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SS.CA Authority¹

Astral Projection Tournament Guidelines

Document reference to Standard Operating Procedure for participation in tournament settings written by Shadowsword² of **Concord**¹⁸⁺ (Discord Server)

To provide a reasonable baseline for determining the victor of a spar as well as standard operating procedure for the tournament, including: Items of focus for referees, such as forbidden weapons, ensuring compliance within proper code of conduct, ensuring safety.

This document may be modified at any time, please regularly check this document for updates.

1. Titles

- a. Referee³
- b. Opponent⁴
- c. Onlooker⁵
- d. Support⁶
- e. Ambassador⁷

¹ "SS.CA Authority" being the server administration for shadowsword.ca

² (Discord @shadowsword 303309686264954881)

³ Referee: Appointed regulatory authority possessing clairvoyant ability to make match announcements, such as damage infliction, "pre-scan", "post-scan", and assessment of victor based the state of the specified focus conditions; The referee has the authority to end a match early, and is responsible for the careful observation of the match.

⁴ Opponent (Projector): Individual participating in the tournament, capable of Astral Projection.

⁵ Onlooker: Observer of the tournament, they may participate in assisting the referee reach a conclusion.

⁶ Support: Appointed individual in charge of handling the aftercare of inflicted wounds.

⁷ Ambassador: Authoritative figure in Concord.

2. Additional Terminology

- a. Energy System⁸
- b. Energy⁹
- c. Chakras¹⁰
- d. Meridians¹¹
- e. Void¹²
- f. Projection Body¹³
- g. Aura¹⁴
- h. Psychic Link¹⁵
- i. Psychic Field¹⁶
- j. Field of Influence¹⁷

3. Referee SOP

- a. Referees must **perform a grounding ritual¹⁸ before and after each bracket match**, and in-between scanning¹⁹ each opponent.
- b. The **“Primary Referee” is designated as the first referee to show up** to the session.
- c. All Referee handles for the designated match bracket will be appended in small text format that they were present and can attest to the validity of the victor.
- d. The presence of **2 or more referees are recommended**, and a consensus must be reached by all referees on pre-scan conditions.
- e. The **referee must not have a pre-existing bias in favor of one or the other** opponent in the bracket, or be capable of discerning opponent inflictions fairly. If

⁸ Energy System: The metaphysical body, including the mental space, meridians, chakras, aura, and projection body.

⁹ Energy (ambiguous): Like a Newtonian fluid, *Energy* as in “Life-Energy”, also used in reference to *Prana*, *Chi*, *Qi*, *Ki*, and *Psi*, though not exclusively one or the other.

¹⁰ Chakras: Pools of energy in the energy system along the kundalini circuit, entangled with the general health and well-being of an individual.

¹¹ Meridians: The metaphysical “veins” in which energy passes through.

¹² Void: An energy akin to a dark sponge, inherently corrupting and corrosive by nature.

¹³ Projection Body: An objective metaphysical mass of the projector, with subjective appearance which reflects the condition of the energy system, correlates to health and mental state of being.

¹⁴ Aura: A subtle emanation of light that corresponds to the conditions of the energy system and mental state of being. Meanings are subjectively observed therefore objective definitions must be provided, simply denoting the color is insufficient.

¹⁵ Psychic Link (“Links”): Modified psychic field over text or an image using energy manipulation to provide a location to a person, place or thing. These can be used to guide projectors to a designated location such as the Arena Area.

¹⁶ Psychic Field: A field in which a psychic can pick up and interpret, containing hidden information that can be perceived by a scanner.

¹⁷ Field of Influence: a personalized field emanating from persons, places or things; energy permeates from and affects adjacent space as it extrudes outward from the source.

¹⁸ Grounding ritual: A ritual performed to “ground” excess/negative/harmful energies that don’t belong, cycled for fresh, clean energy.

¹⁹ Scanning (Active): The act of making an observation by psychic means, such as with clairvoyance, to observe the conditions of the target.

there are concerns with making sound judgement, a second referee or more are **required**.

- f. Any individual may be a referee if they agree to follow and abide by the guidelines of this document and understand its context.
- g. Any referee can be dismissed by the Server Administrator for any reason. If the removal of a referee conflicts with existing matches in post, the Server Administrator has judgement over what should occur next.
- h. Referees are responsible for **qualifying opponents** for an active match (pre-scan²⁰).
- i. Referees must **note when they are unable to focus** on the match.
- j. Referees are responsible for **declaring the victor** of the match (post-scan²¹), 2 or more referees must reach a consensus from the available data in post analysis, meaning the post-scan from each designated referee must be posted before reaching a consensus.
- k. **Referees may use onlooker materials** so long as the referee has already recorded their observations or made mental notes.
- l. In the unlikely event of a *significant disagreement* in the consensus (example yielding a tie), the Primary Referee should attempt to declare a tie-break; If the Primary Referee is unable to do so and a third party referee is unable to provide a tie-break, a rematch should be held at a later date, **no more than 2 rematches are permissible**. After the maximum permissible rematches has been reached, the authority of declaring the victor is up to the server staff's or Ambassador's collective decision, with the Server Administrator having the highest authority.
- m. Referees **may make announcements at any time**, but if it may interfere with the perception of onlookers or opponents, that content should be hidden under spoilers.
- n. The Primary Referee **must confirm that both opponents are present, ready, and eligible to participate**.
- o. Referees are responsible for **ensuring that no foreign interference is present** at any given time in the Arena Area²².
- p. The Primary Referee is responsible for the **countdown to match start**, as well as having a timer to ensure that the match runs for no greater than the specified duration. The match and timer will begin exactly as the Referee says "GO".
- q. Referees are responsible for **declaring when the match ends**, and pinging both opponents in the match bracket upon the completion of the designated timer. The referee must say "TIME", or give a clear indication that the timer and match have ceased.
- r. The **timer must be precise** to the second.

