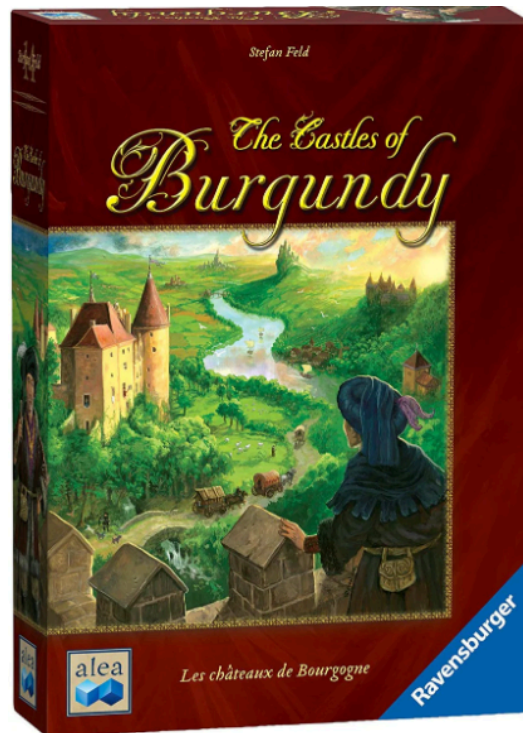




Online Board
Game League



The Castles of Burgundy

OBGL Format and Rules 2024

How to Register and Take Part

1. Register for the tournament using this form:
2. The tournament will be played on <https://boardgamearena.com/>
3. The tournament will be organized on our Discord server: <https://discord.gg/w5unw5SJ>
4. It is recommended that you have a Board Game Arena premium account. While not necessary to participate, at least one player in each game will require a premium account to create the game.
5. Once the registration deadline has passed there will be a draw conducted and assigned matches will be listed on the Discord server.

Rounds

Round One

- Group Size: 4 Players (3 minimum)
- Turn-Based
- Number of Games: 3
- Points Awarded (or if only 3 player game)
 - 1st: 8 Points (8 Points)
 - 2nd: 5 Points (5 Points)
 - 3rd: 3 Points (2 Points)
 - 4th: 1 Point
- Qualification Criteria in the priority of:
 - Groups Points Scored
 - Average of Points Percentage of Best opponent in each game
 - The player with the most unused hex spaces in their games

Quarter Finals

- Number of Tables: 4
- Turn-Based
- Group Size: 4
- Number of Games: 1
- Qualification Criteria
 - The 1st and 2nd placed player in each Quarter Final Game will advance to the Semi Finals. If tiebreakers are needed they are used in the following priority.
 - The player with the most unused hex spaces in their duchy wins the game
 - The player in the highest numbered starting position

Semi Finals

- Number of Tables: 2
- Turn-Based
- Group Size: 4
- Number of Games: 1
- Qualification Criteria
 - The 1st and 2nd placed player in each Semi Final will advance to the Grand Final. If tiebreakers are needed they are used in the following priority.
 - The player with the most unused hex spaces in their duchy wins the game
 - The player in the highest numbered starting position

Grand Final

- Number of Tables: 1
- Real-Time
- Group Size: 4
- Number of Games: 1

Draw Methodology

Round One: Players will be randomly allocated tables.

Knockout Rounds: Players who qualify for the knockout rounds will be randomly allocated places on a Bracket, with the bracket to be followed through until the final.

Game Settings

The player who creates each game MUST create a game using these settings, and then invite their opponents

Turn-Based

Number of Players: 4

Game Speed: 3 moves per day

Setup (player boards): Random Board without board 8

Edition: 2019 Edition

See only confirmed moves: On

Schedule

Registration Deadline - February 16th 8pm AEDT

Group Stage Begins - February 17th 10am AEDT

Knockout Rounds will commence as soon as previous rounds finish

Grand Final

The grand final will be a real-time game between the final 4 players. Players who make the finals must decide and agree upon a date/time to complete their real-time final game.

Other Rules

Skipping Players who are out of time

Players are expected to do their best to complete each game within the allotted time given to them for each game. **However, no player is allowed to kick/skip other players from a tournament game unless the tournament organiser/moderator has granted permission to do so.**

If you are instructed to “skip” or kick a player by the tournament organiser, then do so but **continue playing the game**. BGA will advise you that the result is nullified, however for the purposes of this externally organized tournament, continue playing the game and report the results as normal.

If you skip/kick a player from a game without permission from the tournament organiser you may be disqualified from the tournament.

Using the chat feature

Players are free to use the chat feature in game to communicate with each other. However, giving other players advice that will influence the success or failure of another player's strategy is prohibited. Players however are free and encouraged to honestly answer rules based/mechanics questions other players may ask.

Reporting Game Results

When a game is finished. The player who created the game must then link the board game arena game table, for that game, into the Castles of Burgundy text channel on the discord server. These results will then be added into a spreadsheet to track results and standings.

Tournament Standings

Final tournament standings will be determined by the following method

- 1st: Winner of the Final
- 2nd: 2nd Place in the Final

- 3rd: 3rd Place in the Final
- 4th: 4th Place in the Final
- 5th-8th: Remaining Semi-Final Players Ranked by
 - Point Percentage of Winner in their Semi-Final Game
- 9th-16th: Remaining Quarter-Final Players Ranked by
 - Point Percentage of Winner in their Quarter-Final Game
- 17th+: Remaining Players Ranked by
 - Total Tournament Points Scored
 - Average of Points Percentage of Best opponent in each game
 - Most unused Hexs