



European Team Carcassonne Online Championship 2025

Registration is open October 1 - 14, 2025
Tournament begins October 18, 2025

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

The official ETCOC 2025 page
<https://www.carcassonne.cat/etcoc2025>

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.

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.

Eight 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.

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.

Captain must have a **premium account**.

Tournament Chronology



Tournament Schedule

- Registration October 1st - 14th.
- Draw October 15th at 19h UTC.
- Captains enter lineups October 17th until 18h UTC for Group Phase.
- Captains create tournaments or choose a player from his team to create tournaments.
- Group Phase October 18th.
- Captains enter results October 18th when finish the matches.
- Captains enter lineups October 18th until 19h UTC for Playoff Phase.
- Playoff Phase October 19th.
- Captains enter results October 19th when finish the matches.
- Captains enter lineups October 19th when finish the matches for next Playoff Phase.
- Captains create tournaments or choose a player from his team to create tournaments.

Tournament Format

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

Draw

On October 15th (19h UTC) a draw will be streamed on carcassonne.cat discord channel (<https://discord.gg/XdQQXtkn>) 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 2025. 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 17th until 18h 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 18th 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 18th at 8:00h UTC
- Round 2: October 18th at 10:00h UTC
- Round 3: October 18th at 12:00h UTC
- Round 4: October 18th at 14:00h UTC
- Round 5: October 18th at 16:00h 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 18th 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 19th 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.

- Quarter-finals: October 19th at 9:00h UTC
- Semifinals: October 19th at 12:00h UTC
- 3rd-4th place: October 19th at 15:00h UTC
- Final: October 19th at 15:00h UTC

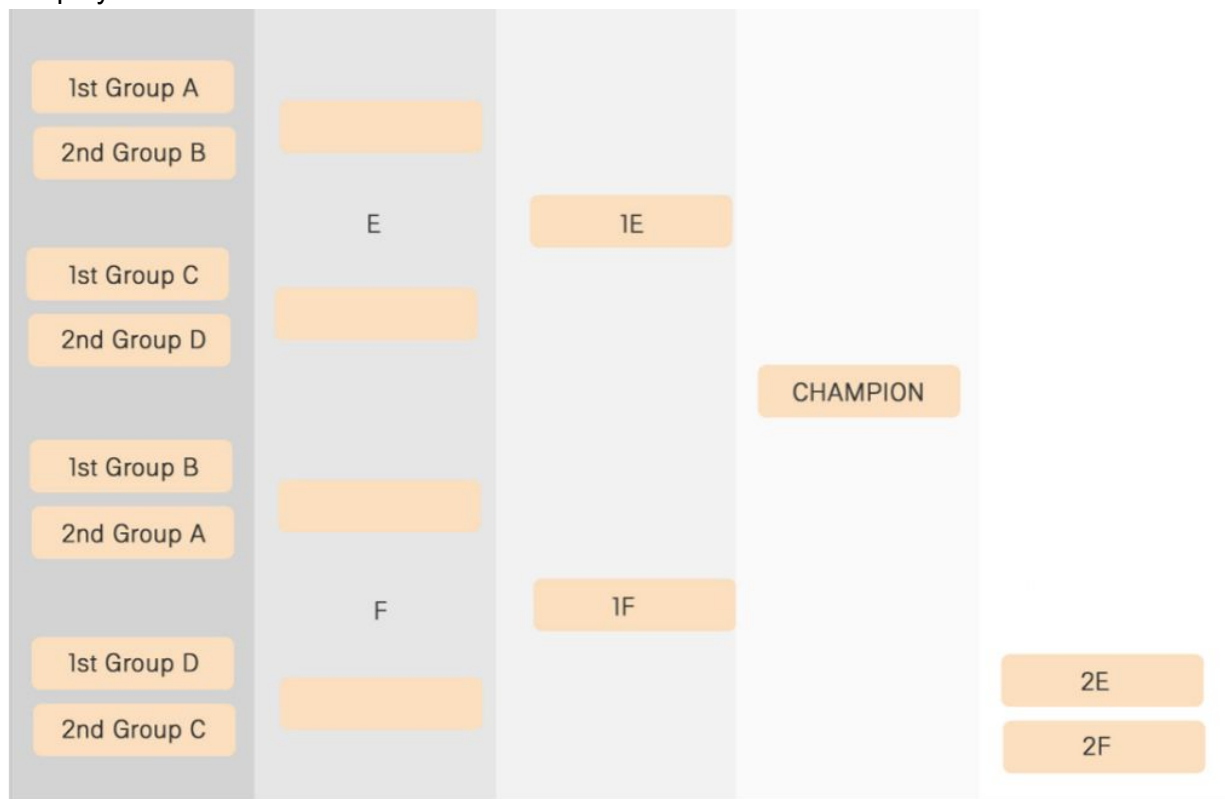
After the matches the captain must enter the results in the ETCOC application as soon as possible.

