

World Team Carcassonne Online Championship 2025

(WTCOC 2025)

Registration is open from March 23th to April 6th 2025
Tournament begins on the 21st of April 2025

The sixth edition of the World Team Carcassonne Online Championship (WTCOC) will be held on the online platform Board Game Arena (BGA):

<https://boardgamearena.com>

The official WTCOC web

<https://www.carcassonne.cat/wtcoc>

Eligibility

Each team must consist of players from the same country, or from a single region where Carcassonne is published in their own language. Only one team per country/region is allowed.

The members of the team must have been born or currently live in the country or region that they are going to represent.

Teams that can participate with special names and flags:

Players born or residing in Belarus will participate in the competition under the name **Tutejsÿja**, that means “those who are from here”. This name was proposed by the team itself and has been considered valid after evaluation by the organizing members of the WTCOC.

Players born or residing in Russia will participate under the acronym **RCP** (Russian Carcassonne Players) that they already used last year.

Requirements

Registration:

Captains will be required to register their teams for the tournament. To do this, they must register using the WTCOC web application. Once there, they will register all the members of their team by completing all the required fields. Each player must be registered with their exact username as it is written in BGA, and it will be necessary to

include a link to their profile on the platform. Captains will be responsible for ensuring that the profile information of each team member is accurate and up-to-date throughout the duration of the tournament (i.e. standard/premium account type, etc.).

Follow the rules:

Team captains must ensure that every player on their team understands and agrees to follow the tournament rules.

Team composition:

Teams must have a minimum of 8 players and a maximum of 10 players.

Eight members of the team must play at least 1 duel during the group stage of the tournament. In case of breaking this rule, the team will lose one match point in the final results of the group stage.

Each team must have a captain who is responsible for ensuring that team members understand and follow the tournament rules, including any updates announced by the organizers during the tournament. Additional responsibilities include scheduling match dates with other team captains and reporting game results through the WTCOC application.

Teams will be allowed, if necessary and during the group stage only, to add players to their team (up to a maximum of 10 players) or to replace players with new players. Regardless of any team changes during the tournament, at the end of the group phase, 8 of the team members must have played at least one duel. In the event that a team wants to make a change, the captain must notify it by sending an e-mail to wtcoc.carcassonne@gmail.com.

Each team must have at least 3 players with Premium BGA accounts.

For your information: a monthly subscription costs **5 €**. *The organizers do not gain any revenue from the fact that players would subscribe to a Premium BGA account.*

Tournament Schedule

Registration: March 23th - April 6th

Group Phase

- Draw: April 11th at 17h UTC.
- Championship begins on April 21st .
- Each team will play one match per week, unless the schedule shows that a team has a resting week.

Playoff Phase

- Starts immediately after the group phase ends.
- Each qualified team will play one match per week.

Match Scheduling and Reporting Results

- Captains must agree on and submit their match dates and times by midnight (23:59 UTC) on Wednesday each week.
- Captains must submit lineups at least 24 hours before the match begins (details in Tournament Mechanics section below).
- Captains/players must submit the results of all match games within 24 hours of the published match time.

Tournament Format

The tournament will be split in two phases: a *group phase* followed by a *playoff phase*.

Draw

On April 11th (17h UTC) a draw will be streamed on Discord, <https://discord.gg/6utaZUXYjZ> , which will divide all registered teams up into x groups. There will be four seeds assigned to different groups based on the results of WTCOC 2024. The remaining teams will be assigned to groups randomly. The number of teams per group and the number of teams qualifying for the playoff phase will be announced during the draw, and will depend on the number of registered teams.

The draw will take place live and will be generated by the WTCOC application.

Group Phase

Each group will participate in a round robin of matches, i.e. every team will play a match against every other team in its group. Teams will generally participate in one match per week, except for teams in odd-sized groups that will have one resting week during the group phase.

Playoff Phase

The number of teams per group and the number of teams qualifying for the playoff phase will be announced during the draw, and will depend on the number of registered teams.

Match Scheduling & Submitting Lineups

Each week, the team captains are expected to agree on, and submit the day and time for their match by midnight (23:59 UTC) on Wednesday of that week through the WTCOC web application. Teams may schedule and hold their matches before that deadline, as long as the date, time, and lineups are submitted at least 24 hours before the match begins.

Team captains are also expected to submit their team's lineup through the WTCOC web application at least 24 hours before the match begins. The match lineups will be published on the WTCOC application as soon as possible to reveal the opponents in each duel.

