FACTORIO

BITER BATTLES CHAMPIONSHIPS

Persistent struggle on the *Biter Battles* **scenario.** *Yeah!*

Two leagues :

✦ **the BEHEMOTH LEAGUE**

Premier | Elite league where known top teams and players will fight on **Hard** difficulty and **without** BluePrints.

✦ **the BITER LEAGUE**

Regular league where **everyone** else will fight on **Normal** difficulty and **with** BluePrints.

Promptly, quickly :

✦ Biter Battles scenario is supposed to be known, in short :
  ✧ you defend from waves of biters attacking your **silo**.
  ✧ biters attack every other minute, their force depending on **threat and evolution**.
  ✧ threat and evolution grows continuously and are boosted by **sending science**.

✦ Teams register with 3(+1) players : Matches are **3vs3**, 4th can be substitute|coach|spy.
✦ Two leagues are meant to get more people, **maximum teams**
    (you won't have to fight against top teams if you are placed in the **biter league***)*.
✦ The leagues should start in **october 2021**, so you have time to establish team & train.
✦ We aim to have **one match per team and per week** (each match will need a referee).

✦ Next seasons : a few teams will climb to the **Behemoth league** ...
                or will be demoted to the **Biter league**.

✦ Beside honors and proudness obtained by winners,
   top teams will earn cash and/or hardware from the community.

0 ✦ Caution

✦ Tons of hope are placed on honesty and disponibility of everyone involved.

✦ This thing is made for you and for the community, it will perform only if/with good behaviours.

✦ Organisators keep all rights to resolve any conflict or anything causing an issue.

✦ **Any glitch, bug abuse, direct PvP may cause your team to be banned** *(keep the spirit !)*.

✦ Don't forget we want to have one match per team and per week.

1 ✦ Teams

✦ **Please register here** http://bbchampions.org either solo, duo or with your teammates !

✦ 4 people are initially registered including 3 **players** and 1 **coach | substitute | spy**
Since all players can be changed until the first match,
please register as soon as possible for a better organisation.
Team can be sponsored.
Team name is limited to 20 characters.
Teams are induced to provide a logo.png *(200x200 px, transparent background)*.
Team can ask to be incorporated in **Behemoth** or **Biter** division but organisators keep the final decision *(e.g. no chance for a Steelaxe team & Speedrunners to fight in **Biter league**)*.

✦ A captain is nominated by the team *(and can be changed at any time only by the captain himself)*. To be clear : the captain is considered to be the owner of the team name.

✦ Substitute can enter the fight at any time after one of the 3 players has left the game
(e.g. disconnection, computer too slow...)

✦ Only 4 people per team are authorized to log on the map.

✦ Between matches, **only** one person can be switched with someone who didn't play in other team *(specific rule below)*.

✦ Teams can (and should) use voice chat, organisation can provide a discord voice channel.

✦ Any player using anyway *(e.g. chat)* to abuse, troll, insult will be banned instantly depending on the organisators or referee's judgement.

2 ✦ Leagues

✦ First season : teams will be split in two leagues, according to organisation's choices helped by community advice. *Known teams & players will fight in Behemoth league, other teams will join the Biter League.*

✦ **Behemoth league** : **Hard** mode difficulty and ▮▮ Blueprints forbidden
Teams expected : many Steelaxes, Comfies, GreenSci., Omni, Free-bb, Baguette, JD-Plays ...

✦ **Biter league** : **Normal** mode difficulty and 📘 Blueprints allowed.

✦ Copy | Cut | Paste (ctrl+C | X | V) and Blueprints **ingame** are still allowed.

✦ No need to be "Trusted", everyone can use deconstruction planner.

✦ **Captains** have the responsibility to be **online & available** at least once a day or two, and to be **responsive** so matches can be planned as easily as possible.

✦ Double round robin : all teams in one division will fight **twice** against each other team of that division, once "at home", once "away | visitor" :
Team **"at home"** chooses its side (north | south) and can reroll map up to 2 times, without rollback *(it is not a choice between 3 maps)*. Team "athome" will also choose a starter pack among 4 (regular, science, robot, combat), see ingame the contents of the packs.

