IRONCLAD TOURNAMENTS

OFFICIAL TOURNAMENT RULEBOOK

Company of Heroes 3 - 1v1 Launch Events

VERSION 3.2

EFFECTIVE

Effective date: 29 September 2026

Operated by Marco Stucchi, based in New South Wales, Australia, and Simone Vitiello, based in Italy, through the IronClad Tournaments project.

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DOCUMENT ROLES AND HIERARCHY

Applicable mandatory law and non-excludable rights apply first. The Terms of Service govern platform use. The Player Participation Agreement governs Player participation. The Privacy Policy governs personal-information handling. This Rulebook governs competition mechanics and Event administration. Event materials may supplement the governing corpus only within their expressly permitted scope.

A lower-scope document, Poll result, FAQ, summary, external page or informal message cannot silently override a higher governing document. Where documents address different subjects, each controls its stated subject.

Launch principle: IronClad launch competition is deliberately narrow - Company of Heroes 3 1v1, eight Players per Division, Steam and Relic verification, private .rec Match-result proof, authenticated participant-initiated Dice, manually coordinated Side and Map selections, and no dependence on Battlefy as a current competition authority. Future team formats or larger brackets require separate approval and rules.

1. Purpose, Scope and Operators

1.1 This Rulebook governs Company of Heroes 3 (“CoH3”) 1v1 Tournaments conducted through IronClad.

Its purpose is to protect competitive integrity and establish consistent registration, Match, evidence, dispute, scoring and historical-record procedures.

1.2 “IronClad Tournaments” is the project and operating name currently used by Marco Stucchi, based in New South Wales, Australia, and Simone Vitiello, based in Italy.

1.3 “IronClad” means Marco Stucchi and Simone Vitiello acting through the IronClad Tournaments project. “Admin” means a person authorized by the operators to administer the Service or an Event. An Admin is not a separate contracting party merely by acting in that role.

1.4 IronClad is an independent community Tournament project. It is not sponsored, endorsed, administered by or affiliated with Relic Entertainment, Valve Corporation, Steam or SEGA unless expressly stated. Third-party games, footage, names, logos and marks remain the property of their respective owners. No third-party intellectual-property rights are claimed or granted.

1.5 Applicable mandatory law and non-excludable rights apply first. The Terms govern platform use; the PPA governs participation; the Privacy Policy governs personal-information handling; this Rulebook governs competition mechanics; and Event-specific materials may supplement them only within their stated and permitted scope.

1.6 Routine Match and Event rulings are final within the Event after the available Admin review. Significant suspensions or long-term exclusions may receive one written reconsideration request under section 17 and the PPA.

2. Definitions

Term	Meaning
IronClad	Marco Stucchi and Simone Vitiello acting through the IronClad Tournaments project.
Admin	A person authorized by the operators to administer the Service or an Event; the role does not make that person a separate contracting party.
Player	An individual registered for or participating in an IronClad Event.
Event / Tournament	A published IronClad competition containing one or more independent 1v1 Division brackets.
Division	Academy, Challenge, Main or Pro in four-division Events, determined by the registration-time ELO snapshot. Earlier three-division Events retain their historical Academy, Challenge and Main / Pro structure.
Game	One individual CoH3 game.
Series	The best-of-three or best-of-five set of Games between two Players.
Match	The bracket fixture resolved by a played Series or an official non-played outcome.
Side	Axis or Allies.
Tournament Page	The authoritative Event page containing dates, deadlines, pools, bracket state and approved Event-specific terms.
Active Review Cohort	The first eight valid registrations considered for a Division's eight launch places.
Waitlist	Later eligible registrations held first-in, first-out for possible pre-launch vacancies.
Registration Snapshot	The server-recorded Steam/Relic ELO, faction, Division, verification time and related eligibility facts.
Registration Acceptance Record	The private, immutable, server-created record tied atomically to a successful registration and containing the accepted document facts, authenticated identity, timestamp, hashes and declarations.
Official Result	A result confirmed, automatically approved or approved by an Admin.
Replay Proof	The private .rec file required for each Game actually played.
Dice Roll-Off	The authenticated participant-initiated IronClad 2d6 process used for odd-Game choices.
Poll	A Tournament Decision or Community Feedback ballot whose scope and status are declared before voting.
Eligible Audience	The voting audience frozen when a Poll is published.
Current Ballot	An eligible Player's latest valid authenticated selections before close.
Advisory	A Poll whose outcome informs but does not determine the final Admin decision.
Binding	A Poll whose valid outcome determines the configured winning option or options.
Published Decision	The final Event-specific rule or outcome published through IronClad.
Event Prize Terms	Event-specific terms governing a prize-bearing Event.
Effective document	A versioned document explicitly approved, published, hashed, dated and activated in the trusted document register.
Terminal Tournament	A Cancelled or Void Event retained as factual read-only history.

