

WynnCraft Fight Club Season 3

Rulebook

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Banned Items/Abilities Summary

- Poison disabled on island
- Reflection & Thorns disabled on island
- Consumables, Skill Point Potions, Mana Potions, and all other forms of additions are disallowed (exception: heal potions).
- mana potions and skill point potions disabled on island
- Precharging any powder ability is disallowed
- Presummoning totems and activating any abilities prior to the fight's beginning is disallowed.
- Disguises are disallowed in WCFC
- Horses are disabled on the island, and are therefore illegal
- **Only 2 crafted armor pieces will be allowed per champion.**
- **Guardian Angel Ability is disallowed in 2.0 combat**
- **Second Chance Ability is disallowed in 2.0 combat**
- **Flaming Uppercut Ability is disallowed in 2.0 combat**
- **Warrior ability Whirlwind CANNOT be used with Firework**

Interfering with Matches

Interfering with a WCFC match whilst not competing is a kickable offense and repeated abuse will result in a WCFC ban.

Examples include but are not limited to, repeatedly obstructing the match (entering arena), placing totems/bonfires inside arena while fighting, etc.

Scoring System

Gladiators will be scored and ranked as follows:

Winning a fight earns you 1 win point

Losing a fight earns you 1 loss point

A tie results in no points being earned.

Gladiators will be ranked on their Win/Loss ratios.

Leaving the arena mid-fight

If a champion leaves the arena mid-fight, the referees will decide if it is match affecting.

By default, Match-Affecting is reserved to 5sec outside the arena

If the time spent outside of the arena is deemed match-affecting, **a rematch is required**

If a player continues to leave the arena in order to gain a rematch, they will be disqualified.

Prematch

To prevent precharge of powders, presummoning of totems, or preactivation of any abilities including but not limited to: arrow shield, war scream, arrow storm, meteor (exception: heal). the WCFC Referees will attempt to enforce the swapping of weapons prior to a gladiator's match. Unfortunately, the WynnCraft FightClub Referees are known for forgetfulness (MelonCraft80) and may forget.

Please note that if the referees do not check for precharge, powder precharge of any weapon prior to a match is still illegal and a bannable offense.

The Timeout Rule

If two champions have been fighting for an extended period of time which one of the referees deems to be too long (3min default), the timeout rule activates.

When the timeout rule is called, the two acting referees then decide whether there is a clear winner based on fight strategy, damage, etc. (Example: one gladiator survived by running away the whole time while one gladiator actually attacked)

SIDENOTE: Disregarding special circumstances, referees are encouraged to rule against Lightbenders / tanks in the event of a draw.

If no consensus can be reached between referees, a tie will be declared and champions will exit the arena and no points will be awarded or, in special circumstances deemed necessary by a combined referee agreement, a **morph-off** will be enacted and both champions will immediately engage in a morph-off (see next section).

Match Length

Unless an exception is declared, matches will be 3min. In total. At the 3min mark, the Timeout rule will be called.

Morph-Off

If at any point a morph-off is declared between two or more champions, the following occurs.

1. One referee must shout "MORPH-OFF" to begin the process.
2. Morph sets are then provided to both gladiators by the WCFC referees.
 - a. Gladiators may opt to use their own morph sets if they wish to do so.
3. The champions are counted down and the fight beginneth.

For a Morph-off to be declared, there must be a consensus from two referees during a match. If only one referee is present, that referee has special permission to enact a morph-off if one can be justified.

If a morph-off cannot be ruled justly from every referee on duty, each competitor will receive +0.5 wins total.

Flight in Matches

In WynnCraft FightClub- most classes have the capability of sustained flight over the arena.

At present, sustained flight is legal until the 1min. 30sec Mark of the match. After that, you may not sustain excessive flight in the air of the arena.

Banned Abilities

In WynnCraft 2.0, many abilities are unbalanced for player combat.

Henceforth these abilities are banned in wcfc:

- Guardian Angel (Archer)
- Second Chance (Warrior)
- Flaming Uppercut (Warrior)

MelonCraft80 reserves the right to ban any ability he and at least one other referee deems bannable having given a 1 weeks' notice to the fight club community and justified a reason as to the ability's bannability.

Warrior Balance Clause

In WynnCraft 2.0, Warrior Uppercuts are incredibly unbalanced. Due to this, we make the following changes:

Second Chance is henceforth banned

Flaming Uppercut is henceforth banned

Whirlwind Strike cannot be used with **Fireworks**

Banned Items

Henceforth these items are banned in wcfc:

MelonCraft80 reserves the right to ban any item he and at least one other referee deems bannable having given a 1 weeks' notice to the fight club community and justified a reason as to the item's bannability. Additionally, precharge use of any powder ability will not be tolerated during matches.

Join Cutoff

Because joining late means you are no longer subject to the fate of "The Wheel", joining the wcfc week after 50% of the solos matches have been completed (give or take one match) is disallowed, and players who attempt this will not be able to fight in solos that week.

This does not disallow them from competing in duos matches that week if they wish.

Declaring a 2v2 Team

In WCFC season 2, 2v2s are scored separately from solo matches. Teams must DM MelonCraft80 with the following information to declare a 2v2 team:

- Team Name
- IGN's of both champions
- Discord names of both champions

Once approved, 2v2 teams are permanent and champions may only be apart of one.

Points are scored for teams individually. If a team is disbanded after a DM to MelonCraft80 the points for that team are lost.

2v2 Team Substitutions

Each registered 2v2 team is allowed one substitute gladiator whom they designate. Each team is allowed only one designated substitute. To designate a substitute you must tell MelonCraft80 the name of your designated substitute.

Once designated, the substitute for your 2v2 can only change after providing a Substitute swap fee of 5LE to the WCFC Organization.

Players can be a substitute for more than one team if they wish.

The Finals

The Finals will take place on a week decided by MelonCraft80 prior to its occurrence.
SEE DISCORD

ALL RULES ARE SUBJECT TO CHANGE AND REF DISCRETION

UPDATE LOG:

- May 16th, 2022 — Created
- June 17th, 2022 — Added 5sec clause in “Leaving the Arena Mid Fight’, Changed “5min Rule” to “Timeout Rule”, Added Match Length Clause, Added illegality of horses, Added “flight in matches clause”
- July 22nd, 2022— Added Join Cutoff Clause, Added 2v2 Team Substitutions Clause
- August 12th, 2022— Made the precharge disallowment more prominent in now three separate sections of the rulebook due to a violation of the powder precharge rule. Added Pre Match rule requiring gladiators to swap weapons in their hands prior to matches. Added morph-set providal clause under Morph-Off.
- August 21st, 2022— Added Morph off contingency
- November 23rd, 2022— Adapted for WynnCraft FightClub 2.0
- December 23rd, 2022— Changed sustained flight timer, banned Second Chance, Added referee suggestion to timeout rule, officially disallowed disguises, added interfering with matches clause
- December 30th, 2022— Banned Flaming UpperCut, Added Warrior Balance Clause: Whirlwind CANNOT be used with Firework