Tournaments

BattleArena comes pre-installed with a tournaments module which lets you run bracket tournaments in BattleArena. This is a slightly different module than the rest in that tournaments are not configured per-arena, and instead all tournament options are in a global **tournament-config.yml**

Configuring the Module

```
# Whether to broadcast when tournaments start to all players on the server.
broadcast-tournament: true

# How long until each round starts in the tournament after the previous
# round has ended. It is recommended to keep this value at 10s or higher
# to allow for players to be removed from the arena and for the arena to
# be reset fully.
advance-time: 10s

# The commands to run when a player wins a tournament. The argument
# %player_name% will be replaced with the player's name. The commands are run
# in the console. These are executed individually for each player, so be careful
# with commands that affect multiple players (like message broadcasts.
commands-on-win:
  - "give %player_name% diamond 16"
```

The default config is included above.

Running a Tournament

A tournament can be started using the **/tournament create <arena>** command. Keep in mind that some arenas may not be capable of running tournaments and the following is required of an arena type to support tournaments:

- Each team must be able to support only 1 player. A 5v5 for instance would not support a tournament.
- A competition must have exactly two teams. A 3v3v3 for instance would not be able to support tournaments.
- Multiple maps. A competition must have multiple maps created in order to support players in a tournament. However, if an arena is dynamic, a single map will suffice as it will scale

up.

Once a tournament is created, players can join using the **/tournament join <arena>** command. Once players have joined, a server administrator can start the tournament using **/tournament start <arena>**. If a server administrator desires to end a tournament early, they can run **/tournament end <arena>**.

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