3. Launch Tournament Model

3.1 Launch Events are 1v1 only. Team, captain, 2v2 and 4v4 rules do not apply.

3.2 Each opened Division uses an independent eight-Player single-elimination bracket.

3.3 Quarterfinals and semifinals are best-of-three. The Grand Final is best-of-five.

3.4 Event dates do not replace bracket or season rules. IronClad does not promise a monthly completion model unless a specific Event expressly publishes one.

3.5 Matches use the official CoH3 version identified for the Event. A patch, outage, exploit or material technical issue may justify a pause, schedule change or proportionate Published Decision.

Academy, Challenge, Main and Pro each have independent eight-Player capacity, FIFO waitlists, bracket generation, seeding, map pools, launch, completion and scoring. A Division that cannot be held may be closed as Not Held without manufacturing Matches, points or a season slot, and without cancelling other Divisions.

4. Eligibility, Accounts, Steam Verification and Divisions

4.1 A Player must:

- be at least 18 years old and make the required declaration at registration;
- use their own legitimate IronClad and Steam accounts;
- possess lawful access to CoH3;
- link and control the Steam account used for the Event;
- provide accurate information;
- not evade an applicable IronClad, publisher or platform restriction; and
- participate only where lawful and operationally supported.

4.2 IronClad does not routinely request identity documents merely for free participation. Proportionate age, identity, account, prize-provider or compliance evidence may be required only because of a genuine eligibility concern or another legitimate legal or operational need.

4.3 Steam OpenID verifies control of the linked Steam account. IronClad uses the verified SteamID64 to request current supported CoH3 1v1 data from Relic. No active COH3Stats verification process forms part of registration.

4.4 For four-division Events, the highest valid current 1v1 faction ELO determines Division:

Division	Verified ELO
Academy	0-1099
Challenge	1100-1399
Main	1400-1699
Pro	1700+

4.5 Registration performs a fresh server-side Relic lookup. The ELO, faction, calculation version, verification time and Division form the immutable Registration Snapshot.

4.6 Later live ELO changes do not move the Player to another Division in that Tournament.

4.7 Account sharing, smurfing, impersonation, unauthorised substitution, duplicate registration and verification manipulation are prohibited.

4.8 Discord is optional but recommended. It is not a profile-completion or registration requirement. Players must monitor IronClad notifications. Match participants may use match-scoped Admin Assistance, and Steam may be used outside IronClad where reasonably available.

4.9 Supplying a Discord username and enabling its public visibility are separate choices. Public Discord visibility requires a separate opt-in.

Earlier three-division Events retain their original registration snapshots and Main / Pro threshold of 1400+. Historical records are not reclassified into future Main or Pro. The Event's published division model controls eligibility. The continuation in section 14.8 preserves historical eligibility only for the original Event; it does not exempt a Player from fresh verification or the 1700+ Pro threshold in a future Event.

