

# **Memory League World Tour: Tournament Rules and Regulations<sup>1</sup>**

**(as of 11 July 2024)**



---

<sup>1</sup> Developed in cooperation between Memory League and IAM - November 2020

## Table of Contents:

|  |           |
|--|-----------|
| <b>I. Setup for playing and streaming</b>              | <b>4</b>  |
| 1. What you need                                       | 4         |
| 2. Preparation for the tournament                      | 4         |
| <b>II. World Tour Rules</b>                            | <b>5</b>  |
| 1. Summary, schedule, and registration                 | 5         |
| a) Summary   | 5         |
| b) Registration  | 5         |
| 2. Memory League Seasons                               | 6         |
| a) Summary   | 6         |
| b) General Rules                                       | 6         |
| c) Division 1 and 2: video/audio setup                 | 8         |
| d) Division 1 finals                                   | 8         |
| e) Continuous play                                     | 9         |
| f) Playoff matches for promotion and relegation        | 9         |
| g) Scheduling matches                                  | 9         |
| 3. Knockout Qualification Tournaments for the Slams    | 10        |
| a) Purpose of the tournament                           | 10        |
| b) Structure   | 10        |
| c) Scheduling matches                                  | 12        |
| d) Match rules   | 12        |
| e) No-shows  | 13        |
| 4. The Three Slams                                     | 13        |
| a) Summary   | 13        |
| b) Qualification for the Slams                         | 14        |
| c) Structure and rules for the Slams                   | 14        |
| d) Vacancies   | 15        |
| e) Match rules   | 16        |
| f) Tiebreak game                                       | 17        |
| g) Rule summary for each round of the Slam             | 18        |
| h) No-shows  | 19        |
| 5. The World Championship                              | 19        |
| a) General rules and requirements                      | 19        |
| b) Format  | 19        |
| 6. Memory League World Ranking                         | 19        |
| a) General information                                 | 19        |
| b) Points distribution for all tournaments and seasons | 20        |
| <b>III. Technical issues and responsibility</b>        | <b>22</b> |

|   |           |
|---|-----------|
| <b>1. Responsibility of competitors</b>               | <b>23</b> |
| <b>2. Unforeseen problems on competitors' side</b>    | <b>23</b> |
| <b>3. Responsibility of organizers</b>                | <b>23</b> |
| <b>4. Unforeseen problems on the organizers' side</b> | <b>24</b> |

# I. Setup for playing and streaming

## 1. What you need

- A computer or tablet to play your games
- A webcam/phone which films you during the competition
- If you use your phone earplugs are recommended
- Internet connection: If possible, make sure your internet connection is not used by others, at least not for applications that use a higher bandwidth (videos, online games, video calls, etc.)
- Download “Zoom” and familiarize yourself with the software (<https://zoom.us/>)

## 2. Preparation for the tournament

- Download the latest version of Google Chrome
- Log into your Memory League (ML) account and make sure your preferences are all correct (e.g. language for Names and Words, grouping of Cards and Numbers, etc.)
- Set up your phone/camera/webcam so as to create a comparable view of you competing:
  - Make sure that your monitor is fully visible
  - Make sure that you and your hands are fully visible
  - Example:



- Please try your setup before the tournament
  - If you are not sure please contact the tournament organizer
  - Make sure your phone cannot make any sounds
  - Make sure that you cannot receive calls (airplane mode)
- You will get a Zoom link prior to the competition

## II. World Tour Rules

### 1. Summary, schedule, and registration

#### a) Summary

The Memory League World Tour is a tournament series that is played on [memoryleague.com](http://memoryleague.com). The goal is to crown a new Memory League World Champion at the end of the World Tour. You can play from home!

It contains:

- 3 Memory League Seasons
- 3 Memory League Slams
- the Memory League World Championship

#### b) Registration

Regarding registration for the Seasons, the Slams and the Knockout Qualification Tournaments, please check the ML page for announcements.

