



MAGICCRAFT

MagicCraft League

Event Bible



ULTRA

Introduction:

The purpose of this document is to set the rules for the League(s) in 2024 hosted by ULTRA.IO (Ultra Arena) for the game MagicCraft

Everything in this document should be considered the official rules for any official event hosted by the organizer, which are applicable to every team, participant, organization and staff during the period of time the league lasts.

All the communication for the league will be through the official [Ultra's Discord Server](#), or through email to arena@ultra.io

Eligibility:

- Nationality
 - Players should be able to participate in the League regardless of nationality.
- Residence
 - The player can be based anywhere as long as they can reach the server where the tournament will take place
- Ultra Wallet
 - Players, organizations and team managers must have an active Ultra wallet in order to be eligible to compete in all the phases of the league
- Sponsors
 - Teams and/or players may have any type of sponsors, excluding only the following:
 - Other tournament platform that is not Arena
 - Other game distribution service that is not Ultra
 - Other games that are not MagicCraft
 - Other developer/publisher that is not MagicCraft
 - Other esports event or organization that is not Involved in the league
 - Medications
 - Firearms, guns or gun accessories
 - Pornography or pornographic products
 - Tobacco and related like vaping
 - Alcohol

- Political or religious
- Organizations that promote discrimination, hate, violence, sexism, etc.

Registration:

- Registration
 - To register to each match, team managers must own a “League Slot” Uniq, this will grant them access to all the matches that they must play
- Check-In
 - Check-In should be done by the team manager 1 hour before their match, In case a team fails to check-in it will be count as a loss on their record
- Player & Team names
 - The organizer (Ultra Arena), is entitled to decline any player or team name
 - Only the players drafted to a team are eligible to play and names must match with the ones on the team roster
- Account ownership
 - It is strictly forbidden for players to use the account of another player. If a player is catch doing so, the player or the entire organization may be subject of disqualifying from the league
- Eligibility and consent
 - Players must fulfill everything established in this Rule Set in order to participate, and by doing so they also commit to play all the matches they must to if the conditions are appropriate

Equipment and Software

- Player’s responsibility
 - It is expected that the players meet these that compose their set up, but it is not limited to:
 - The protection and functionality of their PC/Mobile Device
 - Stable internet connection
 - Make sure that you are able to access MagicCraft
 - The game performance in your PC/Mobile Device
 - Delays caused by these factors will not be considered as eligible fact of pauses
- Software for online Ops
 - MagicCraft
 - Make sure that your browser/PC/MobileDevice is compatible with the game
 - Discord

- All the league organization and direct communication between organizations and the organizer will be done through this channel.
 - All members should remain active during the tournament/league and should inform the organizer in case they need a break (The organizer reserve the right of allowing the break or not)
 - These communication can be through text or voice channel, and it may require a Webcam in case the organization requires it
 - Screen Recording Software (Optional)
 - In case of dispute, the players must present visual evidence that presents the claims the team is doing.
 - Any type of claim is subject to this condition
 - Eligible softwares
 - NVIDIA Shadowplay
 - AMD Shadow play
 - OBS
 - Any other software should be informed to the organizers to check eligibility
- Sanctions
 - Players that are sanctioned in game by MagicCraft, won't be eligible to compete in the tournament until this restriction ends.
- Lobby
 - All the season will be run in the channel the tournaments mentions

Player conduct and behavior

- Sportsmanship
 - Players that take advantage of bugs, exploits, glitches or any unintended mechanic within the game will be automatically disqualified from the season and/or the grand tournament.
 - Players should always refer with respect to anybody involved in the tournament; players, staff, viewers, etc. Any inappropriate conduct will lead into a disqualification from the season and/or the grand tournament.
- Participants may be disqualified from the tournament at any time, without prior notice, for violating these Terms or engaging in any behavior that Ultra and MagicCraft deem to be inappropriate including but not limited to:
 - Insulting or abusive language
 - Racism
 - Cheating
 - Taunting
 - Mocking
 - Exploiting bugs
 - Crashing the system

- any other conduct that we consider to be detrimental to the Tournament or its participants.

Additionally, participants who are more than fifteen (15) minutes late for a scheduled match may be disqualified. We reserve the right to investigate any suspected violations of these Terms and to take appropriate action, including disqualifying participants and withholding rewards, in our sole discretion.

League Format

Phases	Info	Tournament Format
Round Robin 1	<ul style="list-style-type: none"> ● Duration: 5 days ● 3 Matches per day 	<ul style="list-style-type: none"> ● 3v3 Bo3 ● Gamemodes order <ul style="list-style-type: none"> ○ Skull ○ Escort ○ Capture the point
Mid-League Draft	<ul style="list-style-type: none"> ● Team Managers will be able to change players if they want to do so ● Duration: 1 week 	
Round Robin 2	<ul style="list-style-type: none"> ● Duration: 5 days ● 3 Matches per day 	<ul style="list-style-type: none"> ● 3v3 Bo3 ● Gamemodes order <ul style="list-style-type: none"> ○ Skull ○ Escort ○ Capture the point
Playoffs	<ul style="list-style-type: none"> ● Top 4 teams will advance to the playoffs ● Players will be seeded into the bracket depending on their position in the league 	<ul style="list-style-type: none"> ● Bo5 Double Elimination Bracket ● Gamemodes order <ul style="list-style-type: none"> ○ Skull ○ Escort ○ Capture the point ○ Escort ○ Skull

DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	Mid League Draft	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10
2 vs 1	3 vs 4	6 vs 4	4 vs 1	5 vs 6		5 vs 6	4 vs 1	6 vs 4	3 vs 4	2 vs 1
3 vs 6	6 vs 1	2 vs 3	5 vs 3	1 vs 3		1 vs 3	5 vs 3	2 vs 3	6 vs 1	3 vs 6
4 vs 5	2 vs 5	1 vs 5	6 vs 2	4 vs 2		4 vs 2	6 vs 2	1 vs 5	2 vs 5	4 vs 5

(Each number represent a team)

Scoring

Match Score	Points Earned
2 wins - 0 losses	1 Point
2 wins - 1 lost	1 Point
1 win - 2 lost	0 Points
0 wins - 2 lost	0 points

In case a team is tied with another, supremacy will be taken into consideration. Meaning that if one of the teams defeated twice the team they are tied with during the Round Robin phase, that team will be granted the upper position in the table.

In case this criteria is not met by teams being tied 1 to 1 during the round robin phase, these teams must play a Bo3 tie breaker to decide the final standing.

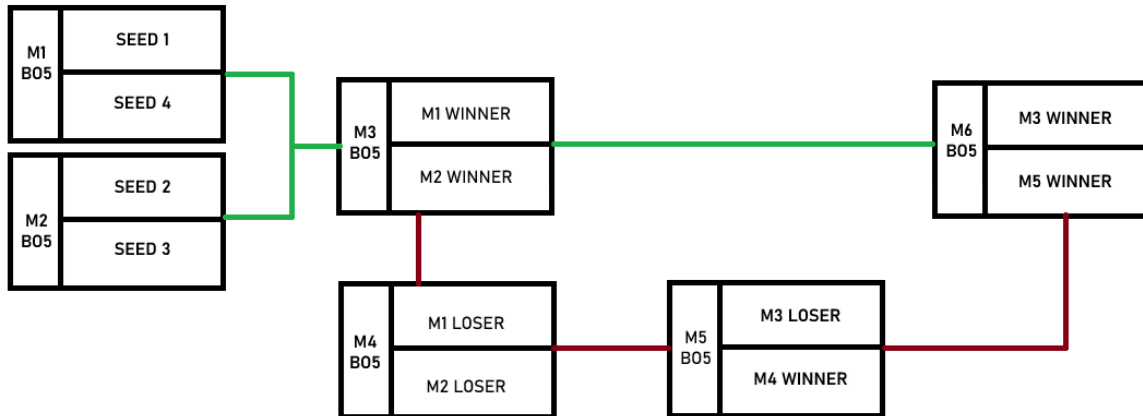
Seeding

After the double round robin, teams will be seeded depending on their standing.

- 1st - Seed 1
- 2nd - Seed 2
- 3rd - Seed 3
- 4th - Seed 4

Playoffs

Players will be allocated on the bracket according to the seed previously disclosed:



Players

- Teams will consist of 3 players each with 1 to 2 back-up players.
- Teams may change between main roster and back-ups for strategic purposes as long as they inform the league's staff 10 minutes before their first game, or as soon as a game is finished.

Dispute Resolution

Any dispute related to these Terms or participation in the Tournament shall be resolved exclusively through good faith negotiation. You waive any right to bring a dispute as part of a class action or in a representative capacity. This clause constitutes a complete waiver of any rights to resolve disputes through other means, including mediation, arbitration, private dispute resolution services, or trial. The decision reached through the negotiation process shall be final and binding on you, ULTRA, and MagicCraft.

Prize Pools

The prize pool for this event will consist of 3,000\$USD in tokens and NFTs provided by MagicCraft and Ultra and will be distributed the following way:

2,500\$USD in Tokens (1000\$USD in MCRT and 1500\$USD in UOS)

- 1st - 50%
- 2nd - 25%
- 3rd - 15%
- 4th - 10%

500\$USD in NFTs provided by MagicCraft:

- 5 NFTs to the 1st place (1 for the 3 in the main roster and the 2 backup players)

Managers can take up to 20% of the prize won by their teams.

Dates

The league will take place the following dates:

Amateur Qualifier:

- Day 1 - August 16th 2024
- Day 2 - August 17th 2024
- Day 3 - August 18th 2024 (This date may vary depending on the amount of teams registered to the amateur qualifier)

Pro League:

- Day 1 - August 24th 2024
- Day 2 - August 25th 2024
- Day 3 - August 31st 2024
- Day 4 - September 1st 2024
- Day 5 - September 7th 2024
- Day 6 - September 15th 2024
- Day 7 - September 21st 2024
- Day 8 - September 22nd 2024
- Day 9 - September 28th 2024
- Day 10 - September 29th 2024

Play-Offs:

- Day 1 - October 1st 2024
- Day 2 - October 2nd 2024
- Day 3 - October 3rd 2024

Closing Agreement

Remember that by competing in the *BETA: Arena League - MagicCraft* you agree in every single rule previously stated and must follow them or any instruction the league's official may provide to individuals or organizations related to this league.

MagicCraft and Ultra reserve the right to kick, ban or sanction any player, organization, sponsor, or any individual or organization involved in anything related to the league.

Any content related to the league can and will be used by Ultra and MagicCraft for any commercial purposes.