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

Match Format

A **match** is an encounter between two teams consisting of 5 **duels** (best-of-3 encounters between two players, one from each team), each consisting of at least two **games** 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 the date and time given by the organization.

The two players participating in each duel will be determined according to the lineups submitted by their team captains. A **lineup** is the list of 5 players for a specific match, assigned to **lineup positions** #1-5 corresponding to duels #1-5. For example, duel #1 in a match will be the encounter between the player in lineup position #1 from the home team against the player in lineup position #1 from the away team.

One premium player of the home team (not necessarily playing this match) will be in charge of creating the tournament.

Every game will have one winner. If a game results in a tied score, the player who was not the starting player will be designated the winner. If one player wins the first two games in a duel, the duel ends and no third game should be played.

Game Format/Settings

Unlike previous editions, 2025 ETCOC edition will be played through tournaments with 15min per player, a format as close as possible as the live World Championship.

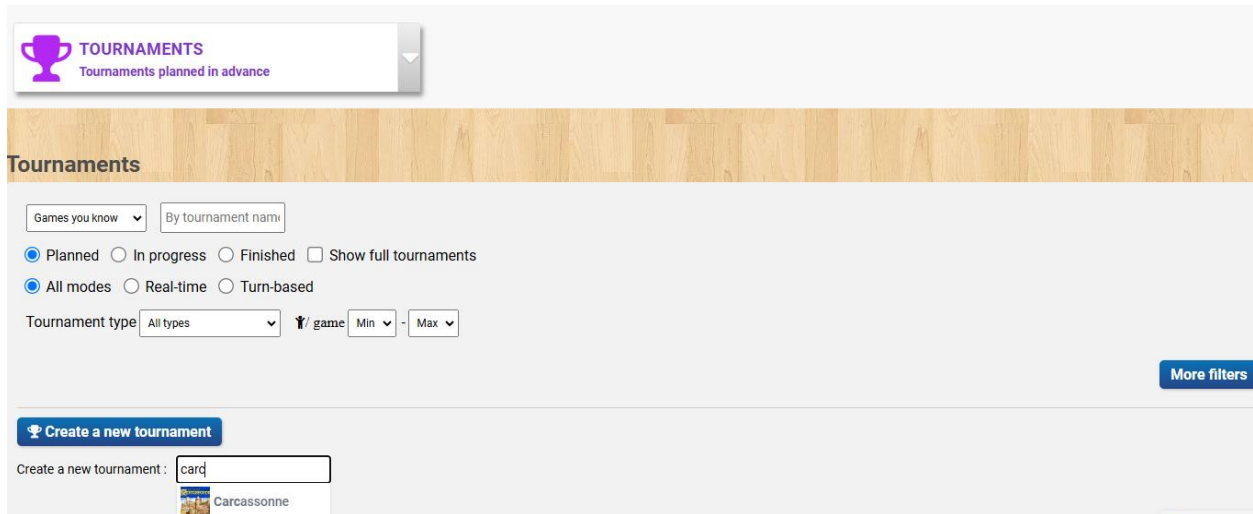
In tournament mode, the initial player does not necessarily change for each match of the duel, therefore it is possible that the same player starts the 2 or 3 matches of a duel.

