



1. Introduction

The tournament will be played in teams of two and will consist of three stages: the *ranking* stage, the *qualifying* stage and the *final*.

The first phase, known as the *ranking* phase, will result in the selection of six teams. The top two will qualify directly for the *final* phase, whilst the next four will have to compete in an additional phase, known as the *qualification* phase, to qualify.

No team is eliminated from the tournament before the end of the *ranking* phase.

If you have any questions regarding PolyGaming, please feel free to contact us on our [Discord](#), by tagging !Legrems, Yion or Pacsort17.

A scoreboard will be made available during the LAN (link in Discord during the LAN) so that you can view each team's results and the progress of the tournament. The results will also be available on [Plamingo](#).

2. Jeux

Here is the list of games in which the players will compete :

- [Super Animal Royal](#)
- [Brawlhalla](#)
- [Splitgate : Arena Reloaded](#)
- [Spellsworn](#)

All these games will be played during the *ranking* phase. For the subsequent phases, Super Animal Royal will be replaced by a final mystery game, which will be announced at the start of the LAN (Thursday 14 May at 12 noon) on Discord.

This mystery game will be playable in both 2v2v2v2 and 2v2 formats, to suit the format of the *qualifying* and *final* stages (Brawlhalla and Spellsworn are also playable in both 2v2v2v2 and 2v2 formats).

3. Formats

3.0 Definitions

Round: this refers to a single-match contest between two teams.

BO3: a match consisting of three rounds.

Match: this refers to the number of games played during a round.

3.1. General tournament format

Initially, the participating teams compete in the four games listed, one after the other. Each game is played in its own mini-format, allowing the team to earn points based on their position within that mini-format.

These points are added together and contribute to the overall ranking, which will determine the top six teams, two of which qualify directly for the *final* phase and the other four for the *qualifying* phase.

Ranking phase:

The *ranking* phase will mainly consist of 2v2 matches (with the exception of Super Animal Royale, which will be played as a team-based free-for-all) using a [Swiss](#) system. The rankings will be used as far as possible to seed the groups for subsequent matches.

Note: the system used at PolyLAN employs a custom algorithm. For further information, please contact Legrems.

Qualifying phase:

During the *qualifying* phase, the four teams will compete against each other in each game in accordance with the rules set out below.

Final phase:

The four remaining teams (the winners of the ranking stages [Teams A and B] and the qualifying stages [Teams C and D]) will face off in the semi-finals ([A vs D] and [B vs C]), followed by a grand final and a third-place play-off, featuring the winners and losers of the semi-finals.

This final stage will be based on a ban system. In each round, teams will play 2v2 matches over five rounds on the aforementioned games (excluding Super Animal Royale).

- The team with the highest scores from the previous stages (ranking and qualification) is granted the right to ban one game for this first round. The opposing team then chooses the game for the match.
- Similarly, for the following rounds, the team that won the current round has the right to ban one game, and the opposing team chooses the game.

3.2. Super Animal Royal

A private lobby will be created by the admins.

Ranking	Qualifying	Final
FFA - 8 matches	-	-

3.3. Brawlhalla

Rules: 3 lives, 8min max, standard mode (friendly fire activated), no objects.

Ranking	Qualifying	Final
2v2 - 7 matches - BO3	2v2v2v2 - 6 matches - BO3	2v2 - 1 match - BO3

3.4. Splitgate

Rules: standard weapons (the ones unlocked for a new account), mode "King of the Hill".

Ranking	Qualifying	Final
2v2 - 7 matches - BO3	4v4 - 3 matches* - BO3	2v2 - 1 match - BO3

* AB-CD AC-BD AD-BC

3.5. Spellsworn

Rules: 7 rounds (instead of 5), 45 gold at start, 15 gold per round

Ranking	Qualifying	Final
2v2 - 7 matches	2v2v2v2 - 3 matches	2v2 - 1 match

3.6 Mystery game

Ranking	Qualifying	Final
-	2v2v2v2 - 8 matches	2v2 - 1 match - BO3

Note: The organizers reserve the right to adjust the times and formats in the run-up to the LAN event, as well as during the event itself, to accommodate any potential scheduling constraints.

3.7 Scoring and draws

Generally, points are awarded based on the number of wins and losses per stage.

In the event of a tie, the teams will be decided by a head-to-head match of their choice:

- Each team bans one of the games available in 2v2 mode, and the map for the match will be chosen at random from the remaining games.
- On *Towerfall ascension* in the console area.

4. Rules

The purpose of this chapter is to define prohibited behavior, actions and techniques. However, as this cannot be entirely exhaustive, should a situation arise that is not covered in this document but clearly constitutes cheating, the final decision rests with the tournament administrators.

Failure to comply with the following rules may result in penalties, or even exclusion from the tournament, depending on the severity of the offense or in the event of a repeat offense.

4.1 Timing

Adhering to the schedule is particularly important for the smooth running of the tournament, which is why late arrivals will be penalised. Breaks for meals and sufficient time between matches have been allowed for; therefore, penalties will only be waived in exceptional circumstances.

The maximum delay permitted is 15 minutes; beyond this, the waiting team will be entitled to contact the organisers and request that the late team be forfeited, which will generally be granted.

If both teams are more than 15 minutes late, the organisers reserve the right to cancel the match. In such cases, neither team will receive any points for that match.

4.2 Invitations

Each team must appoint a team captain from among its players. The captain must, in good faith:

- Complete the username form, which will be sent to you in advance of the LAN event. This will help centralise information for the benefit of other players and the tournament organisers.
- Invite the opposing team to matches, particularly for games with a private lobby (Spellsworn, Splitgate, Brawlhalla).

The preferred method of communication will be the *Polygaming* chat on [Plamingo](#). The [Discord](#) channel may also be used if it simplifies procedures and communication.

The responsibility for inviting the opposing team lies with the team leader listed first for the match on Plamingo. **Example below:** for match 2A, the *Asgard.gg-CSGO* team will be responsible for inviting *noetic-Plus*.

Poules: Groupe 1, Match 2A	Asgard.gg-CSGO - noetic-Plus	ven., 18:59:04 (il y a 4 années)	ven., 19:01:41 (il y a 4 années)	sam., 12:03:46 (il y a 4 années)
Poules: Groupe 1, Match 3A	Kick-ass-CS - Asgard.gg-CSGO	ven., 18:59:04 (il y a 4 années)	ven., 19:01:41 (il y a 4 années)	sam., 13:37:58 (il y a 4 années)
Poules: Groupe 1, Match 4A	Asgard.gg-CSGO - 99MISTAKES-CS:GO	ven., 18:59:04 (il y a 4 années)	ven., 19:01:41 (il y a 4 années)	sam., 14:56:40 (il y a 4 années)
Poules: Groupe 1, Match 5A	Sleepy Panda -FuSe CSGO - Asgard.gg-CSGO	ven., 18:59:04 (il y a 4 années)	ven., 19:01:41 (il y a 4 années)	sam., 16:02:10 (il y a 4 années)

5. Summary