- You need to use your real name for registration for a Slam. If, for any reason, you cannot give us your real name, please contact us and we will see if an exception applies. You also need to use your real name for playing in all events.
- You need to be ready to be filmed live while you are competing at the Qualification Tournaments and the Slams. To do so you are requested to use your own filming device (e.g. your smartphone). We aim to stream and show matches live on [twitch.tv/memorysportstv](http://twitch.tv/memorysportstv). This applies especially for all players who qualify for the last round of the Qualification Tournament as well as the 16 players of the Slams.
- Matches in Division 1 and 2, as well as in Slam Qualifications and Slams, that are not broadcast live must be recorded and uploaded by the competitors. Details for this will be provided during the registration process.
- Be aware that in the regular season you need to arrange matches with your opponent on your own initiative. Depending on the division, a division manager might support players in arranging their matches.

## 2. Memory League Seasons

### a) Summary

In the Memory League Seasons players are divided into different divisions based on either:

- a) Previous season results  
or (if you have not played yet)
- b) Previous performances in other memory competitions (ML and non-ML)

Regarding promotion and relegation: At the end of the regular season, the player highlighted in green at the top of each table will be promoted to the next higher division for next season, and the player highlighted in red at the bottom of each table will be relegated to the next lower division.

There are playoffs between the players highlighted in amber to determine whether the players stay in their current division or are promoted/relegated.

Where there is an uneven number of subdivisions for adjacent divisions, there is one playoff match for each of the smaller number of subdivisions. For example, in season 14 we have 2a, 2b and 3a, 3b, 3c, so there are 2 playoffs between divisions 2 and 3. The division 3 2nd-placed player with the worst results will remain in division 3, with no playoff.

### b) General Rules

In each division each player will play one match against each other player in their division (round robin format). A match is played until either one player reaches at least 4 points with a 2-point lead, or 8 games have been played. The match disciplines can be chosen from the following pool:

- Cards
- Images
- International Names
- Names
- Numbers
- Words

After having registered on Memory League, check [here](#) to learn more about the Memory League games (click on any of the 6 disciplines and then on “Instructions”).

The player who is named first chooses the first event. For Player A vs Player B:

- Player A chooses 1st discipline
- Player B chooses 2nd discipline
- etc....

Rules for choosing:

- a) A player cannot choose a discipline again that they have chosen before, but they are free to choose a discipline that was chosen by their opponent.
- b) In a match a player can choose only one of the Names disciplines (Names OR International Names) but not both. However, the player is free to choose any of these two, no matter what their opponent has chosen before.

Scoring:

- The player who wins a discipline gets 1 point.
- In case of a draw in a discipline, each player is awarded 0.5 points.
- In case of a loss in a discipline the player gets 0 points.

The player with the most points at the end of the match wins the match and gets 3 *League Points* in the Season. In case of a draw (4:4) both players get 2 *League Points*. The loser of the match gets 1 *League Point*. If a match is lost due to a no-show, the loser does not get any *League Points*.

For your final position in the *Memory League Season*, you earn points for the **Memory League World Ranking** (see [II.6](#)). If two players have the same amount of *League Points* at the end of the regular season, their rank with respect to each other is determined by (in order):

- the difference between games won and games lost, e.g. a difference of +6 (24 won to 18 lost) beats a difference of +2 (22 won to 20 lost).
- the result of the direct encounter between the athletes
- If the athletes are equal according to these criteria, and it is necessary to rank the athletes, a playoff match will take place with rules identical to the playoff matches for division spots.

### c) Division 1 and 2: video/audio setup

Every match in division 1 and division 2:

- **must follow the video/audio setup** as detailed in [1.2](#).
- **must be recorded** (for potential later review) according to instructions given to the players by the ML team.

The ML team can request a replay of a match that has been played without the mentioned setup and/or the recording. The ML team can also, randomly or according to their own discretion, assign a supervisor to a match in division 1 or 2 in addition to the above requirements.

### d) Division 1 finals

The **top eight players** in division 1 (if division 1 has two subdivisions: the top 4 per subdivision) play knockout-style quarter-finals and semi-finals followed by a grand final.

On some occasions, it might not be feasible to have quarter-finals due to the lack of players in division 1. In this case, the finals may start with semi-finals.

Two cameras (front and side) are required for each competitor.

The quarter-finals, semi-finals and the grand final are the best of 3 sets.

The player with the better results in the regular season chooses the first game in the first and third set. The player with worse results in the regular season chooses the first game in the second set.

A set is won by a player if:

- 1) the player reaches 4 points and leads by 2 or more points, **or**
- 2) after exactly 8, 10, 12, ... games, the player has more points than their opponent.

Example: The score is 4.5:3.5.

8 games have been played, and one game was a draw. The player with 4.5 wins the set.

