RaidingParTea presents The Tea Party

Format

The tourney will consist of a mix of team and solo games. Each team will have to play 1v1, 2v2, and 3v3 matches. Participants of 1v1 matches may not participate in 2v2 matches. **Exemptions**: In the semi and final matches multiple 1v1s and 2v2s may be played. In those instances, participants of the first 1v1 may be part of the team of the second 2v2 match as long as they did not play the second 1v1 as well.

2v2s and 1v1s may be played parallel if both teams are agreeing to this.

Each match result will be rewarded 1 point and the team with the most points after all 3 matches are played will advance.

The tournament will use a double elimination bracket.

Sign-Ups

The tourney will be open to all ELOs. Depending on the number of participants multiple brackets will be created. The aim is that no Team should significantly out/under rank others. The exact distribution of the brackets will be presented 2 days after sign ups close. Deadline for the sign-ups is the 3rd of February 2023. Teams may consist of up to 6 players with a minimum of 3 players per team.

To participate you have to sign up with your highest rated account in the TTP section of the raiding party discord. If you have multiple accounts and one has your highest team ELO while another one has your highest 1v1 Elo you need to present both accounts. Signing up wit so called **smurf accounts** is not permitted.

When you sign up, you need to name a captain for your team who will be responsible to communicate with opponents and admins. You also have to post a link to the Aoe2 Insight profiles of each team member.

To be eligible to **sign up you need to have at least** 10 1v1 and 5 team games played in the period of November 1st, 2022 to February 3rd , 2023.

Seeding & Brackets

Seeding will be based on a 2:1 weighted average of 1v1 and team game ELO. The seeding will be based on the 3 highest overall scoring participants of each team and will be fixed as of February 3rd 2023. The tourney admin team reserves the right to alter your assigned seeding should they feel it is adequate to do so.

The number of signups will determine how many brackets will be created.

Game mode decision

Before any civ draft, the teams have to determine which mode will be played when. To do so the first named team decides on a game mode to be played on their home map. Then the second name picks one of the remaining game modes to be played on their home map leaving the remaining mode for the neutral map.

During the semi final and final modes may be picked twice, allowing the second named team to pick the same mode as the first named. The order for these picks are: Team 1, Team 2, Team 2, Team 1.

Map pool

The map pool is a mix of 5 maps chosen by the tourney admin team and 4 additional maps that will be voted upon by each bracket.

The 5 maps chosen by the admin team are:

Arabia, Arena, Golden Lakes (by Samedo), Mediterranean, No treaty Nomad (DE)

Once each bracket has voted on their maps, a link to the map draft will be posted here and in the discord.

The first named team decides who hosts the map draft. Once the draft is completed, the neutral map will be played first. Until a decisive result has ben reached the losers home map (in the according game mode) will be played after each match.

If nomad is played no villager fighting, laming, or building the TC within enemy range will be allowed within the first 3 minutes of the game. Laming counts as killing hunt or herdable without taking at least 50% of the available food yourself or walling in enemy resources or villagers. Should players accidently place their TCs within range of each other the game must be restarted.

Civ Picks

Civilizations are picked across all matches, so that no civilization played in a 1v1 or 2v2 may be played again in a 3v3 match (nor may a civilization from a 1v1 be played in a 2v2 match). The first named team decides which team hosts the draft, from the following pre-sets:

Knock-Out Stages: https://aoe2cm.net/preset/OqZti

Should a team pick a nonviable civilization in one of their matches, the game must be restarted, and the opposing team may choose which civ from the draft will be played instead. The change of position within a 3v3 match is only permitted in this case if the opponent specifically allows it.

Prize Pool

As of the current day, CAD 500 will be distributed among the winning teams of the highest bracket:
1st place: $250
2nd place: $125
3rd place: $75

Any donations made to the admin team during will be added to the price pool.

Casting

The games are free to cast, just post an info about which games you will cast in the respective discord channel so people are aware of games already being casted.

The admin team will cast as many games as possible from all brackets on Ranadraug's twitch channel.

If you should choose to stream your POV please remember to set a delay as well. Tipps from your chat are not permitted while you play your set.

General Stuff

No form of racism, discrimination, foul play, or other inappropriate behavior will be tolerated and will result in immediate disqualification from the tourney.

Rules are subject to change by administrators at anytime, if required. Any changes will be announced in the tournament discord.

Important Dates (subject to change)

February 3rd, 23:59 EST, sign-up closes

February 4th, announcement of brackets.

February 5th - February 9th , voting of the maps

February 10th start of the tournament.

March 4th, Quarter Finals

March 11th Semi-Finals

March 12th 3rd place decider and finale.

Dates may be adjusted once the brackets are created, and the timeline can be projected more accurately.

Lobby Settings

The lobby should be set up by the first named team on a server that minimises Ping for both players.

Civilisations must be Hidden.

Spectators are allowed.

Spectator delay must be set to 3 minutes.

Game Settings
The game settings must be the following:

Data Mod : Default

Game Mode : Standard

Map Style : Random

Location : Determined by stage

Size : Tiny (2 player), medium (4 players), or normal (6 players)

AI Difficulty : Standard

Resources : Standard

Population : 200

Game Speed : Normal

Reveal Map : Normal

Starting Age : Dark Age

Ending Age : Standard (Imperial Age)

Treaty Length : <None>

Victory Condition : Conquest

Lock Teams : [X] Yes

Team Together : [X] Yes

Team Positions : [X] Yes

Shared Exploration : [X] Yes

Lock Speed : [X] Yes

Allow Cheats : [ ] No

Turbo Mode : [ ] No

Full Tech Tree : [ ] No

Record Game : [X] Yes

Graphical Mods

Any graphic changes that only affect the player's Age of Empires II: Definitive Edition are allowed.

Cheating

Cheating is not allowed under any circumstances. Players using any kind of cheat will be disqualified from the tournament and banned from future events.

Bugged Map Restarts

A player can request bugged map restarts during the first 5 minutes (game time).

A bugged map is defined as the following for standard resource starts: Gold, Stone, Food: Are bugged in a forest and not accessible-counts for all resources that are meant for each player (eg. for Arabia all 3 gold spots and both stone spots must be accessible and not bugged in a forest) doesn't count for extra stone/gold spots around the map.

Restoring

In the case of disconnections, the players must attempt to save and restore. The players must not look at the map after saving the game & before restoring.

If restoring is not possible, the recorded game should be provided, along with any additional information to the Admins instantly. In most cases, the players will be expected to replay the game. However, the Admins reserve their right to award the admin win to one team if deemed 'far enough ahead'.

Post-Game Administration

The Winner will post all game recordings in the appropriate game rec channel of the tournament discord. Game should be named '**vs**_Game**' (** being the team names and game number and mode), along with result of the series.

Admin Contacts

In case of any questions please reach out to Ranadraug #8295 or any of the tourney admin team from the Raiding Party Discord.