

# Third Alliance Tournament: Rules

## General

1. This is a bracket tournament with sixteen four-team brackets. The top team from each bracket will advance to the second round, which is a sixteen team knockout.
2. A total of 64 alliances will be allowed to enter.
3. Each alliance will select seven pilots to compete on its behalf.
4. Alliances will be allowed entry on a first-come first-serve basis.
5. To compete in the tournament, alliances will be required to deposit 1 billion ISK to tourney officials. This amount will be refunded after the tournament, given that the alliance has shown up for all of its matches.
6. For a win in the brackets round, a team will receive 3 points. A tie gives 1 point, and a loss no points.
7. A pilot cannot compete on behalf of more than one alliance.
8. All competing pilots must be members of the alliance they are competing for before the alliance signs up.
9. Fights are limited to 15 minutes in the first round. After that the fight will be stopped and whichever alliance has more kills will be declared victor. If both alliances are equal, a tie will be declared.
10. In the elimination rounds, fights will be stopped after 15 minutes. The winners will be declared based on the following:
  - 10.1 The team with the most ships destroyed wins.
  - 10.2 If both teams have destroyed equal amounts of ships, we will go to assault frigate duels. The duels are best 2 out of 3 and follow the same fitting restrictions as the tournament. Any member of the team can participate, but each one in no more than one duel.
11. If two teams are equal in points, the following ranking system will be used:
  - 11.1 Kill/loss difference
  - 11.2 Result of match between the two involved alliances.
  - 11.3 The greatest number of kills.

## Tactics

1. The arena will measure a 60 km radius.
2. Teams start 30 km away from each other.
3. If a player warps out/leaves the arena, his ship will be destroyed.
4. Warping within the arena is forbidden
5. Dropping secure or insecure cargo containers is not allowed. Dropping regular jettison containers is allowed.

## Ships

1. Each team has 24 points to select their ships. Additionally, a team may use four additional points in a single match its choice during the whole tournament.
2. From the total of seven, only five pilots are allowed to compete in each match.
3. Each team may select no more than one battleship.
4. Each team may select no more than one Tech 2 battle cruiser.
5. Each team may select no more than one of each Tech 2 cruiser type (no team can have two Heavy assault cruisers. Combat recon and force recon cruisers count as the same type.)
6. The ship points table is as follows:

Faction Battleships .....	12
Tier 3 Battleship .....	11
Tier 2 Battleship .....	10
Tier 1 Battleship .....	9
T2 Battle cruiser .....	8
T2 Cruiser .....	7
T1 Battle cruiser .....	6
T1 Cruiser .....	5
T2 Frigate .....	4
T2 Destroyer .....	3
T1 Destroyer .....	2
T1 Frigate .....	1

## Fitting

1. All available ships in EVE are allowed (Tech 2, faction, etc.)
2. All T1 and T2 drones and modules are allowed. COSMOS modules are allowed.
3. All implants are allowed.
4. Each ship may fit only one stasis webifier and/or target painter.
5. T2 ammunition and missiles is allowed.
6. Cloaking is not allowed.
7. ECM modules including sensor dampening, tracking disrupting and target jamming are allowed.
8. Cap Boosters are allowed

## Penalties

1. A player found breaking any of the above rules can be penalized in several ways, depending on the severity of their offence.
2. A player can be banned from competing for one or more matches.
3. A team can be banned from competing for one or more matches.
4. A player can be banned from competing for the remainder of the tournament, and/or any future tournaments.
5. An alliance can be banned from competing for the remainder of the tournament, and/or and future tournaments.