



GENERAL RULES OF PLAY

These rules apply to participants in the 2021 Digital CATAN® World Championship Tournament ("DCWC"), regardless of country of origin.

1.0 GENERAL GAME RULES

DCWC Games follow current CATAN rules as implemented by CATAN Universe.

1.1 REFEREES

1.1.1 As this is an online tournament held within the CATAN Universe platform, there are no in-game referees. Match settings will be posted in the tournament details and must be reviewed by all players prior to signing up for the event. Tournament Organizers will be available via CATAN Studio Discord during the event and an invitation link will be provided to all participants during registration.

1.1.2 Players agree to abide by the CATAN Code of Conduct (see 2.1).

1.1.3 If players feel that the outcome of a game was unfair due to an "exploit" or software issue, they must file an immediate protest with the Tournament Organizers at the conclusion of their match. All decisions made by Tournament Organizers are final. Exploit is defined as the use of a bug or glitches in the game by a player to their advantage in a manner not intended by the game's designers.

1.1.4 Referees may disqualify players from the DCWC if they are deemed to have utilized an exploit or violated the CATAN Code of Conduct (see 2.1). These circumstances include, but are not limited to, players utilizing exploits with the intention of winning the game, players engaging in abusive play, or intentionally causing or promoting another player to win. If you believe someone is utilizing an exploit or violating the CATAN Code of Conduct, please take all of the following actions: 1) Make a report to Tournament Organizers via the Discord server; 2) Document if possible with screenshots and submit these to the Tournament Organizers; and 3) Use the in-game reporting function to report the violation or exploit, so that all relevant gameplay data can be captured. Tournament Organizers are not able to affect game play in real time, however all reported issues will be evaluated and if necessary, action will be taken up to and including event disqualification.

1.1.5 Poor game-play is not a justification for disqualification. Players working together strictly in service to advance mutual positions in the game can be frustrating, but is not a justification for disqualification. Working together with one or more other players to advance another player's position in the tournament rather than to further your own position in-game is discouraged and will be served with a warning. Further actions may result in a disqualification. You are prohibited from intentionally giving another player a win.

1.1.6 Organizers may not play in their own tournament.

1.2 TOURNAMENT FORMAT

1.2.1 The official tournament language is English. These rules have been translated for ease of use of each participant. In the event of any contradiction, the English version of the rules shall prevail.

1.2.2 All DCWC games will be played using CATAN Universe.

1.2.3 The DCWC event is made up of two segments: the Ranking Qualifier Event and the Tournament Round. Ranking Qualifier Event matches will be played using CATAN Universe's Auto Match tournament ruleset, and the Tournament Round will be played using the Custom Tournament ruleset, with a single-elimination bracket administered in the Best Coast Pairings application.

1.2.4 In the Ranking Qualifier Events, all participants will play in no less than 5 and no more than 7 games. Registration for the Ranking Qualifier Events will take place via the registration website at Constant Contact. Players will be sorted into groups by Time Zone to maximize player availability during prime play time.

1.2.5 Each DCWC Ranking Qualifier Event will run over a forty-eight (48) hour period as indicated in the Registration details for each date, beginning on Friday evening and running until Sunday evening in the Time Zone assigned to each Group. The total number of available Groups for Ranking Qualifier Events will be determined by the number of players registering for the Digital CATAN World Championship event. Each Ranking Qualifier Event will contain a minimum of 100 players.

1.2.6 After playing no less than five (5) and no more than seven (7) games in the Ranking Qualifier Event, participants will be ranked by ELO Score.