There is no tiebreak. The choice of events is reset if the score reaches 5:5 (or 10:10, etc.).

The quarter-finals must be played at the latest 2 weeks after the last round of the regular season. The semi-finals must be played at the latest 2 weeks after the last quarter-final has been played, and the final at the latest two weeks after the last semi-final has been played.

### **e) Continuous play**

As a principle, play should be continuous, from the time the match starts until the match finishes. Players are requested to play and choose their games within a reasonable amount of time. It is up to the supervisor to remind the players of the principle of continuous play.

#### **Breaks:**

A 5-minute break can be taken between sets. However, the players can agree to skip the break if they want to.

A 5-minute break can also be taken within a set after 10 games.

Breaks can be extended by the supervisor if needed.

### **f) Playoff matches for promotion and relegation**

The playoff matches are 1-set matches without a tiebreak. The first player who reaches 4 points and has a 2-point lead or more wins the match. A set follows the rule of Specific rule for division 1: finals. The choices are reset at 5:5.

The player from the higher division chooses the first game.

Matches should be recorded by the players if not streamed live.

### **g) Scheduling matches**

**Please note the scheduling obligation and the scheduling deadlines as published on [memoryleague.com](http://memoryleague.com) and [artofmemory.com](http://artofmemory.com).** Not complying with these deadlines will lead first to a warning and then to removal from the division.

You are required to arrange your matches with your opponent. It is your own responsibility that your match will be played. In case of an unplayed match the supervisor will determine whether the players have met this responsibility. The supervisor will determine whether the players have expressed their intent to play the match in the proper way and place (Art of Memory forum) and accordingly take a decision. If neither player has expressed their intent to play the match, neither player receives any points. If one player has expressed their intent and the other player did

not, then the first player is awarded a 4-0 win. All other cases will be decided according to the supervisor's discretion. Note: If your opponent does not send you a proposal to play the match, you are expected to notify the supervisor at the latest 24 hours before the end of the deadline.

No-shows: if two players agree upon a date and time for their match and one of the players does not appear before 15 minutes after the scheduled match time, but appears within 30 minutes of the scheduled match time, they lose the match 4-0 unless their opponent agrees to still play it. If a player does not show up by 30 minutes after the scheduled match time, they lose the match 4-0, regardless of their opponent's readiness to still play the match. Only a member of the ML team or a delegated supervisor can decide that the match should still be played at another date and time if they deem, according to their own discretion, that the player who appeared late or not at all was properly excused. A point against a proper excuse is if the player did not inform their opponent and/or the ML team as soon as possible that they might not be able to play the match. Also circumstances that could have been foreseeable beforehand (e.g. a meeting that might or might not take longer) are not usually a proper excuse for a no-show.

### **3. Knockout Qualification Tournaments for the Slams**

#### **a) Purpose of the tournament**

The three knockout Qualification Tournaments serve as one option to qualify for the three Slams. They take place over the course of one month before the related Slam. Everyone, no matter if they have played the season or not, can register for these tournaments.

*Exception:* If a player has already qualified for the next Slam, they cannot play in the respective Qualification Tournament. This applies to the Top 10 of the World Rankings.

#### **b) Structure**

The structure of the Qualification Tournament depends on the number of competitors from the top 10 of the world rankings who register for the Slam.

Suppose  $N$  competitors from the top 10 of the world rankings register for the Slam. These competitors qualify directly for the Slam and will be seeded there from 1 to  $N$ .

This leaves  $16 - N$  places in the Slam for competitors from the Qualification Tournament. The final round of the Qualification Tournament will therefore have  $16 - N$  matches.

The  $16 - N$  competitors in the Qualification Tournament with the highest world rankings directly qualify for the last round of the Qualification Tournament. All other competitors in the Qualification Tournament start in Round 1.

The second-last round of the Qualification Tournament also has  $16 - N$  matches, to provide  $16 - N$  opponents for the  $16 - N$  competitors who directly qualify for the last round.

The third-last round of the Qualification Tournament has up to  $2 * (16 - N)$  matches.

The fourth-last round of the Qualification Tournament has up to  $2 * 2 * (16 - N)$  matches.

In each round, the highest seed is paired against the lowest seed, the second-highest seed is paired against the second-lowest seed, and so on. Depending on the number of competitors registered, some competitors may receive a bye in Round 1.