²⁰ Pre-scan: A pre-scan is the conducting of a scan on both opponents in their bracket before the match begins, this will be used to qualify if whether or not

²¹ Post-scan: A post-scan is the conducting of a scan on both opponents in their bracket after their match has ended, which includes the Areas of Focus to determine a victor.

²² Arena Area: A designated space in the Astral Plane where opponents must project to and be present in for the duration of the match. This area is a purpose-built space that minimizes external injury/harm, including to adjacent spaces.

- s. Adhere to the standard formats to the best of ability for pre-scans and post-scans.
- t. When it comes to the **final rounds & rounds between well-established individuals**, at least **3 referees** will be required.

4. Contestant/Opponent SOP

- a. **Do not frontload²³ referees**, especially before the match begins. Another referee may be required if this occurs, or the match may be postponed at the referee's discretion.
- b. Grounding must be performed before each match's pre-scan, and after each match's post-scan.
- c. A **match cannot begin until the designated referee is present** and able to monitor.
- d. The match **must begin exactly as the countdown to match start** reaches **"GO"**.
- e. Opponents to the best of their ability **must abide by the Match Engagement Protocol**.
- f. Opponents must **not** perform **active healing²⁴ during the post-scans**.
- g. If something isn't right, **speak up at any given time**.
- h. List personal inflections received in spoiler, as well as spoiler any and all information that may interfere with the judgement or perceptions of a referee.
 - i. **Inflections received are not always perceived**. Attempt to note perceptions of the match, even if you didn't sustain damage.
- i. Attempt to note personal use of constructs, and personal performance in post.
- j. Provide a self assessment of the most affected areas of your energy system in post.
- k. Note when the opponent may have accumulated significant damage in your perspective.
- l. Be detailed in your perspective and label uncertainties.

5. Onlooker/Observer SOP

- a. Any information that would impair the performance/observation of contestants and referees should be hidden behind spoilers.
- b. Onlookers may be muted if deemed to be too disruptive.
- c. Onlookers may provide their perspective and assessments as materials for referees hidden behind spoilers.
- d. Onlookers should not energetically interfere with the match in progress in any way.
- e. Onlookers should announce their presence.

²³ Frontload: Providing information that may interfere with the observations of the referee. Content that may frontload the referee **must** be hidden behind spoiler tags, example: `[[Hello, World!]]`

²⁴ Active healing: Purposeful reconstitution of the energy system

6. Contestant/Opponent Match Qualification Checklist

- a. Opponents **must not be experiencing significant interruption** from outside forces (be it energetic or mundane) during the designated match.
- b. Opponents must agree that the **designated Arena Area is clean/safe and accepting** of their presence/connection.
- c. Opponents **must be in good physical health** (not experiencing sickness, as this affects performance/output and may be dangerous to operate with).
- d. Opponents **must not frontload referees** before a match.
- e. Opponents **must not show Condition Yellow (“Fine”) or less than such** for any aspect of their projection body’s health before a match.
- f. Opponents must not show signs of blockages that would disrupt the flow of their energy in ways that would significantly impact their performance.
- g. Opponents are present.

7. Additional Automatic Disqualification Factors

- a. Third-Party Healing Support. You must rely on your own active/passive healing. (Excluding after post-scans have finished)
- b. It is **strictly forbidden** to chuck celestial bodies or bystanders; at opponents, arenas, referees, onlookers, or otherwise.
- c. Use of void.
- d. Power stealing.
- e. Use of Voodoo/Hoodoo.
- f. Third-Party Support that could yield an unfair advantage, such as calling upon the assistance of another entity (**not** part of one’s regular system²⁵); For example, external interference by favor from an entity that does not belong to the energy system (as defined by spending less than 48 hours around their Energy System in the past weeks for the weeks within the last 2 weeks), is unable to assist in the match at any capacity.
 - i. Use of Incantice²⁶ is **fair-use**.
 - ii. Named Entities²⁷ are forbidden from participating.
- g. Contestants must not postpone their match for any greater than 2 weeks within the rounds²⁸.
- h. Contestants must not preemptively impair any other contestant in ways that would affect their performance in their bracket match before the match officially begins.
- i. Scan avoidance or purposeful interference/rejection of a scan.

²⁵ System (plurality term): Local and non-local entities that frequent the projector’s vessel as a means of grounding, anchoring, and connection.

²⁶ Incantice: An “enchanted” item, often offering protection and energy output stability.

