

# General rules

## 1. DISCLAIMER

- 1.1. The organizer reserves the right to amend/modify the rules without prior notice.
- 1.2. Any decisions on provisions not covered by these rules will be at the admin's discretion.

## 2. PARTICIPANTS

### 2.1. INFORMATION

- 2.1.1. Participants are required to provide the following information accurately upon registration:

- Full Name (as per NRIC)
- NRIC number
- Steam account ID
- Email
- Contact Number

### 2.2. EQUIPMENT

- 2.2.1. Participants may provide their own peripherals and hardware
  - This includes (but is not limited to): Mouse, Mousepad, Mouse Bungee, Keyboard, Headphones, Headset and USB cables
  - Any external/additional monitors are not allowed.

### 2.3. SOFTWARE

- 2.3.1. The following software will be installed on the tournament PCs
  - Steam
  - Blizzard App
  - Garena Client
  - Teamspeak
  - Discord
  - Logitech Gaming Software
  - Steelseries Engine 3
  - Razer Synapse
- 2.3.2. Players may not use other third party applications, programs, or download any software onto tournament PCs without approval by an admin

### 2.4. DRESS CODE

- 2.4.1. There is no dress code, however participants are still expected to dress politely and appropriately.

### 2.5. CONDUCT

- 2.5.1. Participants must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanour to spectators, opponents, members of the press, staffs, and to other individuals involved in the tournament.

- 2.5.2. Participants must remain quiet in the tournament area. Talking is allowed but must be kept at a reasonable level. Spectators are strictly forbidden to communicate with any players while they are competing.
- 2.5.3. Refrain from the use of vulgar language.
- 2.5.4. Players are expected to compete in a professional manner. Match throwing, halting play without reason, or any excessive behaviour will be construed as a violation of player conduct, hence resulting in a match forfeit and disqualification from the tournament.
- 2.5.5. The admin reserves the right to disqualify and dismiss any registered players at any stage of the tournament, for any reason and without prior warning.

### **3. TEAMS**

#### **3.1. ROSTER**

- 3.1.1. All team members must be registered beforehand, including substitutes
- 3.1.2. Any changes to the roster must be confirmed by the admin and will only be accepted before the start of the tournament.
- 3.1.3. Any stand-ins require the admin's permission.
- 3.1.4. Substitution of players will only be allowed BEFORE the match starts. Substitutions between games are NOT allowed.

#### **3.2. RESTRICTIONS**

- 3.2.1. There are no restrictions regarding any participant's account level or matchmaking rating.

#### **3.3. CONFIRMATION**

- 3.3.1. Teams are only confirmed upon reception of the confirmation email or through announcement in the event page:  
<https://web.facebook.com/events/176426346279013/>

#### **3.4. CHECK-IN**

- 3.4.1. Teams must check-in with the admin 30 minutes prior to the tournament start.
- 3.4.2. Team captains are responsible for ensuring all team members are present and ready to play upon check-in.

### **4. VENUE**

#### **4.1. ATTENDANCE**

- 4.1.1. Players must be present at the tournament area 15 minutes prior to their scheduled match.
- 4.1.2. Players are not expected to stay at the venue outside of their scheduled matches. However they must remain contactable.
- 4.1.3. Competition hall is strictly for competing players only.
- 4.1.4. Tournament staffs reserve the right to deny anyone, even a competitor from entering the tournament area without a valid reason.

#### **4.2. SETUP**

- 4.2.1. Each team will be given around 15 minutes to set up their equipment and warm-up before the start of the match.

- 4.2.2. With two minutes of pre-game remaining a tournament official will notify the teams that the game will begin shortly and to be prepared to start.

## **5. BROADCASTING**

### **5.1. OFFICIAL BROADCASTS**

- 5.1.1. The organizers may broadcast any games at their own discretion.
- 5.1.2. Any third-party broadcasts of the same game are not allowed without the admin's approval.

### **5.2. PLAYER BROADCASTS**

- 5.2.1. Players whose games are not broadcast may stream their own gameplay, however it is recommended to do so with a delay.
- 5.2.2. The organizers are not responsible for any occurrence of stream-sniping due to player streams.
- 5.2.3. Streaming during the main event is NOT allowed

## **6. COMMUNICATION**

### **6.1. ANNOUNCEMENTS**

- 6.1.1. Any announcements regarding the tournament will be made through our official discord group :<https://discord.gg/XVMKgUn>
- 6.1.2. Admins and marshalls can also be contacted via direct message through discord.
- 6.1.3. Any information not directly given by the officials are to be treated as invalid unless confirmed otherwise.

### **6.2. COMMUNICATION WITH THE ADMIN**

- 6.2.1. The admin can be reached using the discord link above.
- 6.2.2. Any important communications from the admin will be sent to the team captain's registered email directly.

## **7. CONFLICT RESOLUTION**

### **7.1. DISPUTES**

- 7.1.1. Any and all disputes between teams must be settled through the admin.

### **7.2. ALLEGATIONS**

- 7.2.1. Any allegations of misconduct, cheating or excessive behaviour will be treated seriously and thoroughly investigated by the officials.
- 7.2.2. The admin still reserves the right to ignore any allegations at their own discretion.

### **7.3. ADMIN DECISIONS**

- 7.3.1. Any decisions made by the admin and officials are final.

# **League of Legends**

## **1. ROSTER**

### **1.1. PLAYERS**

- 1.1.1. 5 main players and up to 1 substitute player (optional)

## **2. PENALTIES**

## 2.1. PUNCTUALITY

- 2.1.1. 5 minutes late: 1st round of bans forfeit
- 2.1.2. 10 minutes late: 1st round of picks forfeit
- 2.1.3. 15 minutes late: Match forfeit

## 3. GAME SPECIFIC RULES

### 3.1. GAME MODE

- 3.1.1. 5v5 Tournament Draft
- 3.1.2. Summoner's Rift

### 3.2. TOURNAMENT FORMAT

- 3.2.1. Group Stage: Swiss Style Best-of-One
  - Max 32 Teams
  - 2 rounds (+1 extra if needed)
- 3.2.2. Playoffs: Single Elimination Best-of-One
  - Semi-finalists qualify to the main event
  - Bronze match included

### 3.3. VICTORY CONDITIONS

- 3.3.1. Destruction of the opposing team's Nexus
- 3.3.2. Opposing team forfeits the match
- 3.3.3. All players on a team intentionally disconnects without reconnecting

## 4. RESTRICTIONS

### 4.1. UNFAIR ADVANTAGE

- 4.1.1. Any cheats, hacks, and bug exploits are strictly prohibited.
- 4.1.2. Any use of third party scripts, programs or specialized hardware that leads to an unfair advantage is not allowed.

## 5. GAME INTERRUPTIONS

### 5.1. PAUSING

- 5.1.1. Pausing at the start of the game to adjust in-game configurations are allowed.
- 5.1.2. Pausing due to technical issues (disconnections, game crashing etc.) are allowed.
- 5.1.3. Tactical pausing (pausing without any apparent technical issues) are NOT allowed
- 5.1.4. Players must provide a valid reason to the officials if a pause is called.
- 5.1.5. Any teams judged by the officials to have abused the pause function will be disqualified with immediate effect.

### 5.2. EXTERNAL INTERRUPTIONS

- 5.2.1. Any external interruptions (server crash, internet downtime, electrical outage) resulting in a loss of all match data will result in a remake of the game.
  - The hero draft and starting side must remain the same as prior to the interruption.

- If a significant amount of game time has been incurred prior to the interruption, a sudden death round may be played at the discretion of the admin.