DIGITAL CATAN WORLD CHAMPIONSHIP – OFFICIAL TOURNAMENT RULES

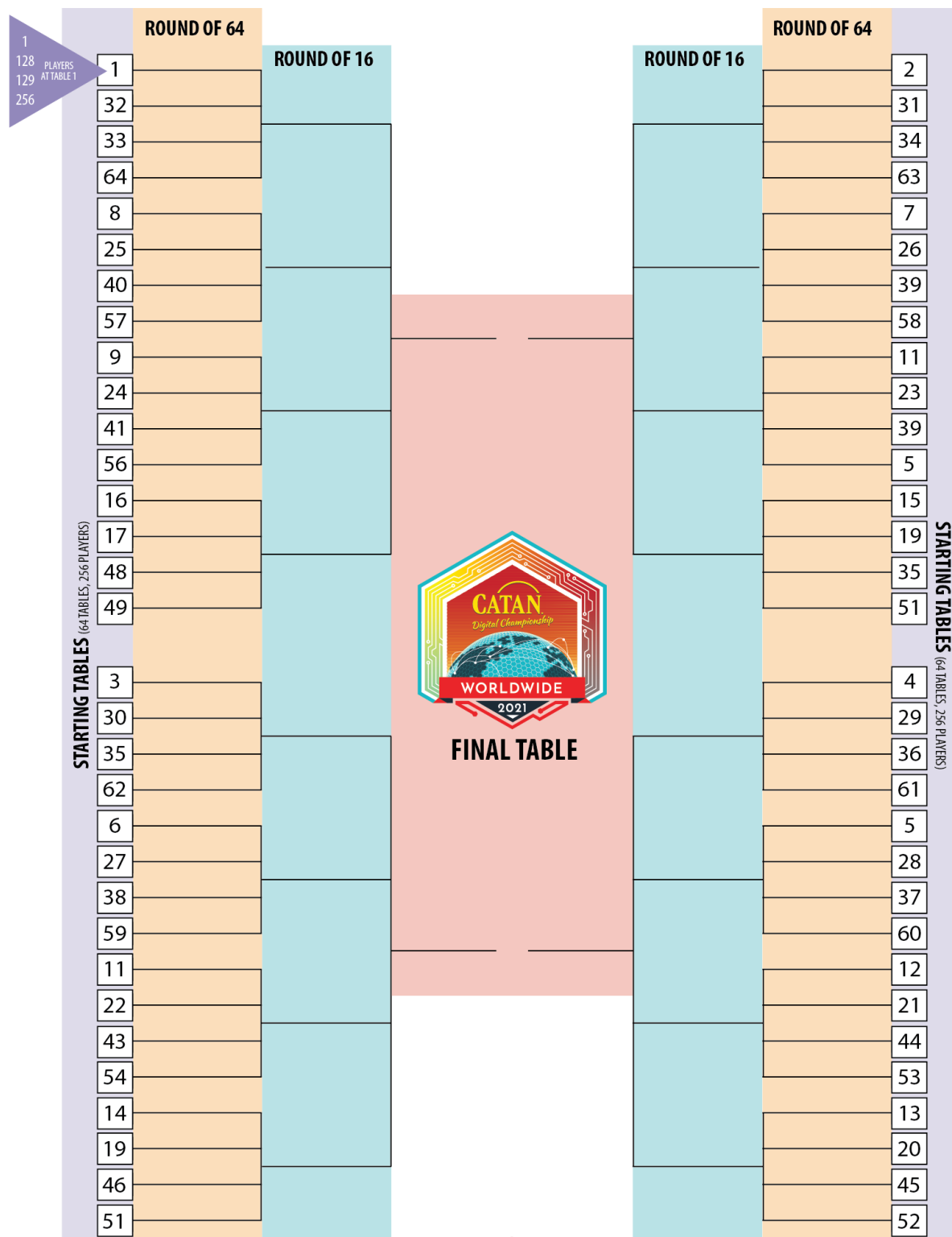
1.2.7 Depending on the total number of Ranking Qualifier Event Groups, the top finishers from each Group will be selected to create a Tournament Round of no more than 256 players. The total number of Groups, Ranking Qualifier Event dates, number of top finishers to be promoted from each Group, and number of alternates will be announced to players on the website, in the Discord server, and via email when Group assignments are revealed. This will be prior to the beginning of the Ranking Qualifier Event stage.

1.2.9 The DCWC Tournament Round is a single-elimination tournament. After the Ranking Qualifier Event stage concludes,

top finishers will be promoted into the Tournament round and then ranked by ELO Score. Alternates will be asked to log in to Discord during sign-in for the Tournament Round to fill tables in case top finishers do not show up on the day of the event.

1.2.10 Tournament Round: Players are seated at tables in a serpentine style. Tables are then placed into a bracket per the below diagram.

Winners of each table advance to the next round. The top ranked player at each table will be assigned host duties and will be responsible for seating their opponents at their assigned table.



