

# CAPTAIN SHEET

Free entry. PC only. 18 and over.

Five players plus up to one substitute.

Everything your team asks on the morning, on one page. Rules and registration: [siegeiq.gg/tournament](https://siegeiq.gg/tournament)

## YOUR DAY, 19 SEPTEMBER

| When             | UTC   | ET    | CEST          |
|------------------|-------|-------|---------------|
| Check in opens   | 14:30 | 10:30 | 16:30         |
| Check in closes  | 15:45 | 11:45 | 17:45         |
| First match      | 16:00 | 12:00 | 18:00         |
| Play ends, about | 23:00 | 19:00 | 01:00, 20 Sep |

You get 15 minutes of grace, then a no show forfeits the match. Miss check in and you are not in the bracket, so set an alarm.

Every player checks in individually and confirms MOSS is running as they do. Your team is not checked in until all five have.

## TWO CUPS. PICK ONE.

North America and Europe run side by side on the same day.

- Up to 16 teams per cup, minimum 4. Each cup has its own bracket, its own final and its own prize pool.
- A team in one cup never plays a team in the other. There is no overall champion.
- Pick the cup your whole team plays on. It is about the server you get, not the passport you hold.
- If your captain made the team already, you do not pick. Their invite code puts you in their cup.

## MOSS. THIS IS THE ONE MOST TEAMS GET WRONG.

- Free, from nohope.eu. Every player runs it for every match, from your first game through to the final.
- Install it before event day, not between matches. Start it before the map loads.
- You confirm it is running when you check in.
- Keep your file for 14 days on your own machine. Nothing is ever uploaded automatically.
- We ask for a file only on a dispute, on a report against a player, or on a random spot check, which can land on any match in any round. If we ask, you have 48 hours to send it.
- A player who will not run it can be replaced by your substitute. A team that cannot field five players running it forfeits that match.

It records periodic screenshots of your screen, a hardware identifier and a list of programs running on your PC, so close anything you would not want an organiser to see before you start it. That is also why this event is 18 and over.

**Requiring MOSS does not mean anybody has been checked. It records evidence a person can look at afterwards if something is raised. That is all it does.**

## REPLAYS. THE WINNER UPLOADS, SAME DAY.

- The winning team submits one match replay, the same day.
- One player's copy holds all ten players, so one file per match covers everybody.
- Siege keeps only your twelve most recent replays and silently deletes the rest. Upload it the same day or it is gone.
- Submitting the replay is a condition of advancing.

## PRIZE MONEY

- 125 USD per cup: 75 first, 30 second, 20 third. That is 60, 24 and 16 percent.
- One payment per team, to one person your team nominates. Normally PayPal.
- Agree who that person is before you play, not after you win.
- Prizes are held 14 days after the event and paid within 30 days of it.

## STREAMING

- You may stream your own matches with a delay of at least five minutes.
- Streaming with no delay forfeits the match.
- Your team may nominate one channel to be linked from the event page.

## BEFORE THE DAY, CAPTAIN

- Every player installs MOSS and starts it once to prove it works.
- Everyone on the roster is 18 or over and on PC, substitute included.
- Teammates join with your invite code, which picks the cup for them.
- Name the one person who gets paid if you win.