



Tournament Framework Proposal 2026

Part I: Introduction

1.1 PURPOSE

1.1.1 The Tournament is designed as a way for Delegations to compete across different disciplines and showcase their talent.

1.1.2 It is encouraged to participate in and select Events without any experience.

Part II: Definitions

2.1 GENERAL DEFINITIONS

2.1.1 In this Tournament Framework, terms starting with capital letters shall have the following meaning unless the context clearly requires otherwise:

Term	Means
Competitor	One person in a Delegation who competes in an Event.
Delegation	The group of people acting as a team.
Dyadium	The governing body of the Tournament
Event	A competitive encounter representing a single scoring opportunity toward tournament placement.
Event Score	The score that contributes to tournament placement derived from the performance at a single Event.
Individual Event	An Event competed "As an Individual" as defined in Article 3.2.2.
Method of Play	The rules for an Event.
Participating Delegation	Any Delegation that has not Sponsored a given Event.
Proviso	A written modification of the Method of Play.
Sponsoring Delegation	The Delegation that proposes a given Event during the Proposal Phase.

Term	Means
Team Event	An Event competed "As a Team" as defined in Article 3.2.1.
Tie	A single competitive match in an Event.
Tournament Score	Score that determines the standings of the Tournament.

2.1.2 Terms and their definitions are inherited from the Dyadium Statutes unless explicitly stated otherwise.

Part III: Proposal Phase

3.1 SUBMISSION REQUIREMENTS

3.1.1 Each Delegation shall submit five (5) Event proposals during the Proposal Phase.

3.1.2 Of the five (5) required Event proposals, each Delegation must designate:

3.1.2.1 Two (2) Events as Team Events; and

3.1.2.2 Three (3) Events as Individual Events.

3.1.3 If multiple Delegations submit proposals for the same or substantially similar Events, the resolution shall be at the discretion of the involved Delegations through mutual agreement.

3.1.4 Former Delegations shall not be allowed to submit Events that were competed in during the immediately preceding Tournament cycle.

3.2 METHOD OF PLAY REQUIREMENTS

3.2.1 As a Team denotes a Method of Play in an Event which requires that:

3.2.1.1 All Competitors in a Delegation shall actively and equally contribute to the same Tie in the Event; and

3.2.1.2 The Delegation shall receive one combined Event Score that reflects all Competitors' performances.

3.2.2 As an Individual denotes a Method of Play in an Event which requires that each Competitor within a Delegation will compete separately for an individual placement.

3.2.3 When no established Method of Play exists for either team or individual formats, the Sponsoring Delegation shall provide one or more generalized methods of play that satisfy the competition format requirements.

3.3 FEASIBILITY REVIEW AND VETO PROCESS

3.3.1 Each Delegation may veto any number of proposed Events based on feasibility concerns during the Proposal Phase.

3.3.1.1 Feasibility constraints include but are not limited to time limitations, financial cost, Event complexity, equipment availability, physical ability requirements, venue accessibility, and safety considerations.

3.3.2 Upon receiving a feasibility veto, the Sponsoring Delegation reserves the right to modify the proposed Event to address the stated feasibility constraints.

3.3.3 If an Event receives a feasibility veto, the Sponsoring Delegation must, within five (5) hours of receiving the veto notification:

3.3.3.1 Propose a modification to the original Event; or

3.3.3.2 Submit an entirely different Event proposal.

3.3.4 If no acceptable modification can be agreed upon within the five (5) hour deadline, the Sponsoring Delegation must immediately submit a new Event proposal.

3.3.5 The Sponsoring Delegation reserves the right to continue developing modifications to a previously vetoed Event and resubmit it during a future proposal period.

Part IV: Method of Play Determination

4.1 GENERAL PRINCIPLES

4.1.1 The Sponsoring Delegation bears primary responsibility for developing comprehensive Method of Play rules for their proposed Event.

4.1.2 The Method of Play must adhere to the format As a Team or As an Individual as designated during the Proposal Phase.

4.2 INITIAL RULE DRAFT REQUIREMENTS

4.2.1 The Sponsoring Delegation must submit a complete draft of Method of Play rules within two (2) weeks after the conclusion of the Proposal Phase.

