games will be played win or lose. Your record in the group is equal to your total game score.
- 45 second time control, random sides each game.
- Analysis mode must be disabled.
- First group stage is Base+10, second group stage is Base+9.
- Each player's group stage bans must be removed from the random unit pool.

The stream will air every Sunday at 2pm and Wednesday at 6pm EST. If the players would like to play their match live on stream, they'll be granted a time slot on a first-come, first-served basis. Time slots are 45 minutes long, so for example, if you sign up to play 4th on Wednesday, you would be expected to be present at 8:15 EST. Matches often take longer, so you may have to wait for other players to finish, but you will never be penalized if you are not present when their match finishes early.

2b. Tiebreaks

Ties in each group stage will result in points being divided evenly, as described above. Seeding (for reshuffling groups) will be randomized if the players are tied.

Ties in points for the playoffs will be broken in the following order, from most important to least important:

1. Total game score (10-8 is better than 9-9.)
2. Opponent score (total points of all opponents faced.)
3. Opponent game score.
4. If ALL of these parameters are still tied, a single bo1 B+10 game will be played.

2c. Playoffs

After both group stages have concluded, the top 10 players in cumulative points will advance to the playoffs.

The playoff bracket will be double elimination, with the bottom 4 players in the Lower Bracket, the middle 4 players in the Winners Bracket, and the top 2 players in the Winners Bracket with a bye. Players will still play one match per week, but the matches will now all be Bo5 except for WB finals, LB semis + finals, and Grand Finals, which will be Bo7. Players will be allowed to change their bans fully before every match. Every playoff match will be B+8.

As per usual, there will be no bracket reset or game advantage for the Grand Finals.

Finals day (for the top 4 players) will be the only mandatory live play date, and is tentatively scheduled for Sun, May 22nd at 2pm EST.

3. Prize Structure

- **1st:** 5000 shards, undetermined Prismatic skin, Gold Badge
- **2nd:** 3000 shards, undetermined Prismatic skin, Silver Badge
- **3rd:** 2000 shards, undetermined Prismatic skin, Bronze Badge
- **4th-6th:** 1000 shards, undetermined Prismatic skin
- **7th-10th:** 1000 shards
- **11th-16th:** 500 shards

4. Tournament Rules

Scheduling:

- Players must respond to the Skype conversation within 24 hours to begin scheduling, and they must finish scheduling by stream time on Sunday morning. If a player is found to be at fault in not keeping up with timely scheduling, he will be penalized with a game loss in his current match.
- Likewise, if a player noshows for a match, they will be penalized with a game loss during the group stage, or a match loss during the playoffs.
- Exceptions and pre-arrangements can easily be made for emergencies/vacations/etc., just communicate with me and we will try to work things out.
- Keep in mind that group stage matches can be postponed in emergencies, but playoff matches (in most cases) cannot.
- Please do not spoil the results of your match before it's been streamed, even to your friends or team. It's a small community, and this can lead to problems where the results are leaked inadvertently to viewers.

Gameplay:

- All games must be played on your tournament registered Prismata account.
- Analysis mode must be disabled in all matches, even if both players agree to use it.
- Outside advice from any source, i.e. team chat or Skype call, is strictly prohibited.
- Disconnects/bugs are handled mostly on a case-by-case basis, but the spirit is that no player should ever need to lose by default. If you experience an error, report it, and pause the game. If a player disconnects or crashes completely, the game will be reloaded/recreated as long as he returns within 30 minutes.

5. Revision History

- 2/27 - v1.0: Player Handbook is born!

6. Appendix

6a. Overall Standings

6b. Player Groups (Stage 1)

| Group A | Group B | Group C | Group D |
|---------------|---------------|-------------|-----------|
| weiseguy | CrashOverlord | Aetherllama | allecto |
| iminaBearSuit | dbelange | Apooche | Redrame |
| jampidampi | mquander | dirtymagic | Toothless |
| Phufhi | Lightning | Gameking51 | Hatharo |

6c. Group Stage Pairings

(Note: Pairings are done randomly, except for teammates, who are manually paired in the first round.)

| Week 1 | | | |
|------------------------|-----------------------|---------------------------|----------------------|
| weiseguy vs BearSuit | Crash vs dbelange | Aetherllama vs Apooche | allecto vs Toothless |
| jampidampi vs Phufhi | mquander vs Lightning | dirtymagic vs Gameking | Redrame vs Hatharo |
| Week 2 | | | |
| weiseguy vs Phufhi | Crash vs Lightning | Aetherllama vs dirtymagic | allecto vs Hatharo |
| BearSuit vs jampidampi | dbelange vs mquander | Apooche vs Gameking | Redrame vs Toothless |
| Week 3 | | | |
| weiseguy vs jampidampi | Crash vs mquander | Aetherllama vs Gameking | allecto vs Redrame |
| BearSuit vs Phufhi | dbelange vs Lightning | Apooche vs dirtymagic | Toothless vs Hatharo |

6d. Group Bans (Stage 1)

Group A

weiseguy:

iminaBearSuit:

jampidampi:

Phufhi:

Group B

CrashOverlord:

dbelange:

mquander:

Lightning:

Group C

Aetherllama:

Apooche:

dirtymagic:

Gameking51:

Group D

allecto:

Redrame:

Toothless:

Hatharo: