



Tactics League
Official Tournament Regulation Rulebook

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Online rulebook - <https://tacticsleague.com/ruleset/regulation>

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General Guidelines

- Please adhere to the ruleset for the official Tactics League format you are competing in, including the game settings and map pool.

Starter format - [Starter Ruleset - Tactics League](#)

Premade format - [Premade Ruleset - Tactics League](#)

- Your backed-up, USA version of *Final Fantasy Tactics: The War of the Lions* (aka “the game” or “ISO”) must have the latest PvP Patch applied to it.
- Your PPSSPP application version (aka the “emulator”) should be up to date on the latest supported version deemed by the Tournament Organizer.
- ZeroTier Network service **is required and a connection to the Tactics League public network for Tactics League-sanctioned online tournaments or competitions** to ensure the integrity of all connected players are under the same public network.

It is the responsibility of each participant to verify they can successfully connect and play using the declared network service beforehand if the tournament or competition is conducted over the internet.

Note: Though it is not ideal, the use of the "piggyback method" is permitted, but if a player cannot connect even using this method, they are fully responsible and shall be disqualified from the tournament or competition.

- Participants are not allowed to use the Fast Forward feature of PPSSPP during active gameplay.
- A valid and active PayPal account if the tournament has cash prizes to receive payment if you are eligible for prizes.
- Tournament Officials reserve the right to investigate a game or declare an outcome.
- All participants must have some means to live stream their PPSSPP application, regardless of platform (streaming via Discord is highly recommended) if requested by the Official. One participant must be able to stream in its entirety for each match an Official is present in, ideally the player with the best, capable hardware to produce the highest quality stream. This is further discussed with the Official before the start of the

match.

- Participants are not allowed to use a username (or user ID, handle, @name) that could be considered vulgar, discriminatory, denigrating, suggestive, or otherwise inappropriate.
- The names of characters (or units) found in-game are not allowed to be used that could be considered vulgar, discriminatory, denigrating, suggestive, or otherwise inappropriate.
- A customized character (or unit) name must not be used more than once per unit in the registered team.
- Coaching or having a person coach an active participant is not allowed. A participant found receiving coaching or instructions from a non-competitor, an active competitor, or persons providing said instructions, tips, or aid shall be disqualified. A registered participant found providing coaching to another participant shall also be disqualified.

Roster Registration and Roster Lock

Roster Registration:

Refers to sending information to the Tournament Organizer that designates the five characters that are considered your “main team” and optionally, two characters that are considered “reserves” that you will be using for tournament play. Submission is done via an online form and will require a Google account to be able to make changes before Roster Lock.

Roster Lock:

Refers to a specific date and time to complete Roster Registration before the tournament, at most, 2 days before schedule. A participant can only use the designated characters throughout the tournament and risks disqualification if found using other characters not registered. If a participant signs up to participate in a tournament and does not register by Roster Lock, that player is no longer eligible to play in the event.

A participant must have the following registered before Roster Lock to be eligible to play:

- 5 characters that are considered the main team (still follow the "1 Unique rule")
- Optionally, 2 characters are considered reserves (this can be any character including multiple unique characters)

During a match:

- Game 1 and Tiebreaker: You must use the original, registered "main team."
- Games 2 and 3: The Official will ask each player if they wish to swap character(s) from "reserves" into the "main team," noting team changes for the upcoming game. The "1 Unique rule" still applies here.
- Players found not using the exact, registered character names, jobs, equipment, abilities, and stats that were registered during gameplay shall be disqualified from the tournament.

Match Structure

During a regulated match, which is considered a best-of-3 series, the following guidelines should be observed, which the Tournament Organizer must declare well in advance before the start of the tournament.

Available Tournament Formats (determined by the Tournament Organizer):

- Single-elimination - A participant is finished from the tournament if they lose a best-of-3 match.
- Double-elimination - Participants compete for the advancement in "Winners" and "Losers" brackets.
Losing a best-of-3 match while in Losers will result in being finished from the tournament. The participant that wins the Losers Finals will match against the Winners Finals winner for the Grand Finals competition.
- Round Robin - Each participant plays against one another in a Round/Pool-based competition with each winner gaining 1 point and each loser earning 0 points. The tournament winner is based on who has the most accumulative points. If more than one participant has equal points, then those participants must play in separate best-of-3 match to resolve the winner.