### **Example**

73 competitors register for the Slam, of whom 7 are in the top 10 of the world rankings.

The 7 registered competitors from the top 10 of the world rankings qualify directly for the Slam. The remaining 66 competitors play in the Qualification Tournament.

There are 9 Slam places available for competitors from the Qualification Tournament. The last round of the Qualification Tournament will therefore have 9 matches.

The 9 competitors in the Qualification Tournament with the highest world rankings are placed directly in the last round of the Qualification Tournament. The remaining 57 competitors start in Round 1.

The second-last round of the Qualification Tournament has 9 matches. The third-last round has 18 matches. The fourth-last round has up to 36 matches,

accommodating 72 competitors, but since there are only 57 competitors, 15 competitors receive a bye in Round 1.

Seeding for the Qualification Tournament is as follows:

- **Seeding phase 1:** competitors are seeded according to **world ranking**.
- **Seeding phase 2:** competitors who do not have a world ranking are seeded according to their **Leaderboard ranking**.
- **Seeding phase 3:** competitors with neither a world ranking nor a Leaderboard ranking are seeded **randomly**.

### c) Scheduling matches

As in a normal season, you are required to arrange your matches with your opponent. **Each round must be played within one week.** The exact dates will be announced in time on the ML page. It is your own responsibility that your match will be played. In case of an unplayed match the supervisor will determine whether the players have met this responsibility. The supervisor will determine whether the players have expressed their intent to play the match in the proper way and place (Art of Memory forum) and accordingly take a decision. If neither player has expressed their intent to play the match, neither player advances to the next round. If one player has expressed their intent and the other player did not, then the first player advances to the next round. All other cases will be decided according to the supervisor's discretion. Note: If your opponent does not send you a proposal to play the match, you are expected to notify the supervisor at the latest 24 hours before the end of the deadline.

### d) Match rules

The same rules for the choosing of disciplines as for the season matches apply.

Exceptions:

- **Tiebreak** for all rounds at **4:4. No tiebreak in the last round.**
- In the last round choices are reset at 5:5, 10:10 etc...
- The tiebreak game is chosen from the pool of all six events in the following way:
  - The player who would have had the next choice of discipline is given the option to eliminate one event and informs the other player about their

choice. After that, the other player eliminates an event in the same fashion, then the first and then the second player again. Two events remain.

- The tiebreak game will be determined among these two remaining events via random choice.
  - The random choice will be made by the players by typing into the main chat window on the Memory League page the two events in the following way by using the new "random" command: "*random (event 1) (event 2)*".
  - Example: Entering "*random cards words*" could lead to the automatic answer "*The randomly selected event between Cards and Words is ... WORDS!*".
  - Players are expected to agree on which of them will use the "random" command. If both players happen to use the "random" command independently, the random choice that took place first is the decisive one
- At any time during these proceedings the players are free to agree on an event they both want to play.

## **e) No-shows**

If a player is more than 10 min late for their game or if they arrived more than 5 min late for the second time (first time arriving too late more than 5 min and less than 10 min: Consequence is a warning), they forfeit their match unless the supervisor rules that the late arrival was excused (see the next sentence) . If a player communicates to the supervisor that they have an excuse for their late arrival which is not in the player's area of responsibility, it is at the supervisor's discretion to rule that excuse as valid (with the consequence that a no-show is not declared) after the supervisor has checked the underlying facts.

## **4. The Three Slams**

### **a) Summary**

The Memory League Slams are memory sports online tournaments held live and simultaneously over the course of 2 days. They are a core element of the World Tour

and present a particularly good opportunity to collect World Ranking points in order to qualify for the World Championship.

The Slams are knock-out tournaments. Since 16 competitors qualify for a Slam, there will be a round of 16, quarter-finals, semi-finals and the final.

There will be three Slams per year, each tied to a specific time zone and region.

- **Pan-American Open**
- **Asian-Oceanian Open**
- **African-European Open**

For your final position in a *Memory League Slam* you earn points for the [Memory League World Ranking](#).

If a player wants to join all Slams, they need to be aware that at least one Slam will happen at a rather inconvenient time for them. However, it will not be necessary to play all Slams to get a full Memory League World Ranking score → See [II.6](#).

## **b) Qualification for the Slams**

Any registered competitors in the top 10 of the world ranking qualify directly for the Slam. If there are N such competitors, they are seeded from 1 to N.