²⁷ Named Entities: A non-local entity that has an established history such as a deity or a demon. (Forbidden even if part of the system for fairness.)

²⁸ The Rounds are defined as the series of bracket matches in that stage of the tournament.

8. Match Engagement Protocol

- a. **Make no purposeful long-lasting injury** against the opponent in ways that permanently impacts the health of the opponent, including going after the Soul Core²⁹, or in ways that can permanently wound the chakras.
- b. Any techniques that opponents are concerned about with their energy play should **consult a referee privately to discuss the legality of the technique**. It is up to the referee to decide if said adheres to the guidelines outlined in this document.
 - i. It is the individual's decision to pre-discuss use of those techniques to their opponent.
- c. The **Official Tournament Standard Time for 2025 is fifteen (15) minutes**.
- d. Opponents must **maintain their projection** at the designated space. **If an opponent cannot maintain their projection for 3 consecutive minutes, the match should cease**.
- e. Avoid intentions going after life-circumstances.
- f. Avoid ego-talk.
- g. No using techniques that would give a significant unfair advantage or result in the automatic disqualification of the other opponent, such as teleporting the other opponent beyond the Arena Area boundary, or disrupting the tether between the projector and their projection.
- h. Avoid siphoning energy (directly from the opponent).
 - i. Energy-absorbing techniques are allowed in limited capacity such as for shields.
- i. **“Anything goes” as long as it abides by the guidelines of this document**, including but not limited to techniques such as teleportation, flash-stepping, sentient constructs as classified under soul weapons, Apportation, Automatic Writing / Sigil Making, Clair senses and remote viewing, Elements, Imposition, Psychic Disruption, Divination, Energy Manipulation, Illusions, Spacetime Fuckery, Precognition, Retrocognition, Energy Medicine, Levitation, Psychokinesis, and other tools in your arsenal.

9. Team Setting

- a. Cannot referee for matches containing members of the same team.
- b. The roster decision shall be up to the Administrator, however a maximum team size of 4 is recommended.

10. Arena Area

- a. The arena must not take place in areas of significant hazard for the opponents, onlookers, or referee.
- b. The arena must be accessible to all opponents.
- c. The arena must encompass an area large enough.

²⁹ The Soul Core: Location of the base essence / spark of an entity, surrounded by many layers/shells

- d. The arena must not be in a location where other denizens are present.
- e. The arena must not provide any significant advantage that imbalances the fairness of the match.
- f. The arena must be secluded enough or designed in such a way as to not have accidental casualties to any bystanders, referee, or onlookers.
- g. The Arena must not provide any tactical operational advantage to one or the other.
- h. The Arena must be designed to withhold an excess amount of energy beyond expected limits.

11. Areas of Focus for Determining Victor

- a. **Performance Grades**³⁰: Expand upon the reasoning given for each point if able for **each** contestant.
 - i. Technique & Arsenal
 - ii. Adaptability & Strategy
 - iii. Defense
 - iv. Evasiveness & Speed/Pace
 - v. Damage Control
 - vi. Ability to Operate
 - vii. Ability to Continue Operating
 - viii. Connection
 - ix. Most Damaging Technique
- b. **Health**³¹: Percentages must not be used as the primary indicator of afflictions. Each of the following should be covered when assessing health;
 - i. Projection Body health (highly subjective)
 - 1. Persisting Wounds
 - ii. Energy System general health
 - 1. Meridian health
 - 2. Chakra health (Luminosity, Alignment, Size, Rotation, Adjacent Connection, Blockages/scars)
 - iii. Soul Health
 - 1. Mental Space Health
 - 2. Corruption
 - 3. Fragmentation (if applicable)
- c. Any other considerations that should be included in the results, including but not limited to how well the other can maintain their projection, how much of a struggle / hard time each opponent gave, and any other judgements that can help tip the balance in the other's favor or tip in favor of one or the other from an equitable comparison.

³⁰ Grade: A perspective assessment scale of the performance given by an opponent.

C - Insufficient, **B** - Needs Improvement, **A** - Sufficient, **S** - Exemplary, **SS** - Extraordinary, **SSS** - Masterful

³¹ Health (scale): A circle emoji or pair of emoji can be used to represent the severity of inflicted damages:

Divine - **Ascendant** - **Good** - **Fine** - **Concern** - **Emergency**

12. Contestant Eligibility

- a. Contestant (Opponent) must not be a late-entry into the tournament brackets (2nd rounds).
- b. Contestants must agree to adhere to punctuality to the best of their ability and discuss with a referee and their designated opponent on a set time to convene.
- c. Contestants must self-declare that:
 - i. Their limits are known.
 - ii. Acknowledge that significant harm is unlikely but may occur.
 - iii. Follow the recommendations of the referee when it comes to areas that must be healed.
 - iv. Have the capability to attack and defend with their projections or with use of psychic ability.
 - v. Have the ability to return to their own space and return everything properly.
 - vi. Ask for assistance from a support member when needed.
 - vii. Know when and how to stop.
 - viii. Will be respectful to referees judgement and decision making.
 - ix. Have some experience.
 - x. Have read all the words to this document.