Seeding

Seeding determines where a participant is ranked in a regulated tournament (similar to a leaderboard) usually based on past tournament participation and experience to reduce the likelihood of a well-experienced player matching against an experienced player in earlier

rounds. The tournament organizer must declare which form of seeding is being used well in advance of the start of a regulated tournament.

The following are seeding options determined by the Tournament Organizer:

- Blind Draw - Participants are randomly seeded before the start of the regulated tournament.
- Ranked - Participants are seeded based on their accumulative "competitor points" (points accumulated from past tournament participation to reduce the likelihood of a well-experienced player matching against a newer-experienced player early on).
- Manual - Participants are seeded based on competitor registration and fulfilling roster registration and roster lock (if enabled). This is also considered from "top to bottom" seeding.

If Seeding is enabled:

- The participant with the higher seed is considered the "Host" (which is deemed team "Blue" for statistics) for the entire duration of the best of 3 series.
- The participant with the lower seed is considered the "Guest" (which is deemed team "Red" for statistics) for the entire duration of the best of 3 series.
- If both participants are considered the same seed, then the designated "Host" is determined by @Tavernmaster or the designated Official for the entire duration of the best of 3 series. The non-designated participant is considered the "Guest" for the entire duration of the best-of-3 series.

If Seeding is not enabled:

- The designated "Host" (which is deemed team "Blue" for statistics) is determined by @Tavernmaster or the designated Official. Once the host is selected, the player designated as "Host" remains the host for the entire duration of the best-of-3 series.
- The participant not designated as "Host" is considered the "Guest" (which is deemed team "Red" for statistics) for the entire duration of the best-of-3 series.

Map Formats (determined by the Tournament Organizer):

- Fixed - The Tournament Organizer has maps designated for each Round and per Game in each best-of-3 series.
- Random - @Tavernmaster or the Tournament Organizer designates the map selection for the best-of-3 series.

Byes:

If a participant does not have an opponent during the current round, they will receive an automatic advancement to the next round, typically if there is an uneven amount of players competing.

Finished:

A participant is deemed finished if they have either lost an entire match in a single elimination, lost their match while in Loser's Bracket, or completed an event in 1st or 2nd place. Finished players will have their status, rank, and CP (where enabled) updated for official records and preservation.

Match Guidelines

The following are the match guidelines imposed during active gameplay of a single game or best-of-3 series. During a regulated match, all participants and the Official should observe the following steps. Not following the rules imposed during a match may result in a forfeit in the current match or a disqualification from the tournament.

1. Report on time to your designated channel/table or within the 10-minute timeframe of your scheduled match.
2. Greet your opponent. Sportsmanship is always preferred in competitive play.
3. The designated Host starts hosting the game with the Guest joining and setting up the game settings and map selection.
4. If Roster Registration is enabled:
 - a. Roster Verification - During the Pre-Game, an Official must join the designated lobby/chat/table to verify each player's team based on the current Game. **This includes self-reporting matches.**
 - i. For Game 1 - Players must use their registered Main Team.
 - ii. For Games 2 and 3 - Players may swap a unit from the Main Team with a unit from their Reserves. The Official will ask each player if they are going to swap a unit(s), citing their registered unit name.
 - iii. For Tiebreaker - Players must use their registered Main Team.

- b. The Host player should not confirm their team of five putting the game into a "ready" state. Only when the Official has verified both players' rosters can the Host and Guest put their team into the ready state, commencing the match.
5. **If an Official is present and observing gameplay:**
- a. A participant must stream directly to Discord (if playing over the internet) to provide the Official a viewpoint of the match. Ideally, both participants can stream their PPSSPP screen if requested, as required. The Official must discuss and decide this with both participants before starting the first game in a regulated match. The participant with the best, capable hardware should ideally live stream.
 - b. Start the game once the Official has verified both teams.
 - c. The Official must start a separate stopwatch and also keep track of the current game state to resolve KO counts, ties, or network errors. View ***Game and Match Resolution*** for more information.
 - d. Both players mute their microphones if applicable during active gameplay. Only unmute if you need to communicate with the Official. Communication between both players is not allowed until after the game completes either in a winner or a draw, or if a network error occurred.
6. **If an Official is not present to observe gameplay:**
- a. Start the game.
 - b. Both players mute their microphones if applicable during active gameplay. Communication between both players is not allowed until after the game completes either in a winner or a draw, or if a network error occurred.
 - c. Contact the designated Official via Discord DM or through a designated voice/text channel (if online) for any issues needing to be resolved. Streaming your gameplay to an external provider (such as YouTube or Twitch) is recommended to provide evidence for any claim.
7. Post-Game Reporting:
- Once the game ends and a winner or draw is resolved, please follow these guidelines depending on whether an Official observed a game in its entirety or not.
- a. **If an Official was present**, the Official records the following information to send to the Tournament Organizer:
 - i. Participant's names and which player streamed
 - ii. KO count of both parties (dictated by Blue/Red)

