



**Bracket to be Released: Sunday April 5th 11:59PM**  
**Tournament Start: April 6th, 2015 (Monday of Week 2)**  
**Tournament End (Latest): May 25th (Memorial Day, Monday of Week 9)**

# Official Rules

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## **I. ELIGIBILITY**

**Eligible player(s) and / or teams must meet all of the following criteria.**

- A. Players must own at least 16 champions.
- B. No 'smurfs' or alternate accounts are allowed.
- C. Team members may only register for one team.
- D. Teams may have up to two substitutes per team.

## **II. REGISTRATION**

### **I. General Registration Information**

- A. The registration period will begin March 23, 2015 and will end April 3rd, 2015 at 11:59 PM PST.
- B. Registration costs will be: \$25 a team or \$5 per individual.
  - i. Any transactions made will be non-refundable unless special circumstances are specified in a request to a Game Official; in the latter case, refunds will be up to the Game Official's discretion.
- C. The Tournament will start Monday of 2nd Week (of UC Spring Quarter) on April 6th, 2015
- D. Players must have ownership of the accounts and Summoner names registered.
- E. In the case where a member decides to receive a name change, the Team Captain is responsible for notifying a Game Official immediately.

### **II. Pre-made Teams**

- A. A Team Captain will register all members of the pre-made team (up to 7 Summoners) under Team Sign-Up.
- B. The team must contain five members.
- C. Up to two additional substitutes may be added.

### **III. Individual Summoners and Teams With Less Than 5 Members**

- A. Individual Summoners and (Temporary) Team Captains must register themselves and, if applicable, their members under Single Sign-Up.
- B. The Game Officials will set the respective players up in a team of 5.
- C. There will be no substitutes in the team unless one or both of the groups have specified substitutes.

### **IV. Rosters**

- A. Lists of teams will be posted up by April 6th, 2015.
- B. No changes will be made after registration closes. Any changes after a team is registered must send an inquiry to [uclackipillowfight@gmail.com](mailto:uclackipillowfight@gmail.com)

### III. TOURNAMENT STRUCTURE

**I. Structure: This tournament will run on a single elimination, single round system.**

- a. Winning a series will push a team ahead onto the next bracket.
- b. Losing a series will drop a team out of the competition.
- c. Each round will last two weeks (unless more than 32 teams register, SUBJECT TO CHANGE).
  - i. More specifically, teams will be given exactly two weeks starting from Monday 12:00 AM PST of the current week to Sunday 11:59 PM PST of the second week to play their game.
- d. The matches are to be played on the basis of registration numbers:
  - i. If 16 teams or less register:
    - 1. The tournament will be based on a single round robin system.
      - a. Details regarding the single round robin system, should this system be utilized, will be announced upon the closing of registration.
    - 2. Each round consists of a one-week period.
  - ii. If the overall number of teams is greater than 16 but less than 32:
    - 1. The tournament will run on a best of three games, single elimination system.
    - 2. Each round consists of a two-week period.
  - iii. If more than 32 teams register:
    - 1. The tournament will run on a best of three games, single elimination system.
    - 2. Each round consists of a one-week period.
- e. Teams will be given a specified time period starting from (Day One) 12:00 AM PST of the current week to (Day Seven) 11:59 PM PST of the following week to play their game(s).
- f. To accommodate the 36 registered teams:
  - i. The tournament will begin with a Preliminary Round in which all of the teams will be matched according to ELO.
  - ii. Each team will be given the one-week period of Tuesday, April 7th through Tuesday, April 14th to play a best-of-three match.

1. The 18 winning teams will automatically advance into the next round.
2. Of the 18 losing teams, the Game Officials will determine the bottom 8 teams. These bottom 8 teams will play another best-of-three match while the other 10 teams advance.
3. The determining factor of the bottom 8 teams have been unanimously decided by all of the Game Officials prior to preliminaries and will be announced after all of the preliminary matches have been played. The information is withheld for the meanwhile to prevent the skewing of match outcomes.

