

## ENGLISH RULES

### CREW CHAMPIONSHIP 2023

This regulation has all the information and rules about the Crews Championship - CC 2023.

**REGISTRATION PERIOD: 11/03/2023 to 25/03/2023**

**START: 04/04/2023**

#### I - GENERAL INFORMATION

This is an unofficial tournament. Be respectful during the tournament and play until the end. Abandonments will be severely punished.  
Read the Rules carefully and share with all your crew members.

#### II - FORMAT

CC is a crew tournament played with 8 Divisions and 2 Groups (A and B) each division. Participants are limited to 80 crews.

Each Group will have **5** crews where they will compete in an 8-team league; there will be **4** managers per crew (**G1, G3, G5, G7**).

##### GROUP STAGE:

During the Groups Stage each crew will face against all the other **4** crews. So there will be in total 5 rounds, but your crew will play only 4 of them.

The Organization will inform previously which will be the battles of each round (CREW vs CREW).

First crew of each Groups will qualify for the Final Round.

##### FINAL ROUND:

The winners of each Groups of the same Division will face against in a 5vs5 battle to define the winner. Winner of Division 1 is the Champions of CC 2023.

### **III - CRITERIA TO PARTICIPATE**

- At least **6 months** of group creation.
- At least **10,000** on-app Medal Points.
- Have played at least (1) **one competition held by the Forums and SEVO** (We will request the tournament upon registration).
- Crews suspended by SEVO/CASIC will not be able to participate.

**NOTE:** If we do not have the number of 80 Crews registered according to Regulations. We will open for a pre-selection with the following requirements:

- Crews who have already participated in SEVO Organized Competitions
- That it is not suspended by the Sevo or Casic Organization.

This championship will be open to all Crews from all communities of the World.

### **IV - SCORE SYSTEM**

#### **4x4 Spreadsheet**

Spreadsheet will be provided by the Organization

- Each Manager starts with **100 points**
- Table Points **x4**
- Goal balance **x2**
- Position difference with Goal **x10**
- Position points

League (1st Place **+100**; 8th Place **-100**)

Cup (Champion **+100**; Finalist **+50**; Semi Finalist **+25**)

## V - PROMOTIONS AND RELEGATIONS

At the end of the 5 Rounds we will have:

- **Division 1:** The Champion of the 2023 Edition will be that crew that wins the 5v5 battle in the Final Round.

Only the Champion of each Division will be entitled to Banner.

The worst two on each Group will be relegated to Division 2.

- **Other divisions: (2nd to 8th)** The Champion of each Division will be that CREW that wins its battle in the Final Round.

Only the Champion of each division is entitled to Banner.

Winners of each Groups will be promoted to Higher Division and the worst two on each Group will be relegated.

If a Crew from an higher division does not register for this Edition, the next crew in the Standings of CC 2022 will automatically take its place.

## VI - EXAMPLE OF PROMOTIONS AND RELEGATIONS CRITERIA

Crew Championship 2020/21 - Group Stage					
DIVISION 1					
Group A			Group B		
n°	Crew	Points	n°	Crew	Points
1	FURIA	6547	1	RED SKULLS	5970
2	Idios Assassins	4857	2	Draco's Crew	5419
3	EMT ItaliansDoltBetter	4109	3	Tugas	5004
4	The Rebels' Yell	3597	4	EMT Italians Academy	4971
5	REVENGE	3549	5	Nação Brasil	4471

After finishing the 5<sup>th</sup> round, the final classification looks like the **image above**.

Final Round will be FURIA vs RED SKULLS (one of them will be CC Champion)

The Rebels' Yell and REVENGE from Group A → Relegated.

EMT Italians Academy e Nação Brasil from Group B → Relegated.

## **VII - RULES**

One of the most important parts of the Tournament. Read carefully and, if in doubt, ask the Organization. Any orientation of the Organization contrary to the regulation will have no effect. Only what is written in this document becomes valid. If it is extremely necessary to change or include any rule, this regulation will be edited and the crews will be communicated immediately.

**OSM Rules:** Although this is an unofficial tournament, the OSM rules take precedence over any internal tournament rules. Cases presented to the Organization that refer to the OSM Rules will be reported in the game channels for evaluation of the OSM team, being those involved who can be punished directly by the OSM team (either suspension or banning of the account), if they are guilty.

### **CREW CHAMPIONSHIP RULES**

#### **1 - Friendlies**

Friendly games are allowed against any manager.

#### **2 - League Transfers**

Buying transfer list players is allowed only after the first league sales simulation. Buying players before will consist in a penalty of **- 50 points** for each player bought.

#### **3 - CPU offers**

CPU offers cannot be accepted; it will consist in a penalty of **-100 points** for each player sold to CPU.

#### **4 - Instant Sales**

Instant sales are not allowed; it will consist in a penalty of **-100 points** for each sale.

#### **5 - Selling a player at Market Value**

Players cannot be sold at their exact market value; it will consist in a penalty of **-100 points** for each sale as for Instant Sales

#### **6 - Intern Transfers**

Buying players between managers is prohibited; it will consist in a penalty **-150 points** for each player.

#### **7 - W.O. (Walkover)**

The score of Crew may be considered W.O. if withdraw from the Tournament. The value of W.O. will be considered Zero (0) by the Organization.

## 8 – Creation of the League

The League must be created in accordance with what is stipulated by the Organization. If the League Moderator creates it incorrectly, the Crew will take a **-150 points** punishment and a new league must be created correctly.

If the Moderator creates wrong again, the crew will take another **-200 points** punishment and the league will be created by another PM.

Be aware that throughout the tournament each crew must create at least 2 leagues (160 boss coins).

The crew that should create the league will be drawn previously.

### ADVANCED TOOLS:

**Private League: YES**

**Cup: YES**

**Training Camps: NO**

**Secret Training: NO**

**Club Funds compensation: NO**

**Transfers: YES**

**Pre-Season: YES**

**Timers: NO**

**Items: NO**

## 9 – Wrong Team Choice

The manager who will choose a team different from the one stipulated, his Crew will receive a penalty of **-150 points**.

The other manager will take the club of the penalized manager.

## 10 - Sending Invitations

Invitations must be sent by the PM to all members with a deadline of **5 minutes** after the creation of the league and in a deadline of **3 minutes** after the first invitation. If it is proved that there was a delay in sending invitations, the crew that created the league will be penalized by **-100 points** if the delay is from 1 to 10 minutes, otherwise will be penalized by **-200 points**.

We suggest **PMs** to record a video when sending invitations so that there is proof if needed.

Because it is a Competition of **battles between 2 crews** in each round, it will be determined that if there is a delay in the invitation of the Moderator to a

certain managers and in that round the battle is not between the same crews, the penalty for that crew will occur when the battle will be between the crews involved. If the battle already has taken place, the Organization will modify the result of the previous battle.

### **example:**

DYN vs GHO  
UBO vs THB

The PM from GHO crew delays in sending invitations to the UBO manager, so the GHO penalty has to be counted in the battle between GHO vs UBO.

If it has already happened, the penalty will be applied to the score obtained.

If it has not yet happened, the penalty will be applied to the future battle.

### **11 – Posting the Final Results**

The Crew that wins the battle must post the final result on the competition page within **24 hours** after the league ends, although it will consist in a penalty of **-100 points** for the winning crew.

### **12 - Manager with more than 1 crew**

A manager can play with only 1 crew in the competition.

It will consist in a penalty of **-100 points** for the second crew, that has **24 hours** to replace him, if not its score will be zero.

### **13 – Delay in Posting Line-Up**

Delay in posting the line-up will consist in a penalty of **-50 points**.

### **14 – Manager Replacement**

Each manager replacement will consist in a penalty of **-100 points**.

### **15 – Maximum Time to posting penalties**

Penalties will be valid only if posted within **24 hours** after the infraction has occurred.

### **16 - Players out of Position**

Players out of position are allowed, like attacker in midfield, a midfielder in defence, but not a goalkeeper in attack.

However, it is at the discretion of each manager, as there may be complaints regarding rule 8 of the OSM, about possible intentional escalation or collaboration, and the Organization will not interfere in anything.

### **17 – Money Pack**

The use of money pack is NOT allowed.

SEVO has a spreadsheet capable of crossing all the transfers of a coach in the league and, with this, verifying if there has been a purchase of money.

## **18 – Fair Play**

Conspiracy with other participants is not permitted. This includes illegal downloads and all other adjustments that could indicate this type of illegality. If these rules are broken, report them to the OSM Staff through the tool: Report cheating. And if the organization interprets it as cheating or bad faith, eliminate those involved.

Offenses to the organization or managers on the Forum or WhatsApp Group may result in penalties to the managers involved and ban of the same(s) from this TOURNAMENT, NEXT EDITION and from SEVO.

## **19 – Crew Fusion**

If there is any fusion between Crews, the scores and penalties (if any) of the Crew will remain valid.

## **20 - Resignation**

Crews that leave the tournament at any time will be relegated to the last division.

## **21 – Other Things**

All questions or doubts must be posted on the Tournament page and at least 1 of the organizers must be cited.

If an error is identified in the regulation, inform the Organization immediately for analysis and correction.

If there is a specific rule for penalties that is in the OSM Rules, the tournament specific rule will be valid under the OSM rule.

As it is an unofficial tournament, the Organization's decision is sovereign, if it does not exceed the OSM rules.

Keep an eye on the calendar and information posted on the Forum.

Have a good time!

**SEVO**

**Andryd22, Arthur Vingard, DjLsOficial, Andre, Jefferson, Luiz, Salvador, Getúlio.**