5. Registration, Active Cohort, Waitlist and Bracket Launch

5.1 Registration occurs through IronClad. Battlefy registration, payment screenshots, union codes and Discord check-in are not part of the launch process. Clearly labelled Battlefy links may remain only as historical archive references.

5.2 Registration and participation are free. Registration uses the six controls described in section 21 and only the exact Effective document set supplied by the trusted server register.

5.3 The first eight valid registrations form the Active Review Cohort. Entry is not final approval. Admins may approve, reject or place a registration in manual review.

5.4 Later eligible Players may join the first-in, first-out Waitlist after acknowledging that a place is not guaranteed.

5.5 A vacancy offer must be accepted before the exact deadline displayed by IronClad. The standard launch offer period is currently 24 hours, but the displayed deadline controls. An expired or declined offer passes to the next eligible Player.

5.6 Accepting a vacancy offer returns the Player to review; it is not automatic approval.

5.7 A Division may launch only with exactly eight approved registrations, no unresolved vacancy or review state, a ready bracket, a valid published map pool and all applicable Event launch requirements satisfied.

5.8 A Player may withdraw before launch through the platform. Post-launch consequences follow the bracket, deadline, no-show and Admin rules.

5.9 Players are responsible for monitoring registration, waitlist, review and launch notices.

6. Tournament Settings, Map Pools, Polls and Published Decisions

6.1 The Tournament Page identifies the Event, Divisions, registration state, deadlines, format, map pool, support route and any applicable Event or Prize Terms.

6.2 Each Division uses a published pool containing at least five distinct active 1v1 Maps. Only Maps in that pool may be used.

6.3 The pool freezes when the Division launches. A post-launch correction is permitted only for:

- a technical issue;
- an exploit;
- a game update; or
- competitive integrity.

The reason and replacement must be recorded and published through the map-pool system.

6.4 A Map must not normally repeat in the same Series. An Admin may authorise an exceptional repeat or replacement only where the available pool has become technically unusable or insufficient.

6.5 Before a Tournament Decision Poll opens, it must identify:

- its Event or Division scope;
- Advisory or Binding status;
- Eligible Audience;
- permitted number of selections;
- open and close times;
- whether eligible-player aggregates are visible live, after close or otherwise hidden according to the configured setting;
- whether anonymous public totals are enabled;

- configured winner count;
- any cutoff-tie procedure; and
- the issue the Poll may affect.

6.6 The Eligible Audience freezes when the Poll is published. Later registration, withdrawal, Division or approval changes do not rewrite it.

6.7 Each eligible Player maintains one authenticated Current Ballot and may revise it until close. A ballot may contain one or multiple selections up to the published maximum.

6.8 Individual ballot attribution is private.

6.9 Eligible Players may see aggregate totals only according to the Poll's configured live or after-close setting. Anonymous public totals exist only where public totals were explicitly enabled. Neither rule makes individual attribution public.

6.10 An Advisory Poll informs the final Admin decision. A differing final decision should include a rationale where required.

6.11 A Binding Poll determines the configured winner or top-K winners from valid Current Ballots. There is no quorum, but at least one valid ballot is required. A zero-ballot Binding Poll must be cancelled or replaced.

6.12 If a tie crosses the final qualifying position, only the options tied across that cutoff may be selected in the tie resolution.

6.13 Community Feedback Polls are Advisory.

6.14 Final Published Decisions may be public.

6.15 Poll finalisation does not automatically mutate a map pool, bracket, schedule, registration or another subsystem. Any required action must still be completed by an authorised process in the relevant subsystem.

6.16 Closed Polls and Published Decisions may remain as read-only factual history.

6.17 A Poll cannot override the Terms, PPA, Privacy Policy, replay integrity, result authority or another non-variable rule.

7. Factions, Sides, Maps and Authenticated Dice Roll-Off

7.1 A Player may use any permitted faction belonging to the assigned Side and is not locked to one faction for the Tournament.

7.2 Players use opposing Axis and Allies Sides.

7.3 Games 1, 3 and 5 use authenticated IronClad Dice. Game 5 applies only in a best-of-five. Each participant initiates and completes their own 2d6 roll.

