

## **1. GENERAL RULES**

- 1.1 A minimum of 3 participants (4 if there is a registered substitute) must be a resident from the representing country.
- 1.2 The brackets will be available before the commencement of the tournament. No requests for changing the brackets will be entertained in any way.
- 1.3 Any player/team caught cheating by the administration will lead to an immediate disqualification.
- 1.4 In case of any other disputes, the decision of the tournament director is final and binding.
- 1.5 No third party can live stream/broadcast the matches or use any content from the matches without a written consent from the tournament director.
- 1.6 All participants are required to have their own Riot IDs to participate.
- 1.7 Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.
- 1.8 Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.
- 1.9 All information provided by the participant must be valid and if found faulty, it will result in disqualification.
- 1.10 Brackets and Schedule will be put up by the Administration and we will not entertain any requests to change the same.
- 1.11 All the matches will be played on an online server (SEA) provided by the game client.
- 1.12 A minimum of 4 players will be required to start the game, failing to report these minimum criteria will result in disqualification.
- 1.13 All official communication will be on the Tournament Discord Channel.
- 1.14 Teams are expected to report on the Discord server at least 15 minutes before the scheduled start time. In case the team fails to be ready 5 minutes after match start time they will be disqualified.

## **2.GAME SETTINGS**

2.1 Mode: Standard

Cheats: Off

Blood Spill: Off

Server: SEA

Latest version will be used for all tournament matches

2.2) The map pool for the tournament is

a) Bind

b) Split

c) Haven

d) Ascent

and can be modified at any point in the tournament by the administration.

2.3 Rounds: 25 Rounds.

2.4 Victory Conditions: The first team to win 13 rounds wins the map and the match is over.

### **3.TOURNAMENT FORMAT**

3.1 Round 1: Country Qualifiers - Single Elimination BO1 matches till the semifinals;

Semi Finals - BO3; Top 2 Qualify to Round 2.

3.2 Round 2: The top 6 teams (Top 2 from each country) will be split into 2 groups.

Teams in each group will play each other in a round robin format. Every match will be in BO3 format. Winner of each Group will proceed to the finals.

3.3 Tie Breaker Scenario. In case there is a tie with the number of wins, the following Tie Breaker Rules will be applied.

i) the Team with the highest number of Map wins will go through to the Finals.

ii) Round difference: In case of a tie in case i, Team with the highest round difference will go through to the Finals.

iii) In cases of a tie in case i and ii, the team with the highest round wins goes through to the Finals.

iv) In case of a tie in all the above cases, the round robin will be replayed in a BO1 format.

3.4 Round 3: Finals - BO3.

3.5 Map selection process:

For BO1

i) Slot 1 Bans a Map

ii) Slot 2 Bans a Map

iii) Slot 1 picks a Map and slot 2 selects the side for that game.

For BO3

a) Slot 1 from the Bracket selects Map 1 and slot 2 selects side for that game.

b) Slot 2 from the Bracket selects Map 2 and slot 1 selects side for that game.

c) A virtual coin toss is made for Map 3 pick/side selection between the teams.

3.6 If a player disconnects mid-round, the match will be continued regardless. The disconnected player may reconnect to the game before the match is completed. No restarts will be allowed.

### **4. PLAYER DISCONNECTS AND HIGH PING**

4.1 If a player disconnects mid-round, the match will be continued. The disconnected player may reconnect to the game before the match is completed. No restarts will be allowed.

4.2 Matches will not be restarted in cases where players encounter high ping issues.