League of Legends Tournament Rules

I. Eligibility & Team Rules
- ❖ Each participant must be level 30 on the NA server and must have at least 16 available champions to play.
- ❖ A player that is registered on one team cannot register with another team.
- ❖ Please keep in mind that tournament officials reserve the right to ask you to turn your in-game graphics down or modify any program/software that may be running on your computer.
- ❖ Update to the latest patch before you arrive.
    - ➢ Holding up the tournament is grounds for removal from the tournament!
- ❖ There must be a minimum of <u>2 girls</u> (anyone who officially identifies themselves as a female, regardless of whether you are cis or transgender) playing on each team at any given time.
    - ➢ Upon signing up, a tournament organizer will email you asking for confirmation (Passport, Driver's License, State-issued ID, Student ID are all acceptable. *All we need to see is your name and photo*, you may blur out any information such as addresses, ID#, or birthdates if you are not comfortable with sharing those details).
    - ➢ If you are transitioning, please let a tournament organizer know! You are welcome to participate in this tournament.
- ❖ <u>Players that are not registered will not be allowed to play. No exceptions.</u>

- ❖ Teams that pass the online qualifiers are invited to play at Supergirl Pro on July 28-29th.
- ❖ During qualifiers, games will start at 6:00PM unless otherwise stated or rearranged with a Tournament Organizer. Live event times will be posted after the conclusions of qualifiers.
- ❖ For qualifiers, participants will need to secure their own PCs. During the live event, PCs will be provided by event organizers.

This event will be broadcasted live on Twitch. By signing up for the event, you are agreeing to have your games spectated by event staff and broadcasted to a larger audience. By registering for this tournament, you hereby consent to the participation in the use of quotes, taking of photographs, or videos by event organizers. Event organizers may use any images of your profile or likeness from the live portion of the event for any live broadcast or media promotional assets.

II. Prizing
- ❖ Any prizes earned by participants will be sent no later than 60 days after the end of the event, July 30th. It is the sole responsibility of the entrants to respond to any/all emails regarding tournament prizing within 3 business days or tournament organizers will not be held liable for any late or missing prizing payments.
- ❖ Cash prizing is only for first place. Prizing for second and third place will be product.

III. Game Setting
- ❖ Communication: Teams may use a VoIP of their choosing that doesn't interfere with competitive integrity.

- ❖ Competition Type: 5 vs. 5
- ❖ Allowed Maps: Summoner's Rift
- ❖ Competition Mode: Tournament Draft
- ❖ Elimination Type: Round Robin Pools for Online Qualifiers, Single Elimination for Top 4.
- ❖ Game Client: The latest official Riot-released Client
- ❖ Game Length: Until a winner is determined
- ❖ Game Winner: First to destroy opposing Nexus, or first to force a surrender from opponent
- ❖ Champion Bans and Selection: The pick and ban phase will be set in Tournament Draft
- ❖ Game Restrictions: No restrictions are in place -- all Items, Champions, and Summoner spells are allowed -- unless stated otherwise by Riot Games.
- ❖ Match Setup: The <u>Home team captain</u> will create the game in Tournament Draft Mode with a name and password, and will give the name/password to both teams and applicable spectators.

IV. Tournament Details:

Bracket Creation: Teams will be seeded randomly
Online Qualifiers:
- ❖ Round Robin Pools (Pool Sizes will be determined based on # of registered teams, only 4 teams will proceed to live finals)

Live Finals:
- ❖ Single Elimination

Live Tournament: Best of 3 Single Elimination
Live Finals: Best of 3
Check-in: 10AM at Supergirl Pro. Oceanside, CA on Saturday, July 28th

Post-check in rules:

Keep in mind that in order to keep the tournament running smoothly, tournament matches may begin before 12:00 PM. Do not enter any matchmaking queue within an hour before match start. Teams will be issued a warning if games are entered that are not Custom mode. Repeat offenders may be disqualified from the tournament.

V. Tournament Process:

The home team (selected by coin toss) will have the choice of their side as blue or red. The away team will be given this choice the next game. The Home team captain will create the custom game with a name and password and invite players (and applicable spectators) to the game. Once all ten players and applicable spectators are in the lobby, the lobby host may start the game. We will be using all default Tournament Draft settings used by the Official client.

If you see anything unusual with the pick and ban phase, please contact tournament officials. They will help you with the problem.

Round Robin stage ties:
In the event that two or more teams in a single group have an equal number of wins at the end of the round robin stage, a tie breaker will be played. The tiebreaker will be played two days after results show that teams have an equal number of wins. This match is a best of 1 where the winner will move on to the elimination stage.