The winners of the last round of the Qualification Tournament also qualify for the Slam. They are seeded below the competitors who qualified directly by world ranking.

## **c) Structure and rules for the Slams**

- 16 competitors
  - The top 10 from the world ranking
  - The winners of the last round of the knockout Qualification Tournament
- Round of 16 and quarter-finals on Saturday
- Semi-finals and final on Sunday
- All matches are played as best of 3 sets
- Seeding will be based on players position through the qualification
- Bracket:



#### d) Vacancies

If a competitor withdraws from the Slam before their Round of 16 match start time, the vacancy will be filled by a Lucky Loser, being the highest ranked available competitor who lost, not by forfeit, in the final round of the Qualification Tournament (or in a previous round if no competitors who lost in the final round are available).

- If seed 1 or seed 4 withdraws, the open position is filled by the competitor in position 5, and position 5 is filled by the Lucky Loser.
- If seed 2 or seed 3 withdraws, the open position is filled by the competitor in position 6, and position 6 is filled by Lucky Loser.
- If seed 5-16 withdraws, the open position is filled by the Lucky Loser.

## e) Match rules

- Each match is played as a best of 3 sets.
- Choices will be reset in case of a 5:5, 10:10 etc.
- In the first set, the higher seed has the first choice of discipline. This alternates for set two and three.
  - Example: Player A is the higher seed. Player A chooses first in set 1, player B chooses first in set 2, player A chooses first in set 3.
  - If the first set has a surprise event (semi-final and final), the higher seed has the first choice after the surprise event. The first choice then alternates normally for the next two sets. Example: Player A is higher seed. Player A and B play the surprise event. Player A has the first choice after the surprise event. Player B has the first choice in set 2, player A in set 3 again.
- A set is played until one player has won at least **four** games AND leads by **two** games.
  - **Exception 1:** In case of a **4.5:3.5** (One game was a draw) the player with 4.5 points wins the set.
  - **Exception 2:** The **first set of the semi-finals and the final** will have a **surprise event** as their first discipline. The **first player to get to 5 points** wins those sets. No two-game lead is needed in sets with a surprise event, so a set can also end **5-4**.
  - **Exception 3:** When a **tiebreak game** is to be played. See p. 17 (“tiebreak game”) for details.
- Summary - a set ENDS in case of:
  - 4:0
  - 4:1
  - 4:2
  - 4.5:0.5
  - 4.5:1.5
  - 4.5:2.5
  - 4.5:3.5
  - 5:3
  - 5:4 (in case of a tiebreak at 4:4 or in a set with a surprise event)
  - 6:4 (in the final)
  - 7:5 (in the final)
  - 7:6 (in case of a tiebreak game in the second set of the final at 6:6)
  - 7.5:6.5 (in case of a tiebreak game in the first set of the final at 6.5:6.5)
  - higher scores than 7:5 with a two-game lead: possible in the last set of the final

- A set DOES NOT END in case of:
  - 4:3
  - 4:4
- If the set is at **4:3**, the player in the lead DOES NOT win the set yet because he/she **does not have a two-game lead**. However, if he/she wins or draws the eighth game, he/she wins the set by 5:3 or 4.5:3.5, respectively.

## f) Tiebreak game

- **Tiebreak game:** In case of a **4:4** a **tiebreak game** will be played.
  - **Exception 1:** first set of the semi-final – tiebreak at 4.5:4.5
  - **Exception 2:** first set of the final - tiebreak at 4.5:4.5
  - **Exception 3:** second set of the final – tiebreak at 6:6.
  - **Exception 4:** third set of the final – no tiebreak.
- The winner of the tiebreak game wins the set 5:4 (resp. 5.5:4.5 in first set of the semi-final and the final).
- **Mode of tiebreak game** - The tiebreak game is chosen from the pool of all six events in the following way:
  - The player who would have had the next choice of discipline is given the option to eliminate one event and informs the other player about their choice. After that, the other player eliminates an event in the same fashion, then the first and then the second player again. Two events remain.
  - The tiebreak game will be determined among these two events via random choice.
    - The random choice will be made by the players by typing into the main chat window on the Memory League page the two events in the following way by using the new "random" command: "*random (event 1) (event 2)*".
    - The player who eliminated the first event will type the "random" command.
    - Example: Entering "*random cards words*" could lead to the automatic answer "*The randomly selected event between Cards and Words is ... WORDS!*".
    - At any time during these proceedings the players are free to agree on an event they both want to play.
  - **Special provisions for the Slam semi-final:**