DIGITAL CATAN WORLD CHAMPIONSHIP – OFFICIAL TOURNAMENT RULES

Example below for table assignments in a 256-person
Tournament Round 1:

Round 1	Seat 1	Seat 2	Seat 3	Seat 4
Table 1	Rank 1	Rank 128	Rank 129	Rank 256
Table 2	Rank 2	Rank 127	Rank 130	Rank 255
Table 3	Rank 3	Rank 126	Rank 131	Rank 254
Table 4	Rank 4	Rank 125	Rank 132	Rank 253
Table 5	Rank 5	Rank 124	Rank 133	Rank 252
Table 6	Rank 6	Rank 123	Rank 134	Rank 251
Table 7	Rank 7	Rank 122	Rank 135	Rank 250
Table 8	Rank 8	Rank 121	Rank 136	Rank 249
Table 9	Rank 9	Rank 120	Rank 137	Rank 248
Table 10	Rank 10	Rank 119	Rank 138	Rank 247
Table 11	Rank 11	Rank 118	Rank 139	Rank 246
Table 12	Rank 12	Rank 117	Rank 140	Rank 245
Table 13	Rank 13	Rank 116	Rank 141	Rank 244
Table 14	Rank 14	Rank 115	Rank 142	Rank 243
Table 15	Rank 15	Rank 114	Rank 143	Rank 242
Table 16	Rank 16	Rank 113	Rank 144	Rank 241
Table 17	Rank 17	Rank 112	Rank 145	Rank 240
Table 18	Rank 18	Rank 111	Rank 146	Rank 239
Table 19	Rank 19	Rank 110	Rank 147	Rank 238
Table 20	Rank 20	Rank 109	Rank 148	Rank 237
Table 21	Rank 21	Rank 108	Rank 149	Rank 236
Table 22	Rank 22	Rank 107	Rank 150	Rank 235
Table 23	Rank 23	Rank 106	Rank 151	Rank 234
Table 24	Rank 24	Rank 105	Rank 152	Rank 233
Table 25	Rank 25	Rank 104	Rank 153	Rank 232
Table 26	Rank 26	Rank 103	Rank 154	Rank 231
Table 27	Rank 27	Rank 102	Rank 155	Rank 230
Table 28	Rank 28	Rank 101	Rank 156	Rank 229
Table 29	Rank 29	Rank 100	Rank 157	Rank 228
Table 30	Rank 30	Rank 99	Rank 158	Rank 227
Table 31	Rank 31	Rank 98	Rank 159	Rank 226
Table 32	Rank 32	Rank 97	Rank 160	Rank 225
Table 33	Rank 33	Rank 96	Rank 161	Rank 224
Table 34	Rank 34	Rank 95	Rank 162	Rank 223
Table 35	Rank 35	Rank 94	Rank 163	Rank 222
Table 36	Rank 36	Rank 93	Rank 164	Rank 221
Table 37	Rank 37	Rank 92	Rank 165	Rank 220
Table 38	Rank 38	Rank 91	Rank 166	Rank 219
Table 39	Rank 39	Rank 90	Rank 167	Rank 218
Table 40	Rank 40	Rank 89	Rank 168	Rank 217
Table 41	Rank 41	Rank 88	Rank 169	Rank 216
Table 42	Rank 42	Rank 87	Rank 170	Rank 215
Table 43	Rank 43	Rank 86	Rank 171	Rank 214
Table 44	Rank 44	Rank 85	Rank 172	Rank 213
Table 45	Rank 45	Rank 84	Rank 173	Rank 212
Table 46	Rank 46	Rank 83	Rank 174	Rank 211
Table 47	Rank 47	Rank 82	Rank 175	Rank 210
Table 48	Rank 48	Rank 81	Rank 176	Rank 209
Table 49	Rank 49	Rank 80	Rank 177	Rank 208
Table 50	Rank 50	Rank 79	Rank 178	Rank 207
Table 51	Rank 51	Rank 78	Rank 179	Rank 206
Table 52	Rank 52	Rank 77	Rank 180	Rank 205
Table 53	Rank 53	Rank 76	Rank 181	Rank 204
Table 54	Rank 54	Rank 75	Rank 182	Rank 203
Table 55	Rank 55	Rank 74	Rank 183	Rank 202
Table 56	Rank 56	Rank 73	Rank 184	Rank 201
Table 57	Rank 57	Rank 72	Rank 185	Rank 200
Table 58	Rank 58	Rank 71	Rank 186	Rank 199
Table 59	Rank 59	Rank 70	Rank 187	Rank 198
Table 60	Rank 60	Rank 69	Rank 188	Rank 197
Table 61	Rank 61	Rank 68	Rank 189	Rank 196
Table 62	Rank 62	Rank 67	Rank 190	Rank 195
Table 63	Rank 63	Rank 66	Rank 191	Rank 194
Table 64	Rank 64	Rank 65	Rank 192	Rank 193

