



European Team Carcassonne Online Championship 2023

Registration is open October 9 - 25, 2023
Tournament begins October 28, 2023

The third edition ETCOC will be held on the online platform Board Game Arena (BGA)
<https://boardgamearena.com>

The official ETCOC 2023 page
<https://www.carcassonne.cat/etcoc2023>

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Requirements

Eligibility:

Each team must be made up of players from the same country or from a single region where Carcassonne has been published in the native language of the same region. Only one team is allowed per country/region.

Teams that can participate with special names and flags:

- Players born or residing in Belarus will participate in the competition under the name Tutejšyja, that means “those who are from here”.
- Players born or residing in Russia will participate under the acronym RCP (Russian Carcassonne Players)

Registration:

Captains will be required to register their teams for the tournament. To do this, they must register in the championship web application. Once there, they will register all the members of their team by completing all the required fields. Each player must be registered with his exact Nick as it is written in the BGA, while it will be necessary to include a link to his profile on the platform. Captains will be responsible for ensuring that the profile information of each team member is accurate and maintained up-to-date throughout the duration of the tournament (i.e. standard/premium account type).

More information: [Tournament mechanics - Registration.](#)

Follow the rules:

Team captains must ensure that every player on their team understands and agrees to follow the tournament rules.

Team composition:

Teams must have a minimum of 8 players and a maximum of 15 players.

8 members of the team must play at least 1 duel during the group stage of the tournament. In case of breaking this rule, the team will lose one match point in the final results of the group stage.

Players must have more than 100 ELO and more than 50% Karma.

Each team must have a captain who is responsible for ensuring that team members understand and follow the tournament rules, including any updates announced by the tournament organizers during the tournament. Additional responsibilities include scheduling match dates with other team captains and reporting game results through the ETCOC application.

Tournament Chronology

TIMELINE
ETCOC 2023

OCT 9	Registration is open The captain of each country or region must register the team of his country. Minimum 8 players. Maximum 15 players. Premium captain is required.	
OCT 24	Close Registration This day at the 24:00 UTC the registration is closed.	
OCT 25	Draw A draw will be streamed on carcassonne.cat discord channel: https://discord.gg/F4TYUagR which will divide all registered teams up into groups.	
OCT 26	Lineups Required The Captains must enter in the ETCOC application the lineups of all their matches.	
OCT 27	Create tournaments The organization will create the tournaments corresponding to the duels of the match of Rounds Phase. In the Playoff Phase the organization will also create the tournaments.	
OCT 28	Rounds This day play the rounds at 08:00h , 10:00h, 12:00h, 14:00h... UTC time The numbers of rounds depends of the number of teams participants.	
OCT 29	Finals The eight best teams play the finals rounds at 9:00h (quarter-finals), 12:00h (semifinals), 15:00h (final and 3rd-4th place). UTC time.	

www.carcassonne.cat/etcoc2023

Tournament Schedule

- Registration October 9th - 24th.
- Draw October 25th at 19h UTC.
- Captains enter lineups October 26th until 24h UTC for Group Phase.
- Group Phase October 28th.
- Captains enter results October 28th when finish the matches.
- Captains enter lineups October 28th until 19h UTC for Playoff Phase.
- Playoff Phase October 29th.
- Captains enter results October 29th when finish the matches.
- Captains enter lineups October 29th when finish the matches for next Playoff Phase.

Tournament Format

The tournament will be split in two phases: a *Group Phase* followed by a *Playoff Phase*.

Draw

On October 25th (19h UTC) a draw will be streamed on carcassonne.cat discord channel (<https://discord.gg/F4TYUagR>) which will divide all registered teams up into groups.

There will be four seeds assigned to different groups based on the results of European teams of WTCOC 2023. The remaining teams will be assigned to groups randomly. The number of teams per group and the number of teams qualifying for the playoff phase will be announced during the draw, and depend on the number of registered teams.

The draw will be done live and will be generated by the ETCOC application.

Captains enter lineups for Group Phase

On October 26th until 24h UTC the Captains must enter in the ETCOC application the lineups of all their matches.

