

1. BATTLEFY RULES

1.1. Applicability of Rules

- 1.1.1. You acknowledge your acceptance of these rules by
 - 1.1.1.1. Signing or accepting a player participation form for this Tournament.
 - 1.1.1.2. Registering and participating in any game that is part of this Tournament.
- 1.1.2. If you (or your parent or legal guardian) do not accept these rules OR you do not meet the Tournament Eligibility Rules listed in Section 2.6, you may not participate in this Tournament.
- 1.1.3. The tournament administration team has the sole discretion to override the terms of this rule set or create new terms at any time.

1.2. Participation Requirements

- 1.2.1. Registration: Players must complete registration before the start of the tournament in order to participate in the tournament. It is recommended that players register well in advance of the start time of the tournament in the case of additional requirements and/or technical errors.
 - 1.2.1.1. In order to register for this tournament, players must also register for a V Gaming League account, and link that account to their Battlefy account.
- 1.2.2. In Game Name: Each player is responsible for submitting the correct in game name to the Battlefy platform, and to update it in the case that it changes in game. If a player does not input the correct in game name, they may be disqualified from the tournament.
- 1.2.3. Additional registration fields, if requested, are required for this tournament. Players who do not fill in all the registration fields may be disqualified from the event at the discretion of the tournament administration team.
- 1.2.4. Match communication with opponents will occur on the Battlefy match page for each respective match.
- 1.2.5. Tournament support will occur on the official tournament Discord support server. Please post tournament questions in the designated support channels in the Discord support server. Official Discord links can be found on the tournament Contact page.
- 1.2.6. Score Reporting will occur on the Battlefy platform. The winning player should report the score of the match immediately after it has been played. It is recommended that screenshots of end game screens be taken.

1.3. Player Behavior and Names

- 1.3.1. Players may not use racist, sexist, hate-speech, or otherwise inappropriate language or behavior.
- 1.3.2. Player names must not include derogatory or inappropriate words.
- 1.3.3. Unsportsmanlike behavior or player names may result in a forfeit of a Game/Match, or Ban from the tournament.
- 1.3.4. Whether or not an incident violates the rules of the tournament is solely up to the discretion of the tournament administration team.

1.4. Disqualification

- 1.4.1. The violation of any of the conditions in the rule sets may result in disqualification from the tournament as determined by the tournament administration team.
- 1.4.2. Any form of cheating or use of macros may result in a Ban from the tournament.
- 1.4.3. Use of any third party software that performs multiple key presses (macros) or gives players extra information not normally provided by the game client are strictly forbidden.
 - 1.4.3.1. Does not include VOIP software such as Discord/Skype; keyboard or equipment drivers/software or any software required to be installed by the Tournament Organizers.
- 1.4.4. Cheating, use of restricted third party software or macro use accusations must be verified by a Tournament Administrator. A Match Issue must be submitted immediately, along with proof, screenshot or video, of the cheating. For all cheating claims, the burden of proof is on the accuser.

2. V GAMING LEAGUE RULES

- 2.1. Tournament Operator: Battlefy
- 2.2. Tournament Partner: V Gaming League
- 2.3. Tournament Support: <https://discord.gg/yjPgWRu>
- 2.4. Tournament Director: John-BFY#9187
- 2.5. Tournament Admins: John-BFY#9187, Niagol#5187

2.6. Tournament Eligibility

- 2.6.1. **Eligible Countries:** Your permanent address must reside in one of the following **eligible countries** in order to participate in this tournament: United States of America & Canada
- 2.6.2. **Minimum age:** You must be at least 13 years old by the tournament start date in order to participate in this tournament.

2.6.3. **Tournament check-in** is required in for this tournament. Tournament check-in will begin 60 minutes prior to tournament start time. Players who fail to check in for the tournament will not be allowed to participate.

2.7. **Match check-in** is not enabled for this tournament. If a team does not report for their match within 15 minutes of it becoming available, they will automatically be considered forfeit and will be disqualified from receiving any prizes.

3.

3.1. **Prizing**

3.1.1. Prizing for this tournament is as follows:

- 3.1.1.1. First Place Team: \$3,000
- 3.1.1.2. Second Place Team: \$2,000
- 3.1.1.3. Third Place Team: \$1,000

3.1.2. Disqualified or Ineligible players are not eligible to receive prizes.

3.1.3. Prize distribution is subject to Battlefy receiving the information requested of each player at the conclusion of the tournament.