Once the lineup of a team has been submitted, only one player may be changed due to unforeseen major events with the approval of tournament organizers. In such a case, you must send an e-mail to wtcoc.carcassonne@gmail.com to ask for permission.

If the match date and time have not been submitted by midnight (23:59 UTC) on Wednesday, the match will automatically be scheduled for Sunday at the following times according to the continents of the two teams:

- Europe/Africa – Asia/Oceania: 11:00 UTC (13h CEST/ 20h JST)
- Asia/Oceania – Americas: 01:00 UTC (Sunday 10h JST/ Saturday 21h EDT)
- Americas – Europe/Africa: 16:00 UTC (12h EDT/ 18h CEST)
- Europe/Africa- Europe/Africa: 17:00 UTC (19h CEST)
- Asia/Oceania- Asia/Oceania: 11:00 UTC (20h JST)
- Americas-Americas: 17:00 UTC (13h EDT)

Converting times to and from UTC can be tricky. Here is an online app that might help: <https://savvytime.com/converter>

Match Format

A **match** is an encounter between two teams consisting of 5 **duels** (best-of-3 encounters between two players, one from each team), each consisting of at least two **games** played on BGA, with a third game played if necessary to ensure that one player has two wins. All the duels in a match will be played simultaneously, at the date and time arranged by the team captains.



The two players participating in each duel will be determined according to the lineups submitted by their team captains. A **lineup** is the list of 5 players for a specific match, assigned to **lineup positions** #1-5 corresponding to duels #1-5. For example, duel #1 in a match will be the encounter between the player in lineup position #1 from the home team against the player in lineup position #1 from the away team. (See Figure 1).

In each match, there will be a **home team** and an **away team** assigned by the tournament organizers. The home team must assign players with Premium BGA accounts to be in the **initiator** lineup positions 1, 3, and 5, and the away team must assign players with Premium BGA accounts to the **initiator** lineup positions 2 and 4.

The **initiator** player will be in charge of creating the tournament at the time that the confrontation between the two teams has been agreed.

Every game will have one winner. If a game results in a tied score, the player who was not the starting player will be designated the winner. If one player wins the first two games in a duel, the duel ends and no third game should be played.

Figure 1. Illustration of a WTCOC match consisting of 5 duels between home team players (meeples on the left) and away team players (meeples on the right). Each duel is a best-of-3 encounter between the two players with the same lineup positions (one from each team).

Game Format/Settings

Unlike previous editions, 2025 WTCOC edition will be played through tournaments with 15min per player, a format as close as possible as the live World Championship.

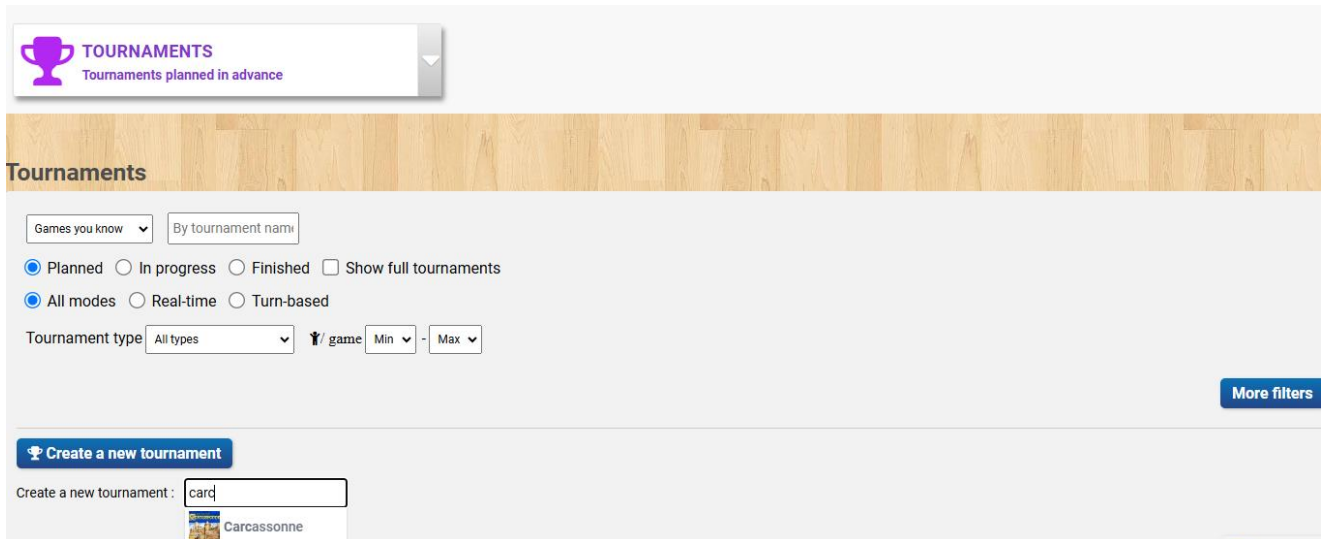
In tournament mode, the initial player does not necessarily change for each match of the duel, therefore it is possible that the same player starts the 2 or 3 matches of a duel.

