



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, 4 Class Restriction
 - **Round Time Limit:** 1 hr 5 mins overtime (Weekly Matches), No time limits for playoffs and championship matches
 - **Deck Requirements:** Only Official Shadowverse Evolve cards are allowed; proxies are not permitted
 - **Entry Fee:** \$25 per person, \$75 Per Team
 - **Sign-up form:** <https://forms.gle/aWBtu7NiXNku9CSg6>
 - [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 3 players each, 2 Subs & 1 Coach / Team Manager (optional)
Main Roster: 3 Players, 1 Coach
Back Up Roster: 2 Players.
2. Each team must choose a total of 4 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 4 selected classes or universes 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 \$25 per player and \$75 per team.
6. Teams must have a team name which can be a clan or team IE Team Space or Space Clan.
7. Teams must include the region/state they are from.

Game Format

Individual Games

1. All matches will follow a Best of 3 format per game.
 - a. Each week a teams main roster of 3 will play a Bo3 game vs the opposing team.
 - b. Players will submit a list they are playing for the week. Prior to that Monday.
 - i. Must make a list on Deck Log and send it to the organizers each week:
[Deck Log | Bushiroad Official Deck Creation Tool](#)



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- c. Teams must win 2 of the 3 matches played that week to consider it a win for the week.
 - d. Substitution players may fill in for players each week but must be communicated to staff prior to the week starting or if a situation arises that a player needs to be subbed out.
 - e. To start the Bo3, players will roll dice to see who chooses to go first or second.
 - f. 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.
 - g. Timeouts: Each Player gets 1 Timeout per match where after a singular game is finished they have 5 mins to consult with their coach on strategy. No cards may be switched, only knowledge and thoughts can be shared.
2. 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. So plan around it.
 - c. Players may only use cards from their 4 classes or universes.
 - d. Proxies are not. (If you need certain cards, please contact Chris to see if we can get you them at a better price than somewhere else.)
 - e. No sideboards this season

Weekly Matchups

- 3. The number of weeks for the regular season and playoffs will be determined by the number of teams joining the league.
- 4. 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
- 5. Matches must be completed within the designated week.
- 6. 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))
 - b. Players can also use discord to schedule matches in your respective team discussion channels.
- 7. 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.
- 8. Teams must use decks that consist solely of the 4 classes they selected during signup, ensuring consistency and strategy throughout the league.
- 9. Time Rules: Players will have 1hr & 5 Mins Overtime to complete their matches each week
 - a. Overtime: 0123 turn rules
 - i. Life Points Remaining



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- ii. Cards on field
 - iii. Cards in ex area
 - iv. Cards in hand
 - v. Cards in deck
 - vi. Whoever deals the next point of damage.
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-5 between the best 2 teams of the season.
12. Matches in playoffs work the same as weekly except when a team loses they will be eliminated instead.

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.



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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.
- **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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Prizing: Based on 4 Team Minimum Joining

Entry: \$25 Per Person Or \$75 Per Team

- 2 Packs per player are granted upon entry into the league of the new Bullet of fate Set (Will go up as attendance increases)

Winning Team: Sleeves (\$30) + 6 packs (Will go up as attendance increases)

2nd Place Team: 4 packs (Will go up as attendance increases)

3rd Place Team: 2 packs (Will go up as attendance increases)

Note: The more teams we get the more prizing we will add, prizing will be first allocated to entry, next Champions, Next Runner ups, Next 3rd place finishers, Next 4th place and so on. This will allow us to better make sure everyone gains something and so that the championship prizing grows accordingly due to prizing being heavily weighted towards winners. We expect everyone came to win and not to lose so do not base your entry on what if i lose.

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.

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.
4. Teams must share their 2 classes they plan to play each week on the Monday going into each week. (No you do not have to share decklist just what classes you have chose)