

Zenith League: League of Legends Tournament Rulebook

1. Tournament Format

- Rounds 1 and 2: Single Elimination, Best of 1 (BO1).
- Semifinals and Finals: Best of 3 (BO3).
- Battle for 3rd Place: Best of 1 (BO1).

2. Match Scheduling

- October 26, 2024 (Saturday): Games start at 7:00 PM sharp.
- October 27, 2024 (Sunday): Games start at 5:00 PM sharp.
- Teams must check-in 20 minutes prior to their scheduled game time in the designated tournament Discord channel.

3. Team Check-In and Grace Period

- Team Check-In: All players of each team must be present and checked in 20 minutes before their match starts.
- Grace Period: A maximum of 5 minutes will be allowed for teams to gather after the official start time of their match. Failure to comply will result in an automatic forfeit.

4. Match Streaming

- Round 1 and Round 2: A chosen matchup will be requested for stream broadcast.
- Semifinals to Finals: All games will be streamed live. Teams will be notified if they are selected for streaming.

5. Game Pauses

- Each team is allowed one (1) pause per game in case of technical difficulties. Technical difficulties

include:

- Internet disconnection
- Hardware malfunction (e.g., mouse, keyboard, or PC failure)
- Game bugs or crashes
- Pause Duration: Each pause may last a maximum of 5 minutes.
- Excess Pausing: Exceeding the allotted pause time or using multiple pauses will result in an automatic disqualification (DQ) for the offending team.

6. Side Selection

- For all matches, a coin flip will be conducted by the two teams to determine side selection (Blue or Red side).
- This will not be monitored by tournament officials and should be conducted fairly between teams.

7. Game Settings

- Map: Summoner's Rift
- Mode: Tournament Draft
- Restrictions: Any champion or item bans introduced by Riot Games at the time of the match will be enforced.

8. Conduct and Fair Play

- Respect: Players are expected to maintain respectful and sportsmanlike behavior at all times. Any form of harassment or toxic behavior will not be tolerated and may lead to disqualification.
- Cheating: Any use of exploits, unauthorized software, or external help during the game will result in immediate disqualification.
- Account Eligibility: Players must compete using their own accounts, and smurfing (playing on an account not owned by the player) is prohibited.

9. Disconnections and Remake Rules

- In the event of a complete server disconnection or if an issue affects all players, the game may be restarted at the discretion of the tournament officials.
- If only one player disconnects but cannot reconnect within the 5-minute pause limit, the game will continue without them.

10. Disqualification (DQ) Criteria

- Failing to check in 20 minutes before the match.
- Failing to be ready after the 5-minute grace period.
- Excessive pausing beyond the allowed single technical pause.
- Breaking any of the Conduct and Fair Play or Cheating rules.

11. Prize Distribution

- Grand Prize: Will be shipped to a single address within the Philippines. Teams must provide a delivery address where all grand prize items can be sent.
- Other Prizes: Cash prizes for second and third place will be sent via Gcash to the team captains, who will be responsible for distributing the prize to their team members.

12. Tournament Disputes

- Any disputes or issues that arise during the tournament should be reported to the tournament organizers immediately. Decisions made by the organizers are final.

13. Additional Notes

- Teams are responsible for organizing their coin flip for side selection.
- Communication regarding match timings, check-ins, and any updates will be handled through the official Discord channel.