



**Age League
Season One
Handbook**

Version 1.09

**Hosted by
Jasent_aoc**

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Tournament

Introducing the brand new Ayre Esports Age League. This is the first season of an exciting 1v1 tournament that is set to produce some high action gameplay. The tournament will produce 8 of the finest players and will run from August 3rd until September 13th. It will feature some of the maps you have come to love over the years of our favourite game and some returning favorites from other tournaments.

Join us and experience some of the best and up and coming players as they fight for their first championship run in the Ayre Age League.

Contact

The event will be hosted and administered by Jasent_aoc. If you have any questions regarding the tournament, please use the dedicated Q&A channel in the discord server or contact Jasent_aoc directly via one of the options provided below.

Discord

Jasent_aoc#9841

Steam

Jasent_aoc (377541146)

Registration

1. All Players must use the dedicated channel on the Ayre Age of Empires Discord server before July 28th. The application **MUST** include:
 - a. Player Name
 - i. Players must only use numbers and characters from the english alphabet
 - b. A link to steam profile
 - c. Discord username and code
 - d. Nationality (for flag on stream)
2. To sign up all players must have read and accepted the rules and settings stated in this handbook.
3. All registered players **MUST** have played a minimum of 10 total 1v1 ranked matches and **MUST** play at least 1 ranked 1v1 match after signing up.
 - a. This is so the admin team can ensure that they can find the elo of each players to accurately seed them.

Tournament

Prize Pool

The total prize pool of this tournament is \$500 USD and is distributed to the players in the following order.

1. Prize Pool is subject to increase.

Prize Distribution

Winner	
\$250 + Qualifies for Season 2	50%
Runner Up	
\$150	30%
Third Place	
\$75	15%
Fourth Place	
\$25	5%

Upon completion, participants that have finished in the mentioned positions will be requested for a bank account number to send prize earnings to.

1. This will be done the day following the grand final.
2. Players will be provided with a screenshot of the confirmation of their prize earnings being sent to them.

Stages

Qualification Stage

The tournament will begin with a Single Elimination qualification stage. Players will be seeded most fairly until a total of 32 (tentative) spots are filled up. To qualify for this stage of the tournament, players MUST seed 32nd or better by tournament rating.

Seeding for this stage is based on the traditional seeding system.

This stage will run from August 3rd until August 15th.

The format will be displayed on the following page:

Disclaimer: Diagram only shows top half of the bracket... there is a more detailed version in the overview document in the Ayre Age of Empires discord server.

1. The top 8 players from the qualification stage will proceed to the Swiss Stage
2. Losing players from will be relegated to the Ayre Silver League
 - a. The point at which a player loses their qualification match correlates to their seeded position in the Ayre Silver League. (e.g. If a player loses round 2 of the qualification stage, they start the Ayre Silver League at round 3.)
 - i. This will be shown in greater detail on the track sheet found on the Ayre Age of Empires Discord server

Stages

Qualification Stage Format

Round of 32
Best of 3

Round of 16
Best of 5

Qualified

G1	Seed 1	Winner G1	Quali Seed 1
	Seed 32		
G2	Seed 16	Winner G2	Quali Seed 8
	Seed 17		
G3	Seed 8	Winner G3	Quali Seed 4
	Seed 25		
G4	Seed 9	Winner G4	Quali Seed 5
	Seed 24		
G5	Seed 4	Winner G5	Quali Seed 1
	Seed 29		
G6	Seed 13	Winner G6	Quali Seed 2
	Seed 20		
G7	Seed 5	Winner G7	Quali Seed 3
	Seed 28		
G8	Seed 12	Winner G8	Quali Seed 6
	Seed 21		

Stages

Swiss Stage

The main stage of the tournament will begin with a Swiss format group stage. Players will play a maximum of 3 matches during this stage. Progression to the playoff stage requires a player to win a total of 2 matches during this stage of the tournament.

All Matches in this stage are best of 3 format.

This stage will be between and including August 16th until September 4th.

The format will be displayed below:

Round One

G1	Quali Seed 1	Quali Seed 8	G2	Quali Seed 2	Quali Seed 7
G3	Quali Seed 3	Quali Seed 6	G4	Quali Seed 4	Quali Seed 5

Round Two High

Winner G1	Winner G4
Winner G2	Winner G3

Round Two Low

Loser G1	Loser G4
Loser G2	Loser G3

Round Three

Standings 3rd	Standings 6th	Standings 4th	Standings 5th
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1. Player number correlates to the seed of said player.
2. If a player loses two matches during the swiss stage, they are knocked out of the tournament and can not proceed to the playoff stage.
3. The standings shown in round three are determined by the difference between the games a player has won/lost.

Stages

Playoff Stage

After the swiss stage, the top 4 players will proceed to the playoff stage. The playoff stage will consist of a Double Elimination bracket.

1. The Upper Bracket Round One will be in the best of 3 format
2. The Loser bracket Round One, Upper Bracket Final and Lower Bracket Final are in the best of 5 format
3. The Grand Final will be in the best of 7 Format

This stage will run from September 6th until September 13th.
An overview of the bracket is shown below:



Stages

Ayre Silver League

The Ayre Silver League will consist of:

1. The players that do not seed into the Ayre Age League qualification stage.
2. The players that are relegated from the Ayre Age League qualification stage.

