



# AOE LEAGUES

Season 8

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# OVERVIEW

Welcome to AOE LEAGUES!

The Championship is organised and co-ordinated both in the DISCORD and the platform BATTLEFY

## Division

Each player

- picks a home map which stays with them for the whole season.
- plays everyone on their home map so each fixture is 2 games
- each player bans one civ for the whole set

Points system

- 2-0 win = 3 points
- 1-1 tie = 1 point
- 0-2 loss = 0 points

Order of the standings at the end of the season:

- Points
- Wins overall
- Wins against equal players
- Bo3 decider

## Finals

At the end of the season, 2<sup>nd</sup> and 3<sup>rd</sup> place will play in a Bo3, the winner of which will play the 1<sup>st</sup> place player in a Bo5 finals. In division A, there is a Bo5 between 1<sup>st</sup> & 2<sup>nd</sup>.

The finalists will both be promoted to the league above the next season and play the Bo5 in order to be crowned champion of the league for that season.

*best of three*

**maps:** civ-draft, depending on the division-mappool

**civs:** <https://aoe2cm.net/preset/ckayj>

*best of five*

**maps:** 1<sup>st</sup> game on arabia, each player choose a homemap from the division mappool (no repeat) & each player choose a homemap out of the leagues mappool (no repeat)

**civs:** <https://aoe2cm.net/preset/rIINh>

# Conduct

It is expected that all members of the discord speak to each other in a respectful manner.

- Any abusive language, non-fit for work posts, calls to violence and bullying behaviour will not be tolerated and these posts will be deleted and the offender banned from the server
- We also will treat any abuse or above negative behaviours on any other AOE server or stream to be consider grounds for banning from AOE LEAGUES.
- Just be kind and supportive to one another.

# Prize pool

For the first time we have a prize pool in the leagues.

The amount of € 100 will be distributed:

- 1<sup>st</sup> of division A: € 25
- 2<sup>nd</sup> of division A: € 15
- Winner of division B-G finals: each € 10

# General AOE LEAGUE rules

- Each player will need to select a 'HOME' map prior to the beginning of the season. This map will remain as their 'HOME' map for the entire season. If a player plays a map which is not their pre-season choice, they will need to replay the fixture or forfeit the points.
- The 'HOME' map can be selected from any standard DE standard Random Map, T90s Titans League maps or Hidden Cup 4 maps. Also HyperRandom or regicide fortress.
- If you are unable to play a game in any given week, you may delay the game by 1 week if your opponent agrees, it is always best to inform a moderator if you are expecting any delays to games.
- Failure to arrange a game or no-show will forfeit the points for the one failing to arrange or failing to show. Should you have extenuating circumstances that prevent you playing in a given week, please contact a moderator to discuss your situation for an extension.
- The moderators have the right to make final decisions with regards to the rules and how they are applied endeavoring to apply them as fairly as possible.
- If you are unable to make a scheduled game, 24 hours noticed is needed to be given to your opponent, otherwise it counts as an admin loss
- 2 admin losses result in a ban for the actual and the next season, all played games will be canceled
- With participation in this league, you allow the casters to cast all of your league games (think about it, when you are chatting ingame)
- Streamsniping is – of course – forbidden and results in a ban for all time

# Before the Fixture

- Your opponent for each week will be visible in the brackets tab on BATTLEFY whereby each 'ROUND' corresponds to each game week
- Endeavor to schedule your games in the 'schedule-games' channel, so that moderators can keep a tab on scheduling attempts.
- Each player ban a civ for the fixture

# In-game settings/rules

- All forms of laming is allowed after minute 3 (except Socotra)
- Restart till minute 5 is only allowed to bugged Maps
- There needs to be at least a 2-minute spectator delay to all lobbies
- NO cheat codes can be used (obviously)
- You may pick any civ only one time each set, however the civ picks must be hidden.
- Mirroring is only allowed by accident
- In the instance of a disconnect every effort must be made to save the game and restart from the saved point regardless of the time played. If there is no restore possible:
  - Restart if game was close or choose a winner if it was one sided, if you can't agree, send the rec to your mod



- In the event of a re-start, the civs that were picked in the original game must be picked again.
- In the event of a disconnect every effort must be made to save the game and restart from the saved point regardless of the time played.
- Black forest games will be played on explored settings as it is on the ranked ladder

# After the Fixture

- Once games have been played, please upload the recorded files in the 'results-and-recordings' channel, we would usually expect the winner of the fixture to do this.
- Once the fixture has been played, please report the score on the BATTLEFY platform, if you need help doing this, you may find this YouTube video helpful: <https://youtu.be/aPhH1xQIAAnA>

# Casting / Streaming Rules

- With respect to casting games, we have dedicated casters for AOE LEAGUES, if you would like to be considered for being a dedicated caster, please contact a moderator.
- You are of course free to cast your own games
- POV streaming is allowed – however this is fully at the risk of the streamer of being victim to stream sniped.

# Time table

11.02.2023 – 17.02.2023 --- 1<sup>st</sup> round  
18.02.2023 – 24.02.2023 --- 2<sup>nd</sup> round  
25.02.2023 – 03.03.2023 --- 3<sup>rd</sup> round  
04.03.2023 – 10.03.2023 --- 4<sup>th</sup> round  
11.03.2023 – 17.03.2023 --- 5<sup>th</sup> round  
18.03.2023 – 24.03.2023 --- 6<sup>th</sup> round  
25.03.2023 – 31.03.2023 --- 7<sup>th</sup> round  
01.04.2023 – 08.04.2023 --- division finals