



All In One Gaming Generation, LLC Competitive Event Rules

All In One SVE League: Tier 1 Event

2025 Rules

- **Game Format:** Best of 3, League Format, SVE
 - **Round Time Limit:** Until the winner is decided
 - **Deck Requirements:** Only official Shadowverse Evolve cards are allowed; proxies are permitted
 - **Entry Fee:** \$35 per person, \$70 Per Team
 - **Sign-up form:** <https://forms.gle/1FkvLDD6svhau2mh6>
 - [All In One Gaming Generation - Unleash Your Gaming Potential | All In One Gaming Generation](#)
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Team Structure

1. Teams must consist of 2 players each.
2. Each team must choose a total of 3 classes they can play throughout the full duration of the league.
3. Players can only use decks and cards (Except neutral tech cards) from the 3 selected classes during the league.
4. Each team is required to have a logo. If a team does not have a logo, they can submit an idea, and All In One Gaming Generation will create one.
5. The entry fee for the league is \$35 per player and \$70 per team.
6. Teams may have a Clan/Guild name (Different from the team name, and more than 2 people can be in 1 clan)
7. Teams must include the region they are from.

Game Format

Individual Games

1. All matches will follow a Best of 3 format with no time limit per game.
 - a. Each player must play a Bo3 against each opposing member of the opposing team.
 - b. Example of matches for the week;
 - i. Team 1 will have Matthew and Isaiah
 - ii. Team 2 will have John and Adam
 - iii. Mathew will play a bo3 game with John, and win or lose that match, Matthew will then play a bo3 with Adam.
 - iv. Vice Versa for Isaiah



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- v. If Matthew wins against John and loses against Adam, his record is (1-1)
 - vi. If Adam wins against Matthew and loses to Isaiah, his record will be (1-1)
 - vii. Both teams will now overall be (2-2) and will have to play a tiebreaker game
 - viii. Team 1 can choose Matthew or Isaiah to play the last bo3 tiebreaker
 - ix. Vice Versa for team 2
 - x. Teams will play one last Bo3 game with the desired player, and then the winner will decide the team who wins for the week
 - xi. A Team overall must go 4-0 or 3-1 to win the week or win the tiebreaker
 - c. If there is a tie between the games (2-2), Players must play a tie-breaker game
2. Dice Rolls
- a. To start the Bo3, players will roll dice to see who chooses to go first or second.
 - b. The loser of each match will decide if they want to go first or second, and there will be no additional dice rolls to determine first or second for the rest of the Bo3 set.
3. Deck Construction
- a. The current ban and errata list will be adhered to ensure fairness and balance.
 - b. Current sets may be used, and if a new set is released during the middle of the season, it will be legal to use.
 - c. Players may only use cards from their 3 classes
 - d. Proxies are allowed. (If you need certain cards, please contact Chris to see if we can get you them at a better price than somewhere else.)
 - e. You can sideboard cards in between rounds to better assist you in different matchups, but cards must be within the classes that you picked at the beginning of the league.
 - f. The sideboard can consist of a maximum of 15 cards for only the classes that you have chosen for the team.

Weekly Matchups

4. The number of weeks for the regular season and playoffs will be determined by the number of teams joining the league.
5. Each week, teams are required to play against the team they are matched with.
 - a. You will only be matched against 1 team per week
 - b. Teams will have the full 7 days to complete all matches
6. Matches must be completed within the designated week.
7. Teams are responsible for scheduling the best time to play out their matches
 - a. Teams are recommended to use [when2meet.com](https://www.when2meet.com) to find the best availability for each player. ([When2meet](https://www.when2meet.com))
8. If a team fails to show up for their match, they will receive a loss for that week. If both teams fail to play, the week will be marked as a tie for both teams.



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9. Teams must use decks that consist solely of the three classes they selected during signup, ensuring consistency and strategy throughout the league.
10. Significant weeks
 - a. Regular Season: All Teams
 - b. Playoffs: Top teams of the regular season
 - c. Championship Week: Top 2 teams of the playoffs

Playoffs and Championships:

1. Playoffs will be decided by which teams have the best score at the end of the regular season
11. The championship game will be a best-of-3 between the best 2 teams of the season.