The Ayre Silver League will use the same rules and settings as shown in this handbook. This division will use a single elimination bracket the whole way to the Grand Final. The Ayre Silver League will have a prize pool of \$50 USD that will be distributed as shown.

Winner	
\$35	70%
Runner Up	
\$15	30%

This League will run for the same duration as the Ayre Age League and will require all the players to play one series per week up until completion of the Ayre Silver League.

Settings

Seeding

1. Once all 32 spots are filled up, all registered players will be graded on their ranked elo.
 - a. The only ladder taken into account is the 1v1 ladder on Definitive Edition
2. The 32 players will be given a tournament rating
 - a. The rating will be calculated by averaging their current and highest achieved 1v1 elo
3. When two players are competing, the higher seeded player will decide whether they want to be **TEAM A** or **TEAM B**.
4. Rating only applies for the first two rounds of the swiss stage
 - a. After the second swiss stage round, seeding will be based off the standings of the swiss stage.
5. Seeding will be completed the day following the closure of sign ups.
6. Eligibility on entry to this tournament requires ALL players to have played at least 10 ranked 1v1 RM games in Age of Empires 2: Definitive edition and MUST play at least 1 ranked game within the last week of sign ups.

Scheduling

1. Players must use the match channels in the Ayre Age of Empires Discord server to communicate and confirm times with their opponents.
 - a. Players will be given a set of time slots to choose from
 - b. The times given are first in first serve
2. If a player fails to show up to a confirmed game within 30 minutes it will result in an automatic loss.
3. If conflicts arise with availability, other arrangements can be made by contacting the administer.

Civilizations

1. Players are not permitted to repeat a civilization during a series.
2. In the case where a player uses a civilization that is not permitted (repeated or otherwise), that game must be restarted.
 - a. The restart will use up the available restart of the player at fault.
 - i. If a player has already used a restart, that game will be an admin win for the player not at fault.
3. Hidden civilizations are to be enabled in the lobby.
4. Players are to draft (pick/ban) civilizations in the process show on page 12

Settings

Colours

Players are assigned colours based on their team.

TEAM A



TEAM B



1. Players must stay with the same colour in a series.
2. Players must choose a colour from their assigned team.

Maps and Drafting

Map Pool

The maps in the map pool are:

- DE_Acropolis
- DE_Arabia
- DE_Arena
- DE_Bedouins
- DE_Gold_Rush
- DE_Land_Madness
- DE_Mesas
- DE_Sunburn
- DE_Scandinavia

Map Picking and Banning

1. Players pick and ban maps for each series they play
 - a. The number of maps being picked/banned will change based on the length of the series.
2. Maps are played in the order they are picked.
3. The order in which players pick/ban maps is based off their assigned team.
4. Once a map is banned it is no longer able to be picked.
5. The order of picking/banning is shown below.

For best of 3:

- A(ban), B(ban), B(ban), A(ban), A(pick), B(pick), A(ban), B(ban), remaining map is final map.

For best of 5:

- A(ban), B(ban), A(pick), B(pick), B(pick), A(pick), A(ban), B(ban), remaining map is final map

For best of 7:

- A(ban), B(ban), A(pick), B(pick), B(pick), A(pick), A(pick), B(pick), remaining map is final map

Maps and Drafting

Civ Picking and Banning

1. After the map draft is complete, players then pick civilization to use throughout the series.
 - a. The number of civs being picked will change based on the length of a series
2. The order in which players pick is based on their assigned team.
3. Once a civ is picked by a player, that civ is no longer able to be picked.
4. After both players have chosen the required number of civs, both players can ban 1 of their opponents civilizations.
5. Civs that have been banned or have not been picked are not permitted to be played by either player.
6. Players may only use the civs they have chosen.
7. Drafting will occur on aoe2cm.net.
 - a. The preset(s) will be provided on the tracksheet.
 - b. Players will be responsible for providing the draft along with the recorded games of every series.
8. The order of civ picking is shown below:

For best of 3:

- A(ban), B(ban)
- B, A, A, B, B, A, A, B

For best of 5:

- A(ban), B(ban), B(ban), A(ban)
- A, B, B, A, A, B, B, A, A, B, B, A

For best of 7:

- A(ban), B(ban), B(ban), A(ban), A(ban), B(ban)
- B, A, A, B, B, A, A, B, B, A, A, B, B, A, A, B

Download

1. All players must download the map pack called “100 tournament maps with 1 nearby sheep”
 - a. This can be found through the ingame mod manager.

General Rules

Game and Patch

1. All games must be played on Age of Empires II: Definitive Edition using the same patch throughout the entire event.

Respect and Sportsmanship

1. All participants, streamers and administrators must respect each other. Bad behaviour, insults or racism will not be tolerated.
2. Great sportsmanship is expected from all players.

Smurfing

1. Players **MUST** use their primary account - smurfing and account sharing is prohibited.
2. Players **MUST** use the nickname they signed up with.