- iii. Win, Lose, Draw, the current tournament Round, and the current game in the series
- iv. Map played

b. **If an Official was not present**, the designated Host player must send the following information to the Tournament Organizer:

- i. A message with the Round and Game count (such as "Round 3 - Game 1") with a screenshot/recording of their KO screen

Note: Failure of the Host to send in self-reporting or inaccurate self-reporting can lead to disqualification from the tournament. At best, both participants should always screenshot for integrity purposes.

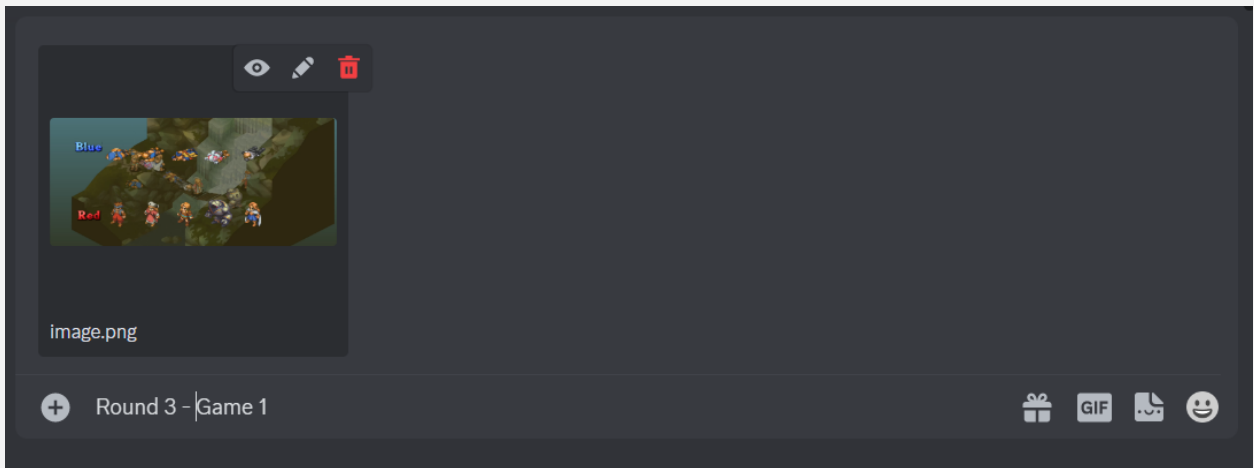
- 8. Reload your save data after the end of each game for integrity purposes and proceed to advance in the match when prompted.



The "Ready" state - the Host should only be in this state when prompted



A screenshot of the KO screen is to be submitted to the Tournament Organizer if no Official is present



Sending the KO screen and Round & Game Number to the Tournament Organizer via Discord DM

Game and Match Resolution

This section covers the processes of what to follow if the natural game progress is impeded or if issues arise, such as networking errors. Because the game does not communicate which player had a disconnect, network outage, or any other issue that could arise in tournament play, the Official must follow the following steps to resolve the game state for the current match.

Resolving a completed game or match:

1. If an Official was not present (match self-reporting):
 - a. The Host player sends to the Tournament Organizer, a screenshot of their KO screen and the Round and Game number.
 - i. If there are remaining games in the match:
 1. Both participants restart their game, and the Host sets up the game settings and waits for the Official to join them for roster verification. The Host proceeds to "ready" once verification is complete.
 - ii. If the match is completed:
 1. Conduct good sportsmanship towards your opponent. Restart your game and wait for the Tournament Organizer to update the bracket.

Until participants have been communicated on the schedule of their next match, they are free to go as they please. Still, please keep communications open for the next match, as it is your responsibility to report on time or within 10 minutes of the scheduled match or risk Forfeiture.
2. If an Official was actively present:
 - a. If there are remaining games in the match:
 - i. Both participants must first restart their game. Then the Host starts hosting and setting up the game.
 - ii. The Official starts roster verification first (and also notes Reserve swaps if applicable) and then designates the Host to proceed to "ready" the next game in the series once verification is complete.
 - b. If the match is completed:
 - i. The Official informs both players that the current Match is over and the Official reports to the Tournament Organizer and awaits for bracket updates to occur. Both players must restart their game.

- c. Until participants have been communicated on the schedule of their next match, they are free to go as they please. Still, please keep communications open for the next match, as it is your responsibility to report on time or within 10 minutes of the scheduled match or risk Forfeiture.

Resolving network errors, a participant’s emulator or game crashed or froze, or any other abnormal events occurred during active gameplay:

1. If an Official was not actively present during the game:
 - o Contact your designated Official regarding the error or issue that occurred. A link to a live stream playback or screenshot is always ideal to help expedite the claim.
 - o Both players must state and mutually agree on the **number of units alive** for both parties before the error or issue.
If there are conflict between the number of units alive of both players, the Official must use reasonable discretion to declare based on the guidelines posted below.
2. If an Official is observing the game:
 - o They must use the guidelines posted below based on the number of units alive for both players in the game state before the error or issue to resolve the game in the best-of-3 series and determine a winner or draw.

⚠ These types of errors are flagged by the Official on a per-participant basis to help curb potential disconnect/network error abuse to sway a game’s result. **Players found abusing this resolution method shall be banned from the current tournament and future tournaments as well at the decision of the Tournament Organizer.**

Number of Units Alive	Game Resolution
5 - 5 (During Pregame or within 5 minutes of Commence dialog)	Replay (restart the game state)
5 - 5 (after 5 minutes into the game)	Draw
5 - 4	Draw
5 - 3	Draw
5 - 2	Win for the player with the most units
5 - 1	Win for the player with the most units
4 - 4	Draw

Number of Units Alive	Game Resolution
4 - 3	Draw
4 - 2	Win for the player with the most units
4 - 1	Win for the player with the most units
3 - 3	Draw
3 - 2	Draw
3 - 1	Win for the player with the most units
2 - 2	Draw
2 - 1	Draw
1 - 1	Draw

3. The Official updates the match's standing based on the declared outcome and advances to the next game if applicable.
4. If a Tiebreaker is necessary to resolve the winner of a best-of-3 series, the Official declares it, both players restart their game, and the Host player must set up a new game with the following settings and map:
 - Map Selection: Manual
 - Time Limit: 5 Min.
 - Action Limit: 20
 - Special Controls: Off
 - Trap Placement: None
 - Arithmeticks: Allow
 - Map: Golgollada Gallows

Forfeiture and Disqualifications

A Forfeit or Forfeiture is defined as a participant being declared a "loss" in the current game or match based on the following circumstances. If a Forfeiture is declared, the current game must end immediately and participants must wait to proceed based on the Official's direction.

If a participant is found to have either broken the General Guidelines, cheating, or any other serious offense, that player may be at risk for Disqualification, removing them from the current tournament or event.

Forfeiture and disqualifications are ultimately left to the discretion of the match's Official.

Forfeitures

The following events will result in a participant forfeiting the current game in the best-of-3 series, resulting in an automatic "loss" for the current game:

- A participant was found breaking the "1 Unique rule" in the format's ruleset.
- A participant failed to reload their save data after the completion of a game.
- A participant did not use their entire registered Main Team (if Roster Registration was enabled) during Game 1 or Tiebreaker. Participants are allowed to swap in units from their Main Team and Reserves during Games 2 and 3.
- A participant used an ability that was deemed banned by the format's ruleset in the middle of a regulated match.
- A participant was 10 minutes late to check into their scheduled, regulated match to start or continue the next game in their match. Each game in the match is treated as a separate instance or offense if they are repeatedly not checked in.
- Stalling:
 - Definition - Stalling is when a participant is not making any reasonable effort to actively engage their opponent with at least 2 out of 5 characters repeatedly.
 - Acts of Engagement - Because some abilities or setups may require multiple non-engaged actions, you must have at least 2 out of the 5 characters on your team attempting to engage their opponent by their 2nd Turn by doing the following:
 - Moving towards the center point of the map (even if it is 1 tile per turn)
 - Targeting an opposing character with attacks or abilities (even if it fails or is declared 0% hit rate)
 - Examples of illegal actions:
 - *Using Focus, Borrowed Time, or using an Item twice in a row without any characters OR only 1 character moving towards the center of the map (as*

you must have at least 2 characters attempting to engage).