More information: Tournament mechanics - Enter lineups.

Group Phase

On October 28th each group will participate in a round robin of matches, i.e. every team will play a match against every other team in its group.

Depending on the number of teams in each group, a certain number of rounds will be played with the following schedule:

- Round 1: October 28th at 8:00h UTC
- Round 2: October 28th at 10:00h UTC
- Round 3: October 28th at 12:00h UTC
- Round 4: October 28th at 14:00h UTC
- ...

After the matches the captain must enter the results in the ETCOC application as soon as possible.

More information: Tournament mechanics - Enter results.

Captains enter lineups for Playoff Phase

On October 28th until 19h UTC the Captains must enter in the ETCOC application the lineups of all their Playoff Phase matches.

More information: Tournament mechanics - Enter lineups.

Playoff Phase

On October 29th the 8 best teams of the group stage will play the Playoff Phase (2 teams per group). In case there are less than 4 groups, the Playoff table will be completed with the best third places.

Attention: Please note that on October 29th, most countries will switch to the new timetable.

- Quarter-finals: October 29th at 9:00h UTC
- Semifinals: October 29th at 12:00h UTC
- 3rd-4th place: October 29th at 15:00h UTC
- Final: October 29th at 15:00h UTC

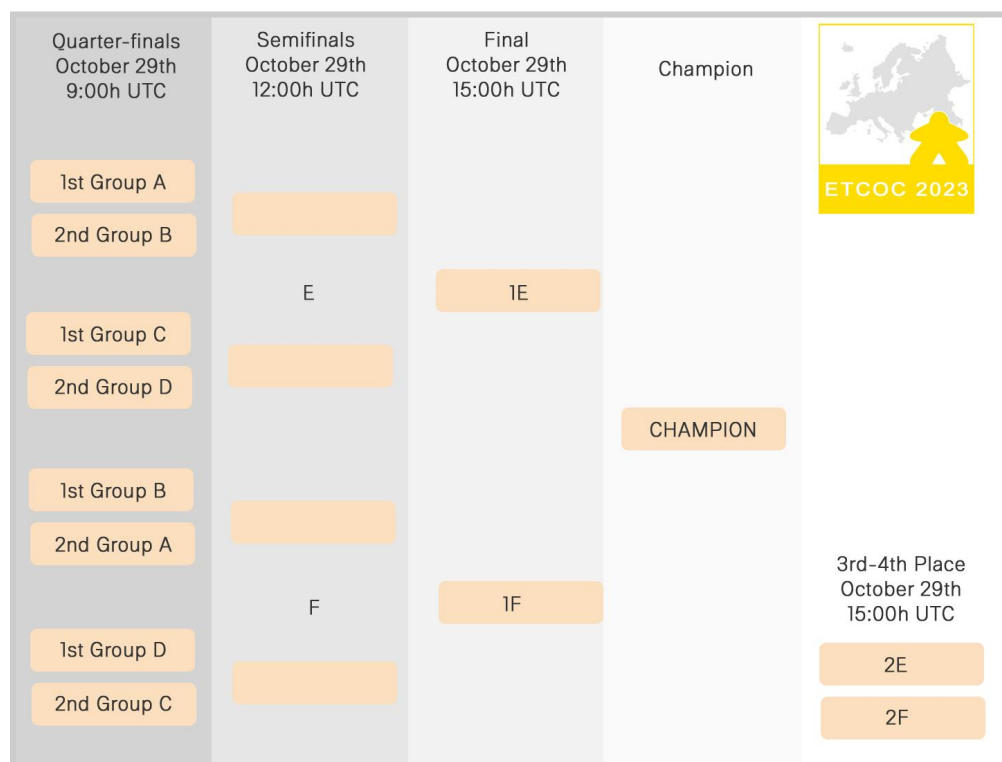
After the matches the captain must enter the results in the ETCOC application as soon as possible.

More information: Tournament mechanics - Enter results.

When the matches are over, the following lineups for the next phases of the playoffs must be entered in the ETCOC application.