If the duel is over after 2 games (2-0 or 0-2) both players must accept the last game and propose to abandon the game collectively.



Steps to create a tournament:

Create a tournament



TOURNAMENTS
Tournaments planned in advance

Tournaments

Games you know ▾ By tournament name ▾

☒ Planned ☐ In progress ☐ Finished ☐ Show full tournaments


☒ All modes ☐ Real-time ☐ Turn-based

Tournament type ▾ All types ▾ 1 game ▾ Min ▾ - Max ▾

[More filters](#)

[Create a new tournament](#)

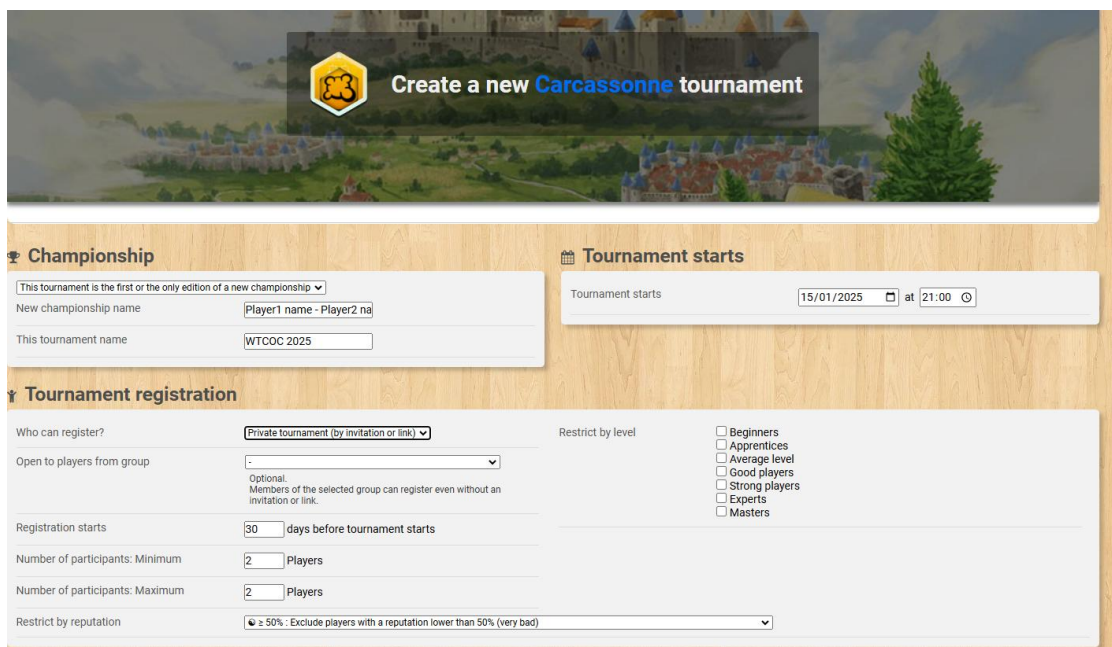
Create a new tournament:

 Carcassonne

Click on create a new tournament and select Carcassonne

Adjust general settings

- Set time of the game (according to your local time)
- New championship name: Name of Player 1 – Name of Player 2
- This tournament name: ETCOC 2025
- Who can register: Private tournament
- Restrictions of level: remove all the possible restrictions of level (as below)
- Number of participants: Min: 2 – Max: 2
- Restriction by reputation: Set to the least restrictive level (>50%)



Create a new Carcassonne tournament

Championship

This tournament is the first or the only edition of a new championship ▾

New championship name

This tournament name

Tournament starts

Tournament starts at

Tournament registration

Who can register?

Open to players from group
Optional.
Members of the selected group can register even without an invitation or link.