- *Moving away from the center of the map and casting Golem twice in a row while not moving at least 2 other characters towards the center (considered non-engaging because you are targeting yourself and reducing the likelihood of your opponent being able to engage - out of range).*
- Examples of legal actions:
 - *Changing a Bardsong ability twice per Action while moving at least 1 tile towards the center of the map between those two Actions (as the unit is making an effort to close the window for your opponent to reach them).*
 - *Targeting an opposing character with a Summon or Time Magicks and then moving away (or retreating) afterward (as targeting the enemy with a spell is considered engaging).*
 - *Targeting an ally to later cast a spell that affects the enemy in any way (aka. drone casting). This is legal because the goal is to engage your opponent with an ability that will later affect them in some way.*
 - *Using an Item or ability on yourself or an ally and using Wait without moving so long as 2 other characters are moving toward the center or targeting an opposing character.*
- If a participant is found to be stalling, it is required by the Official to follow these guidelines:
 - *First offense - Warn the participant in question to make an effort to engage their opponent. This includes moving units mid-way through the map or targeting the opponent with attacks or abilities with 2/5ths of their team.*
 - *Second offense - The previously warned participant Forfeits the current game in the best-of-3 match. The Official shall use the utmost discretion to determine if a second offense has occurred.*

Disqualifications

The following events will result in a participant being disqualified from the current tournament or competition:

- A participant was found using modified stats/gear/abilities when the ruleset for that format declared no modification of such attributes outside normal means (stats adjusted only by gear/job/abilities).
- A participant was found breaking the limited/semi-limited gear and item restriction found in the Starter format.
- Your party roster either registered or not for tournament play, must all be included in one save slot and a participant was found using a mixture of multiple save slots.
- A participant exhibited unsportsmanlike conduct (including cheating/network manipulation, profanities, or verbal assault at another participant, spectator, or event staff).
- Lying or providing falsified information to a match Official or Tournament Organizer about an error, issue, or investigation.
- The match Official found a participant to have violated Discord's community guidelines (if the tournament is networked via the internet and through the Tactics League Discord server): <https://discord.com/guidelines>.

Integrity Measures

To ensure the competition is fair for all participants, there are a few rules and measures in place at the discretion of the Official, as well as general guidelines everyone should follow in tournament play.

- It is highly recommended, that at least one if not both participants in a match stream their gameplay to an external provider, such as YouTube or Twitch, to be able to quickly reference events if needed by the Official to investigate an error or issue. Local recordings are not recommended for investigative data, as they require being uploaded first. A participant is allowed to locally record any tournament or event.
- Both participants always reload their save data at the end of each game in the best-of-3 series to avoid Forfeiture.
- The checksum of the PvP Patch in use by both participants must match the current patch version found in the tournament format's ruleset. If requested, an Official has the right to validate a participant's patched ISO/backup to ensure that it is the same MD5

checksum of the current patch for integrity purposes.

Failure to provide the requested MD5 checksum to the official will result in disqualification from the tournament and potentially future events as well.

To provide a valid MD5 checksum of your patched ISO/backup if requested:

1. Visit https://emn178.github.io/online-tools/md5_checksum.html
2. Select "Drop File Here" and load your PvP-patched ISO
3. Wait for the process to complete
4. Screenshot the tab or window of your web browser with the resulting MD5 checksum output
5. Send in a Direct Message, the copy of your tab/window of your web browser containing the resulting MD5 checksum to the designated Official

Integrity Action for Competitor Points (CP)

The following are case-by-case conditions and may lead to the removal of CP from official standings:

- If a player is found in violation of rule-breaking of the ruleset or regulation and an Official has declared the player disqualified from the tournament, they are not considered "finished" and will not be rewarded CP.
- If a player was found cheating in a sanctioned event after the event ended and ample or sufficient evidence was discovered that such cheating had occurred, the awarded points will be removed officially and that player is automatically disqualified from the next sanctioned tournament or event. They may continue to participate in future tournaments or events afterward.

Competitor Points

During sanctioned tournament play, participants who competed in a tournament or cup are awarded Competitor Points (aka CP) based on their overall final ranking in the event. CP is allocated once the event is finished, and after all records have been verified to ensure the integrity of points are awarded correctly.

When a "season" (which is considered a period of competitive play or events that span over months) has concluded, all participating players will have their CP reset once a new season starts, but their past totals will be preserved for historical purposes.

Competitor Points - Tournament Allocations

(last updated 12/07/2023)

- 1st = 1000 pts.
- 2nd = 800 pts.
- 3rd = 600 pts.
- 4th = 400 pts.
- 5th - 8th = 200 pts.
- 9th and lower = 100 pts.