More information: Tournament mechanics - Enter lineups.

The playoff table:



Create Tournaments

On October 27th-28th-29th the organization will create the tournaments corresponding to the duels of the match of Rounds and Playoff Phase. The players must accept the invitation and **register** at the tournament as soon as possible.

Tournaments will be set to the time set per round and the time per player will be 15 minutes.

Attention: The tournament will start automatically. If a player does not accept the tournament he will lose by no-show, if he arrives late and the time is over he will lose by time.

Matches

A **match** is an encounter between two teams consisting of 5 **duels** (best-of-3 encounters between two players, one from each team) consisting of at least two **games** of the tournament played on BGA, with a third game played if necessary to ensure that one player has two wins. All the duels in a match will be played simultaneously at established dates.

If one of the players has won 2 games, in the third game the players must propose to abandon the game collectively in the beginning. In that case the third game won't be played.

Games

Some information about the games:

- **Ends with a draw** - If the game ends with a draw, therefore the player who has not started the game is considered the winner.
- **Starts player** - In a tournament format the player who starts is random.
- **Discarded Tiles** - During a game, if a player can not legally play their tile, the BGA platform automatically discards it at the beginning of their turn, and the player receives a new tile. The other player, however, does not see this. Although a subtle note is added to the game log, it is not part of the game play, so we ask that you inform your opponent (via the chat window) whenever you discard a tile.
- **Unauthorized assistance** - Players are expected to play their own games without advice or coaching from others, and the use of tile-counting or memory aids (e.g. apps, spreadsheets, or pen and paper) is strictly forbidden. Players are also responsible for avoiding potential unrequested aid.


Tournament Mechanics

Registration

Captains should log on to <https://www.carcassonne.cat/etcoc2023/> and go to the team registration section.

In the first place, they will have to choose the team they are going to register to later fill in the required data as captain. Then they will fill in all the fields related to the members of the team, that is, real name, nick and profile link of each player in the BGA, and select whether or not each player is Premium.

The players must have more than 50% of reputation and average level (ELO +100).



Timetable | Classification | Playoff | Teams | Rules | DAZ | Contact

Register team

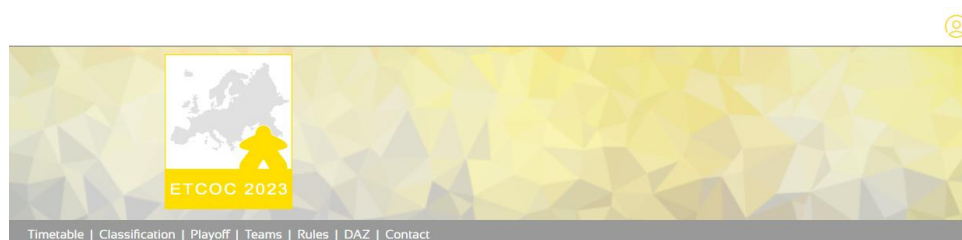
Select country or region ▼

Players

Captain name and surname	Captain nickname	BGA link	Premium	Captain
<input type="text" value="Captain name and surname"/>	<input type="text" value="Captain BGA nickname"/>	<input type="text" value="Captain BGA link"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Captain e-mail	Password			
<input type="text" value="Captain e-mail"/>	<input type="text" value="Password"/>			
Player name and surname	Player BGA nickname	Player BGA link	Premium	Required
<input type="text" value="Player 2"/>	<input type="text" value="Player 2 BGA nickname"/>	<input type="text" value="Player 2 BGA link"/>	<input type="checkbox"/>	Yes
<input type="text" value="Player 3"/>	<input type="text" value="Player 3 BGA nickname"/>	<input type="text" value="Player 3 BGA link"/>	<input type="checkbox"/>	Yes
<input type="text" value="Player 4"/>	<input type="text" value="Player 4 BGA nickname"/>	<input type="text" value="Player 4 BGA link"/>	<input type="checkbox"/>	Yes
<input type="text" value="Player 5"/>	<input type="text" value="Player 5 BGA nickname"/>	<input type="text" value="Player 5 BGA link"/>	<input type="checkbox"/>	Yes
<input type="text" value="Player 6"/>	<input type="text" value="Player 6 BGA nickname"/>	<input type="text" value="Player 6 BGA link"/>	<input type="checkbox"/>	Yes
<input type="text" value="Player 7"/>	<input type="text" value="Player 7 BGA nickname"/>	<input type="text" value="Player 7 BGA link"/>	<input type="checkbox"/>	Yes
<input type="text" value="Player 8"/>	<input type="text" value="Player 8 BGA nickname"/>	<input type="text" value="Player 8 BGA link"/>	<input type="checkbox"/>	Yes
<input type="text" value="Player 9"/>	<input type="text" value="Player 9 BGA nickname"/>	<input type="text" value="Player 9 BGA link"/>	<input type="checkbox"/>	Yes