Team Scoring:

1. Teams are scored each week based on wins and losses to make an overall win rate to determine weekly standings against other teams.
 - a. Wins from each team member will count
 - b. Both teammates' scores for matches will be added up at the end of each week to determine the team's win rate for the week.
 - c. This will continue until the end of the league
 - d. Teams with more wins will always be placed higher than a team with fewer weekly wins
 - i. Team 1 can be 2-0 with a 50% win rate
 - ii. Team 2 can be 1-1 with a 51% win rate
 - iii. Team 1 will always be higher on the weekly standings because they have the extra team win for a week
 - iv. If both teams were 2-0, team 2 would be higher because their win rate is higher than team 1 at that point
 - e. At the end of the regular season, half of the overall teams will go to playoffs based on the win rate compared to the other teams.

4-6 Teams in the League

- **Playoff Teams:** Half of overall teams
- **Format:** Straight to a final match (best-of-3) or semifinals and finals if you want additional games.

7-12 Teams in the League

- **Playoff Teams:** Half of overall teams
- **Format:** Semifinals (1st seed vs. 4th seed, 2nd seed vs. 3rd seed); winners advance to the championship.



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- **Seeding:** Use regular-season standings to seed teams for matchups.

13-20 Teams in the League

- **Playoff Teams:** Half of overall teams
- **Format:**
 - Round 1: 3rd seed vs. 6th seed, 4th seed vs. 5th seed (1st and 2nd seeds get a bye).
 - Round 2: 1st seed vs. lowest remaining seed, 2nd seed vs. next-lowest seed.
 - Finals: Winners from Round 2 play for the championship.

- **Playoff Teams:** Top 8 teams.
- **Format:** Quarterfinals, semifinals, and finals.
- **Seeding:** 1st seed vs. 8th seed, 2nd seed vs. 7th seed, and so on, with winners advancing to the next round.

33+ Teams in the League

- **Playoff Teams:** Top 16 teams.
- **Format:** Standard single-elimination bracket (Round of 16, quarterfinals, semifinals, and finals).
- **Seeding:** Based on regular-season standings.

Playoffs:

1. After six weeks of competition, the league will enter the playoff stage.
2. The playoffs will feature high-stakes matches where the top teams face off to determine who advances to the championship.
3. Depending on the number of participating teams, the playoff stage may extend beyond one week.

Championships:

1. The final week of the league is dedicated to the championship.
2. The remaining teams will battle in a best-of-5 series to claim the league champion title.
3. This format ensures the ultimate winner has demonstrated skill and strategy over multiple matches.



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Championship Prizing:

PRIZING SEASON 2

WEEK 1
W- DEATH'S BREATH PR - 2 PER TEAM

WEEK 2
W- FAIRY (1ST ANNIVERSARY STAMPED) PR - 2 PER TEAM

WEEK 3
W- FAIRY WISP STAMPED ANNIVERSARY - 2 PER TEAM

WEEK 4 **SHIPPING WEEK**
W-FEENA, DYNAMITE DAREDEVIL - 2 PER TEAM

WEEK 5
W- HULKING GIANT PR - 2 PER TEAM

WEEK 6 **END OF REGULAR SEASON**
W- MIKUI MAEKAWA PR - 2 PER TEAM

WEEK 7 **PLAYOFFS**
W- RIAMU'S REVERIE PR - 2 PER TEAM
KUDLAK SL - 2 PER TEAM

WEEK 8 **CHAMPIONSHIPS**
W- TSUBAKI ULTIMATE - 2 PER TEAM
SEASON 2 PLAY MAT
BOX OF BPOB - 1 PER TEAM

\$70 / TEAM
\$35 / PERSON

ALL IN ONE GAMING GENERATION

Tsubaki of the Demn Blade

1. Death's Breath
2. Fairy Wisp
3. Fairy
4. Riamu's Reverie
5. Kudlak SL
6. Mikui Maekawa PR
7. Hulking Giant PR
8. Tsubaki Ultimate

1. The winning team will receive packs from the current set and exclusive promo cards relevant to the season.
2. Prizes celebrate the champions' victory and prepare them for future competitions.

Every team can earn valuable rewards by participating in our league, making each match count towards personal and collective progress.

Code of Conduct

1. All participants must uphold sportsmanship and respect towards other players.
2. Harassment, cheating, or unsportsmanlike behavior will result in penalties, including disqualification.
3. Teams are encouraged to communicate respectfully and constructively.



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Miscellaneous

1. Any updates or rule clarifications will be communicated via the official league channel.
2. The league organizer reserves the right to make final decisions in all disputes.
3. By entering the league, participants agree to follow all stated rules and guidelines.