If the duel is over after 2 games (2-0 or 0-2) both players must accept the last game and propose to abandon the game collectively.



Steps to create a tournament:

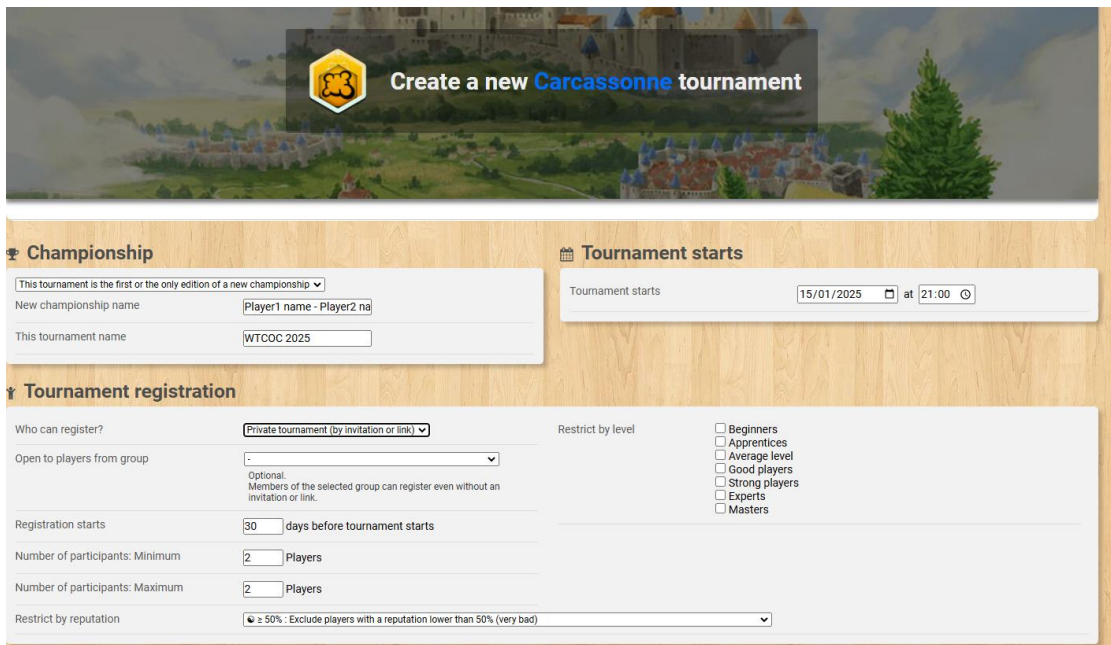
Create a tournament



Click on create a new tournament and select Carcassonne

Adjust general settings

- Set time of the game (according to your local time)
- New championship name: Name of Player 1 – Name of Player 2
- This tournament name: WTCOC 2025
- Who can register: Private tournament
- Restrictions of level: remove all the possible restrictions of level (as below)
- Number of participants: Min: 2 – Max: 2
- Restriction by reputation: Set to the least restrictive level (>50%)



Choose Swiss system

Tournament type

Single Elimination
Players are eliminated from the competition after a defeat.
Only available for 2-player games.

Multiplayer Elimination
Each match, a number of players qualify for the next round.
Can allow any number of players per game.

Swiss system
Each participant plays the same number of games, and is paired with players close to their level.
Can allow any number of players per game.

Round robin
Every participant plays every other participant once.
Only available for 2-player games. Only for small tournaments.

Groups Stage
Players are first divided in groups for a first stage, winners advance to a final stage.
Number of player per game depend on the stage modes.