Subsequent Tournament Rounds proceed as follows:

Tournament Round 2: 64 person quarter-final (16 tables).

Tournament Round 3: 16 person semi-final (4 tables).

Tournament Round 4: 4 person final (Final table).

While Tournament Organizers will determine Round 1 table assignments based on Ranking Qualifier Event ELO Score, table assignment in the following rounds is determined by bracket results. Player order in all rounds is determined by CATAN Universe randomization.

1.3 DCWC TOURNAMENT ELO SCORE RANKING

1.3.1 ELO Score is used to determine an individual player's strength compared to their opponents in a given game. The purpose of this system is to continuously measure and rank a player's skill level by comparing his expected winning ratio with actual game results, then adjusting their score accordingly at the end of a match.

Rankings are calculated based on side-by-side comparisons between the players. This means that in a 4-player game (player A, player B, player C, and player D) the calculation is performed as if the players had competed against each other in pairs.

Tournament ELO calculation:

$$ELO_{Individual\ Ranking} = 20 \left(Victory - \frac{1}{1 + 10^{\frac{ELO_{Old_b} - ELO_{Old_a}}{400}}} \right)$$

Victory = 1 (if player wins)
 Victory = 0 (if player loses)
 Victory = 0.5 (in case of a tie)

Place	Player	Starting ELO
1	A	1000
2	B	800
3	C	1200

Player A vs B (+5) and C (+15). A receives +20 points for their ELO ranking.

Player B vs A (-5) and C (+18). B receives +13 points.

Player C vs A (-15) and B (-18). C loses 33 points off their ELO ranking.

1.3.2 Players in Ranking Qualifier Events will play a minimum of five (5) and a maximum of seven (7) games over a forty-eight (48) hour period on their registered weekend (Friday evening - Sunday evening). Players will play random opponents within their Time Zone Group. All players start at 1000 ELO Score and, after finishing the Ranking Qualifier Event stage, players will be ranked by ELO Score.

1.3.3 Depending on the number of Ranking Qualifier Events, which is determined by the total number of people who register for the DCWC, some number of individuals (from 1 to 4) at the top of their Ranking Qualifier Event final scoreboard will advance to the Tournament Round. CATAN Studio will announce the number of individuals who will advance from each Ranking Qualifier Event prior to the start of the first Ranking Qualifier Event weekend.

DIGITAL CATAN WORLD CHAMPIONSHIP – OFFICIAL TOURNAMENT RULES

1.3.4 Any ELO Score Ranking ties will be broken using English-language tournament scoring rules. The player with the highest tiebreak number will advance.

Tiebreak number calculation:

(Total number of VP scored over the weekend) + (% of points expressed as a decimal)

Ex: Player A competes in 5 matches as shown below.

Player A Score	Opponent 1	Opponent 2	Opponent 3	Percentile
10	7	8	5	0.3333
9	10	8	6	0.2727
7	8	10	9	0.2059
10	9	6	8	0.3030
9	4	7	10	0.3000

Ex: Percentile calculation for Player A, Game 1 = $10 / (10 + 7 + 8 + 5) = 0.3333$
Player A's tiebreak number would be:

$(10 + 9 + 7 + 10 + 9) + (.3333 + .2727 + .2059 + .3030 + .3000) = 46.4149$

2.0 RESPONSIBILITIES OF PLAYERS - MATERIAL

2.0.1 All players must download the free CATAN Universe game app to a device or access CATAN Universe via Steam or web browser in order to participate in the Digital CATAN World Championship.