Team **"away"** has to play on the map chosen by team "at home" (obviously).

✦ Order of matches will be randomly set publicly.

✦ Each match will be monitored by a referee/admin.

✦ Again, the goal for all teams is to play **once a week**, preferably friday | saturday | sunday, *but any day | time stays acceptable if both captains find a slot and a referee available.*

✦ Procedure : Admin sets up the server, give the password to both captains.
Referee will unfreeze players after both teams are ready and a 10s countdown is over.

✦ **ARMAGEDDON** : After 2 hours of play time, boost mode will be activated, so the team with the lowest EVO will reach 90% in the next 30 minutes. Opponent will reach even higher EVO.
During armageddon, natural evolution continues and sendings are still applied.

✦ Points and ranking : Winning at home gives your team **2 points**, winning away **3 points**.
No point for a loss. Ranking is based on points gained, equality in ranks is resolved below.

3 ✦ Training

✦ The scenario can be downloaded from github https://github.com/ever-Lord/BBC/ and run privately, or you can use servers we provide (search for [BBC] training in public games)

✦ More details about training in he "training page" [renvoi]

✦ If you don't have sparring partners, the map can be set to **"Training mode"** so that every potion sent is counter-fired to your side.

✦ [You can also use the command "/training color quantity delay" which sends quantity of colored-science every delay seconds to yourself] (not yet implemented)

✦ Don't forget to set the difficulty on the accurate level : "behemoth" or "biter" and to switch BP in the config panel (the fish icon, 5th tab : Config).

✦ To adjust the scenario parameters, a few 3v3 matches will be scheduled during the preparation phase, teams won't be registered teams but a mix of players registered or not. *hype!*

4 ✦ End of season

✦ In case of equality, ranking will be decided from in-between matches : first victories then lowest evolution reached then time played *(Elo ranking is **not** used to decide between teams)*

✦ **Mercato** happens between seasons, each captain/owner of a team can register any player for next season *(don't be an asshole with that, keep your team as steady as possible).*

5 ✦ Rewards

Beside honors and proudness obtained by winners,
best teams will earn cash and/or hardware from the community and sponsors

✦ Organisation is looking for sponsors, we can provide publicity. Factorio is mostly played by adults, parents well established, and have good purchasing capacity.

✦ If you want to help the CashPrize grow, you can give via the paypal account https://paypal.me/bbchampions, or with BitCoin or Ethereum *(via https://bbchampions.org)*

✦ **Important** : if the total of the cash prize is extraordinary(!) huge (!!), promoters may put aside some of it for the next seasons *(say more than 5k$, woot!, internet? you never know !!!)*

All rewards, cash prize, hardware are handled by organisation
with a total transparency, and will be distributed to :

✦ Top 4 teams from **Behemoth league** : 30% - 15% - 10%- 5%

✦ Top 3 teams from **Biter league** : 15% - 10%- 5%

✦   Providers of servers and technical help : 5%

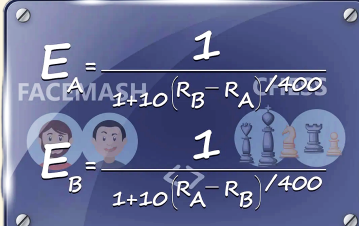✦ Miscellaneous costs for 5% *(if any)*

🔴 LIVE 6 ✦ Stream and Video [🔴 REC]

✦ For the most part (if not all) matches will be streamed by official streamers.

✦ One team may ask for a **5 min delay** otherwise the stream will be in real time
(Teams have spies so no delay is recommended unless any bias comes out).

✦ Players are allowed to stream their matches, at their own risk *(potentially with delay).*

✦ Players and streamers would be nice to integrate any scene provided by organisation.
If a player or a streamer is sponsored, priority goes to their sponsor.

✦ Official english streamers are likely to upload each match on persistent media.

✦ Other languages are encouraged.