Respect and Sportsmanship

1. Players are allowed to use any graphical mods that are available in the official mod workshop.

Cheating

1. Cheating or hacking is not allowed under any circumstances. Players found to be using any kind of cheat or hack will be disqualified and banned from all future Ayre Esports events.
2. Communicating with people during a game (besides your opponent or the tournament administrator) is strictly forbidden. Receiving any information from third parties will lead to disqualification.

Cooperation

1. All participants must cooperate with a proper attitude and assist in any situation or incident they are involved in to ensure that the event runs smoothly.

Communication

1. During the tournament and registration period, players must regularly check the Ayre Age of Empires Discord server for updated information
 - a. Players may be contacted by other means if needed

General Rules

Miscellaneous

1. Rules may be added/modified at anytime during the tournament.

Penalties

1. In case of a rule being broken by a player, the incident will be reviewed by the tournament administrator and a sufficient penalty will be determined.

Game Rules

Game Restarts

1. Players have 1 restart per series available to them.
 - a. A restart must be called no later than 4 minutes into the game.
 - b. After a restart the civilizations of both players must remain the same.

Admin Restarts

1. In the case there is a bugged map, the player who has a resource are bugged may request a free restart.
 - a. An admin restart must be requested no later than 6 minutes into the game.
 - b. It is the players own responsibility to determine if their map is bugged; however players are allowed to pause the game and ask the tournament administrator for help determining the situation.
 - c. After an admin restart, the civilizations of each player must remain the same.
2. A bugged map is determined when:
 - a. Less than 50% of the sides on a player-specific gold are accessible. Extra golds that don't belong to either player are excluded.
 - b. Less than 50% of the sides on a player-specific stone are accessible. Extra stones that don't belong to either player are excluded.
 - c. Less than 50% of the sides on a player-specific forage bushes are accessible. Extra forage bushes that don't belong to either player are excluded.
 - d. Any herdable or wild animal that belong to a player is trapped or inaccessible in anyway.
 - e. Any player-controlled units are trapped or in anyway inaccessible.
 - f. On DE_Arena ONLY, It is a bugged map when there is no accessible woodline within the players starting walls.

Game Rules

Laming

1. Laming of all kinds are permitted during this tournament.

Straggler Trees

1. Players are not allowed to delete the straggler trees that spawn within 8 tiles of an opposing players Town Center
 - a. This rule does not apply if the straggler tree being deleted is apart of a wall for the defending player.

Resignation

1. A game is declared lost once a player from the respected side has resigned or has been defeated.

Griefing

1. Players are not permitted to drag out a losing game by walling their villagers in the corners (or elsewhere) on the map.

Recorded Games

1. When a match is completed, it will be the winning player's responsibility to ensure that the recorded games are posted in the dedicated channel in the Ayre Age of Empires discord server.
2. ALL recorded games from each series must be posted to that channel.
 - a. Instructions on how to post recorded games will be provided in the dedicated channel on the Ayre Age of Empires discord server.

Reporting Matches

1. It is the winning player's responsibility to report the home maps with proof, provide the captains mode draft recording, and recorded games to the admins in the respective places on the Ayre Age of Empires Discords Server.

Lobby Settings

Both Players are equally responsible for making sure the lobby settings are correct. Wrong settings will result in a game being restarted completely

Pre-Lobby

1. The lobby must be hosted privately
2. Spectator delay must be 1 minute
3. “Hidden Civilizations” Must be enabled.
4. The host of the game must be considerate and choose a server that is as fair as possible for both players.

In-Game Lobby

1. The in-game lobby settings must be set to the settings shown below.
2. Take a moment and make sure that all the settings are correct before **every game**.

Data Mod	Definitive Set	Population	200
Game Mode	Random Map	Game Speed	Normal
Map Style	Custom	Reveal Map	Normal
Location	DE_(mapnamehere)	Starting Age	Standard
Map Size	Tiny	Ending Age	Standard
AI Difficulty	Standard	Treaty Length	None
Resources	Standard	Victory	Conquest

Lock Teams

Shared Exploration

Turbo Mode

Team Together

Lock Speed

Full Tech Tree

Team Positions

Allow Cheats

Record Game

Broadcasting

There is an open streaming policy for this tournament. Players and streamers are allowed to stream for their audiences for the duration of the event.

Streaming

1. The entire event is open to streaming under the circumstances listed below:
 - a. All streamers must include the tournament name in the stream during the event.
 - b. The text “Hosted by Jasent_aoc” must be included in the stream title.
 - c. If the games are uploaded elsewhere (e.g. YouTube), it must be clear, by using the title or description, who the host of the tournament is.
 - d. All streamers during any stage of the tournament must have the command “!ayre” with the message “tournament hosted by Jasent_aoc - https://www.twitch.tv/jasent_aoc”
 - e. All casters MUST use the Ayre Age League: Season One banner found on Aoezone when streaming this tournament.
2. Players are allowed to stream their point of view as long as they are using a 1 minute stream delay; this is to limit stream sniping.

Jasent_aoc will be providing casting of ALL series from the Swiss Stage onwards. The schedule for this is on the Ayre Age League: Season One track sheet.