2.0.2 Players must attain level 2 on their CATAN Universe account, which can be reached by playing in two free games.

2.0.3 All players must provide their CATAN Universe screen name and valid email address associated with their CATAN Universe account when registering for the DCWC event.

2.0.4 DCWC Ranking Qualifier Events and Tournament Round games are free to play for registered players.

2.0.5 CATAN Studio may, at their discretion, record and/or livestream certain Tournament Round games. If a player is unwilling or unable to participate in a recording or live stream, they must make Tournament Organizers aware prior to the start of the Tournament Round. If you do not wish to participate in live streams or recording, please indicate this on your Registration Form when asked to consent to recording. See section 3.1.1 for our full Photography and Video Policy.

2.0.6 No external chat service will be facilitated for the Ranking Qualifier Events and players are limited to text-based chat within CATAN Universe.

2.0.7 The Tournament Round will be organized via CATAN Studio's Discord server, and all participants must agree to the server rules, which are displayed upon joining the CATAN Studio Discord server, prior to the start of the Tournament Round. Each table in the Tournament Round will be assigned a voice channel for use during their match. Players who do not wish to participate in voice chat are not required to join, however it is recommended as not participating in voice chat will potentially hamper trade and gameplay discussions. Text-based chat, if desired, should take place within CATAN Universe.

2.1 RESPONSIBILITIES OF PLAYERS - CONDUCT

2.1.1 All players must abide by this "Code of Conduct" as well as the CATAN Universe Terms of Use.

2.1.2 CATAN is a values-based brand. Generally, CATAN GmbH and CATAN Studio expect players to conduct themselves in both a legal and civil manner during play, during other tournament activities, during related event activities, and throughout the tournament and event program.

2.1.3 Players shall exhibit kindness, courtesy, and fair play to others during tournament games, during other tournament activities, during related event activities, and throughout the tournament and event program.

2.1.4 Players shall not disrupt tournament activities or related event activities.

2.1.5 Players shall not harm, or bring substantive harm to, the CATAN brand before, during, or after the tournament and event program.

2.1.6 Players shall not contest, dilute, and/or misappropriate CATAN intellectual property.

2.1.7 CATAN GmbH, CATAN Studio, or their designated agents shall have the right to immediately and thoroughly disqualify a player who violates this Code of Conduct.

2.2 ANTI-HARASSMENT CODE OF CONDUCT

When at a convention or event hosted by CATAN Studio, you are in a safe, respectful, inclusive, and fun environment. This Code of Conduct applies to everyone: staff, contractors, other vendors, convention staff, guests, and press will be held to the same standards. We reserve the right to remove or ban any person who does not adhere to the Code of Conduct.

We do not tolerate harassment of any kind, including: Intimidation or threats, inappropriate disruption of events, hurtful language, unwanted sexual attention, unwanted photography or video recording, bullying, stalking, or following. Especially in connection to: Race or ethnicity, national origin, gender identity or presentation, sex or sexual orientation, age, disability, religion, citizenship status, medical condition or pregnancy.

If you experience or witness any form of harassment, please contact a CATAN staff member.

If you are asked to stop any harassing behavior as listed above, STOP immediately. Enforcement will be escalated to event staff.

3.1 PHOTOGRAPHY AND VIDEO POLICY

3.1.1 By attending and/or participating in a CATAN Championship Tournament event, the participant grants to CATAN GmbH, CATAN Studio, and its assigns, agents, and those acting with its permission the right to use recordings, audio, video, images, photographs, and/or other likenesses of participant, in promotional, marketing, informational, or other materials, including but not limited to photographs, video recordings, electronic media, Internet web sites, and social media. Please see our full policy at <http://catanstudio.com/events/photopolicy/>. For our most up-to-date rules and information, visit: <http://bit.ly/CatanDocs>

Copyright © 2021 CATAN GmbH and CATAN Studio. CATAN, The Settlers of Catan, the "CATAN Sun" logo, the "Glowing Yellow Sun" and "CATAN Board" marks, and all marks herein are trademarks of CATAN GmbH and are used under license by CATAN Studio. All rights reserved. Published by CATAN Studio, 1995 W County Rd B2, Roseville, MN 55113.