✦ We would like a video from official streamer and both sides for all matches on a persistent media *(e.g. twitch removing videos after a time-lapse).*

7 ✦ Elo & External Matches

✦ The Elo rating system used is the FIDE, starting at 1000.
*(International Chess Federation : **F**.édération **I**.nternationale **D**.es **É**.checs from french acronym)*

$$E_A = \frac{1}{1+10^{(R_B - R_A)/400}}$$

$$E_B = \frac{1}{1+10^{(R_A - R_B)/400}}$$

✦ All matches from the tournament will be tracked based on team names.

✦ The Elo ranking is **not** used to rank both leagues.

✦ To be more opened, organisation offers to regulate any 3v3 match, **and only 3v3**, in the Elo rating system :

✧ Referees are available to arbitrate any match between registered teams,
(teams can register at any time outside of the tournament).

✧ Those matches are planned by teams at any time but cannot happen simultaneously of any league match.

✧ Those matches are likely to be streamed or recorded unless both teams consider it is a confidential | training | private match.

✦ Exhibition matches

✦ During preparation phase, in addition to 3v3 matches *(chapter 3✦)*, exhibition matches can be scheduled to draw attention and give hype about this project. Some ideas :
Steelaxe vs World, 1v1 tournament with "Insane" difficulty, Pick up game...

8 ✦ More detailed rules

✦ The **version** of **FACTORIO** is defined in the next line of this document :

Actual version for all matches is *"Factorio 1.1.39"*

(The matches should be played on the latest version of factorio, unless the scenario has any incompatibility).

✦ **Biter Battles scenario :**

✧ Matches are played on the latest version from github https://github.com/ever-Lord/BBC/

✧ Mines, Artillery, Atomic bomb are disabled.

✧ **Any glitch, bug abuse, direct Pvp is forbidden.** Let's keep the spirit of BB !

✧ Waves of biters attack anywhere (outposts are not safe), from any direction.

✧ Scenario may fluctuate during preparation phase and will be definitely set at least one week before the championships starts, expect small changes that will be revealed asap.

✧ Scenario, constants, values should not change unless a big problem/complication occurs and a consensus is found.

✧ Scenario can be reverse-engineered, though you can ask any question to bbc.factorio@gmail.com or in the FreeBB discords.

one week = one match

✦ **One week, one match :**

For a flowing tournament, we insist that each team plays one match per week.

✧ By default, servers are provided by organisation.

✧ Team "at home" can choose their server among them, or even provide their own server. **BUT there is a BUT** : server must have been tested before and only referee can be admin during the match *(yes you will have to demote yourself for the time of the game).*

✧ A **pause** can be called once per hour and per team, but cannot last longer than 5 min, after this delay is reached, the referee can unpause the game at any moment after a 3s timer.

✦ **Replacement, absence, defection, desertion :**

✧ **One player** can only play for one team during one season *(exception below).*

✧ Roster can be changed until the first match. Then you can switch only one player between two matches *(a player who missed a match can come back).*

✧ If a **captain** defects or deserts, the team will have to nominate a new captain by vote.

✧ **Matches** will be played even if **only two players** are present, but if only one player is present, that will be considered as a miss.
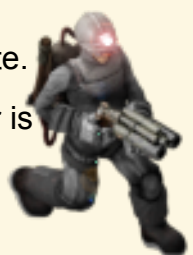
- ✧ **One team** can miss a first match that can be postponed within two weeks.
- ✧ One team can miss a second match but will get a loss.
- ✧ One team which miss a third match will be **disqualified**.

- ✧ If two or more teams disband or are disqualified, players can regroup and revive a team
  (which means in this only case a player can play in more than one team during one season).

- ✧ **Mercato** : above rules reset between seasons, so each captain/owner of a team can enroll any player for next season _(don't be an asshole with that, keep your team as steady as possible)._

✦ **Settlement with equalities :**

- ✧ Winner takes 2 points if playing "at home" and 3 points if playing "away".
- ✧ In case of equality at the end of the season, rank will be decided first from both direct confrontation matches.
- ✧ Then lowest evolution reached then time played.