

OFFICIAL RULES

The Stanker's Showdown

Community Sea of Thieves Tournament — 2026 Edition

Version of August 15, 2026

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1. Preamble

These rules govern the organisation and running of The Stanker's Showdown (hereafter "the tournament"), a community competition based on the game Sea of Thieves. They set out the conditions of participation, the format of the competition, the code of conduct applicable to participants, and the refereeing and sanction procedures.

Signing up for the tournament implies full and unreserved acceptance of these rules, as well as of the Privacy Policy and the Broadcasting and Streaming Policy, available on the tournament's official website.

This document is a working version. It will be completed and updated as the organisation progresses; the version published on the website is the applicable one.

2. Organiser and independence

The Stanker's Showdown is an independent community event. It is not organised, administered, controlled, sponsored, endorsed, approved or officially affiliated with Microsoft Corporation or Rare Ltd.

The name Sea of Thieves, as well as the trademarks, logos, graphic elements, visuals, content and other distinctive signs associated with the game, belong to their respective rights holders, notably Microsoft Corporation and Rare Ltd. References to Sea of Thieves made in these rules and on the tournament's materials are used solely to identify the game the tournament relates to, and do not constitute any claim of ownership or right over elements belonging to their respective holders.

The Stanker's Showdown is not an official Sea of Thieves event.

■ This section summarises the key points of the website's Legal Notice. Refer to the Legal Notice page for the most up-to-date version and full details about the site's publisher.

3. Conditions of participation

3.1 Minimum age

No one under the age of 15 on the first day of the tournament may take part.

For participants aged 15 to 17, The Stanker's Showdown may put in place specific authorisation arrangements where necessary under applicable regulations, in particular regarding audiovisual broadcasting and image rights.

3.2 Crew composition

- Each crew is made up of a maximum of 3 players:
- 2 starting players;
- 1 substitute player.

Every player must be able to stream their screen. This is an individual obligation that applies to every member of the crew, including the substitute, so

that the broadcast can be guaranteed under all circumstances, whatever the line-up present for a given round. If no broadcast can be guaranteed for a given round, the crew will not be able to take part in it; it retains the right to compete in the tournament's other stages.

3.3 Technical broadcasting requirements

The following technical requirements apply to broadcasting on Twitch:

- 1080p (6000 to 8000 kbps);
- or 720p (4000 to 6000 kbps);
- 60 fps mandatory.

In addition to these technical requirements, every participant must:

- be able to be present on Final day;
- be present on the tournament's official Discord server, along with all of their crewmates;
- have a connection and equipment allowing them to play and stream under stable conditions.

3.4 Mandatory in-game settings (Sea of Thieves)

To guarantee fair playing conditions between all crews, the following settings must be applied in the game's options before every round:

Setting	Value	Location
Disable invitation notifications	Enabled	<i>Settings → Streamer Mode Assistance</i>
Allow friends to join me	No	<i>Settings → Streamer Mode Assistance</i>
Override text-to-speech	Not overridden	<i>Settings → Language</i>
Hide nameplates for me	Disabled	<i>Settings</i>

4. Crew registration

Registration takes place via the official form made available on the tournament's website. One person may register all three members of their crew; they must then provide accurate information and make sure their crewmates have been informed of their registration as well as of the rules and policies applicable to the tournament.

The Stanker's Showdown may request individual confirmation from a participant when necessary to validate or manage their registration.

4.1 Steps

- Fill in the online registration form;
- Wait for confirmation from the organisation;
- Find your crew in its group, communicated before the start of the group stage.

4.2 Substitution arrangements

The choice of which players are present on the ship on tournament day is left to the crew's discretion. A change may be made if the crew wishes, from one evening to another.

The same crew must, however, be present throughout a given evening: once a group-stage round has started, the crew must remain the same until the end of that stage.

5. Tournament format

5.1 Group stage

Crews are split into groups of 5, playing Sloop. Each group plays 3 rounds. The number of groups adapts to the total number of crews registered.

5.2 Overall standings

The points earned by each crew across all of its group-stage rounds are added up to produce an overall standing.

5.3 Top 10

The 10 best crews in the overall standings are split into 2 groups to decide the contenders for the Final.

5.4 Final

The 5 best crews from that stage face off over 3 decisive rounds. A single crew wins the tournament.

6. Gameplay and scoring system

6.1 Stashes

Chests are distributed as stashes at fixed points of interest on the islands. The amount of loot depends on the size of the island; each stash is flagged by the Reaper Bounty. A new stash appears on a 30 — 20 — 10 minute rhythm.

6.2 Sell points

Loot collected may be sold at two outposts: Reaper Hideout and North Star Sea Post.

Note: the Reaper Bounty cannot be turned in at the Sea Post. It must be turned in at Reaper's Hideout.

6.3 Points table (Sloop)

Action	Points
Cannonball hit	+30
Opponent knocked out	+50

Action	Points
Opponent released	+50
Treasure chest	+400
Deckshot	+100
Reaper Bounty	+2000
Crew sunk	-1000

6.4 Tied points

In the event of a points tie between two crews at the end of the overall-standings matches, a TDM (Team Death Match) will be organised at Reaper's Hideout, under the following conditions:

- allowed weapons: pistol and sniper;
- no respawns; revives remain allowed;
- both crews must cannon themselves onto the island at the same time, each carrying 5 mangoes.

The winning crew is awarded 1 symbolic point, allowing it to move ahead of its direct rival in the standings.

6.5 Interrupted round

A round will only be interrupted if an event outside the organisation's control occurs and undermines fairness between competitors (examples: proven cheating, server crash).