Captain login

The captain will be able to access the panel when the team has been registered.



You have to click on the top right icon in the header and you will access to the login.

Timetable | Classification | Playoff | Teams | Rules | DAZ | Contact

Login

User (e-mail)

Password [Recover password](#)

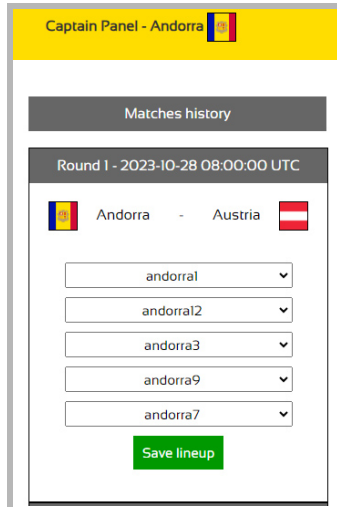
Enter lineups

To enter lineups, the captain must access the Captain's Panel in the ETCOC application and save the matches lineups one by one.

Attention: It is important to do it before 24h UTC on October 26th because it is necessary to create the tournaments.

The captain has to choose the players in each selector and press save lineup to save it. It's not necessary to take into account the BGA premium accounts.

The lineup will only be public on October 26th at 24h UCT as long as both lineups are entered.

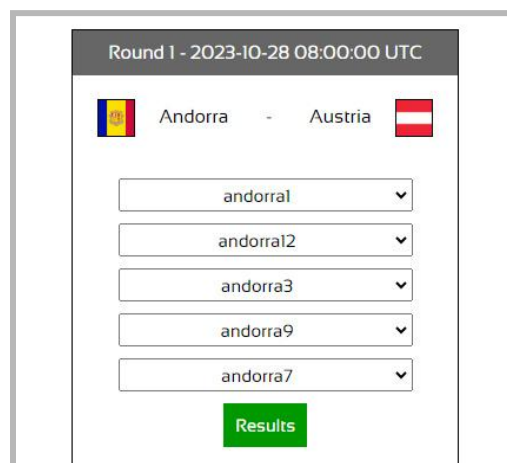


When you confirm the lineup you should see the following message:



Enter Results

Team captain winner enter the results in the ETCOC Application at the Captain's Panel.



Below is detailed how to proceed according to the results of each game based on this image that we use as an example.

Captain Panel - RESULTS - Andorra

Please, enter the result of each game into the corresponding field.
If there's a tie on a game, please tick the check box of the winner.
If a game ends because a player exceeds his allowed time or because a player doesn't show up, the result should be 0-1 or 1-0 and the corresponding check box should be ticked.
If the 3 rd game has not been played, please tick the corresponding check box.

No.	Won in a draw	Player		vs	Player	Won in a draw	Time	No-show	Not played
1	<input type="checkbox"/>	andorra1	100		90	austria12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra2	100		100	austria12	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra2	1		0	austria12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
1	<input type="checkbox"/>	andorra12	0		1	austria4	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
2	<input type="checkbox"/>	andorra12	0		1	austria4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra12	0		0	austria4	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1	<input type="checkbox"/>	andorra3	1		0	austria5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra3	1		0	austria5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra3	0		0	austria5	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1	<input type="checkbox"/>	andorra9	150		100	austria7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra9	100		120	austria7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra9	87		103	austria7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	<input checked="" type="checkbox"/>	andorra7	90		90	austria9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra7	98		104	austria9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra7	87		88	austria9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- **Game without any incident:** Duel 1 / Game 1 - Andorra1 vs Austria12

When a game ends without any type of incident, considering as an incident any situation that is not a victory within the scheduled time, captains only have to add the result of the game and do not fill any other box.