Adjust Swiss system settings

- Game maximum duration: 30min (real-time) – 15min per player
- Number of players in a match: 2
- Number of matches: 3 matches

Finish by clicking on CREATE THIS TOURNAMENT

Tournament match configuration

Game maximum duration: 30 mn (Real-time) (15.00 per player)

The River: No

Inns & Cathedrals (Expansion 1): No

Traders & Builders (Expansion 2): No

The Princess & the Dragon (Expansion 3): No

Strategic variant (3 tiles in hand): No

Field scoring: Each field is worth 3 points per adjacent completed city (International)

Completing a city of two tiles is worth: 4 points (International rules)

Number of players in a match: 2
Matchmaker will create a table with this number of players, if possible.

Number of players in a match (minimum): 2
Matchmaker will not create table with less than this number of players. Games with less than this numbers of players (because of absence) will be abandoned.

Options for : Swiss system

Points attribution based on results: ..., +6, +4, +2, 0
How many points will be given to players, finishing : first, second, ... last

Points attribution for skipped players: Maximum points a player would gain in a full game
How many points will be attributed to players who skipped a game (when there was no place for them)

Players pairing policy: Try to prevent same players to be opponents twice
For tournaments with few players, you should disable this option

Number of matches: 3 matches
Each player will play this number of matches

⚠ It is FORBIDDEN to create tournaments involving money without contacting us first.

Cancel Create this tournament

Open the tournament

Level required	Invited players only (private game)
Game mode	Normal mode
Game speed	Real-time • Fixed time limit
Time allotted to each player	15:00
The River	No
Inns & Cathedrals (Expansion 1)	No
Traders & Builders (Expansion 2)	No
The Princess & the Dragon (Expansion 3)	No
Strategic variant (3 tiles in hand)	No
Field scoring	Each field is worth 3 points per adjacent completed city (International rules)

Admin panel

[Edit configuration](#)

[Edit match dates](#)

[Change trophy image](#)

[Open tournament](#)
Let users register for the tournament

[Cancel tournament](#)

Register for this tournament

i Registration for this tournament is open

Swiss system

Each participant plays the same number of games, and is paired with players close to their level.

Number of players in a match	2
Number of players in a match (minimum)	2
Rating distribution based on results	16, 14, 10, 8

[Register for this tournament](#)

[Chat with the participants](#)

Get private tournament link

Game mode	Normal mode
Game speed	Real-time • Fixed time limit
Time allotted to each player	15:00
The River	No
Inns & Cathedrals (Expansion 1)	No
Traders & Builders (Expansion 2)	No
The Princess & the Dragon (Expansion 3)	No
Strategic variant (3 tiles in hand)	No
Field scoring	Each field is worth 3 points per adjacent completed city (International rules)

Admin panel

[Edit configuration](#)

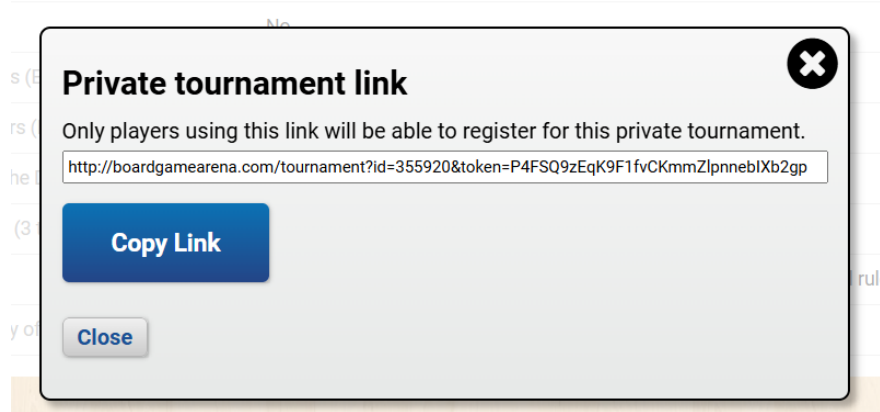
[Edit match dates](#)

[Change trophy image](#)

[Cancel tournament](#)

[Get private tournament link](#)

Share this link with your opponent



The player creating the tournament will send the invitation link to his/her opponent. By joining the tournament, the opponent confirms having checked that the settings are exactly as described in the rules. No claim due to wrong settings will be accepted once the 1st game has started.