7.4 Game 3 and Game 5 rolls may be completed in advance but apply only if the Series reaches that Game.

7.5 After both Players roll, the higher total wins. A tie requires both Players to complete the next authenticated tie round. Tie rounds continue until a higher total exists.

7.6 For Games 1, 3 and 5, the roll winner chooses either Axis or Allies, or one eligible unused Map from the published pool. The opponent chooses the remaining element.

7.7 Each Player may use any permitted faction belonging to their assigned Side.

7.8 For Games 2 and 4, Players swap Sides from the immediately preceding Game, and the immediately preceding Game's loser chooses a new eligible Map.

7.9 Maps do not normally repeat. An Admin may authorise an exceptional repeat or replacement where the pool is technically unusable or insufficient.

7.10 Side and Map selections are coordinated manually. IronClad stores authoritative Dice history but does not store or enforce Side or Map selection state.

7.11 Players should record their agreement through a reasonable coordination channel and raise disagreements before the affected Game starts where reasonably possible.

7.12 An Admin may consider IronClad Dice history, communications supplied by the Players, Replay Proof and other reliable evidence. Dice history proves the roll only, not a manual choice.

7.13 Starting a Game normally confirms acceptance of the visible lobby, Map and Sides. A later complaint remains reviewable according to its evidence and effect on fairness.

8. Game Settings, Hosting, Lobby Procedure and Spectators

8.1 Unless an approved Event instruction says otherwise, Players must manually create and verify:

- mode: 1v1;
- Victory Points: 575;
- resources: Standard;
- starting positions: Random;
- cheats: Disabled; and
- the manually agreed Map and Sides.

IronClad does not automatically configure or validate the CoH3 lobby.

8.2 Players must join the correct lobby and verify settings before starting.

8.3 Hosting should be agreed in good faith, considering stability and regional latency. An Admin may nominate an arrangement if required.

8.4 Incorrect settings should be raised before meaningful play. An Admin may order a restart or proportionate remedy.

8.5 Only approved observers, casters or production staff may enter unless expressly permitted.

8.6 Official broadcast and integrity requirements take priority over personal streaming or spectator requests.

9. Communication, Scheduling and Match Deadlines

9.1 A Match becomes playable when activated. The Match page displays its deadline, reminders, holds and support routes.

9.2 Players should make reasonable first contact as soon as practicable, normally within 24 hours after the Match becomes available. Missing that target alone is not an automatic forfeit.

9.3 Discord is optional. Players must monitor IronClad notifications, may use Steam where reasonably available and may request match-scoped Admin Assistance.

9.4 If an opponent has not responded within 48 hours, or earlier where the deadline may be jeopardised, the responsive Player should request Admin Assistance.

9.5 These timings are operational expectations, not automatic-forfeit timers.

9.6 Players must propose reasonable times, account for time zones, respond in good faith and preserve relevant coordination evidence.

9.7 Deliberate scheduling obstruction is prohibited.

9.8 An Admin may set a Match time, grant or deny an extension, place a Match on hold, award a walkover, issue a double forfeit or make another proportionate ruling.

9.9 Published broadcast or final times must be respected.

10. Pauses, Disconnects and Technical Failures

10.1 Each Player may use one reasonable pause per Game for a genuine technical or urgent issue, normally no longer than five minutes.

10.2 Additional or longer pauses require opponent agreement or Admin approval.

10.3 Deliberate pauses, disconnects or technical manipulation are prohibited.

10.4 A genuine disconnect before 10:00 normally results in a restart unless the Game was clearly decided, the disconnect was deliberate or another restart would be unfair.

10.5 At or after 10:00 there is no automatic winner. Players should preserve the replay and request an Admin ruling.

10.6 An Admin may consider Replay Proof, Victory Points, map control, army state, technology state, timing, prior technical issues and other reliable evidence. IronClad does not automatically measure the CoH3 clock or determine Game state.

