

The tournament will have 9 minute rounds (there will be no score limit), with each map being played until the number of players on each server is cut to a determined number of players.

Remember, with the boilloff the player(s) with the lowest score will be eliminated at the end of each round.

For example, if we have 48 players registered there will be 6 servers with 8 players on each server. The map will then be played until there are 4 players left on all servers, then it will be combined so there are 3 servers with 8 players each. It'll then go until there are 12 players left, so there would be 2 servers with 6 players. When 2 people are eliminated from that round, the remaining 8 will play in one final server until there is only one man (or woman) standing.

Of course, the final elimination format all depends on the total number of players registered.

This tourney will be played with UTComp 1.7a and version 3369 of UT.