



First of all I'd like to clarify that ABBLE, as well as GOBBLN, are members of the BBATTLE leagues circuit, which has some standards that are common to all the member leagues to ensure fair competitiveness between teams of different leagues in the inter-league events hosted there. That's the reason why we are formatting our rules for the Qualifying Stage with GOBBLN's rules as an example, because we know they are compliant with the standards that we have always aimed for.

Qualifying Format (Round Robin where each team will get 10 matches):

1. New teams only at this stage with no allowing of restarting teams.
2. Divisions of 6 teams randomly assigned, with as much race diversity as possible, in case we are 12, 18 or 24 people playing. If we are 14, 16 or 20, we will set up divisions of 7, 8 or 10 respectively but each coach will only play 5 other coaches (randomly picked) in his division on the first round, and 5 on the second round (again, randomly picked). If the number of players is 22, we will make 2 divisions of 11 players where everyone plays everyone once. This way we make sure that everyone plays 10 matches during the division stage.
3. Teams will achieve points based on the results of each of their matches using the point scale in #4.
4. Points are assigned as follows: Win = 3 points; Draw = 1 point; Loss = 0 points.
5. Aging is turned off.
6. Stadium upgrades and enhancements are allowed and can be used for the duration of this tournament.

Playoff Format (Single Elimination to get down to allotted ticket #):

1. Approximately two thirds of the division population will go on to the Play-Offs. This is as follows: 8/12, 8/14, 10/16 (with the best 6 moving directly to quarter finals), 12/18 (with the best 4 moving directly to quarter finals), 12/20 (with the best 4 moving directly to quarter finals), 16/24.
2. Use the same teams from the qualifying rounds (do not start with new teams).
3. The tournament will only play down to the round where everyone qualifies (ie if we get 2 tickets, then the Championship match would not need to be played since both coaches would qualify for the tickets; if we get 3 tickets, then the same holds true for the Championship round, but the last ticket would then be played for by the 2 teams that lost in the semi-finals).
4. The last round of the tournament where the winners of that round will obtain the tickets for the World Cup Finals will be a best 2 out of 3 for each match played during that round.

Tie-Breaker Rules:

1. Wins
2. Head-to-Head (in the case of 2 teams being tied and if applicable)
3. TD Differential + CAS Differential (in the case of 3+ teams being tied)
4. Dice Roll using dicelog.com so the log and roll can be verified.

ABBLE Specific Rules for Staying Within ABBLE After the Tournament is Completed:

1. All new coaches to ABBLE will be required to read our Community specific rules and behavior requirements for playing within any of our leagues and sponsored tournaments; including, but not limited to concessions, scheduling policies, exploiting of bugs, intentional disconnects, etc.
2. Any team used in this qualifier will retain eligibility in the ABBLE leagues. If you plan to use this team in future ABBLE leagues, then you must follow the 1 race rule once the tournament is complete. You can keep your original race while playing this race through the WC tournament and can then choose whether to keep this team or your original team.

We are all looking forward to this event and are at your disposal should you need anything.

Cheers,

Lembocha

ABBLE Admin