

ALCHEMY AOE ALLIANCE

**TYPE:
METHOD
(MTHD)**



**PROJECT:
N/A**

MTHD--004

REVISION: OI

Discipline, Pa2 Round Robin

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1 - Overview

This specification describes the disciplinary responses related to Play-all-Two Round Robin style tournaments. The context of the discipline described here is failure of a participant to fulfill the commitment to provide competitive games for opponents after signing up and being seeded.

2 - Unplayed Score Neutrality

If a set is unplayed, then no result will be recorded, and player statistics will not be affected.

3 - Administrative Penalties

Most tournaments keep a tally of admin losses associated with each player for two reasons:

- Subtraction from prize awarded, should the player perform well enough to earn prize despite not playing all games. Most tournaments will define a mathematical method for calculating this, and an exact count would be a required input.
- If an excessive number of admin penalties are associated with any one player, they may be removed from the tournament to mitigate damage.

The admin losses assigned are at the discretion of the tournament host, but do not need to add to 2 for a Play-all-Two setup, per the following breakdown:



3.A - No Penalty (0)

Possible in three ways:

- The set is played normally.
- Both players agreed to play at a certain time, but one player canceled more than 24 hrs in advance.
- Some situation happened where the set was not played but neither player was found to be at fault (very unlikely).

3.B - Minor Penalty (1)

Possible in four ways:

- The set was played normally but one player either cheated or displayed poor sportsmanship for one of the games.
- Both players were responsive to messages, but the set could not be scheduled and one player was found to be at fault.
- One player showed up more than 20 minutes late to the scheduled set, forfeiting the first game.
- Both players agreed to play at a certain time, but one player canceled between 12 and 24 hrs in advance.

3.C - Major Penalty (2)

Possible in four ways:

- The set was played normally but one player either cheated or displayed poor sportsmanship for both of the games.
- The set could not be scheduled because one player was found to be at fault for failing to respond to messages.
- One player showed up more than 40 minutes late to the scheduled set, forfeiting both games.
- Both players agreed to play at a certain time, but one player canceled less than 12 hrs in advance.



4 - Bad Internet

Most players want to have fun and will accommodate the occasional computer or internet crash/lag because it could happen to anyone. However, having a poor internet connection or inadequate processor speed is not an excuse that is considered when admin penalties are assigned.

5 - Conclusion

This specification gives simple definition for how a tournament administrator should apply penalties to Play-all-Two Round Robin Participants who fail to meet their gaming obligations.



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Revision History:

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OI	----- Original Issue -----	N/A	2024-06-09
R1	Updated to define administrative penalties for cancellation of planned matches within an unreasonably short time-frame.	N/A	2024-12-14

