

Team Pairing Rules

- Teams will be paired off against each other randomly in the first round and use the “Swiss Chess” system from the 2nd round onwards.
- A team will never be matched against the same team twice.
- The captains from each team will work together to determine the individual pairings of the players within their teams using the following method:

Each team will have 3 cards to represent the three players on the team. Each team (referred to as Team A and Team B) will meet at the set of three tables (Table 1, Table 2, and Table 3).

Team A will choose one of their players and place the card face down on Table 1. Team B will choose one of their players and place the card face down on Table 3.

Teams will exchange the remaining cards for their players.

The cards on Tables 1 and 3 are revealed.

Team A will choose one of Team B players remaining to face the team A player on Table 1 and place the card face down on table 1. Team B will chose one of Team A players to face the Team A player on Table 3 and place the card face down on table 3.

Remaining cards will be placed face down on table 2.

All remaining cards are revealed.

- All players across the entire tournament will play the same SR 2025 (If not available it will be 2024) scenario for a given round. No scenario will be repeated.
- Table terrain will be set up following the requirements listed in Steamroller 2025 (If not available it will be 2024) .

Tournament Scoring

- The team that gains 2 or more victories from the 3 games in a round is declared the winner and receives one 1 tournament point. The losing team receives 0 points.

Each player that wins their game in a round is awarded a “Player Tournament Point”.

- The total “Player Tournament Points” a team has accumulated will be used as the 1st tie-breaker.

- Each team's strength of schedule will be calculated and will be used as the 2nd tie- breaker.
- The number of control points each team earns across all 3 games for a round is also recorded and is used as the 3rd tiebreaker.
- The number of army points each team destroys across all 3 games for a round is also recorded and is used as the 4th tiebreaker.
- A team receiving a Bye will get 2 "Player Tournament Points", and 3 Control Points and 30 APD for each player on the team.
- In the event of a team member dropping before the end of the tournament, the team may continue to play. However, the team will receive an auto-loss on the table they do not have a player present to play.

Team Composition

- Teams may field the same armies. However, teams are limited to only one duplicate leader per team.

The NETT Team Feat

- Each team will have a one-time Team Feat they may use before a round begins. A judge must be present at the table when a team Feats. After all Cards at the tables are revealed, a team may use the Team Feat to move their players to a different table and opponent. After movement, the judge will write "Feat" at the top of each of the players' pairing cards on the team that Feated and initial.
- Team A can only use the Team Feat if Team B has not. Team A can never counter-feat Team B.