- **Game that ends with a tie on the scoreboard:** Duel 1 / Game 2 - Andorra2 vs Austria12

The game ends with a draw, therefore the player who has not started the game is considered the winner. Thus, you have to write down the result of the match and activate the **Draw box** for the corresponding player: in this case Austria12.

- **Game that ends because a player has exceeded his game time:** Duel 1 / Game 3 - Andorra 2 vs Austria12

The game ends without reaching the end of it since one of the players has run out of time. The result of it will be 1-0 or 0-1 and the correspondent **Time box** will be clicked.

- **Game or Duel in which a player does not play or not show up:** Duel 2 / Game 1 and 2 - Andorra 12 vs Austria4

If a player does not show up for the duel, or decides not to play one of the games, the result will be 1-0 for the player who did show up at the game table. In this case, the **Not Show Up box** must be activated

- **When a duel is decided in two games:**

In this case, it will always be necessary to fill in the **Not Played box** destined for the third game of the duel.

When you confirm the results you should see the following message:



Clock Rules

If a player runs out of time (i.e. exceed their allowed time) during any game, they will automatically lose the game. The win for that game will be awarded to their opponent.

A player is considered to have exceeded their allowed time if the **time remaining** shown after they have completed a turn (i.e. when local clocks are reset to sync with the server clock) shows negative time. Generally, but not always, the number will also be shown in red.

If a player runs out of time during a game of a duel, he must propose to abandon the game collectively. If the player who incurs in this situation does not propose to abandon the game collectively, he will have to be warned of it by his opponent to propose. This rule does not admit any type of exception.

Note: We recommend that players plan ahead to minimize any risk due to unreliable internet connections. Strategies that may help include:

Have a cell phone capable of being a wireless hotspot handy Plan to be in a location with good wireless connection when you play (e.g. hotel wireless can be unreliable).

Classification

Criteria for classification:

First: more matches won

Second: more duels won

Third: more games won

Fourth: minimum lost matches

Fifth: minimum lost duels

sixth: minimum lost games

Seventh: In the event that two teams have exactly the same results, the direct confrontation will be valued.

If there are multiple teams with the same result, the organization will decide the best way to break the tie.

Duties of the Team Captains

- Ensure that all team members understand and agree to follow the rules, including any updates announced/emailed by the tournament organizers during the tournament.
- Remind team members to be courteous and respectful as players and spectators.
- Communicate with other captains and the tournament organizers.
- Submit lineup and results for all matches on time.

What happens if...?

Additional information about the following points can be found in the indicated rules sections/subsections above.

- Match or Duel not played? (the team or player that doesn't show up on time up loses)
- Player misses the start of a duel? (the player loses the duel)
- For any type of assistance during the process, captains can send an email to carcassonnecat@gmail.com.

Dispute Arbitration Zone

The Dispute Arbitration Zone (DAZ) is available to consider any disputes and to make decisions regarding how the situation should be handled.

The organizers also reserve the right to take action against teams or players who are engaging in unfair or anti-regulatory attitudes.

To submit a dispute, please send an e-mail to carcassonnecat@gmail.com.

Questions or Concerns about the Rules?

For any questions, please contact carcassonnecat@gmail.com, and we will respond as soon as possible.

Courtesy and Fair Play Expectations

Consequences of unfair play - An individual or team that uses any form of inappropriate assistance during a game will be excluded from the tournament and potentially also from future editions of the ETCOC.

Please Note

The tournament organizers reserve the right to revise these rules as needed during the tournament, and will inform the team captains of all such changes via email.