Reporting matches:

Online Qualifiers:
After each game, one member from the winning team should screenshot the game results screen. Note that a screenshot of the "Victory" screen will <u>not</u> suffice. Please screenshot the screen that shows Summoner names, game stats, timeplay, and victory. This screenshot should be sent to your tournament organizer immediately. Should there be a dispute over results please contact your tournament official.

Elimination stage:
After each game, the winning team should contact a tournament official and show proof of the outcome of the game. Please wait for the official to direct you of when to start the next game.

No-shows:

If a team fails to be present in the game lobby at the appointed game time, they will be considered a no-show. There will be a grace-period of 10 minutes for all players to patch, log on, and accept the game invite. If the opposing team is *willing* to wait longer, you must take a screenshot of this agreement and send it to the tournament organizer.

No-show teams forfeit their game. Repeat offences may lead to disqualification from the tournament.

VI. Stoppage of Play:

Stoppage of play may occur if a player experiences issues that prevent them from playing such as: technical issues e.g. severe internet lag, computer malfunction or physical disruptions e.g. table/chair breakage. A team may call for a restart if the above occurs, but only before five(5) minutes of game time. If a restart is called after five(5) minutes, it will not be honored and the game will continue as normal. Any player disconnected from the game will have to attempt to reconnect as soon as possible. Contact a tournament official if you are experiencing trouble, and he/she will help you.

If a player intentionally disconnects without reason or without contacting Tournament officials, the game will play as normal.
In the event of a server crash, tournament officials will decide to
(a) restart the game
or
(b) award the team(s) a win based on any significant advantages achieved during game.

Should you experience an issue: Contact a tournament official and state in all-chat that you are having problems. Pause the game using the chat command: /pause. Work with the tournament official to solve the problem, as they will decide the outcome of your request.

VII. Pause usage:
1. Teams may use the Pause feature at anytime in the game if they are having technical difficulties.
2. If, for whatever reason, the team does not have a technical issue after a pause has been made, the team will be issued a warning.
3. If, for whatever reason, the team does not have a technical issue again after a pause has been made and they already have a warning, the team will forfeit the match and/or, at the sole discretion of the board of referees, they will be disqualified from the tournament.

VIII. Unfair Play:
The following actions will be considered unfair play:
1.   The use of any cheat and/or map hack program.
2.   Intentional disconnection from a match without prior approval from tournament officials
3.   The use of any game settings that exceed the standard and permitted game settings.
4.   Intentionally allowing an opponent to win the game.
5.   Looking at another screen to gain information that would otherwise be inaccessible.
6.   Unsportsmanlike conduct and disruptive behavior that is directed towards another player/team or tournament official or breaking the the Summoner's Code:
http://gameinfo.na.leagueoflegends.com/en/game-info/get-started/summoners-code/
7.   Intentional use of bugs that, upon review, is determined to be unfair play.
8.   Any use of unregistered/ineligible players ("ringers")

If a player/team commits any of these violations regarded as unfair play, the offending player/team, under the discretion of the tournament director or tournament officials/referees, may receive a warning, a forfeit loss, or disqualification from the tournament. During the event, the tournament leader or officials may determine any other actions not listed above as unfair play.

IX. Final Provisions:
The above-mentioned rules may be amended in the following cases:
(1) Should the tournament referees, at their sole discretion, decide to adopt the latest patch/version release of each official game;
(2) Should the tournament referees, at their sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
(3) Should the tournament referees, at their sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
(4) Should the tournament referees, at their sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.

(5) Should the tournament referees, at their sole discretion, find it appropriate to modify the rules during the course of the tournament in order to ensure fairness amongst competitors and the smooth operation of the tournament.

If a player or team is willfully disrupting or preventing the running or management of the tournament, any referee may take action including, but not limited to issuing a warning or disqualification of said player or team, depending on the severity of the player's or team's actions.
Keep games civil. Offensive language, excessive taunting, and the continued disruption or annoying of players via verbal or textual means are grounds for removal from the tournament at the discretion of the board of referees.

Note: Tournament Officials reserve the right to change any of these above rules to fit the interest of the tournament. These rules are not final and may change right before the tournament itself. Players are responsible for acknowledging the rules for the Supergirl Gamer Pro League of Legends Tournament, and must comply with these rules and any changes made.

Players must also understand that these rules only serve as a guideline, and that these rules may be subject to interpretation by tournament officials if the situation arises.