A player's disconnection cannot be treated as grounds for pausing the match, for any of the players, regardless of their crew.

We nonetheless encourage all participants to play fair and to be as considerate as possible of the difficulty this creates for an opposing crew (no piling on a crew following a disconnection).

6.6 Scoring disputes

Since scoring is handled by the game itself, there can be no dispute over the scoring process itself.

However, should a scoring-table error occur when it is set up, the organisation will have no choice but to have the round replayed in full — provided the issue was identified before the next stage began.

7. Fair-play rules

The competition is built above all on respect, fairness and the enjoyment of the game. Every crew must be able to compete under fair conditions. The following rules apply to all participants.

7.1 No form of cheating

Any form of cheating or attempt to circumvent the rules is strictly prohibited. This includes, in particular, the use of external software, tools or methods giving an unfair advantage during matches.

7.2 Crosshairs and overlays prohibited

The use of an external crosshair, or any other software adding an overlay that provides additional in-game information, is prohibited. The aim is for every player to have access to the same information and the same possibilities during fights.

7.3 Stream-sniping prohibited

Stream-sniping — deliberately watching a player's, caster's or the tournament's broadcast in order to gain information about the position or actions of an opposing crew — is not tolerated. Streams are meant to let the community follow the competition, not to give participants extra information.

7.4 Conduct and toxicity

Sea of Thieves remains a competitive game; a bit of rivalry is part of the show. During combat, trash talk and banter are part of the game. Outside of tournament matches, however, any form of toxicity, harassment or inappropriate behaviour may be sanctioned.

7.5 Referees' authority

Moderators and referees reserve the right to take whatever action and apply whatever sanctions they deem necessary, on a case-by-case basis, depending on the situation and its severity. This latitude is intended to guarantee the integrity, fairness and smooth running of the tournament when a situation could not have been anticipated by these rules.

8. Mandatory streaming

Streaming is a mandatory condition of participation in the tournament.

Every player taking part in a match must be able to broadcast their screen in accordance with the technical requirements communicated by the organisation. This obligation is intended in particular to:

- enable the public broadcast of the competition;
- ensure transparency in how matches unfold;
- enable refereeing;
- prevent and detect behaviour contrary to the rules.

Failure to comply with this obligation may result in being unable to take part in the match concerned, as well as the sanctions provided for by these rules.

■ *The full terms relating to streaming (viewing of streams, recording, retention and reuse of content) are set out in the Broadcasting and Streaming Policy, available on the official website.*

9. Refereeing, anti-cheat and sanctions

9.1 Verifying compliance with the rules

Streams, data and content available as part of the tournament may be viewed and used by referees in order to verify compliance with the rules, analyse a disputed situation, examine a complaint, look into suspicious behaviour, or establish the circumstances of an incident.

Screenshots, clips, recordings or other material may be kept when necessary to examine an incident, a suspicion of cheating, a complaint or a dispute, for a maximum period of two weeks after the end of the tournament (unless a legal obligation or specific need justifies a different period).

9.2 Sanctions scale

- 1st warning: reminder of the rules;
- 2nd warning: 1000 points deducted per player (i.e. 2000 points in Sloop);
- 3rd warning: disqualification.

The referee team reserves the right to apply whichever sanction is appropriate according to the severity of the facts, without having to justify the existence of prior warnings.

We therefore ask you to please respect the rules scrupulously, for your own comfort as much as for that of the referee team — whose patience, while considerable, is not infinite in the face of repeated incidents.

9.3 Disclosure to rights holders

Where behaviour is likely to constitute a breach of the rules applicable to Sea of Thieves or its services, the relevant material may be forwarded to Microsoft Corporation, Rare Ltd. or any other competent entity where such disclosure is warranted. The Stanker's Showdown does not decide on any sanctions that may be applied by these entities, and does not guarantee that any sanction will be taken.

9.4 Complaints and disputes

Any complaint may be addressed to the referees by opening a ticket on the tournament's official Discord server (Sea of Stankers).

If it concerns in-game facts that may have affected a result, the request must be made at least 12 hours before the start of the next stage, so as not to disrupt the order of events while still guaranteeing fair treatment for all players.

For so-called "timeless" complaints — that is, not subject to time constraints — requests may be received and handled up to 2 weeks after the Final. After this period, the organisation can no longer guarantee any action on its part.

Every complaint must be backed up by evidence, in any format (screenshot, video clip, etc.). Failing this, the organisation's actions will be limited and may not necessarily be able to meet the complainant's expectations as well as they otherwise would.

10. Rewards

The Final's podium will be honoured to match its bravery:

- 1st place — Gold: [TO BE CONFIRMED]
- 2nd place — Silver: [TO BE CONFIRMED]
- 3rd place — Bronze: [TO BE CONFIRMED]

🚩 *Details of the rewards (nature, value, distribution arrangements) will be announced once the prize pool is confirmed.*

11. Personal data and content broadcasting

The processing of personal data carried out as part of registration and the organisation of the tournament (Gamertag, Discord and Twitch handles, crew name, optional email address) is described in the Privacy Policy, available on the official website.

The terms for broadcasting, recording, retaining and reusing audiovisual content related to the tournament (streams, VODs, clips, promotional content) are described in the Broadcasting and Streaming Policy, available on the official website.

Taking part in the tournament means every participant has read both of these documents and accepts their terms.

12. Changes to these rules

The Stanker's Showdown may amend these rules as the tournament's operations, the circumstances of its organisation, or regulatory requirements evolve. The version published on the official website is the applicable one.

Any substantial change made after registrations have opened will be communicated to registered crews via the tournament's official Discord server.