- In the **first set** of the semi-final, the tiebreaker will be played at **4.5:4.5** (due to there being a surprise event). The winner of the tiebreak game wins the set 5.5:4.5.
    - In the **second and third set** of the semi-final the tiebreaker will be played **as usual at 4:4**. The winner of the tiebreak game wins the set 5:4.
  - **Special provisions for the Slam final:**
    - In the **first set** of the final, the tiebreaker will be played at **4.5:4.5**. The winner of the tiebreak game wins the set 5.5:6.5.
    - In the **second set** of the final the tiebreaker will be played at **6:6**. The winner of the tiebreak game wins the set 7:6.
    - In the **third set** of the final there will be **no tiebreaker**.

## g) Rule summary for each round of the Slam

- **Round of 16 and quarter-final:**
  - Best of 3 sets
  - A player wins the set with at least 4 points **plus** a two-game lead.
  - Tiebreak at 4-4.
- **Semi-final:**
  - Best of 3 sets
  - First set: surprise event.
    - The first to 5 games wins the set. **Set can also be won 5-4** (no two-game lead needed).
    - Tiebreak at 4.5:4.5.
  - Second and third set:
    - A player wins the set with at least 4 points **plus** a two-game lead.
    - Tiebreak at 4-4.
- **Final:**
  - Best of 3 sets
  - First set: surprise event.
    - The first to 5 games wins the set. **Set can also be won 5-4** (no two-game lead needed).
    - Tiebreak at 4.5:4.5.
  - Second set:
    - A player wins the set with at least 4 points **plus** a two-game lead.
    - Tiebreak at 6-6.

- Third set:
  - A player wins the set with at least 4 points **plus** a two-game lead.
  - No tiebreak

## **h) No-shows**

No-shows: If a player is more than 15 min late for their game, they forfeit the match unless the supervisor rules that the late arrival was excused.

## **5. The World Championship**

At the end of this cycle of the ML World Tour, the best 16 according to the ML World Ranking will qualify for the World Championship.

### **a) General rules and requirements**

The World Championship for the World Tour will be a Double Elimination tournament.

The camera setup will require two cameras (front and side). The general rules and requirements for the Slams apply.

### **b) Format**

A player can lose once and still continue the tournament. Only after the second loss will they receive their final placement in the tournament.

The match rules follow the ones for the Slams (best of three sets; surprise event at the start of the first set; see in detail at **4.c**) to **4.g**)).

The winner will be the **Memory League World Champion**.

## **6. Memory League World Ranking**

### **a) General information**

For the Memory League World Ranking you do not have to play all seasons and all Slams. The following results will go into the World Ranking:

- Of the 7 results in the 3 Seasons, 3 Slams (excluding the points earned at a Qualification Tournament for Slam competitors), and World Championship: The best 4 results.
- Check the tables below to find out how many points you get for which results.

At the end of the year the top 16 players in the World Ranking will qualify for the Memory League World Championship.

World ranking points will carry over to the next season of the World Tour. They will not be reset to zero at the start of the next season of the tour but will be successively updated with each new event coming along.

The total world ranking points will automatically be recalculated with the updated points for the respective tournament. This can lead to a difference in total points (e.g. if a Slam/ Season is updated and it was among the best 4 results of the previous year) or not (if after the points update the best 4 Slams/Seasons points remain unchanged).

## **b) Points distribution for all tournaments and seasons**

| <b>League Seasons</b> |   |
|-----------------------|---|
| <b>Position</b>       | <b>Points</b>   |
| Division 1 winner     | 1200  |
| Runner-up             | 800   |
| Semi-finalist         | 500   |
| Quarter-finalist      | 350   |
| Rank 5 in Div. 1      | 250 - if at least 7 competitors<br>200 - if 6 competitors, won playoff<br>160 - if 6 competitors, lost playoff                                      |
| Rank 6 in Div. 1      | 200 - if 8 competitors<br>175 - if 7 competitors, won playoff<br>140 - if 7 competitors, lost playoff<br>130 - if 6 competitors, all matches played |
| Rank 7 in Div. 1      | 150 - if 8 competitors, won playoff   |

