



Olds SKULLS x Apicalis League

Hello everyone!

To start this new year, the Olds SKULLS team and Apicalis are happy to announce the opening of their 1st League, with 500\$ Cash Prize!

Before we start the rules, thank you to all the teams who will register for the tournament. It's always a pleasure to see you on our events, and we hope you'll like this new format!

Don't hesitate to Follow the Olds Skulls Twitter to follow all the news of the league! (or just if you like our work ;))

→ <https://twitter.com/OldsSkulls>

Here are the rules of the tournament:

1. Registration

- 1) To register for the tournament, please go to the #registration room and send the form that is pinned there.
- 2) Teams are composed of a maximum of five players and two staff members.
- 3) For a registration to be validated, all team members must be present on the server.
- 4) You can have a summary of the registered teams in #team-registered. Your team will appear there once your registration is valid.
- 5) A check-in will be done on February 26th from 11am to 2pm CET.

If you wish to make changes to your team composition, please open a ticket in #help and inform the tournament staff. Team changes can be made until February 25th at 11am (registration deadline).



OldsSkulls



olds.skulls.pro@gmail.com



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2. Competition Format:

This competition will be a league between 8 teams, which will last from March 4 to April 15, 2022. All matches will take place every Friday from 8:00 pm to 10:40 pm, and will be streamed in French and English.

2.1 The Qualifications:

The qualifications for the league will take place in 2 parts, and thus in 2 days: February 26 and 27, 2022.

1. On Saturday, February 26 at 14:30 CET the 1st part of the qualification will take place, which will be a double elimination bracket (= with loser bracket).

The goal is to qualify for day 2 of the qualifications. To do so, the teams will have to win the quarter finals, in winner or loser bracket. 8 teams will be qualified. Estimated duration: about 3h30.

2. On Sunday, February 27 at 14:30 CET will take place the 2nd part of the qualifications, which will take place in the form of pools. This day will be composed of 16 teams in total: the 8 teams qualified on Day 1 + 8 big teams invited to participate in this day of qualifications (they will be announced beforehand).

There will be 4 pools of 4 teams. Each match will be played in 2xBo3: a win will bring 3 points, a tie 1 point and a loss 0 point. The 2 teams in each pool with the most points will qualify for the league.

In case of a tie, a bo will be played between the teams.


To facilitate casting, the first 2 pools will play at 14:30 CET, and the next 2 at 16:00 CET.

2.2 League:

League matches will begin the week after qualifying. All matches will be played in Bo3 (about 35/40 minutes), and will take place on Friday night, under the following schedules: 8:00 pm / 8:40 pm / 9:20 pm / 10:00 pm. The matches will be streamed in English and French, on Twitch.

Announcements will be made on the discord and social networks for more information.

3. Preparation of the match

- 1) To create the rooms, the teams will have to contact their opponents on the 1st day of the qualifications. To facilitate the search for the manager to contact, teams will have a room with the managers of each team.
- 2) All players must be present in the room. After 10 minutes without a response from the other team when contacting the manager, the team will lose the match by forfeit.
- 3) It is forbidden to play with a bot. Only players who are registered as players can play. Any fraud will be punished, and may result in disqualification.
- 4) All matches will be played in the Match Star format (bo3 or bo5, speed X1).
- 5) At the end of the match, the winning team will have to put the result on discord in the #result room. To validate the score, both teams will have to press the  reaction (otherwise a proof will be requested).

4. Match progress

- 1) The matches must be played on the maps indicated in #maps. If a match does not take place on the predefined maps, it will be restarted. If this happens again, the room leader's team will be sanctioned.
- 2) Any disrespect in the chat will be punished up to disqualification of the team.
- 3) In case of a tie, the match will have to be replayed with the same compositions (brawler, star power and gadget).
- 4) All Gadgets, Star Power and Gears will be allowed.
- 5) If a team has connection problems or any internal problem, the re-match will depend on whether or not the other team agrees. If the problem comes from the tournament rules, please contact the staff.

IMPORTANT: Registration will be open to all and without limit of teams. Don't forget to check-in on the 1st day of the qualifications or your registration will not be retained.

5. Match format (bo3 = 1 star cup match (3 rounds format))

Day 1 Qualifier (February 25 at 2:30 pm CET)

Winner Bracket:

- (Round of 32: Bo3)
- Round of 16: Bo3
- Round of 8: Bo3 of bo3
- Quarters : Bo3 of bo3

Day 2 Qualifier (February 26 at 2:30 pm CET)

Pool matches: 2 x Bo3

Win = 3 points

Tie = 1 point

Lose = 0 point

Looser Bracket :

- (Round 1 : Bo3)
- (Round 2 : Bo3)
- Round 3 : Bo3
- Round 4 : Bo3
- Round 5 : Bo3 of bo3
- Round 6 : Bo3 of bo3

If you have any questions, don't hesitate to contact the tournament staff on the discord, who will always be there to help you. We hope you will enjoy this format and we wish you a good league!

The Olds SKULLS Team