

Gallop Crown Season 3: Official Rulebook

Official Guidelines, Roster Formats, Ban Phase Rules, and Scoring Structure

Welcome to Season 3 of the Gallop Crown! The rulebook for Season 3 has been officially finalized. While minor adjustments may occur as the season progresses, these guidelines represent the official tournament standard and will be published on the main site shortly for universal access.

1. Team Structure & Match Roster

Management & Trainer Composition

- **Team Management:** Team Managers oversee roster setups, trainer signings, and line-ups prior to all rounds.
- **Main Trainers (Mandatory):** Exactly 2 main trainers per team (reduced from 3 in Season 2).
- **Reserve Trainers (Optional):** Up to 2 registered reserve trainers per team.

Active Match Lineup

- Exactly **2 trainers** actively compete per match.
 - **Lineup Division:** One trainer fields **2 Trainees**, while the second trainer fields **1 Trainee**, forming the active 3-Trainee team roster for that match.
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2. Roster Lock & Signing Windows

Strict signing deadlines are enforced to uphold competitive integrity and prevent roster manipulation during critical phases:

- **Regular Season Signing Window:** Managers may sign or substitute new trainers up until the Mid-Season Roster Lock (end of the Regular Season).
 - **Playoff Roster Lock:** No new trainer signings or substitutions are permitted during the Play-In Round or Playoffs. Roster registrations at the Playoff Roster Lock are frozen for the remainder of the season.
 - **Emergency Exception:** If an active trainer experiences an unforeseen emergency, a registered Reserve Trainer may step in. Emergency signings of non-registered trainers require explicit prior approval from Tournament Admins.
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3. Venues & Track Restrictions

Distance restrictions and dynamic racetrack rotations have been established to adapt to the Grand Live meta environment.

Distance Bans

- **Turf Races:** Any race exceeding **2600m** is strictly banned.
- **Dirt Races:** Any race exceeding **2400m** or under **1400m** is strictly banned.

Round & Track Rotation

- **Venue Rotation:** Each round centers around a specific designated host venue (e.g., Round 1 hosted at Niigata, Grand Finals hosted at Kyoto).
 - **Match Layouts:** Individual matchups within a round will feature varied layouts and distances at the host track (e.g., Group A vs. B on Hanshin 1600m; Group C vs. D on Hanshin 2200m).
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4. Ban Phase

Ban Mechanics & Allocation

- **Weekly Ban Window:** Teams receive a 24-hour window prior to the start of the race weekend to submit their bans against opponent Trainees.
- **Ban Allocation:** Each team is permitted to ban exactly **1 Trainee** per race weekend.

- **Global Field Ban:** Bans act as a global field ban across the entire matchup. Once a Trainee is banned, no team in that specific matchup (including the team that issued the ban) may select or field that Trainee.

Costume Exclusions

- Bans apply **exclusively to the specific version** banned. Alternate versions remain playable.
 - *Example:* Banning Christmas Oguri Cap blocks Christmas Oguri Cap for all teams in the matchup, but all teams remain eligible to run the original base version of Oguri Cap.
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5. Match Format & Trainee Restrictions

Race Structure

- **Match Format: 3v3v3 (3-Way Matchups)**, retaining a Best-of-3 (Bo3) structure per match.
- **Roster Size:** Exactly **3 Trainees** fielded per team per race (reduced from 5 in Season 2).
- **Rank Cap: Fully removed** for Season 3.

Roster Restrictions

- **Unique Characters:** Duplicate characters are prohibited on the same team roster per race (alternate costumes count as the same character for that team).
 - **Running Style Diversity:** Active race rosters must feature at least **2 different strategies**, with a maximum of **2 Trainees per strategy** (e.g., 2 Front, 1 Late).
 - **Debuffer Limits:** Maximum of **1 Debuffer Trainee** per team roster. A Trainee is classified as a Debuffer if they possess **2 white OR 1 gold debuff (pink)** skill(s).
 - **Counter-Picking:** Fully permitted between races within a Bo3 match, provided all team roster rules remain satisfied.
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6. In-Season Placement Scoring

Points are awarded per race based on individual Trainee finish placements:

Placement	Points Awarded
1st Place	20 pts
2nd Place	15 pts
3rd Place	12 pts
4th Place	10 pts
5th Place	8 pts
6th Place	6 pts
7th Place	4 pts
8th Place	2 pts
9th Place	1 pt

7. Season Launch & Next Steps

- **Opening Round Dates:** The opening round of Gallop Crown Season 3 will run from **September 28th through October 4th**, commencing shortly after team applications close.
- **Upcoming Details:** The official track calendar, match schedule, and remaining broadcast details will be released in the coming days.
- **Questions & Support:** Feel free to reach out with any questions in the official Discord server questions channel!