

## FORMAT AND RULES OF CASLO XXV

### Overview

The Tournament Director will seed players for the initial round using the available updated player ratings. Then he pairs the top half against the bottom half (e.g.: in a field of 32 players, the field is split into 2 groups of 16. The #1 seeded player plays #17, #2 plays #18 etc.). The same method is applied in the following rounds to groups of players having the same victory-defeat record. If a group has an odd number of players, the lowest-ranked player in the group has the option of taking a bye or playing against a member or delegate of the tournament staff. The TD may alter the pairings to prevent repeated pairings of the same players.

The player with the highest point total at the end of the tournament is the winner. See tournament rule 14 for the earning of points and rule 18 regarding tiebreakers.

The Main Tournament for CASLO XXV consists of 5 rounds of play: 3 rounds of one week each, from Saturday to Friday; and 2 rounds of one day each on Saturday and Sunday.

The Mini Tournaments consist of 3 one-day rounds of play. The mini tournaments will be played in groups of 4 and will be round robin. Players from the Main Tournament who have lost in round 1 and/or 2 may voluntarily move to a mini tournament, space permitting. Scoring is the same as for the main tournament.

See Tournament Rule 23 for the schedule. The round timings will be strictly adhered to throughout the tournament.

Participants will play only scenarios from the scenario list.

### TOURNAMENT RULES

1. VOICE CONNECTIVITY. The primary method to communicate online will be SKYPE. Players are highly recommended to get a SKYPE account. BY MUTUAL AGREEMENT ONLY, players may use other means (Discord, telephone, etc).
2. The tournament will be played using VASL 6.6.1. VASSAL version 3.4.6 or newer is also required.
3. Players are highly recommended to go to [vasl.info](http://vasl.info) and install the following extensions:
  - a. Chit\_generator.mdx
  - b. VASLOverlays\_v2.0.4.vmdx
  - c. Cloaking-display.vmdx
  - d. Secret-dr.1.0.vmdx
  - e. BFP extension 5.0.0
4. Under preferences in VASL, players will select "Get DR/dr random numbers from random.org".
5. Set up maps will be provided with terrain SSRs created. Players will need to draw their own OOB to avoid counter ownership issues.
6. Players will use VASL's built-in LOS tool. If a LOS is challenged, players are to mediate by whatever means they can agree on. Tournament staff can be asked to make a judgment if required.
7. Consider and agree on ALL optional rules before making scenario choices (e.g., IIFT, BI, PF usage, etc.). All variable scenario information (e.g.: VC choice, Bore-sighted hexes etc.) must be recorded under "Delayed" in VASL's Notes in the vsav file.

8. Players choose scenarios from the Scenario List for each round prior to the tournament. Each player will secretly pick their top three selections ranked as 1st, 2nd, and 3<sup>rd</sup>, along with side preference. These will be sent to the TD before the tournament. Participants are required to submit their scenario choices and side choices for all five rounds to TD Steffen Knippel by email at [SteffenKnippel@gmail.com](mailto:SteffenKnippel@gmail.com) **no later than April 29**.

Once players are matched, the TD will then inform the players of scenario, side and if there is any balance.

EXAMPLE: Player A picks scenarios X1, X2 and X3 as his 1st, 2nd and 3rd choices. Player B picks X3, X4 and X2 as his 1st, 2nd and 3rd choices. X4 and X1 are not considered since they are not a match. X3 has a lower RA of 2  $[(1+3)/2=2]$  as opposed to X2 which has a RA of 2.5  $[(2+3)/2=2.5]$ . So, the players will play X3 this round.

9. Verify your opponent's OB and the map boards' orientation before play begins.
10. Ask your opponent if they have considered all setup restrictions for HIP units before Setup. Verify the legal Setup of all non-HIP units before the game begins. All HIP units must have their locations (and facing, if relevant) written in Delayed Notes for verification at game end.
11. If a player is found to have violated Setup restrictions after play has commenced, any illegally setup units are removed from play. Rules 10 and 11 are meant to ensure a fair playing of the scenario chosen. They are not intended to be a method for unethical play. If you are aware of an error in the OBs or in your opponent's setup, you **MUST** make this error known to your opponent.
12. All questions and requests from players during the tournament rounds should be directed to the TD Steffen Knippel by email to [SteffenKnippel@gmail.com](mailto:SteffenKnippel@gmail.com).
13. With tournament games being played over various time zones it is unlikely the Tournament Director will be readily available to settle rules questions. Hence, tournament policy will be that players resolve rules questions themselves. If an answer cannot be found, players make a die roll to decide the question. If the involvement of the Tournament Director is required, a request for resolution should be sent to the TD at the address listed in section 12. The decisions of the TD are final.
14. Kibitzing is not tolerated! Players may lock their rooms if they wish to avoid any interferences in their matches.
15. The winner of the tournament and minis will be the player with the highest point total at the end of the tournament. Points are awarded as follows:
  - a. Ten points for every victory and five points for every draw that a player has at the end of the tournament. In cases where a player wins by opponent forfeiture, or a player receives a Bye in a Round, that Round counts as a victory for that player.
  - b. One Bonus point for every victory that a player's defeated opponents have at the end of the tournament.
16. Unless one player conceded defeat in the scenario, no tournament scenario will be arbitrarily ended by the players involved.
17. ADJUDICATION: The following process will be used in the Adjudication of any unfinished tournament matches at the end of a Round. Players will be asked to leave the gaming area and move into the Administration Area to await the outcome of the Adjudication.
  - a. Play ceases when the tournament staff declare the Round is over. If a fire attack or a CC attack was declared and in the process of being resolved before the announcement to cease play, that attack is resolved completely, including any resulting Sniper attacks, LLMC etc.
  - b. Three adjudicators, usually the tournament staff (TD and two ATD's), privately ask player "A" what his plan was for the scenario and what he planned to do had play continued.
  - c. They repeat the process with player "B."