Registration starts days before tournament starts

Number of participants: Minimum Players

Number of participants: Maximum Players

Restrict by reputation

Restrict by level

- ☐ Beginners
- ☐ Apprentices
- ☐ Average level
- ☐ Good players
- ☐ Strong players
- ☐ Experts
- ☐ Masters

Choose Swiss system

Tournament type



Single Elimination
Players are eliminated from the competition after a defeat.
Only available for 2-player games.



Multiplayer Elimination
Each match, a number of players qualify for the next round.
Can allow any number of players per game.



Swiss system
Each participant plays the same number of games, and is paired with players close to their level.
Can allow any number of players per game.



Round robin
Every participant plays every other participant once.
Only available for 2-player games. Only for small tournaments.



Groups Stage
Players are first divided in groups for a first stage, winners advance to a final stage.
Number of player per game depend on the stage modes.

Adjust Swiss system settings

- Game maximum duration: 30min (real-time) – 15min per player
- Number of players in a match: 2
- Number of matches: 3 matches

Finish by clicking on CREATE THIS TOURNAMENT

Tournament match configuration

Game maximum duration: 30 mn (Real-time) (15:00 per player)

The River: No

Inns & Cathedrals (Expansion 1): No

Traders & Builders (Expansion 2): No

The Princess & the Dragon (Expansion 3): No

Strategic variant (3 tiles in hand): No

Field scoring: Each field is worth 3 points per adjacent completed city (International)

Completing a city of two tiles is worth: 4 points (International rules)

Number of players in a match: 2
Matchmaker will create a table with this number of players, if possible.

Number of players in a match (minimum): 2
Matchmaker will not create table with less than this number of players. Games with less than this numbers of players (because of absence) will be abandoned.

Options for : Swiss system

Points attribution based on results: ..., +6, +4, +2, 0
How many points will be given to players, finishing : first, second, last

Points attribution for skipped players: Maximum points a player would gain in a full game
How many points will be attributed to players who skipped a game (when there was no place for them)

Players pairing policy: Try to prevent same players to be opponents twice
For tournaments with few players, you should disable this option

Number of matches: 3 matches
Each player will play this number of matches

Warning: It is FORBIDDEN to create tournaments involving money without contacting us first.

[Cancel](#) [Create this tournament](#)

Open the tournament

Level required	Invited players only (private game)
Game mode	Normal mode
Game speed	Real-time • Fixed time limit
Time allotted to each player	15:00
The River	No
Inns & Cathedrals (Expansion 1)	No
Traders & Builders (Expansion 2)	No
The Princess & the Dragon (Expansion 3)	No
Strategic variant (3 tiles in hand)	No
Field scoring	Each field is worth 3 points per adjacent completed city (International rules)

Admin panel

Edit configuration

Edit match dates

Change trophy image


Open tournament

Let users register for the tournament

Cancel tournament

Register for this tournament

Registration for this tournament is open



Swiss system

Each participant plays the same number of games, and is paired with players close to their level.

Number of players in a match	2
Number of players in a match (minimum)	2

Register for this tournament

Chat with the participants

Get private tournament link

Game mode	Normal mode
Game speed	Real-time • Fixed time limit
Time allotted to each player	15:00
The River	No
Inns & Cathedrals (Expansion 1)	No
Traders & Builders (Expansion 2)	No
The Princess & the Dragon (Expansion 3)	No
Strategic variant (3 tiles in hand)	No
Field scoring	Each field is worth 3 points per adjacent completed city (International rules)

Admin panel

Edit configuration

Edit match dates

Change trophy image

Cancel tournament

Get private tournament link

Share this link with your opponent



The player creating the tournament will send the invitation link to his/her opponent. By joining the tournament, the opponent confirms having checked that the settings are exactly as described in the rules. No claim due to wrong settings will be accepted once the 1st game has started.

Attention: The tournament will start automatically. If a player does not accept the tournament he will lose by no-show the entire duel.

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/etcoc2025/> 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).