10.7 Remedies may include continuing, restarting, replaying or awarding a Game or Series, extending a deadline, holding a Match or issuing a sanction.

10.8 A widespread outage may justify a general pause, extension, rescheduling or recovery decision.

11. Result Submission, Replay Proof and Confirmation

11.1 Results must be submitted through IronClad. Battlefy reports, Discord posts, Steam messages and screenshots are not the authoritative result process.

11.2 A played Series report must identify the Series winner, final Series score and one unique CoH3 .rec file for every Game actually played.

11.3 Replay Proof requirements are:

- .rec, case-insensitive;
- maximum 10 MiB per file;
- exactly one file per Game actually played;
- each payload unique and corresponding to the Series; and
- screenshots are not accepted as a substitute for required .rec Match-result proof.

11.4 An Admin may request separate supplemental material only for a dispute or integrity investigation. Supplemental material does not replace the required .rec proof.

11.5 Replay Proof uploads to private IronClad-controlled Storage. IronClad validates the required count, size, path and content hash.

11.6 Replay Proof is available only to authorised Match participants and Admins, subject to the Privacy Policy and lawful requirements.

11.7 The opponent may confirm or dispute before the displayed deadline.

11.8 If no valid dispute is submitted before expiry, IronClad may automatically approve the report.

11.9 Disputed or exceptional submissions may enter Admin review.

11.10 Only a confirmed, automatically approved or Admin-approved result becomes official and advances the bracket or affects scoring.

11.11 Players should retain local replay copies until all applicable confirmation, dispute, review and reconsideration periods end.

12. Disputes, No-Shows and Non-Played Outcomes

12.1 A dispute must be submitted through IronClad within the available window with a clear and truthful reason.

12.2 An Admin may review Replay Proof, Match metadata, result history, communications supplied for review and separate supplemental material requested for the dispute or integrity investigation.

12.3 False evidence, abusive disputes, evidence tampering or refusal to cooperate reasonably may result in sanctions.

12.4 A Player cannot self-award a no-show. The report must use the platform process and is resolved through confirmation or Admin review.

12.5 A confirmed no-show receives no participation award and does not create a genuine played Match, win, loss or win-rate entry.

12.6 Byes, automatic progression, walkovers, empty feeders and double forfeits do not create fabricated played statistics. Valid progression may still receive round-passed points.

12.7 If neither Player makes a reasonable effort, IronClad may issue a double forfeit or another proportionate decision.

13. Leaderboard Points, Statistics and True Ties

13.1 Points are:

Division	Participation	Round passed	Tournament win
Academy	10	2	3
Challenge	10	2	3
Main	10	5	5
Pro	10	5	5

13.2 Confirmed no-shows receive no participation points.

13.3 Round-passed points may follow genuine play or approved non-played progression. Non-played progression does not create played statistics.

13.4 Tournament-win points go to the official bracket winner. Winning the Final earns the Tournament-win award, without an additional round-passed award for the Final. An eight-Player Main or Pro champion earns 25 points: 10 participation, two rounds at 5 points each, and 5 for the Tournament win.

13.5 Played-Match totals, wins, losses and win rate include only genuine completed Series between two Players.

13.6 Ranking order is:

1. total points;
2. Tournament wins;
3. rounds passed;
4. exact genuine-Match win rate; and
5. genuine Match wins.

13.7 Players equal on every competitive key remain tied. Names or identifiers may order display but do not break the competitive tie.

13.8 Admin adjustments must be auditable and must not silently transfer points between Divisions.

13.9 A rank is not a prize position unless Event Prize Terms say so. Prize-crossing ties follow section 20.

13.10 No underdog bonus applies.

14. Career Standings, Pro Seasons and Historical Main / Pro

14.1 Academy, Challenge and future Main use separate permanent Career standings. Future Main progression does not enter official Pro season standings. Historical Main / Pro Event records and all-time standings retain their original division and meaning. The same-season continuation in section 14.8 recognises its original Main / Pro contribution alongside subsequent Pro contributions in that official season without converting historical records into future Main or Pro.

