

FORMAT AND RULES OF VIRTUAL HUMAN WAVE 2020

Format

1. The Tournament Director (TD) will be a registered player. The TD shall direct tournament players/adjudicators how to provide the results of each game, such that those results can be verified throughout the tournament. The TD will seed players by their latest AREA ratings for the first round. Those without a rating will be seeded randomly and will rate lower than the AREA rated players. Then he will pair the top half against the bottom half (e.g.: in a field of 32 players, the field is split into 2 groups of 16. The #1 seeded player plays #17, #2 plays #18 etc.). The same method is applied in the following rounds to groups of players having the same victory-defeat record. If a group has an odd number of players, take the best player from the next lower group. The TD may alter the pairings to prevent repeated pairings of the same players, or to fulfill a special player request. The player with the highest point total at the end of the tournament is the winner. See tournament rule 15 for the earning of points. The Main Tournament for Human Wave 2020 consists of 4 rounds of play: 1 round each day beginning on Wednesday, June 24th and ending on Sunday, June 28th. Participants will have 23 hours to complete their games in each round. The round timings will be strictly adhered to throughout the tournament. Participants will play only scenarios from the scenario list.

TOURNAMENT RULES

2. The tournament will be playing using VASL. The VASSAL version will be 3.2.17 and VASL will be version 6.5.0. Players are highly recommended to go to vasl.info and install the following extensions:
 - a. Chit_generator.mdx
 - b. VASLOverlays_v2.0.vmdx
 - c. Cloaking-display.vmdx
 - d. Secret-dr.1.0.vmdx
3. Under preferences, players will select "Get DR/dr random numbers from random.org".
4. Set up maps will be provided with terrain SSRs created. Players will need to draw their own OOB to avoid ownership issues. LOS will be using VASL LOS. If a LOS is challenged, players to mediate by whatever means. TD can come to make a judgment if required.
5. All scenarios chosen for this event are small to medium in size. Games that exceed the allotted time frame for that round due to players taking too long to setup will be adjudicated accordingly.
6. Players who fail to meet up to play their match will forfeit that game.
7. Each round has a specific amount of time allotted for scenario play to avoid upsetting the tournament schedule by waiting for games that run too long. Rule 23 has the schedule. A Fair Time Warning will be given to all players when only one hour remains in the current round. When only 20 minutes remain, tourney staff sound a Final Time Warning. If players have not finished their game when time runs out, they will take up to five minutes to discuss whether one of them should concede or if both should declare the game a draw. If the players do not reach an agreement, then their match will be adjudicated by the tournament staff. See Tournament rule 17 for an explanation of the Adjudication process.

8. Consider and agree on ALL optional rules before making scenario choices (e.g., IIFT, BI, PF usage, etc.). Any variable scenario information (e.g.: VC choice, Bore-sighted hexes etc.) must be written in the notes in the VASL file.
9. Players choose scenarios from the Scenario List for each round prior to the tournament. Each player will secretly pick their top three selections ranked as 1st, 2nd, and 3rd, along with side preference. ***These will be sent to the TD before the tournament.*** Once players are matched, the TD will then inform the players of scenario, side and if there is any balance.

EXAMPLE: Player A picks scenarios X1, X2 and X3 as his 1st, 2nd and 3rd choices. Player B picks X3, X4 and X2 as his 1st, 2nd and 3rd choices. X4 and X1 are not considered since they are not a match. X3 has a lower RA of 2 $[(1+3)/2=2]$ as opposed to X2 which has a RA of 2.5 $[(2+3)/ 2=2.5]$. So, the players will play X3 this round.

10. Verify your opponent's OB and the map boards' orientation before setup begins.
11. Ask your opponent if they have considered all setup restrictions for HIP units before Setup. Verify the legal Setup of all non-HIP units before the game begins. All HIP units must have their locations written in the notes (delayed) for verification at game end.
12. If a player is found to have violated Setup restrictions after play has commenced, any illegally setup units are removed from play. Rules 10 and 11 are meant to ensure a fair playing of the scenario chosen. They are not intended to be a method for unethical play. If you are aware of an error in the OB's or in your opponent's setup, you **MUST** make this error known to your opponent.
13. Any rules dispute should be resolved first by the players involved. If the players involved cannot agree on a rule interpretation, tournament staff will decide on the rule in question.
14. Kibitzing is not tolerated! Players may lock their rooms if they wish to avoid any interferences in their matches.
15. The winner of the tournaments will be the player with the highest point total at the end of the tournament. Points are awarded as follows:
 - a. Ten points for every victory and five points for every draw that a player has at the end of the tournament. In cases where a player wins by opponent forfeiture, or a player receives a Bye in a Round, that Round counts as a victory for that player.
 - b. One Bonus point for every victory that a player's defeated opponents have at the end of the tournament.
16. Unless one player conceded defeat in the scenario, no tournament scenario will be arbitrarily ended by the players involved.
17. ADJUDICATION: The following process will be used in the Adjudication of any unfinished tournament matches at the end of a Round. Players will be asked to leave the gaming area and move into the Administration Area to await the outcome of the Adjudication.
 - a. Play ceases when the tournament staff declare the Round is over. If a fire attack or a CC attack was declared and in the process of being resolved before the

announcement to cease play, that attack is resolved completely, including any resulting Sniper attacks, LLMC etc.