## **II. Assignment of Tournament Brackets**

- a. The first few brackets will be created based on Summoners' Season 4 ranks.
- b. If a Summoner's Season 4 rank is not available, his / her Season 3 rank will be addressed.

## **IV. SCHEDULING**

- I. **Time Scheduling:** Team captains are responsible for contacting each other to agree with a time.
- II. In the event that one team does not communicate with its competition, the team that failed to communicate will be disqualified.
- III. In the event that both teams refuse to communicate with each other, both teams will be disqualified.
- IV. In the scenario where one or both teams can give a valid excuse as to why it was impossible or not reasonable to set-up a time, it is both teams' responsibility to contact a Game Official.
- V. In the scenario that both teams set up a match and fail to gather all ten members, the match must be rescheduled and played before the weekly deadline or both teams will be disqualified.
- VI. **Scheduling Games**
  - A. All scheduled games must be reported to [uclackipillowfight@gmail.com](mailto:uclackipillowfight@gmail.com) as soon as they are planned. Not every game will be spectated by a Game Official, but the reporting of games will help to monitor the tournament as a whole.

## V. MATCH RULES

### **I. Game Format**

A. All games must be played on Custom Game mode, Summoner's Rift map, with Tournament Draft mode.

### **II. Lobby Rules**

A. Teams are given a 15-minute grace period to show up with 5 players.

B. Teams are given an extra 5 minutes when the lobby is full to rearrange the pick order and to change mastery pages or runes.

C. Lobby Host can start the game when both teams have indicated that they are ready in lobby chat.

1. Blue/Purple Side, Picks, and Bans:

a. Teams will be randomly assigned to blue or purple side for Game 1.

Teams that are assigned Blue will be deemed the 'home' team and its team captain will be in charge of setting up the lobby and inviting players. b.

Game Officials will try to assign opposite sides each week as much as possible.

D. In the scenario where one person leaves the lobby accidentally, the exact same setup must be used prior to the leave (Same picks/bans, same champion selected in the same order).

## VI. GAMEPLAY RULES

### **I. Disruption of Play:**

A. Disruptions include: unintentional disconnections, server instability, and unavowed interferences with play.

1. Disclaimer: Teams and players are responsible for their own internet connection reliabilities and circumstances.

B. In the event disruptions occur within the first five minutes of gameplay or before first blood, the game may be restarted with the same champion picks.

C. If disruptions of play occur after the five minute mark or after first blood, the game must continue regardless of the disruption.

**II. In the event of a game crash (servers), teams will recreate a new game with the same picks, bans, and summoner spells.**

## VII. SUBMITTING A WIN

### I. Declaring a win:

- A. To declare a win through a No-Show, take a screenshot of the lobby with all 5 of your players in the game lobby.
- B. Otherwise, take a screenshot of the victory game lobby
- C. Send screenshots to [uclackipillowfight@gmail.com](mailto:uclackipillowfight@gmail.com) via e-mail with the following information:
  - 1. Subject: [LOL FOR CHARITY] Win Submission
  - 2. Body:
    - i. Game Number (i.e.Game1)
    - ii. Date of Match
    - iii. Winning team, losing team

## VIII. PRIZING

### I. The top three teams will be awarded the following prizes:

- A. The top three teams will be receiving cash prizes; the top four teams will be receiving individual Riot Points.
  - B. Regarding Riot Points:
    - 1. Substitutes will not be receiving the Riot Point prizes unless the Team Captain specifies otherwise.
    - 2. Riot Points will be given up to five registered Summoners per team.
  - C. Final Prizes:
    - 1. 1st Place:
      - a. Collective cash prize: \$100
    - 2. 2nd Place:
      - b. Collective cash prize: \$50
    - 3. 3rd Place:
      - c. Collective cash prize: \$25
- MORE PRIZES TO BE ANNOUNCED.