14.2 A Player entering Academy or Challenge may receive a one-time catch-up award:

- +5 per prior eligible missed completed Event in that Division;
- maximum +25;
- once per Player per Division;
- never for Main, Pro or historical Main / Pro;
- excluding Void Events; and
- fixed by the permanent first-entry anchor.

A confirmed no-show may establish the anchor without receiving participation points.

14.3 An official Pro season contains exactly six valid qualifying Events. Except for the preserved historical Event expressly identified in section 14.8, a qualifying Event must have a launched, completed, non-Void Pro Division. Each Division settles independently: Academy, Challenge or future Main completion cannot consume a Pro season slot, and an Event contributes at most one qualifying slot. Pro settlement does not wait for other Divisions to finish.

14.4 Event seven begins the next season. Calendar labels do not replace the six-Event rule.

14.5 After all six valid qualifying Events are scored, final official Pro standings freeze. For the continuation in section 14.8, these are the preserved genuine historical Event and five subsequent genuine Pro Events; no finalisation, season title or completion award occurs at one of six.

14.6 Later Void review places the factual season under review rather than silently rewriting it.

14.7 Official season standings are prize-bearing only where separate Event Prize Terms say so.

14.8 Only one official season is active. The existing 2026 Main/Pro Season 1 continues as the same genuine six-Event season with one of six qualifying Events already completed and scored. Its original Main / Pro Event remains Event one with its original eligibility, accepted governing documents, results and points. The five remaining qualifying Events must each have a genuine launched, completed, non-Void Pro Division under the rules governing that future Event. The continuing season's official role is Pro; this does not reclassify its historical Event or points as a future Pro Division. Its official standings recognise the preserved historical contribution and subsequent Pro contributions within the same season. Historical Event records, all-time contributions and acceptance evidence are not reset, converted, transferred or recreated, and no season is retired or prematurely finalised by this continuation. The next genuine qualifying Event after those six belongs to the successor Pro season. This continuation does not waive an earned Tournament prize, accrued entitlement or applicable Event Prize Terms.

15. Competitive Integrity, Conduct and Anti-Cheat

15.1 Players must act honestly, respectfully and in good faith.

15.2 Prohibited conduct includes cheating, unauthorised tools, gameplay automation, stream sniping, real-time assistance, collusion, result manipulation, account sharing, smurfing, impersonation, exploit abuse, harassment, deliberate technical obstruction, fraudulent voting and falsified or tampered evidence.

15.3 Good-faith criticism or reporting is not prohibited. Abuse, threats, dishonesty, retaliation and deliberate disruption are.

15.4 An Admin may request proportionate evidence but will not require passwords, authentication codes, recovery codes or unrestricted access to unrelated private devices or accounts.

16. Streaming, Broadcasting and Media

16.1 Personal streaming is permitted only where the Tournament Page and broadcast instructions allow it.

16.2 A permitted personal live stream must use at least a two-minute delay unless a published Event or broadcast instruction requires a longer delay or expressly waives the default.

16.3 Official broadcast and integrity requirements take priority.

16.4 Players must not expose private opponent communications or use another broadcast for live competitive information.

16.5 Media permission is governed by the PPA and any applicable Event or broadcast notice. Public or commercial gameplay recording, broadcasting, republication or promotion may occur only to the extent separately permitted by the relevant game and platform rights holders and supported by any participant permission required for identity, likeness, voice or Player-owned material.

16.6 Private Replay Proof, private Discord, private email, private Match coordination, dispute or integrity material, identity documents and payout details are not promotional content. Private .rec files must not be used as general marketing material.

16.7 A Player cannot grant IronClad rights in game code, assets, footage, marks or other intellectual property owned by Relic, Valve, Steam, SEGA or another third party.