4.2.2 The initial draft may be in any form approved by all delegations but must address all mandatory rule categories as specified in Article 4.3.

4.3 MANDATORY RULE CATEGORIES

4.3.1 Each Method of Play must include comprehensive rules addressing the following categories:

4.3.1.1 Objective and Victory Conditions;

4.3.1.2 Event Scoring System;

4.3.1.3 Equipment and Materials;

4.3.1.4 Playing Area and Environment;

4.3.1.5 Event Duration; and

4.3.1.6 Action and Strategy Restrictions.

4.4 FINALIZATION PROCESS

4.4.1 All Participating Delegations shall have seventy-two (72) hours from receipt of the initial draft to submit written comments.

4.4.2 Participating Delegations may submit:

4.4.2.1 Clarification requests;

4.4.2.2 Modification proposals; and

4.4.2.3 Fairness concerns with specific references and clear statements.

4.4.3 The Sponsoring Delegation must provide responses to all suggestions that fit the definition provided in Article 4.4.2 within forty-eight (48) hours of the review period conclusion.

4.4.4 The Sponsoring Delegation must incorporate reasonable suggestions that address Event feasibility as defined in Article 3.3.1.

4.4.5 A revised Method of Play draft must be submitted within forty-eight (48) hours of completing responses to all Participating Delegation suggestions.

4.4.6 Once approved, Method of Play rules may only be modified by unanimous consent of all Delegations.

4.5 DELEGATION PROVISOS

4.5.1 Any Delegation may propose a written Proviso to any Method of Play at any point before the start of the Event.

4.5.2 The purpose of a Proviso is to modify the Method of Play to grant specific advantages, handicaps, or alternative procedures to designated Delegations or Competitors.

4.5.3 Provisos may include but are not limited to:

4.5.3.1 Scoring adjustments;

4.5.3.2 Equipment modifications;

4.5.3.3 Assistance allowances; and

4.5.3.4 Penalty exemptions.

4.5.4 Each Proviso must include:

4.5.4.1 The specific Delegation(s) or Competitor(s) to which the Proviso applies; and

4.5.4.2 A detailed description of the modification.

4.5.5 Delegations may negotiate reciprocal Provisos across multiple Events conditional upon other Delegations' acceptance of related Provisos.

4.5.6 All Provisos must be in writing and unanimously approved by all Delegations.

Part V: Scoring

5.1 TOURNAMENT WINNER

5.1.1 The winner shall be the Delegation with the highest Tournament Score.

5.2 INDIVIDUAL EVENT SCORING

5.2.1 Competitor Points

For Events competed "As an Individual", Competitors shall be awarded points based on their individual placement as follows:

5.2.1.1 First Place: 9 Points;

5.2.1.2 Second Place: 6 Points;

5.2.1.3 Third Place: 4 Points;

5.2.1.4 Fourth Place: 3 Points;

5.2.1.5 Fifth Place: 2 Points; and

5.2.1.6 Sixth Place: 1 Point.

5.2.2 Delegation Points

For Individual Events, each Delegation's Event Score shall be the aggregate of all points earned by its Competitors in that Event.

5.3 TEAM EVENT SCORING

5.3.1 For Events competed "As a Team", Delegations shall be awarded points based on their team placement as follows:

5.3.1.1 First Place: 12 Points;

5.3.1.2 Second Place: 8 Points; and

5.3.1.3 Third Place: 4 Points.

5.3.2 For Team Events, each Competitor within a Delegation shall be assigned one-half (1/2) of the points awarded to their Delegation for that Event.

5.4 OVERALL COMPETITION TIES

5.4.1 If multiple Delegations achieve identical Tournament Scores after the final Event, the winner shall be the Delegation among those tied with the majority in the highest value medal where such a majority exists.

Part VI: Event Timeline

6.1 EVENT SCHEDULING

6.1.1 The date of the next Event shall be determined within fourteen (14) days of the previous Event or relevant Dyadium decision.

Part VII: Tournament Domain

7.1 GEOGRAPHIC AND TECHNOLOGICAL BOUNDARIES

7.1.1 The Tournament Domain shall be Hartford County in Connecticut, Hampden County in Massachusetts, and any immediate internet connection that can be made from therein.