Tournament Standings

During the group phase of this tournament, teams are awarded points as follows:

- 1 match point** for each match won in the group phase
- 1 duel point** for each duel won in a match
- 1 game point** for each game won in a duel

The ranking of teams in the group phase will depend, in the following order, on the number of matches won (W = match points), the difference between the number of duels won and lost ($DW - DL$), and the difference between the number of games won and lost ($GW - GL$). If a tie persists, the same criteria will be applied using the only confrontations between the tied teams.

The following example shows the ranking within a group after 5 matches:

	TEAMS	W	DW	DL	GW	GL
1	 GERMANY	4	18	7	41	21
2	 POLAND	3	17	8	38	27
3	 NETHERLANDS	3	12	13	33	32
4	 FRANCE	2	10	15	28	34
5	 UNITED KINGDOM	2	10	15	27	36
6	 MÉXICO	1	8	17	21	38

W (Matches won) DW (Duels won) DL (Duels lost) GW (Games won) GL (Games lost)

The final ranking for 5th – last place in the tournament will be determined considering:

1. Round where the team is eliminated
2. Percentage of matches won
3. Percentage of duels won
4. Percentage of games won

Clock Rules

If a player runs out of time (i.e. exceeds their allowed time) during any game, they will automatically lose the game. The win for that game will be awarded to their opponent. This is only a loss for that particular game, not the entire duel.

A player is considered to have exceeded their allowed time if the time remaining shown after they have completed a turn (i.e. when local clocks are reset to sync with the server clock) shows 0 seconds remaining or is negative. Generally, but not always, the number will also be shown in red.

If a player runs out of time during any game, they should concede the game whenever possible so that BGA assigns the win (and Elo) to the correct player.

If there is any doubt, or players do not follow the procedure described above, a player is considered to have run out of time if there is a red “time penalty” clock visible below their name when viewing the results after the game. If both players run out of time during a game, then the first player to run out of time loses the game.

Note: We recommend that players plan ahead to minimize any risk due to unreliable internet connections. Strategies that may help include:

- Have a cell phone capable of being a wireless hotspot handy
- Plan to be in a location with good wireless connection when you play (e.g. hotel wireless can be unreliable)

*Within this section, we incorporate **a couple of exceptions** that can only be applied to games played by players from the **Ukrainian team** who reside in the country at the time of the competition.

The **first exception** is that if in any game of a duel any of these players find themselves in a situation where their physical integrity is unexpectedly endangered, the game must be temporarily suspended and its format changed to turn-based mode, so that it can be continued as soon as possible at a safer moment. Note that despite the fact that the time format has been modified, and in said game the rule of time that governs the entire competition can no longer be applied, both players will have to continue playing the game as soon as possible as if they were playing it in real time (since its settings cannot be changed again) and trying with the greatest

honesty to adjust to the game time strictly necessary to play it. That is, do not use this situation so that the game lasts hours or days, simply try to finish it as soon as possible.

This exception to the rule only applies to games that are affected by the aforementioned situation of unexpected risk. If there are remaining games to finish the duel, they will be played according to the official format as long as the same setback does not occur again.

The **second exception** is that in the event of an electricity blackout causing Wi-Fi and mobile internet to stop working, they will lose the game, but will be allowed to play any remaining games of the duel when electricity is turned back on, prior agreement with the rival player.

Within the flexibility that we incorporate with these exceptions to the rules, it is important to note that if there are duels affected by these situations, please end them as soon as possible. At the same time, wtcoc.carcassonne@gmail.com will have to be informed if this circumstance has occurred.

Courtesy and Fair Play Expectations

Match scheduling - Team captains are expected to check their e-mail regularly, and are encouraged to respond to scheduling requests within a day, even if it is to say that they are still working on it. Please do not wait until the last minute to confirm the match dates and times.

Discarded tiles - During a game, if a player cannot legally play their tile, the BGA platform automatically discards it at the beginning of their turn, and the player receives a new tile. The other player, however, does not see this. Although a subtle note is added to the game log, it is not part of the game play, so we ask that you inform your opponent (via the chat window) whenever you discard a tile.

Unauthorized assistance - Players are expected to play their own games without advice or coaching from others, and the use of tile-counting or memory aids (e.g. apps, spreadsheets, or pen and paper) is strictly forbidden. Players are also responsible for avoiding potential unrequested aid.

Consequences of unfair play - An individual or team that uses any form of inappropriate assistance during a game will be excluded from the tournament and potentially also from future editions of the WTCOC.