17. Administrator Authority, Penalties and Reconsideration

17.1 Admins may take proportionate action within delegated authority to apply the governing documents and preserve fairness, safety and integrity.

17.2 Available actions include warnings, corrections, restarts, rescheduling, Game or Match loss, walkover, double forfeit, point correction, registration rejection, disqualification, suspension or long-term exclusion.

17.3 Material rulings and sanctions should have a recorded reason.

17.4 Routine Event rulings are final after the available designated review. Significant suspensions or long-term exclusions may receive one written reconsideration request.

17.5 Reconsideration does not automatically suspend the original decision.

17.6 Internal Event finality does not remove any non-excludable consumer, privacy, statutory or judicial right.

18. Cancel, Void, Hard Delete and Historical Records

18.1 Hard Delete is reserved for disposable, unlaunched data with no protected competitive or acceptance history.

18.2 Cancel is a terminal, non-destructive recovery action for an eligible Event without official competitive or leaderboard history.

18.3 Void preserves factual Tournament and evidence records while reconciling approved derived scoring or season effects.

18.4 A Void membership remains auditable and does not occupy a valid season slot.

18.5 A finalised official season, including a historical Main / Pro season, is not silently rewritten.

18.6 Cancelled and Void Events are read-only. Explicit historical links may display factual records subject to privacy controls.

18.7 Registration Acceptance Records and other evidence required for lawful audit or claims may survive an otherwise authorised Tournament deletion.

19. Privacy, Public Profiles and Account Closure

19.1 The versioned Privacy Policy governs collection, use, disclosure, security, retention, privacy requests and closure handling.

19.2 Public player profiles are opt-in. Disabling optional profile visibility does not remove factual participation from official Competition History.

19.3 Optional public fields, including Discord, may be masked while factual competition identity remains where permitted.

19.4 Replay Proof, Poll ballot attribution, disputes, no-show evidence, Admin Assistance material, Admin records, acceptance records and payout details are private operational data.

19.5 An account without protected history may be deleted. A history-bearing account may be pseudonymised as Former Competitor while factual history remains where reasonably necessary and lawful.

19.6 Closure does not promise immediate or absolute erasure across the application, identity provider, Storage, support mailbox, logs, backups or other providers.

19.7 Closure does not require rewriting completed results or another Player's factual record and cannot guarantee removal of every identifier embedded by users in preserved private free-text or replay evidence.

20. Prizes, Payouts and Event-Specific Terms

20.1 Registration and participation are free.

20.2 Not every Event offers prizes. Before registration opens for a prize-bearing Event, the Tournament Page or Event Prize Terms must publish:

- gross amount;
- currency;
- placement allocation;
- material eligibility;
- treatment of fees and conversion;
- supported payout methods;
- expected timeframe;
- tie treatment; and
- relevant cancellation, Void or partial-completion treatment.

20.3 A prize is gross unless expressly stated otherwise. Disclosed transfer, conversion, intermediary, bank or provider fees may reduce the net receipt.

20.4 Payout may be administered manually. No automated payout or tracking system is promised.

20.5 Wise may be preferred where supported. PayPal or another published supported method may be used. No provider is universally available.

20.6 A winner may need to provide accurate payout information and complete proportionate provider or legal verification.

20.7 Payment follows the final result, placement, eligibility and receipt of required information. Event Prize Terms must state an expected timeframe. There is no universal 48-hour promise.

20.8 Players remain responsible for taxes subject to applicable law.

20.9 If a true tie crosses prize positions, a different fair method applies only if published before registration. Otherwise, combine the occupied allocations and divide the total equally among the tied Players. No unpublished leaderboard tie-break may be invented.

20.10 Paid, sponsored or cosmetic benefits must not affect competitive fairness.

21. Force Majeure, Amendments, Versioning and Acceptance

21.1 IronClad may pause, postpone, reschedule, modify, Cancel or Void an Event for a serious technical, security, publisher, legal, integrity or force-majeure circumstance.