Competitor Points - Cup Allocations

(last update 12/07/2023)

- 1st = 500 pts.
- 2nd = 400 pts.
- 3rd - 4th = 300 pts.
- 5th - 8th = 200 pts.
- 9th and lower = 100 pts.

Standings Tiebreaker Resolution

If participants finish and are tied based on their standings at the end of a competition, the following metrics will be used to resolve each ranking:

- 1st - Round Finished
- 2nd - Total Games Played in the finished series (up to 4)
- 3rd - Your Opponent's Seeding/rank
- 4th - Units Alive Per Game accumulatively

Terms of Service

Last updated: 6/8/2023

I. Introduction

By participating in the "competition" or "event" you are agreeing to these terms and conditions. The competition or Service is being run by Tactics League. We reserve the right to make changes or modifications to these terms at any time for any reason. We will alert you by updating the "last updated" date of these terms. It is your responsibility to stay up to date on changes.

Square Enix Holdings., Ltd., PPSSPP, and ZeroTier ARE NOT affiliated with Tactics League.

II. Player Eligibility

- A.** The competition is open to entrants 18 years of age or older. We do not currently verify the age or identity of entrants.
- B.** Tactics League employees and staff are excluded from competing in sanctioned tournaments or events.
- C.** Participants that sign up for tournament play must have their Discord account or any other account deemed by the Services in good standing.

III. Limitations of Liability

IN NO EVENT WILL WE OR DIRECTORS, EMPLOYEES, OR AGENTS BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY DIRECT, INDIRECT, CONSEQUENTIAL, EXEMPLARY, INCIDENTAL, SPECIAL, OR PUNITIVE DAMAGES, INCLUDING LOST PROFIT, LOST REVENUE, LOSS OF DATA, OR OTHER DAMAGES ARISING FROM USE OF THE SERVICES, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. NOTWITHSTANDING ANYTHING TO THE CONTRARY CONTAINED HEREIN, OUR LIABILITY TO YOU FOR ANY CAUSE WHATSOEVER AND REGARDLESS OF THE FORM OF ACTION, WILL AT ALL TIMES BE LIMITED TO THE LESSER AMOUNT PAID, IF ANY, BY YOU TO US OR CERTAIN US STATE LAWS AND INTERNATIONAL LAWS DO NOT ALLOW LIMITATIONS ON IMPLIED WARRANTIES OR THE EXCLUSION OR LIMITATION OF CERTAIN DAMAGES. IF THESE LAWS APPLY TO YOU, SOME OR ALL OF THE ABOVE DISCLAIMERS MAY NOT APPLY TO YOU, AND YOU MAY HAVE ADDITIONAL RIGHTS.

IV. Indemnification

In consideration of being permitted to access and use the Services, you hereby agree to release, indemnify, defend, and hold harmless Tactics League and its affiliates, and each of its and their respective officers, directors, agents, co-branders, other partners, and staff from all claims, damages (whether direct, indirect, incidental, consequential or otherwise), losses, liabilities, costs and expenses of every kind and nature, including legal fees and expenses, known and unknown, arising out of or in any way connected with: (a) disputes between you and third parties (including Tournament Organizers, General Users, and other users) in connection with the Services, your access and use of the Services, or any events listed thereon; (b) any violation of these Terms of Service; (c) any negligent or wrongful conduct; (d) your use, misuse and/or access of the Services; (e) a violation by you of any applicable law; (f) any content you post, store or otherwise transmit in or through the Services; and/or (g) your violation of the rights of any third party, or any breach of the representations, warranties and covenants made by you herein. Tactics League reserves the right, at your expense, to assume the exclusive defense and control of any matter for which you are required to indemnify Tactics League, and you agree to cooperate with Tactics League's defense of these claims, at your sole cost and expense.

V. User Data

We will maintain certain data that you transmit to the Services for the purpose of managing the performance of the Services, as well as data related to the use of the Services. You are solely responsible for all data that you transmit or that relates to any activity you have undertaken with the Services. You agree that we shall have no liability to you for any loss or corruption of any such data, and you hereby waive the right of action against us arising from any such loss or corruption of such data.

VI. Prizes

Tactics League offers its users the opportunity to participate in competitions or events, some of which may have prizes for the winners. To collect a prize, you may be required to provide information reasonably requested by Tactics League. You must also be of legal age as required by law and a valid account holder to use the external services necessary for transmitting and collecting any cash prizes (in United States Dollars) you are awarded.

A valid and active PayPal account is required for cash prize transmission. Payments will only be sent through the @TacticsLeague account.