Register team				
Select country or region				
Players				
Captain name and surname	Captain nickname	BGA link	Premium	Captain
Captain name and surname	Captain BGA nickname	Captain BGA link	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Captain e-mail	Password			
Captain e-mail	Password			
Player name and surname	Player BGA nickname	Player BGA link	Premium	Required
Player 2	Player 2 BGA nickname	Player 2 BGA link	<input type="checkbox"/>	Yes
Player 3	Player 3 BGA nickname	Player 3 BGA link	<input type="checkbox"/>	Yes
Player 4	Player 4 BGA nickname	Player 4 BGA link	<input type="checkbox"/>	Yes
Player 5	Player 5 BGA nickname	Player 5 BGA link	<input type="checkbox"/>	Yes
Player 6	Player 6 BGA nickname	Player 6 BGA link	<input type="checkbox"/>	Yes
Player 7	Player 7 BGA nickname	Player 7 BGA link	<input type="checkbox"/>	Yes
Player 8	Player 8 BGA nickname	Player 8 BGA link	<input type="checkbox"/>	Yes
Player 9	Player 9 BGA nickname	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.

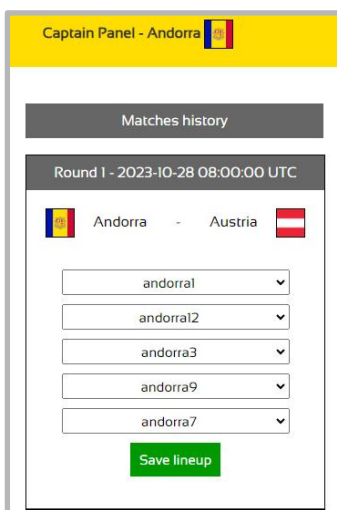
Enter lineups

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 18h UTC on October 17th in order for the home teams 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 17th at 18h UTC as long as both lineups are entered.



Captain Panel - Andorra

Matches history

Round 1 - 2023-10-28 08:00:00 UTC

Andorra - Austria

andorra1

andorra12

andorra3

andorra9

andorra7

Save lineup

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

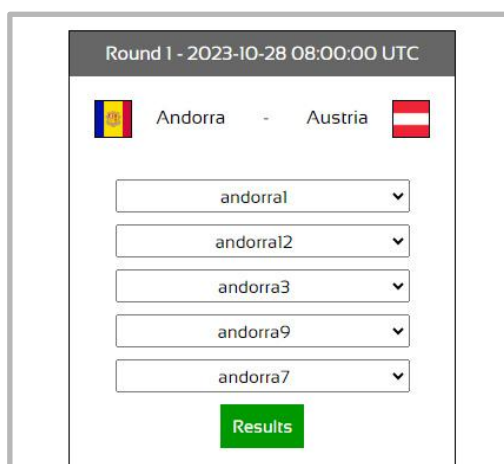


Captain Panel - Andorra

Saved Lineup.

Enter Results

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



Round 1 - 2023-10-28 08:00:00 UTC

Andorra - Austria

andorra1

andorra12


andorra3

andorra9

andorra7

Results

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	vs	90	austria12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra1	100	vs	100	austria12	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra1	1	vs	0	austria12	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
1	<input type="checkbox"/>	andorra12	0	vs	1	austria4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra12	0	vs	1	austria4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra12	0	vs	0	austria4	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1	<input type="checkbox"/>	andorra3	1	vs	0	austria5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra3	1	vs	0	austria5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra3	0	vs	0	austria5	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1	<input type="checkbox"/>	andorra9	150	vs	100	austria7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra9	100	vs	120	austria7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra9	87	vs	103	austria7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	<input checked="" type="checkbox"/>	andorra7	90	vs	90	austria9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	andorra7	98	vs	104	austria9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	andorra7	87	vs	88	austria9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[Save results](#)

- **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 concede the game. If the player who incurs in this situation does not concede the game, he will have to be warned of it by his opponent to concede. 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).

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.
- Create tournaments or choose a player from his team to create tournaments.

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.