|   |  |
|---|--|
|   | 125 - if 8 competitors, lost playoff<br>115 - if 7 competitors, all matches played |
| Rank 8 in Div. 1 but active participation (all matches played)    | 100  |
| Division 2 winner   | 150  |
| Division 2 runner-up  | 100  |
| Staying in Div. 2   | 75   |
| Relegated to Div. 3 but active participation (all matches played) | 50   |
| Division 3 winner   | 75   |
| Division 3 runner-up  | 50   |
| Staying in Div. 3   | 35   |
| Relegated to Div. 3 but active participation (all matches played) | 25   |
| Division 4 winner   | 35   |
| Division 4 runner-up  | 25   |
| Staying in Div.4  | 15   |
| Relegated to Div. 5 but active participation (all matches played) | 10   |
| Division 5 winner   | 15   |
| Division 5 runner-up  | 10   |
| Division 5 participant  | 5  |

| <b>Slams</b>    |               |
|-----------------|---------------|
| <b>Position</b> | <b>Points</b> |

|                              |  |
|------------------------------|--|
| Winner                       | 1500                                   |
| Runner-up                    | 1000                                   |
| Semi-finalist                | 650                                    |
| Quarter-finalist             | 350                                    |
| Round of 16                  | 150                                    |
| Qualification - last round   | 100                                    |
| Qualification - first round  | 5                                      |
| Qualification - other rounds | linear interpolation between 0 and 100 |

| <b>World Championship</b> |               |
|---------------------------|---------------|
| <b>Position</b>           | <b>Points</b> |
| Winner                    | 2000          |
| Runner-up                 | 1500          |
| 3rd Place                 | 1000          |
| 4th Place                 | 750           |
| Shared 5th Place          | 500           |
| Shared 7th Place          | 425           |
| Shared 9th Place          | 350           |
| First Rounds              | 200           |

### **III. Technical issues and responsibility**

Although the organizers will try to take care of every potential technical problem, we cannot guarantee that everything will work perfectly all the time.

## 1. Responsibility of competitors

- Make sure that you will not be disturbed by any other person staying at your home, by incoming phone calls or by any other foreseeable interruption in your environment. No game will be repeated under such circumstances, which are the competitor's responsibility.
- The technical requirements are described above, see section I. Setting up these technical requirements remains your responsibility. Please clarify all questions in this respect 24 hours before the competition. Any problems which occur due to not setting up the technical environment in the described way are the responsibility of the competitor. No game will be replayed unless your opponent agrees.
- Competitors must ensure that the cameras are working throughout the match. If a video feed shuts down during a specific game, the supervisor should inform the competitor via the ML chat and the competitor should fix the camera issue.
- If camera “blackouts” keep happening, it is up to the supervisor to decide if a match has to be paused in order to make sure that things run again as requested.
- Failure to comply with the technical requirements can lead to a competitor forfeiting the affected games or the entire match. The respective decision is made at the supervisor’s discretion.
- Schedule: Your matches are scheduled in advance. Make sure that you are at your seat and ready to start at the announced time. If a competitor misses a game, 0 points are awarded to this competitor in this game.

## 2. Unforeseen problems on competitors’ side

Competitors must do everything in their power to ensure that the internet connection and technical infrastructure (e.g. electricity) on the competitors’ side works well. However, it can happen that even the highest degree of care is not sufficient to avoid every potential problem. If such a problem appears on a competitor’s side, a game can still not be replayed unless your opponent agrees.

## 3. Responsibility of organizers

- All issues that are related to [Memory League](#) and its function are the responsibility of the organizer.
- All issues that are related to the way the broadcasting software were set up by the organizers are the responsibility of the organizers.

- If anything goes wrong because of any kind of error which can be traced back to the ML software, ML server, or the broadcasting software (**excluding** the conditions below), all games that were affected by this error will be replayed.

#### **4. Unforeseen problems on the organizers' side**

- If matches are held including live streams, the organizers are not responsible for any problems that are related to the infrastructure of the broadcasting software's servers. Any problem must be reported by the competitor immediately after the game to the supervisor.
- If the problem is not among the predetermined conditions, the main supervisor will make the final call as to how to proceed. Before doing so, it is also recommended to listen to the advice of the organizers and experts for the specific problem. However, the final decision will be made solely by the main supervisor.