

AYBOnline | BaseLAN 29.5

League of Legends Tournament Rules

Date: May 20th – May 22nd 2016
Admins: Graeme Carlson, Fraser Paterson
Format: Double Elimination
Team Size: 5

Schedule

Friday: 7 p.m. – 1 a.m. **Saturday:** 9 a.m. – 1 a.m. **Sunday:** 9 a.m. – 4 p.m.

RULES

Tournament Format

Mode: Summoner's Rift 5v5
Bans per team: 3
Restrictions: There are no item/champion restrictions. Champions can only be selected from unlocked champions on a player's account. Limited 1 account per player
Game Setup: Coin toss will be used to determine Team Captain that will pick blue or purple (first or second pick) of first game. Following games will alternate
All Matches will be made in custom feature using Draft mode.
Team captain of coin toss win will decide team mate host for match. Blue and purple side will alternate each Game within a Match. Host picks blue or purple first Game.
The Live Realm NA Server will be used for all Matches. Players must play on their own accounts.

Lobby Creation: Team Captain of hosting team will determine team member to host custom lobby with the following settings:
Team size: 5
Allow Spectators: Lobby only
Game Type: Draft Mode
Name: Team X(host) vs Team Y
Team Captains may add each other for invite capabilities

Pick/Ban Phase: As per draft mode settings Picks & Bans will be as follows:
Blue Team = A Purple Team = B
Bans: ABABAB
Picks: ABBAABBAAB

Champion Selection:
In the event that a champion was picked in error, the Team Captain must notify tournament admin before the other team has locked in their next selection. At the discretion of the admin the Pick/Ban phase will be restarted and brought back to the point prior to the wrong selection. If connection issues arise during Champ Select then the Pick/Ban phase will be done through text in the match lobby chat and players will play based on those Pick/Ban's made in chat.
Champions must be picked from a player's own account.

Winning conditions:
Winning conditions are as follows:
(a) Destruction of Nexus
(b) Forfeit by opposing team
(c) Technicality [*i.e. disqualification of opposing team*]

Awarded Game Victory:

A game victory will only be awarded in a situation (*ie. Late game server crash*) where one team is on the verge of certain defeat or if both teams agree to an outcome for that game. Victories may be awarded for the following reasons;

- (a) Gold Differential: Difference of gold between the teams is greater than 33%
- (b) Remaining Turret Differential: The difference of remaining turrets between the teams is greater than seven (7)
- (c) Remaining Inhibitor Differential: The difference in the number of standing inhibitors between the two teams is greater than two(2)
- (d) Nexus destruction: The nexus is practically dead.

Policies

Reporting Games

Players will be advised during the captains meeting prior to the tournament as to whether or not they are required to submit a screen shot of the match's final results. Report the game through LanHUB and notify the admin that the game has been completed so he or she can verify the information.

Screenshots must not be scaled up or down, and must clearly show the matches results.

Each team is responsible for providing screenshots of their match's results. Failure to do so may result in an automatic forfeit of the match.

Teams caught editing screen shots to change the match results will be removed from the tournament.

Computer/Hardware Issues

AYBOnline is not responsible for any problems that may arise during tournament play in regards to computer hardware or software.

Players are required to bring a suitable platform to use for the entirety of the tournament.

In the event of a system crash, a disconnect, or any other external event that interrupts tournament gameplay, the Captain is to immediately pause the match (if possible) and call for an Admin. The team will be given FIVE (5) Minutes to resolve issues and resume gameplay. Team Substitutions may be activated at this point, but are still subject to the 5 minute window to resolve the issue. (see Section: Player Swapping and Substitutions) If the issue cannot be resolved the match will be un-paused and played through, the player may rejoin into the progressing game if the issue is resolved if possible.

Tournament Organizers reserve the right to disqualify teams suspected of abusing this policy. Failure to contact an Admin after pausing a match will result in an automatic forfeit of the transgressing team.

Voluntary Disconnecting / Leaving

Players who voluntarily disconnect from a tournament match during gameplay automatically forfeit the match and a 'Buy' is given to their opponent. AYBOnline will determine the severity of each situation and provide a suitable time frame to resolve it based on the severity determined.

Player Swapping and Substitutions

All team based tournaments are allowed 1 substitute player. This player must be a registered attendee of BaseLAN 28 and not registered on any other team as a full member or a substitute. This player's name will be submitted by the team's captain during the Captains Meeting prior to the tournament. Substitutes must use their own player accounts in matches they play in.

Teams may activate a substitute player in-between matches by informing the Tournament Organizer that a) a substitute is being used, and b) which player on the current roster is being removed. Substitutes may only be swapped in-between matches. Once a substitute player has been activated, this player must play out the remainder of the tournament with the team. The player removed from the roster may not participate in any further games. Failure to comply with any of the previously mentioned rules will result in the team being disqualified from the tournament.

Streaming

Streaming is not allowed during this event in any capacity. People caught streaming will be given one warning and asked to stop. Further attempts to stream will result in expulsion from the event.

Check-In

Check-In is 15 minutes prior to start time of the tournament's match. If your opponent is 10 or more minutes late to the tournament start time or disconnects for more than 10 minutes, contact an Admin. If ruled that the opponent has been gone for that length of time, they shall be disqualified and a "Buy" will be issued for their spot.

Cheating

All players must conform to the rules and regulations they signed on the AYBOnline Waiver at sign in.

Any forms of ghosting, usage of broadcasting streams or software, or any other means to gain an advantage over an opponent will be considered cheating and result in a disqualification from the match and/or tournament.

Voice Client Applications are allowed but if an admin suspects that it is being used to gain an advantage over another team the suspected party will be asked to close/leave all voice client applications. This can include having persons in the client providing information to the team by any other means.

Any participants found to be cheating shall be disqualified and not eligible for any future tournaments and events.

If a player suspects another of possible cheating, take screenshot(s) of the incident in question, and contact an Admin immediately.