

League of Legends 5v5 Rules

Tournaments Information

Date: 9/30-10/1
Console: PC
Max Teams: 16
Elimination Type: Single

Lobby Rules:

Lobby Password: Provided by T.O	Spectators: Lobby Only
Game Name: DBAP xx – Team A vs Team B	Tournament Location: Online
Game Mode: Tournament Draft	Series Type: Bo1
Server Location: NA	Team Count: Depends on registration numbers

**Share the Lobby Password with the opposing team to allow them to find your game.*

- Spectating the game will be set to lobby Only and in the case stream is available, we will be streaming the games on our official channel

Disconnect/connection issues

- If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.
- A game of record (“GOR”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward.
- If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur
- Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

Game Admin

- In case of any dispute regarding any issue, the final decision will be made by the admin.
- Game Admin has the power to refute any rule depending on the situation at hand.
- These Rules may be amended, modified or supplemented by DBAP Gaming, from time to time, in order to ensure fair play and the integrity of DBAP Gaming.