Concede a game - Except in the case of running out of time, games must be played until the end.

Tournament Mechanics

Registration Instructions:

To register a team, captains will have to access the Registration tab of the WTCOC application and proceed as follows:

First, they will have to select their country or region and register themselves by providing an e-mail address, their BGA username and profile link and a password. Then they will fill in all the fields related to the members of the team, that is, real name, BGA username, BGA profile link, and select whether or not each player has a Premium account.

Once the registration is finished, the organizers will validate it and make it public. The e-mail address and password submitted during the registration process will be further used to do any type of action within the application.

Register team

Select country or region ▼

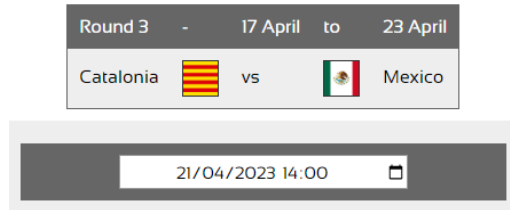
Members

Captain name	Captain nickname	BGA link	Premium	Captain
<input type="text" value="Captain name"/>	<input type="text" value="Captain BGA nickname"/>	<input type="text" value="Captain BGA link"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Captain e-mail	Password			
<input type="text" value="Captain e-mail"/>	<input type="text" value="Password"/>			
Player name	Player BGA nickname	Player BGA link	Premium	
<input type="text" value="Player 2"/>	<input type="text" value="Player 2 BGA nickname"/>	<input type="text" value="Player 2 BGA link"/>	<input type="checkbox"/>	
<input type="text" value="Player 3"/>	<input type="text" value="Player 3 BGA nickname"/>	<input type="text" value="Player 3 BGA link"/>	<input type="checkbox"/>	
<input type="text" value="Player 4"/>	<input type="text" value="Player 4 BGA nickname"/>	<input type="text" value="Player 4 BGA link"/>	<input type="checkbox"/>	
<input type="text" value="Player 5"/>	<input type="text" value="Player 5 BGA nickname"/>	<input type="text" value="Player 5 BGA link"/>	<input type="checkbox"/>	
<input type="text" value="Player 6"/>	<input type="text" value="Player 6 BGA nickname"/>	<input type="text" value="Player 6 BGA link"/>	<input type="checkbox"/>	
<input type="text" value="Player 7"/>	<input type="text" value="Player 7 BGA nickname"/>	<input type="text" value="Player 7 BGA link"/>	<input type="checkbox"/>	
<input type="text" value="Player 8"/>	<input type="text" value="Player 8 BGA nickname"/>	<input type="text" value="Player 8 BGA link"/>	<input type="checkbox"/>	
<input type="text" value="Player 9"/>	<input type="text" value="Player 9 BGA nickname"/>	<input type="text" value="Player 9 BGA link"/>	<input type="checkbox"/>	
<input type="text" value="Player 10"/>	<input type="text" value="Player 10 BGA nickname"/>	<input type="text" value="Player 10 BGA link"/>	<input type="checkbox"/>	

For any type of assistance during the process, captains can send an e-mail to wtcoc.carcassonne@gmail.com.

Instructions for submitting match date and time:

Captains must agree on and submit their match dates and times by Wednesday midnight (23:59 UTC) each week.



Round 3 - 17 April to 23 April
Catalonia vs Mexico
21/04/2023 14:00

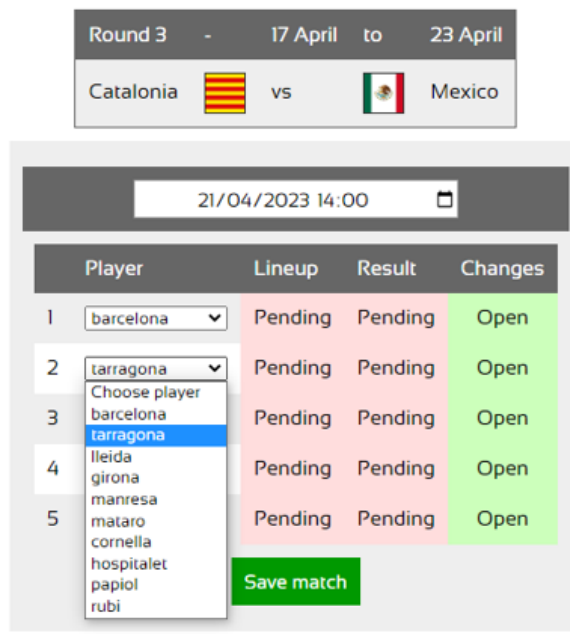
Both captains must fill in the designated space to confirm that there is an agreement on the match schedule. Until both captains have not completed it, the day and time will not be made public. The match dates and times will be posted on the WTCOC website as soon as possible.

