

Official Rulebook: Vanguard

Fate League Discord

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1. Deck Submission

1.1 Deck Requirements

Syndicate **PAIRINGS** may not be duplicated across each deck in a given set until Top Cut (2.3). An example of an eligible and ineligible deck lineup can be found below:

Eligible Lineup	Deck
Player 1	Singularity/Phasetide
Player 2	Singularity/Silence
Player 3	Sungrace/Phasetide

Ineligible Lineup	Deck
Player 1	Singularity/Splintergleam
Player 2	Lifeblood/Phasetide
Player 3	Singularity/Splintergleam

1.2 Deck Submission

Team Captains are required to submit every team member's deck for the week.

1.2.1 Lineup Specific Submission

Forms will contain an **OPTIONAL** section to specify lineups for certain matchups but the only requirement is to submit **1** deck for all members for the week. When submitting your decks, specify which lineup is intended for each opponent.

1.2.2 Patches

When patches occur, there will be a second Deck Submission Form that will be **REQUIRED** to submit if you plan on scheduling your matches post-patch. The first Deck Submission Form will not be required to prevent chuds like akon from submitting fake decks.

1.3 Deck Validity

Accurate Deck Links must be submitted in the respective form by 5:59 PM ET every Sunday (The term "decklock" will herein refer to 6 PM ET on Sunday - after Deck Links are due). If a team fails to submit Decks by the time Deck Links are made available on Monday at 12 PM EST, the team will incur penalties highlighted in Penalties (1.4).

1.3.1 Invalid Deck Use

If a player were to enter a game with an incorrect deck, it is counted as a game loss. This penalty is separate from penalties incurred from Penalties (1.4)

1.4 Violations

If a submitted deck is found to violate Deck Requirements (1.1) by Tournament Admins, the team's captain will be notified if possible and will be allowed to make changes before decks are due. If the violation is found after the deck lock, or the deck has not been changed before the deck lock, then a penalty will be applied in accordance with Penalties (1.4). **IT IS THE TEAM'S RESPONSIBILITY TO ENSURE THEY HAVE LEGAL DECKS.**

1.5 Penalties

1st Offence: Game Loss for offending players.

2nd Offence: Game Loss for entire team.

3rd Offence: Dropped from Event.

1.6 Deck Links

Team Captains must use [ChronoDB](#) when submitting Deck Links. If decks are submitted through any other means, teams will have to redo Deck Submissions. If the Team Captain does not resolve the issue by decklock, then a penalty will be applied in accordance with Penalties (1.4).

2. League Structure

2.1 Teams

Teams consist of 3 players. A Team Captain, Player 1, and Player 2. These positions are assigned at Sign-Up and determine which opponent you will play throughout the event.

2.2 Group Stage

(Given that the 32 team cap is met) There will be 4 groups of 8 teams. Each team will face every other team in their respective group. Teams will play against two teams a week. The top 2 teams from each group will advance to Top Cut.

2.2.1 Scheduling.

The matches may be scheduled at any point from Monday at 12 PM EST to Sunday 11 PM EST.

2.2.2 Disputes.

If something were to occur that would require a TO, refer to this document first. If a TO is needed for a dispute, the match must be paused until a TO is available to assist the match.

2.2.3 Ties.

Ties will be broken based upon the following:

- Individual Game Win Percentage.
- Opponent Match Win %
- Opponent Game Win %
- If all else is equal, tied teams will enter a BO3 Round-Robin Bracket.

2.3 Top Cut

The Top 8 teams from groups (Top 2 from each Group assuming there will be 4 Groups which depends on the number of teams registered for the event) will compete in a double elimination bracket that will span over two days (except for Grand Finals which will take place the following Saturday on September 26th).

2.3.1 Schedule and Broadcast.

Top cut matches will be broadcasted. This means that both days of Top Cut will not be asynchronous. The First Set of matches for Top Cut will be on September 19th at 12 PM EST. The Second Set will be on September 20th at 12 PM EST.

Day1: Round 1, Losers Rd. 1, Round 2, Losers Rd. 2

Day 2: Winner's Finals, Losers Rd. 3, Loser's Finals

2.3.2 Prizing.

Everyone that makes it to Top Cut will make 5,000 Crystals guaranteed.

2.3.3 Deck Submission.

Team Captains must submit Deck Links by September 17th at 6 PM EST.

2.3.4 Deck Requirement Change

Decks may not contain duplicate syndicates entirely. Meaning you'll have to play all 6 regions across all decks.

Eligible Lineup	Deck
Player 1	Singularity/Phasetide
Player 2	Lifblood/Silence
Player 3	Sungrace/Splintergleam

Ineligible Lineup	Deck
Player 1	Singularity /Splintergleam
Player 2	Singularity /Phasetide
Player 3	Lifeblood/Sungrace

2.4 Grand Finals

WIP: Team Captains will face off against each other, the losing Captain gets swapped out by Player 1, who will then be swapped out for player 2, etc. The first team to reach 30* points wins the event. Game Wins award 6 Points. (*Actual point totals might be changed)

2.4.1 Schedule and Broadcast.

Grand Finals matches will be streamed on September 26th at 12 PM EST.

2.4.2 Deck Submission.

WIP: Team Captains must submit Deck Links by September 25th at 6 PM EST.

3. General Conduct

3.1 Player Conduct

Players are expected to be respectful to all other players and help create an enjoyable sportsmanlike environment.

3.2 Bugs

If a bug were to occur after mulligan, then the game would not need to be reset. It is up to the discretion of the opposing player, but they have full authority to accept a victory.

3.2.1 Mulligan.

If a bug were to occur before or during mulligan, players are allotted **ONE** reset. After exhausting the one reset, the opposing player has full authority to accept a victory.

3.3 Exploits

Anyone who is knowingly exploiting a bug in the game will be subject to penalties highlighted in Penalties (1.4).

3.4 Match-Fixing

No player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means. If caught, both teams will be dropped and banned from all future events.

4. Broadcasts

4.1 Streamers

Streamers are allowed to stream their own matches. However, in order to maintain competitive integrity, streams **MUST** have at least a 5 minute delay.

4.2 Official Broadcast

Fate League will only broadcast Top Cut and Finals. Scheduling for Top Cut and Finals is highlighted in *Schedule and Broadcast* (2.3.1) and *Schedule and Broadcast* (2.4.1).

4.2.1 Co-Casting.

Co-Casting will be allowed. Co-Casters must also have a 5 minute delay on their streams.

4.2.2 Where to Watch.

The Official Broadcast will be on <https://www.twitch.tv/fateleagueevents> and <https://www.youtube.com/@FateLeague>.

5. Rule Enforcements

5.1 Final Ruling

Tournament Admins have the **FINAL SAY** in all disputes and may issue any punishments they deem appropriate.

5.2 Rule Changes

Rules may change throughout the season if deemed necessary to keep the integrity of the league in place. Any rules added after the official start date of the league will not be in effect until the week of play after which the rule was added.

6. Payments

6.1 Payouts

Payouts will be handled primarily through Paypal. If an issue arises where a player cannot accept their reward through PayPal, then the player must reach out to JasonFleurant to attempt to resolve the issue.

6.2 Prizing

The total prizing for the event is as follows:

1st Place: \$400 and 45,000 Crystals
2nd Place: \$300 and 36,000 Crystals
3rd Place: \$200 and 30,000 Crystals
4th Place: \$100 and 24,000 Crystals
5th - 8th Place: 15,000 Crystals
Everyone: 3 Packs