- d. The three Adjudicators then discuss the scenario situation among themselves. No one other than the Adjudicators will comment on this discussion unless asked to do so by the Adjudicators.
  - e. The three Adjudicators secretly choose one of three options: Allied Win, Axis Win or Draw. They then simultaneously reveal their choices. The match is decided based on the majority option chosen by the adjudicators. Say if 2 'Draws' are selected versus 1 'Allied Win' or 'Axis Win', the result is a Draw'. If they chose one of each option, then the match result is a draw.
  - f. If the game being adjudicated involves one or more members of the tournament staff, the non-involved tournament staff will appoint one or more experienced (as the non-involved tournament staff decides) person(s) to assist in the adjudication. Tournament staff reserve the right to implement this rule at any time.
18. In cases where a round has an odd number of players, the lowest seeded player in the lowest W/L group in the round will receive a Bye, unless that player agrees to play a member of the tournament staff or their delegate. A player may receive only one Bye in the tournament.
19. RANKINGS: The Rankings are based on the player's point totals in the tournament. The tournament staff will use the following tiebreakers to resolve any ties in the Initial Rankings to obtain the Final Rankings.
- a. Head-to-Head play: If player A defeated player B, then player A is ranked higher.
  - b. Defeated opponents: If the point total of player A's defeated opponents is higher than the point total of player B's defeated opponents, then player A is ranked higher.
  - c. All opponents: If the point total of player A's opponents is higher than the point total of player B's opponents, then player A is ranked higher.
  - d. Initial seed: If two players are still tied after the first three tiebreakers, then the one that started the tournament seeded lower will have the higher final ranking.
20. Players/adjudicators shall correctly file results in accordance with the TD's direction.
21. HAVE FUN AND ENJOY THE TOURNAMENT!
22. PLAYER CONDUCT: All participants are expected to exhibit good sportsmanship throughout the tournament. Unsportsmanlike conduct (verbal or physical abuse, intoxication and or cheating) will result in disciplinary action and/or disqualification at the discretion of the TD (and the tournament staff). Should a registered attendee experience unsportsmanlike conduct, he or she is encouraged to report the situation immediately to the TD or tournament staff and ask the TD/staff to intervene. Depending upon the nature and severity of the conduct, the TD may use whatever action they deem necessary to resolve the situation.
23. Games that are not completed in the allotted time frame for that round (deadline is 11 pm CDT on the last day of each round) will be adjudicated by tournament staff and/or their delegates if the players cannot agree on an outcome.
24. The schedule of the tournament rounds is as follows:  
(ALL TIMES CENTRAL DAYLIGHT TIME, OR UTC-5)
- i. SATURDAY, MAY 1
    1. 0900: Opening Ceremonies (Zoom or Discord)
    2. 0930: Main Round 1 begins
  - ii. FRIDAY, MAY 7
    1. 2300: Main Round 1 ends
    2. ASAP: Matchups for Main Round 2 announced
  - iii. SATURDAY, MAY 8
    1. 0900: Main Round 2 begins
  - iv. FRIDAY, MAY 14
    1. 2300: Main Round 2 ends
    2. 2345: Players may elect to switch to a Mini, space permitting
    3. ASAP: Matchups for Main Round 3 announced
  - v. SATURDAY, MAY 15

1. 0900: Main Round 3 begins
- vi. FRIDAY, MAY 21
  1. 0900: Minis Round 1 begins
  2. 2300: Minis Round 1 ends
  3. 2300: Main Round 3 ends
  4. ASAP: Matchups for Main Round 4 announced
- vii. SATURDAY, MAY 22
  1. 0900: Minis Round 2 begins
  2. 0900: Main Round 4 begins
  3. 2300: Minis Round 2 ends
  4. 2300: Main Round 4 ends
  5. ASAP: Matchups for Main Round 5 announced
- viii. SUNDAY, MAY 23
  1. 0900: Minis Round 3 begins
  2. 0900: Main Round 5 begins
  3. 2300: Minis Round 3 ends
  4. 2300: Main Round 5 ends
- ix. MONDAY, May 24
  1. 1900: Closing Ceremonies
  2. ASAP: Prize selection process begins