Please, do not add the players who will play the game at this point.

Note that match dates and times must be submitted in UTC+0 time. Although the tournament organizers will reach out to clarify any discrepancies in date or time, this process will run much more smoothly if the captains assist with the verification.

Instructions for submitting lineups:

Captains will have to access the Teams tab of the WTCOC application and proceed as follows:



Round 3 - 17 April to 23 April
Catalonia vs Mexico
21/04/2023 14:00

Player	Lineup	Result	Changes
1 barcelona	Pending	Pending	Open
2 tarragona	Pending	Pending	Open
3 barcelona tarragona	Pending	Pending	Open
4 lleida girona manresa	Pending	Pending	Open
5 mataro cornella hospitalet papiol rubi	Pending	Pending	Open

Save match

The captain of the home team must place a premium player in positions 1-3-5. In positions 2-4 they can place any player. To facilitate this task, the system will show the players on the team who meet the requirement in each position.

The captain of the away team must place a premium player in positions 2-4. In positions 1-3-5 they can place any player. To facilitate this task, the system will show the players on the team who meet the requirement in each position. The system will show an error if a player is lined up twice.

Captains must submit their lineups *at least* 24 hours before the match begins. The match lineups will then be posted on the WTCOC website as soon as possible.

*In case of not doing so within the aforementioned period, the team can be sanctioned with the loss of the match (the equivalent of 5 lost duels and 10 lost games).

Instructions for submitting results:

Once the match between two teams has ended, the captain of the winning team will be in charge of filling in the results in the first instance (and modifying them later if necessary). Once he has done it, the captain of the losing team will have to validate them. In the event that he notices an error in the results, he must contact the other captain so that he can proceed to modify them.

In case there is no agreement when entering a result, captains must send an e-mail to wtcoc.carcassonne@gmail.com

In the example below, you can see how to proceed according to the different results:

No.	Won in a draw	Player	Player	Won in a draw	Time	No-show	Not played	Validated by local team	Validated by away team
1	<input type="checkbox"/>	barcelona	100 vs 90	ciudadmex	<input type="checkbox"/>	<input type="checkbox"/>		Pending	Pending
2	<input type="checkbox"/>	barcelona	100 vs 100	ciudadmex	<input checked="" type="checkbox"/>	<input type="checkbox"/>		Pending	Pending
3	<input type="checkbox"/>	barcelona	1 vs 0	ciudadmex	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Pending	Pending
1	<input type="checkbox"/>	tarragona	0 vs 1	tijuana	<input type="checkbox"/>	<input checked="" type="checkbox"/>		Pending	Pending
2	<input type="checkbox"/>	tarragona	0 vs 1	tijuana	<input type="checkbox"/>	<input checked="" type="checkbox"/>		Pending	Pending
3	<input type="checkbox"/>	tarragona	0 vs 0	tijuana	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Pending	Pending
1	<input checked="" type="checkbox"/>	lleida	90 vs 90	leon	<input type="checkbox"/>	<input type="checkbox"/>		Pending	Pending
2	<input type="checkbox"/>	lleida	120 vs 80	leon	<input type="checkbox"/>	<input type="checkbox"/>		Pending	Pending
3	<input type="checkbox"/>	lleida	0 vs 0	leon	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Pending	Pending
1	<input type="checkbox"/>	girona	75 vs 80	juarez	<input type="checkbox"/>	<input type="checkbox"/>		Pending	Pending
2	<input type="checkbox"/>	girona	99 vs 87	juarez	<input type="checkbox"/>	<input type="checkbox"/>		Pending	Pending
3	<input type="checkbox"/>	girona	78 vs 102	juarez	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pending	Pending
1	<input type="checkbox"/>	manresa	0 vs 1	puebla	<input checked="" type="checkbox"/>	<input type="checkbox"/>		Pending	Pending
2	<input type="checkbox"/>	manresa	77 vs 78	puebla	<input type="checkbox"/>	<input type="checkbox"/>		Pending	Pending
3	<input type="checkbox"/>	manresa	0 vs 0	puebla	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Pending	Pending

[Save results](#)

- **Game without any incident:** (Example: Duel 1 / Game 1 - Barcelona vs Ciudadmex)

When a game ends without any type of incident, considering as an incident any situation that is not a victory within the scheduled time, captains only have to add the result of the game and do not fill any other box.

