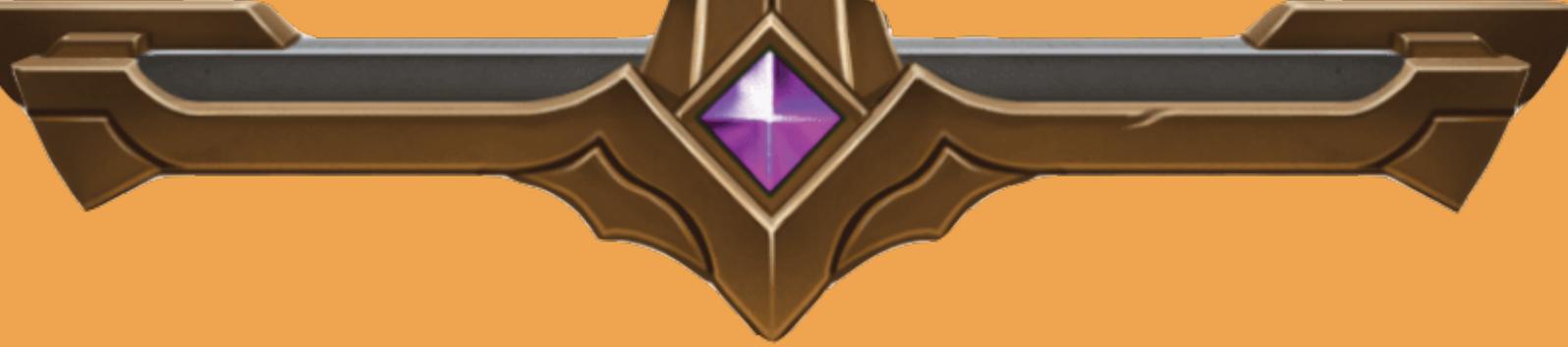


The official League of Legends logo, rendered in a golden, metallic font with a dark, textured background.

TOURNAMENT

RULEBOOK



GAME MODE

Each 5v5 must be played in a Custom Lobby with the following settings:

Map: Summoners Rift

Team Size: 5

Name: “Team A” vs. “Team B”

Game Type: Draft Pick

**Side Choice: The side would be picked via a fair coin toss supervised by the admins.
The sides allotted after the toss is final and will not be changed.**

WIN CONDITION

The team who completely destroys their opponent’s nexus or forces their opponent to surrender.

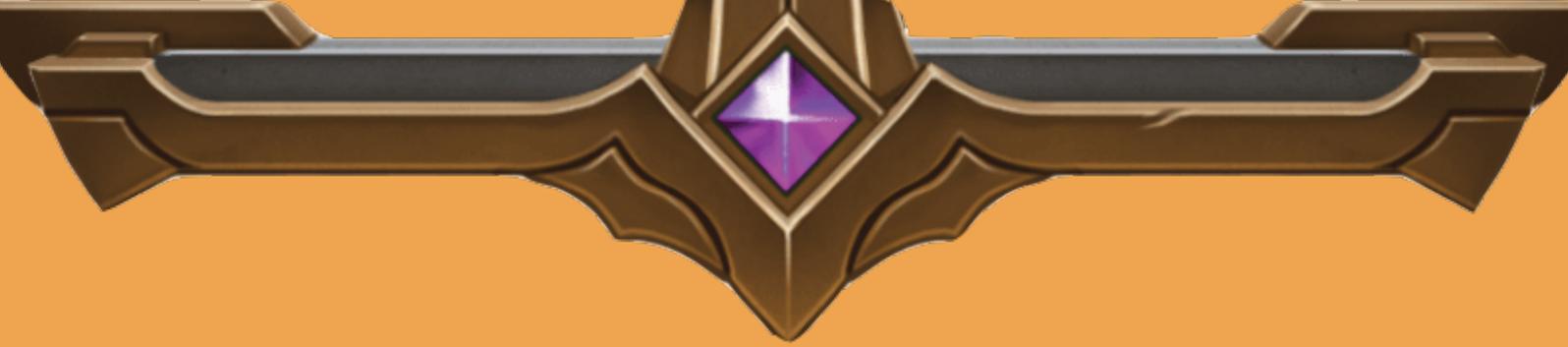
ADMINISTRATION

Everybody who is authorized by the organizer to administer the tournament based on its rules and regulations will be called an “admin” . In the following, the collection of all admins will be called the “administration”. The interpretation of any rule and its consequences and execution are at the sole discretion of the administration.

