

# *Rising Star Cup*

## *(Season-1)*

### Tournament Details

**Mode:** CUSTOM

**Match Time:** 8.00 PM-12.00 PM (Night)

**Team:** 32 (Global)

### FORMAT

- THERE WILL BE TOTAL 5 ROUNDS IN THE TOURNAMENT. 1ST ROUND, 2ND ROUND, QUARTER FINAL, SEMI FINAL AND GRAND FINAL
- ALL THE ROUNDS WILL BE **BEST OF 3 (KNOCK OUT MODE)** WHERE THE LOSING TEAM GOES OUT OF THE TOURNAMENT. A SPECIAL 3RD PLACE DECIDER MATCH WILL BE HELD BETWEEN THE TWO LOSING SEMI FINALISTS.
- THERE WILL BE 08 MATCHES EVERY DAY IN 04 SLOTS, AT 8PM, 9 PM, 10PM, 11 PM RESPECTIVELY. FROM 2ND ROUND THERE WILL BE 4 MATCHES PER DAY.
- TOURNAMENT SCHEDULE WILL BE AS PER FIXTURES. THE WHOLE FIXTURE WILL BE GIVEN BEFOREHAND IN THE WEBSITE.
- EACH AND EVERY MATCH WILL BE BEST OF 3. FROM QUARTER FINAL BO3, EXCEPT THE GRAND FINALE WHICH WILL BE BEST OF FIVE (BO5/BO7).
- HIGHER RANKED PLAYERS OR SQUAD WON'T BE ABLE TO PARTICIPATE IN THIS TOURNAMENT. PARTICIPANTS HIGHEST RANK (PRESENT AND PAST): :-( (EPIC V TO MYTHIC 5)) [WE ARE DOING THIS CAUSE MOONTON GIVES SO MUCH PROTECTION CARD IN THIS SEASON, YOU KNOW THE REST...]

## RULES AND REGULATIONS

1. EACH AND EVERY TEAM MUST REPORT AT A DISTANT TIME BEFORE THE MATCH IN DISCORD FOR THE PICKING TOSS FOR THE MATCH.
2. ALL THE LEADERS WILL BE ADDED IN A DISCORD SERVER WHERE THE HOSTS, SQUADS AND REFEREES CAN COMMUNICATE WITH EACH OTHER. BUT ANY KIND OF TOXICITY, DISRESPECT, HATEFUL COMMENTS ARE NOT ALLOWED. IF YOU FEEL ANY PROBLEMS KINDLY INFORM WITH OUR ORGANIZERS OR REFEREE.
3. THE LOBBY WILL BE GIVEN 15 MINUTES BEFORE THE MATCH. ALL TEAMS ARE REQUESTED TO ENTER THE LOBBY BEFORE THE SCHEDULED TIME. WE WILL GIVE EXTRA 5 MINUTE AFTER THE SCHEDULED TIME. IF ANY TEAM FAILS TO SHOW UP AFTER 5 MINUTES OF THE SCHEDULED TIME THEY WILL BE DISQUALIFIED AND THEIR OPPONENT TEAM WILL BE ANNOUNCED WINNER. IF ANY SERIOUS ISSUE COMES UP, WE WILL CONSIDER THAT ONE, BUT YOU HAVE TO INFORM ONE HOUR EARLIER.
4. EACH AND EVERY TEAM WILL GET MAXIMUM OF TWO (02) MINS OF PAUSE FOR ONCE IN EVERY MATCH.
5. THERE WILL BE NO RESCHEDULING THROUGHOUT THE TOURNAMENT UNLESS THE ORGANISERS FEEL THE NECESSITY OF RESCHEDULING. IF ANY TEAM IS UNABLE TO PLAY IN THE SCHEDULED DATE, THIS WILL BE COUNTED AS WALKOVER.
6. ONLY REGISTERED PLAYERS WILL BE ABLE TO PLAY THE TOURNAMENT. SQUAD TAG OR SQUAD IS NOT MANDATORY FOR THE PLAYERS IF HE/SHE IS REGISTERED. IF ANY UNREGISTERED PLAYER WAS FOUND TO PLAY FOR ANY SQUAD, THAT TEAM WILL BE INSTANTLY DISQUALIFIED AND THEIR OPPONENT WILL BE ANNOUNCED WINNER.
7. **IF WE CAN FIND ANYONE TO SMURFING OR PILOTING WE WILL CHARGE 2000TK TO HIS/HER WHOLE SQUAD OR WHOLE GROUP. IF ANY GUY REPORT US ANY KIND OF PILOTING OR SMURFING ISSUE, HE MUST NEED TO PROVE THAT OTHERWISE CHARGE WILL COST YOU TOO.**

