

Wesnoth Online Battle Group



General Rules for the 2025 Chinese Community Cup

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Foreword

The 2025 Wesnoth Online Battle Group Competition is about to begin!

We will continue to uphold the competition philosophy of being member-centric, carefully listening to your suggestions and feedback, and creating a fair, just, and transparent competitive platform where every participant can showcase their skills and improve their level.

The primary goal of the group competition is to enhance the competitive skills of members through practical experience. Therefore, we encourage all members to play more, watch more, and communicate more—learning from the matches and progressing through interaction. At the same time, this competition also carries the important missions of uniting members, encouraging newcomers, promoting Wesnoth, and providing strategic materials.

To achieve this, compared to the 2024 competition, this year's event will make further improvements in the following three aspects:

Competition: We will adopt a more reasonable format, more comprehensive rules, a more targeted map pool, and a stricter schedule.

Event Operations: We will systematically collect and organize match replays, uncover high-quality content, ensure timely livestreams, adopt more innovative commentary styles, and enhance the professionalism of commentators.

Prizes: We will increase the prize pool, introduce diverse awards, and promote the diversification and customization of prizes.

We believe that with the joint efforts of all members, the 2025 competition will become a spectacular and unforgettable competitive event! Let us work together and strive for a brighter future for Wesnoth!

Make Wesnoth Great Again!

Competition Format

The 2025 group competition is divided into three rounds: preliminary, semifinal, and final.

Preliminary Round (10 matches per player)

The preliminary round uses a Swiss System BO2 format. If the number of participants does not exceed 16, 5 rounds of Swiss System will be conducted. In the first round, players are randomly grouped. In each round, a player who wins twice earns 3 points; a player who wins once earns 1 point; a player who wins zero times earns no points. In the next round, players with similar scores are matched against each other, and those with the same score are randomly grouped.

After 5 rounds of Swiss System, the top 8 players with the highest scores advance to the semifinals. If there is a tie that makes it impossible to determine the top 8, the tiebreaker will be based on opponent scores: the total scores of all opponents faced in the 5 rounds are calculated, and the player with higher opponent scores advances. If there is still a tie, the ranking will also be determined by opponent scores.

Semifinal (2-3-5 rounds per player)

The semifinal uses a Double Elimination BO3 format, ultimately determining the winners' bracket champion and losers' bracket champion to advance to the final, while also determining the third-place winner.

In the first round, the player ranked first in the preliminary round faces the player ranked eighth, the second-ranked player faces the seventh-ranked player, and so on. Winners advance to the winners' bracket, and losers enter the losers' bracket.

In the second round, matches within each bracket are still head-to-tail based on Swiss System results. In the winners' bracket, the two winners remain in the winners' bracket, and the two losers enter the losers' bracket. In the losers' bracket, the two winners remain, and the two losers are eliminated.

In the third round, the two players in the winners' bracket face each other, while the four players in the losers' bracket are matched head-to-tail based on Swiss System results. In the winners' bracket, the winner becomes the winners' bracket champion, and the loser enters the losers' bracket. In the losers' bracket, the two winners remain, and the two losers are eliminated.

In the fourth round, the two winners from the losers' bracket in the third round face each other, and the loser is eliminated.

In the fifth round, the loser from the winners' bracket in the third round faces the winner from the fourth round. The winner becomes the losers' bracket champion, and the loser takes third place.

Final (1 round)

The final uses a BO5+1 format. The winners' bracket champion needs to win 3 rounds to claim victory, while the losers' bracket champion needs to win 4 rounds to claim victory.

Map Pool Design and Ban/Pick (BP) Rules

Preliminary Round Map Pool

The preliminary round map pool consists of small maps with low difficulty, featuring single or clustered keeps and fewer villages.

Maps are listed in order of size from smallest to largest. Numbers in parentheses indicate: (number of keeps (or keep clusters), number of villages per side, total area).

Weldyn Channel (3(1), 7, 638)

Den of Onis (1, 6, 696)

Swamp of Dread (3(1), 8, 744)

Hamlets (1, 7, 756)

The Walls of Pyrennis (2(2), 7, 806)

The Freelands (2(1), 8, 888)

Caves of the Basilisk (3(1), 8, 984)

Preliminary Round Rules:

The preliminary round consists of 5 rounds of Swiss System BO2.

In each round, both players ban 1 map from the 7-map pool, leaving 5 maps as the random map pool for that round.

Newcomers certified by the organizers have the right to choose a map from the random pool for the first game. Otherwise, the map is randomly selected.

The loser of the first game can choose the map for the second game from the remaining 4 maps.

Semifinal Map Pool

The semifinal map pool builds on the preliminary round map pool by adding larger maps featuring multiple keep clusters and more villages.

Maps are listed in order of size from smallest to largest. Numbers in parentheses indicate: (number of keeps (or keep clusters), number of villages per side, total area).

Tombs of Kesorak (5(5), 8, 851)

Silverhead Crossing (7(4), 8, 870)

Fallenstar Lake (5(4), 10, 902)

Elensefar Courtyard (2(2), 8, 936)

Sullas Ruins (5(5), 8, 1050)

Hellhole (2(2), 7, 1160)

Howling Ghost Badlands (4(4), 8, 1188)

Semifinal Rules:

The semifinal uses a Double Elimination BO3 format.

In each round, both players ban 2 maps from the 14-map pool (it is recommended that bans are done alternately in two rounds), leaving 10 maps as the random map pool for that round.

