

Beaver Legends Tournament Rules

- 1) Tournament official have the final say in any dispute on rules and their interpretation.
- 2) All participants must adhere to the Summoner's Code which can be found at the link below
 - a. http://na.leagueoflegends.com/articles/The_Summoners_Code
- 3) All players are welcome however only the first 8 teams of at least 5, 40 players or some combination of the two will be officially entered (entering as a team is suggested).
 - a. Players past that may be asked to play as alternates.
- 4) The tournament will take place in Hagg Saur on Bemidji State's campus and computers will be provided.
 - a. Mice, keyboards, headphones, mic's, mouse pads and other accessories will be allowed at the tournament official's discretion.
 - b. No outside computers will be allowed for gameplay.
- 5) Matches will follow the provided tournament bracket and teams will be placed into the bracket at random the day of the tournament.
- 6) Matches will be best of three games of 5V5 on Summoner's Rift
- 7) Games will be allowed 1 hour. A 10 minute warning will be given, in the event that a game goes over that the referee will use gold differential, tower kills, team kills, individual player gold and if all else fails a coin flip to decide the winner(In that order).
- 8) Teams on the top side of the bracket will get blue side for the first game in the match after that map side will alternate every game. Games will use the Tournament draft pick system.
- 9) Games will begin at 9:00am and teams are expected to be present by 8:30am on the day of the tournament.
- 10) Any additional rules can be found at
 - a. http://riot-web-static.s3.amazonaws.com/images/news/January_2014/TRB/Tournament%20Rules%20Beta.pdf