21.2 Recovery should be proportionate and preserve factual history where possible. Event Prize Terms and non-excludable law govern any prize consequence.

21.3 Every Effective Rulebook has a version, publication date, effective date, stable versioned URL and verified SHA-256 hash.

21.4 An Effective document must not be materially overwritten under the same version. A material revision requires a new version and artifact, appropriate notice and renewed acceptance where required. A successor Rulebook normally applies only prospectively to future registrations and Events. The version presented for an existing registration continues to govern that Tournament unless a narrow decision is made under section 21.5.

21.5 Narrow emergency decisions may be issued only where reasonably necessary and must not authorise unrelated retrospective changes.

21.6 Registration presents six separate user controls:

1. acceptance of the exact Rulebook version;
2. acceptance of the exact PPA version;
3. acceptance of the exact Terms version;
4. acknowledgement of the exact Privacy Policy version;
5. confirmation that the Player is at least 18; and
6. confirmation that the Player uses their own authenticated IronClad account and that the linked Steam account belongs to them.

Each document control links to the exact version presented. Privacy acknowledgement is not blanket consent to optional processing.

21.7 A successful registration atomically creates one private, immutable Registration Acceptance Record. The record preserves:

- registration and Tournament identifiers;
- authenticated Clerk user ID;
- database-owned acceptance timestamp;
- document-register identifiers;
- exact Rulebook, PPA, Terms and Privacy versions;
- exact versioned URLs;
- exact SHA-256 hashes;
- Rulebook, PPA and Terms acceptance;
- Privacy acknowledgement;
- 18+ confirmation;
- own-IronClad-account confirmation; and
- linked-Steam-account confirmation.

21.8 The trusted server register supplies the authoritative document identifiers, statuses, versions, URLs, dates and hashes. Browser-supplied document facts are not authoritative. Registration cannot succeed without the complete Effective document set and all required controls.

21.9 Contact: ironclad.tournaments@gmail.com or the published platform support route.

Appendix A. Quick Reference

Division	ELO	Model
Academy	0-1099	Permanent Career standings
Challenge	1100-1399	Permanent Career standings
Main	1400-1699	Permanent Career standings
Pro	1700+	Six valid Events per season

Division	Participation	Round passed	Tournament win
Academy	10	2	3
Challenge	10	2	3
Main	10	5	5
Pro	10	5	5

Replay requirement	Rule
Format	.rec
Maximum	10 MiB per file
Count	One per Game actually played
Uniqueness	Each replay payload must be unique
Privacy	Authorised Match participants and Admins only
Screenshots	Not accepted as substitute Match-result proof
Supplemental material	May be requested separately only for a dispute or integrity investigation
Promotional use	Private Replay Proof is excluded

Game	Dice	Manual choice
1	Each Player initiates 2d6; both complete new tie rounds until resolved	Higher total chooses Side or unused eligible Map; opponent chooses the remainder
2	No new roll	Swap Sides; Game 1 loser chooses a new unused eligible Map
3	Each Player initiates 2d6; may pre-roll; applies only if reached	Higher total chooses Side or unused eligible Map; opponent chooses the remainder
4	No new roll	Swap Sides; Game 3 loser chooses a new unused eligible Map
5	Best-of-five only; each Player initiates 2d6; may pre-roll; applies only if reached	Higher total chooses Side or unused eligible Map; opponent chooses the remainder

Each Player may use any permitted faction belonging to the assigned Side. Maps do not normally repeat. IronClad records Dice history, not Side or Map selection state.

Poll information	Visibility
Individual ballot attribution	Private
Eligible-player aggregates	According to the configured live or after-close setting
Anonymous public totals	Only where explicitly enabled

Poll information	Visibility
Final Published Decision	May be public
Other subsystem state	Not changed automatically by Poll finalisation

END OF OFFICIAL TOURNAMENT RULEBOOK v3.2