- b. Three adjudicators, usually the tournament staff (TD and two ATD's), privately ask player "A" what his plan was for the scenario and what he planned to do had play continued.
 - c. They repeat the process with player "B."
 - d. The three Adjudicators then discuss the scenario situation among themselves. No one other than the Adjudicators will comment on this discussion unless asked to do so by the Adjudicators.
 - e. The three Adjudicators secretly choose one of three options: Allied Win, Axis Win or Draw. They then simultaneously reveal their choices. The match is decided based on the majority option chosen by the adjudicators. Say if 2 'Draws' are selected versus 1 'Allied Win' or 'Axis Win', the result is a Draw'. If they chose one of each option, then the match result is a draw.
 - f. If the game being adjudicated involves one or more members of the tournament staff, the non-involved tournament staff will appoint one or more experienced (as the non-involved tournament staff decides) person(s) to assist in the adjudication.
18. In cases where a round has an odd number of players, the lowest seeded player in the lowest W/L group in the round will receive a Bye. A player may receive only one Bye in the tournament.
19. RANKINGS: The Rankings are based on the player's point totals in the tournament. The tournament staff will use the following tiebreakers to resolve any ties in the Initial Rankings to obtain the Final Rankings.
- a. Head-to-Head play: If player A defeated player B, then player A is ranked higher.
 - b. Defeated opponents: If the point total of player A's defeated opponents is higher than the point total of player B's defeated opponents, then player A is ranked higher.
 - c. All opponents: If the point total of player A's opponents is higher than the point total of player B's opponents, then player A is ranked higher.
20. Players/adjudicators shall correctly file results in accordance with the TD's direction.
21. HAVE FUN AND ENJOY THE TOURNAMENT!
22. PLAYER CONDUCT: All participants are expected to exhibit good sportsmanship throughout the tournament. Unsportsmanlike conduct (verbal or physical abuse, intoxication and or cheating) will result in disciplinary action and/or disqualification at the discretion of the TD (and the tournament directing staff). Should a registered attendee experience unsportsmanlike conduct, he or she is encouraged to report the situation immediately to the TD or tournament staff and ask the TD/staff to intervene. Depending upon the nature and severity of the conduct, the TD may use whatever action they deem necessary to resolve the situation.

23. The schedule of the tournament rounds is as follows:

- a. Main Tournament
 - i. WEDNESDAY:
 - 1. 1100: Opening Ceremonies via ZOOM
 - 2. 1200: Round 1 begins
 - ii. THURSDAY:
 - 1. 1100: Round 1 ends.
 - 2. 1200: Round 2 begins.
 - iii. FRIDAY:
 - 1. 1100 Round 2 ends.
 - 2. 1200 Round 3 begins.
 - iv. SATURDAY:
 - 1. 1100: Round 3 ends.
 - 2. 1200: Round 4 begins.
 - v. SUNDAY
 - 1. 1100: Round 4 ends.
 - 2. 1200: Closing Ceremonies via ZOOM.
- b. ASLSK Tournament:
 - i. THURSDAY
 - 1. 1100: Opening Ceremonies via ZOOM.
 - 2. 1200: Round 1 begins
 - ii. FRIDAY
 - 1. 1100: Round 1 ends.
 - 2. 1200: Round 2 begins.
 - iii. SATURDAY
 - 1. 1100: Round 2 ends.
 - 2. 1200: Round 3 begins.
 - iv. SUNDAY
 - 1. 1100: Round 3 ends.
 - 2. 1200: Closing Ceremonies via ZOOM

If the Final Matches are completed before the scheduled end of on Sunday, the awards will take place earlier than is indicated. **Eastern Daylight Savings Time!**

24. Players will fill in the following table and send the information via email to the TD (dwgarvin@gmail.com) prior to the 22nd of June 2020:

Main Tournament:

Round	Top pick and side	2 nd pick and side	3 rd pick and side
1			
2			
3			
4			

ASLSK Tournament

Round	Top pick and side	2 nd pick and side	3 rd pick and side
1			
2			
3			

25. VOICE CONNECTIVITY. The primary method to talk online will be with SKYPE. Players are highly recommended to get a SKYPE account. BY MUTUAL AGREEMENT ONLY, players may use other means (Discord, telephone, etc). Please add the Tournament Director to your SKYPE account: david.garvin506