3.2. **Schedule**

3.2.1. The following schedule of dates are subject to change.

3.2.2. Tournaments will begin at 3pm EST on September 14th

3.3. **Streaming**

3.3.1. Streaming for this tournament is allowed.

3.3.2. Players and/or Casters are required to have an [2] minute delay on their stream.

3.4. **Settings**

3.4.1. **Tournament Settings**

- 3.4.1.1. Bracket Type: Single Elimination
- 3.4.1.2. Match Type: Best of 1 until Finals, then Best of 3
- 3.4.1.3. Region/Server: North America
- 3.4.1.4. Team Format: 5v5

3.4.2. **Game Settings**

- 3.4.2.1. Game Type: Tournament Draft
- 3.4.2.2. Map: Summoners Rift
- 3.4.2.3. Pause Time Allowed: 10 Minutes
- 3.4.2.4. No Show Time: 10 Minutes
- 3.4.2.5. Win Condition: Game Victory

4. GAME RULES

- 4.1. All matches will be played using the tournament code that Battlefy provides. To get the code, navigate to the bracket and then click on the match that you're supposed to play. Then copy the code and paste it into the League of Legends game client by clicking play, then selecting custom game, then selecting the trophy icon.
- 4.2. Team members may be invited to the room as well.
- 4.3. The team in the upper side of the bracket (or left side of the match page) will play blue side. The team in the lower side of the bracket (or right side of the match page) will play red side.
- 4.4. Players will only be considered team members if they are part of the team on Battlefy before the tournament starts. Once the tournament starts, Battlefy will not update changes in teams. Players can only play in one team per tournament.
- 4.5. Teams are allowed to do a Placeholder if it was talked through before going to champion select.
- 4.6. If the champion select needs to be restarted due to a bug, the same champions and bans must be kept.
- 4.7. Matches can be restarted only if there's a bug or if the server is unstable, the players must pause the game and contact a Tournament Administrator, then wait for an answer on how to proceed.
- 4.8. All the players must respect The Summoner's Code and the League of Legends terms of use, any behavior against these rules will be penalized.
 - 4.8.1. Terms of Use: <http://na.leagueoflegends.com/en/legal/termsfuse>
 - 4.8.2. The Summoner's Code: <http://na.leagueoflegends.com/en/featured/summoners-code>

4.9. Reporting Issues

- 4.9.1. **Contacting a Tournament Administrator:** To contact a Tournament Administrator use the Battlefy Match Issue button and report the details in the Match Chat. If a Tournament Administrator doesn't respond in the match chat within 5 minutes, contact the Administrators on the official tournament Discord chat.
- 4.9.2. **No Shows:** No Shows must be verified by a Tournament Administrator that the opposing team has not fully arrived within the allotted time. Contact a Tournament Administrator after the No Show Time has elapsed with screenshot proof.
- 4.9.3. **Technical Issues:** Players are solely responsible for their own internet connection and game. If a team suffers a disconnection, the player will be given pause time to reconnect to the game (the team with the disconnection should request for a pause). If they have not reconnected in that time, the team will have to continue playing without that player or forfeit the game.

- 4.9.4. **Reporting Scores:** Score reporting is automatic on Battlefy when using the tournament code provided by Battlefy. If there is an issue where the Tournament Administrator has directed a team to play without this code then the winning team must report the Match results within 5 minutes of its completion to a Tournament Administrator. Failure to report the Match results on time may result in a Forfeit.
- 4.9.5. **Screenshots:** At least one member of each Team should take a Screenshot(s) of each Game's results in case proof is needed for a dispute. Screenshots should be clearly visible and contain the Game Score, all Players on both Teams, and a time stamp.
- 4.9.6. **Disputes:** To dispute Game/Match results, Players/Teams must notify a Tournament Administrator that they would like to dispute the results before a new Game/Match has begun.
- 4.9.7. **Dispute Evidence:** If a Screenshot(s) is needed in order to resolve a dispute, it should be linked in the Battlefy Match Private Chat via an image linking site such as imgur. Videos may also be uploaded and linked to a website such as YouTube. The issue must be clearly stated as well as the time in the video in which the issue occurred, and/or what the Tournament Administrators should be looking for in the picture. Players may also send this evidence to Tournament Administrators via the official Discord chat through Direct Message (DM).