PARTICIPANTS AND COMMITMENT

Only real persons with a valid League of Legends Account are allowed to participate in the tournament. Additionally, every participant must fulfil the following conditions:

- **Participants must be at least 12 years old when playing in the tournament.**
- **By participating in the tournament participants acknowledge without limitation to comply with the rules and regulations and with the statements and decisions made by the administration.**
- **Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice and if necessary, overrule those to ensure fair play and integrity throughout each tournament.**



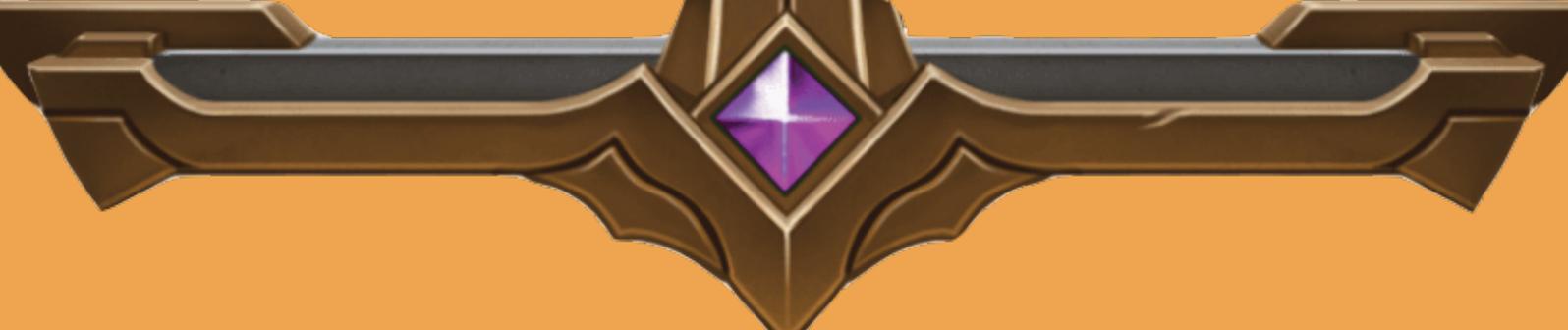
- **Every participant has to show the needed respect towards admins and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.**
- **Every participant must always have the newest version of League of Legends installed and has to check for updates in time before each match. Unless a new version comes out right before the match, patching is not a valid reason to delay it.**
- **Every participant must be registered on the form shared and have their correct League of Legends Account entered.**
- **Every participant has to try to win every round at every stage of the tournament. Purposely losing for any reason is strictly forbidden.**
- **Vulgar, racist, sexist or otherwise offensive participant names are forbidden.**
- **Every participant acknowledges the right for the administration to edit participants' names if names are deemed unfit for display.**
- **Every participant in the tournament consents to the collected footage of photo and audio material displaying or voicing them during the tournament to be stored and used for announcements, website content and other publications by the organizer restricted and unlimited in terms of time and place.**

COMMUNICATION

All communication between participants and the administration has to be held in English or Hindi at any time and at any stage of the tournament. The administration may be only contacted in person at the event or via the official event Discord. This helps admins to coordinate as a team and work faster on issues than with the help of other platforms. Any other form of communication may be ignored.

PUNCTUALITY

If one participant is not ready to start a match 10 minutes after the official match time, this participant may be subject to disqualification or a match loss. Each participant is obliged to obtain necessary evidence to the claim, which is then to be approved by an admin. Admins may extend the punctuality deadline in exceptional circumstances to get the match played.