In each round: The first game uses a randomly selected map. For the second and third games, the loser of the previous game can choose a map from the random pool that has not been played yet.

Final Map Pool: Ladder Competitive Map

Final Rules:

At the start, both players ban 1 map each, and the first game begins on a randomly selected map.

In subsequent games, the loser of the previous game chooses the next map.

Match Settings

Era: The default era for matches is Ladder Era. If both players agree, Default Era may be used instead.

Mirror Matches: Mirror matches are disabled.

Mods: The use of any mods (including planned unit upgrades) is prohibited.

Faction Shuffle: Faction shuffle is **enabled**. Before the match begins, the referee will remind both players of their turn order (first and second player).

Observers: Observers are **enabled**. To avoid disruptions, it is recommended to mute all observers (use the command: `/muteall`).

Time Limits:Time limits are **enabled** and set to **competition time limits** (480, 300, 480, 30).

Faction Rules:

Preliminary and Semifinal Rounds:

In each round, both players have **one ban** to prohibit a faction. The banned faction cannot be used by either player for the entire **match** (not the entire round).

If a random start results in a banned faction, the game must be restarted immediately.

Hand-Picking Factions:

Hand-picking factions is allowed, but each player can only hand-pick **once per game**.

If the opponent hand-picks a counter faction, the player cannot change their choice.

If the opponent bans the hand-picked faction, the player may hand-pick another faction **once more**.

Final Round:Due to the BO5 format, each player has **two bans in final round**.There is no restriction on the number of ban factions can be used within a single game.

Code of Conduct for Matches

Active Participation:Players are expected to actively participate throughout the match. Real-life commitments take priority, but any special circumstances should be communicated to the organizers in advance.

Pre-Match Preparation:Notify the referee before the match begins. If the referee is unavailable, record the map and faction ban/pick (BP) process and create the match room according to the rules.

Official Server Requirement:Matches must be played entirely on the official server.The room name should follow the format: **2025 Chinese Community Cup R_G_player1 vs player2** (where R stands for the round number and G stands for the game number, e.g., R1G2 for Round 1, Game 2).

Respect and Sportsmanship:Players must show respect to their opponents throughout the match. Begin the game with mutual well-wishes.Any form of verbal harassment or attempts to disrupt the opponent's mindset is strictly prohibited.If a player files a complaint, the referee will issue a warning. Continued misconduct or severe cases will result in disqualification from subsequent matches.

Saving and Resuming Matches:If a match is too long and requires saving, the player requesting the save must complete their turn and exit the game.Under the referee's supervision, the opponent will complete their turn and save the game. The match will resume from this save file next time.

Post-Match Responsibilities:After the match, promptly share the replay file in the group chat.

Competition Schedule

The participants for this competition are as follows:

- 1.Weiming_Liu
- 2.newbieA
- 3.kingofwars
- 4.hitandrun
- 5.ziyecheng
- 6.bing11
- 7.zyc1990
- 8.godbeast
- 9.xiaocainiao
- 10.milanda
- 11.mgaogao
- 12.jungle
- 13.grey
- 14.taboo
- 15.Onixiliz
- 16.Enniumagi

A total of 16 players will compete.

To facilitate communication among players and the submission of replay files, separate group chats for the preliminary round and semifinal have been created. All participants are requested to join the respective groups as soon as possible.



The semifinals and finals will be fully livestreamed on Bilibili. All match replays will be recorded and uploaded to Bilibili.<https://space.bilibili.com/1946455574>. Welcome to follow!

This year's competition officially begins on April 1st. The preliminary round will have one round every five days, concluding on April 26th.

From April 27th to April 30th, there will be a buffer period for the organizers to sort out replays, release videos, and arrange the next round. Players can use this time to review their matches, summarize their performance, and prepare for the semifinals. At least two friendly matches will be arranged during this period.

The semifinals will start on May 1st, with one round per week, concluding on June 5th. To account for special circumstances, the latest completion date is June 15th, with a buffer period until the 20th.

The finals will begin on June 21st and conclude by July 15th at the latest.

Prize Money and Post-Competition Events

This competition is a prize event, thanks to the financial support of **Weiming_Liu (500 RMB)**, **MYFH(300 RMB)**, and **kkk111 (200 RMB)**, totaling **1000 RMB** in prize money.

Prize Distribution:

Champion: 250 RMB or equivalent prize

Runner-up: 200 RMB or equivalent prize

Third Place: 100 RMB or equivalent prize

Best Newcomer Award:Based on the newcomer's ranking and performance, selected by the organizing committee.Prize: 50 RMB and a choice between a badge or a deck of cards (the overall reward can be exchanged for a customized trophy).Eligible participants: zyc1990, xiaocaoniao, milanda, mgaogao, grey, Onixiliz, Enniumagi.

Participation Award:All participants attending the award ceremony can compete for a 100 RMB red envelope and receive some secondary creation gifts.

Best Commentator Award:Open to those who participate in live commentary or replay commentary.Prize: A specially customized trophy and the opportunity to receive a hardcover Chinese strategy guide for Wesnoth published by 臭小孩 in the future.

Best Entertainment Player Award:Awarded to players who actively participate and perform exceptionally in friendly matches.Prize: A choice between a badge or a deck of cards.

Contribution Award:Friends who provide financial support for the competition will receive customized gifts from kkk111.

Award Ceremony:After all matches are completed, the list of winners will be announced. Winners can write a short acceptance speech to be read at the award ceremony.

Wishing all participants outstanding achievements!