8. PLAYERS MUST BE DECENT AND NO TOXICITY WILL BE ALLOWED. IF ANY INCIDENT HAPPENS, MANAGEMENT HAS THE RIGHT TO DISQUALIFY THE PARTICULAR SQUAD OR THE PLAYER. EVERYONE IS REQUESTED TO SHOW PROPER RESPECT TO EACH OTHER.
9. ALL TEXT CHATS ARE NOT ALLOWED EXCEPT PAUSE REQUEST. RECALL SPAM AND EMOJI SPAM ALLOWED. BUT POINT TO BE NOTED, ***NO ALL CHAT TEXT.***
10. IF ANY NETWORK ISSUE OR AFK ISSUE EMERGES, ORGANISERS WILL NOT BE RESPONSIBLE AND THE MATCH WON'T BE RESCHEDULED.
11. THE HERO WHICH WILL BE RELEASED AFTER THE TOURNAMENT STARTS WILL BE PLAYABLE AT THE TOURNAMENT. IF ANY KIND OF NEW PATCH COMES UP, TOURNAMENT WON'T BE RESCHEDULE.
12. ANY USE OF HACK OR MODIFICATIONS ARE STRICTLY PROHIBITED. IF ANY ISSUE OF PILOTING OCCURS THAT PLAYER AND HIS/HER SQUAD WILL BE DISQUALIFIED.
13. DURING MATCH TIME AT LEAST 1 OF THE TEAM MEMBERS IS REQUESTED TO BE PRESENT IN THE SPECIFIED DISCORD CHANNEL SO REFEREE CAN COMMUNICATE WITH THE TEAM THROUGH DISCORD IF NECESSARY.
14. ORGANISERS HOLD THE RIGHTS TO CHANGE ANY RULES AND REGULATIONS OR ADD NEW ONES IF SEEMS NECESSARY.
15. EACH MATCH CONTAINS 3 REFEREE. IF ANY KIND OF IN-GAME ISSUE SHOWED UP, REFEREE DECISION IS THE LAST DECISION. ORIGINERS AIN'T GONNA JOIN THERE.

### **No of players:**

EACH TEAM CAN REGISTER 7 PLAYERS. YOU CAN'T CHANGE ANY OF YOUR PLAYER ONCE THE TOURNAMENT STARTS. AND NO UNREGISTERED PLAYERS CAN PLAY FOR ANY TEAM.

## Entry Fee

**100 BDT**

**Please send your registration fee at Bkash Number: +8801716-716322**

*(After registration in the website you will be sent a confirmation mail at your registered website. This means your registration has been booked. After that you have to send money 100BDT at +8801716-716322 and send the screen shot of bkash message to official FB page of “Let me shoutout” or “WarCities” Fb page. Please do remember if you can’t pay your registration fee within 1 day, your slot booking will be cancelled!)*

## Fixture:

Fixture will be published after the registration completion. Tournament will start from 16 dec, 2020. You can see the fixture on the **website: [www.warcities.com](http://www.warcities.com)** or check into **WarCities official FB page** or **let me shoutout official page**

## Result:

After each match day results will be published in the official website of WarCities or you can check into the **official fb page of WarCities** and **Let me shoutout official fb page**.

## Prize Pool:

**Total: 40,000.00 BDT**

*(Will be distributed as skin)*

- **1<sup>st</sup> prize: 8 epic skin**
- **2<sup>nd</sup> prize: 8 special skin**
- **3<sup>rd</sup> prize: 8 elite skin**

## Contact & Information:

For more information, you can contact the official hosts. Their fb page and discord link is given below:

**Emergency Contact Number:** 01712-139795, 01301018458, 01743614533

**Let me Shoutout FB Page:** <https://www.facebook.com/letmeshoutoutagain>

**WarCities Facebook Page:** <https://www.facebook.com/warcities>

**Official Website:** <http://www.warcities.com/>

**Official Discord:** <https://discord.gg/W2apV6T>

**Organizer**

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