RESCHEDULING / POSTPONING

Participants cannot postpone or reschedule matches to another date or time without the consent of the administration.

BEFORE THE MATCH

Availability: All participants must be available in League of Legends and the tournament Discord, as long they are actively participating.

Contacting the Opponent: Contacting the opponent must be done in person or through the tournament Discord channels.

MATCH AREA

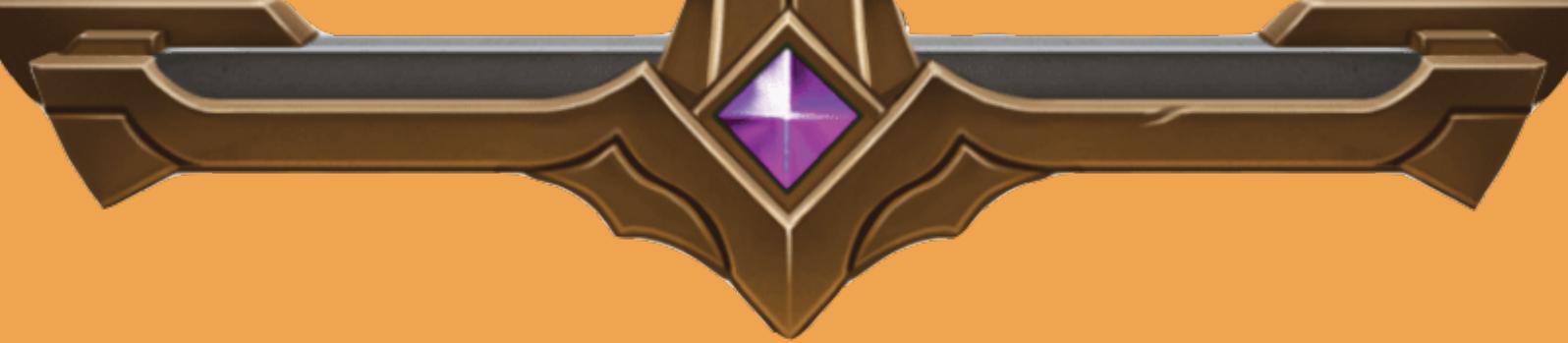
- **Disconnects:** If a participant disconnects during the champion selection, the lobby has to be recreated. As soon as the loading screen appears the match will count and must be continued.
- **Bug Abuse:** Abusing a bug is strictly forbidden.
- **Cheating:** The usage of any tool which manipulates the game is strictly forbidden.

AFTER THE MATCH

Reporting the score: The team leaders must report the correct result in the Discord channel or on the respective match page immediately after the match has finished.

PROTESTS

Protests regarding a match have to be brought to the attention of an admin and not later than 15 minutes after the match has finished. The protest must contain all necessary evidence (screenshots, replay etc.). If no sufficient evidence is provided the protest will be discarded. The protests should be brought to the attention of the admins ONLY by the team leaders.



RULE VIOLATION AND PUNISHMENT

The punishment for any rule violation includes but is not limited to:

- Disqualification from the qualifier
- Disqualification from the tournament series
- Prize Money Reduction
- Rule Violation in other Tournaments: organizer reserves its right to punish participants for heavy rule violations in external League of Legends tournaments.

TOURNAMENT FORMAT

Based on registration numbers, entrants will be placed into separate pools where they will compete in elimination brackets.

SCHEDULE

The exact schedule will be posted on the website, social channels and in Discord at a later date, based on registration numbers.

MATCH TIMES

The official match times will be published at a later date. In case the number of participants changes, the bracket and match times will be adjusted accordingly and announced on the tournament page.

If at least one participant of a match has not yet been determined at the official match time due to a delay in a previous round, the match time will be adjusted accordingly.

PRIZES

The prizes of each tournament are as follows:

Total Prizing Worth – Rs 3500

- 1st - Rs 2500
- 2nd - Rs 1000

CONTACT

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