- **Game that ends with a tie on the scoreboard:** (Example: Duel 1 / Game 2 - Barcelona vs Ciudadmex)

The game ends with a draw, therefore the player who has not started the game is considered the winner. Thus, you have to write down the result of the match and activate the **Draw checkbox** for the corresponding player: In the case in the example, Ciudadmex.

- **Game that ends because a player has exceeded his game time:** (Example: Duel 1 / Game 3 - Barcelona vs Ciudadmex)

The game ends without reaching the end of it since one of the players has run out of time. The result will be 1-0 or 0-1 and the **Time checkbox** must be activated.

- **Game or Duel in which a player does not play or not show up:** (Example: Duel 2 / Game 1 and 2 - Tarragona vs Tijuana)

If a player does not show up for the duel, or decides not to play one of the games, the result will be 1-0 for the player who did show up at the game table. In this case, the **No-show checkbox** must be activated

- **When a duel is decided in two games:**

In this case, it will always be necessary to fill in the **Not Played checkbox** for the third game of the duel.

Duties of the Team Captains

- Ensure that all team members understand and agree to follow the rules, including any updates announced/e-mailed by the tournament organizers during the tournament.
- Remind team members to be courteous and respectful as players and spectators.
- Communicate with other captains and the tournament organizers.
- Submit the day, time, lineup and results for all matches on time.
- Communicate any changes regarding the players of the team by e-mail to wtcoc.carcassonne@gmail.com.

What happens if...?

Additional information about the following points can be found in the indicated rules sections/subsections above.

- No agreement on match date/time? see the final paragraph of the “*Match Scheduling & Submitting Lineups*” section above.

- Match or Duel not played? the team or player that doesn't show up on time loses.
- A player misses the start of a duel? **Be careful! Once you receive the notification that your first game starts, you have 5 min to enter the game otherwise the tournament is automatically closed.**
- A game is started with the incorrect settings or with the incorrect starting player? As explained in the rules, both players must check that settings are correct in the moment or registering to the tournament. Once the tournament has started, no claim will be possible regarding the settings.

Dispute Arbitration Zone

The Dispute Arbitration Zone (DAZ) is available to consider any disputes and to make decisions regarding how the situation should be handled.

The organizers also reserve the right to take action against teams or players who are engaging in unfair or anti-regulatory attitudes.

To submit a dispute, please send an e-mail to dazwtcoc@gmail.com and wtcoc.carcassonne@gmail.com.

Prizes

1st place: the team gets a 50 Euro shop voucher (<https://cundco.de/>) for **each team member** and a wildcard for **one team member** of their choice for playing in the Carcassonne World Championship Final.

2nd place: the team gets a 25 Euro shop voucher (<https://cundco.de/>) for **each team member** and a wildcard for **one team member** of their choice for playing in the Carcassonne World Championship Final.

3rd place: the team gets a wildcard for **one team member** of their choice for playing in the Carcassonne World Championship Final.

The **wildcard** comes with a series of aspects to take into account:

- This opportunity is in no way a replacement for the places awarded to national champions in the usual way; the three WTCOC places available are totally independent of and in addition to these.
- The player who gets the wildcard in his/ her team will bear the cost of travel to and accommodation in Essen for the purpose of competing in the individual world championships.
- The player to whom the wildcard is awarded within each of the three eligible teams will be decided upon by the Carcassonne organisation that represents each team, or in the

case that a team does not have an associated organisation behind it, by the members of the team itself.

- The captains of each of the awarded teams must inform the WTCOC organizers about the process used to determine the player that will participate in the World Championship in Essen.

We want to thank Hans Im Gluck and Spielezentrum Herne for the opportunity they have provided in giving more players this special chance to participate at the highest level by competing at the individual world championship in Essen.

Please Note:

Tournament organizers reserve the right to revise, clarify, or adjust these rules as necessary before and during the tournament, and will inform team captains of all such changes via email.

Questions or Concerns about the Rules?

For any questions, please contact wtcoc.carcassonne@gmail.com, and we will respond as soon as possible.