### **League Of Legends Tier 1 and 2 5v5 Tournament Rulesets**

**Shadowverse Evolve TCG Tier 2 Webcam Locals Tournament Ruleset Tournament Format**:

* **Game Format**: Best of 1, Double Elimination, Online LoL Client, Fearless Draft
* **Round Time Limit**: Until All Games Are Completed
* **Deck Requirements**:
  + Low Elo Tournament: Emerald and Below Players
  + High Elo Tournament: Diamond And Higher Players
* **Entry Fee**: $15 Per Player ( Monthly Tier 1 ) or Free To All ( Weekly Tier 2 )

### **Tournament Rules: 5v5 Low And High Elo League Of Legends**

1. **Eligibility**
   * **Only players ranked Emerald or below are allowed to participate.**
   * **Players must provide proof of rank upon registration.**
     + **Google Drive Link: TBD**
2. **Format**
   * **Double-Elimination Bracket:**
     + **All matches are Best-of-1.**
     + **The finals will be Best-of-3.**
   * **Matches will be played online using the League of Legends client.**
   * **1 Timeout Per Game ( Team Pause Coordinated in all chat )**
3. **ProDraft for Champion Selection**
   * **Champion picks and bans will be conducted using** [**ProDraft**](http://prodraft.leagueoflegends.com/)**.**
   * **Once ProDraft is complete, teams will join the custom game lobby and select their champions as determined by the draft.**
   * **Teams are responsible for ensuring they adhere to the draft selections. Failure to do so will result in a loss for the offending team.**

### **In-Game Rules**

1. **Game Setup**
   * **Map: Summoner's Rift**
   * **Mode: Tournament Draft**
   * **Side Selection: Determined by coin flip (winners choose Blue or Red side).**
     + **Coin Flip Website:** [**Just Flip A Coin! Instant 50/50 Coin Toss. Heads or Tails?**](https://justflipacoin.com/)
2. **Tactics and Gameplay**
   * **Players may use any legal in-game tactics, such as:**
     + **Lane swaps**
     + **Double junglers**
   * **The use of all champions, runes, and items available in the current patch is permitted.**
3. **Disconnections**
   * **If a player disconnects, the game will be paused until the teammate can return. Teams must continue playing unless both captains agree to pause and contact the Tournament Organizer (TO) for assistance.**
     + **Players must continue with the game if they cannot reconnect.**
   * **If a team intentionally leaves the game or requests a remake without valid grounds, they forfeit the match.**
4. **Winning Conditions**
   * **The match ends when the opposing team’s Nexus is destroyed or if the opposing team forfeits the match.**

### **Code of Conduct**

1. **Player Behavior**
   * **Players must uphold a standard of respect and professionalism towards teammates, opponents, TOs, and viewers.**
   * **Toxicity, harassment, hate speech, or disruptive behavior will result in immediate disqualification.**
2. **Cheating**
   * **Any form of cheating, hacking, scripting, or exploiting will result in an instant ban from the tournament and future events.**
3. **Fair Play**
   * **Players must not ghost streams or engage in any form of collusion with other teams.**
   * **Match-fixing or intentional throwing will lead to disqualification and a ban.**
4. **Streaming and Spectating**
   * **Players are welcome to stream their matches but must ensure a delay is active to prevent ghosting.**
   * **Unauthorized spectators are not permitted in the game lobby unless approved by TOs.**

### **Professional Esports Rules Adaptation**

1. **Timeouts and Technical Issues**
   * **Each team is allowed a maximum of 5 minutes per match to address technical issues (e.g., hardware failure).**
   * **After 5 minutes, the game will proceed, and any unready players will be required to reconnect on their own.**
2. **Roster Changes**
   * **Teams must submit their final rosters before the tournament begins.**
   * **No roster changes are permitted once the tournament starts unless approved by TOs due to unforeseen circumstances.**
   * **Roster Standards** 
     1. **5 Main Players**
     2. **2 Substitutes (Optional, you can have 0)**
     3. **1 Coach is allowed per team**
3. **Match Reporting**
   * **Both teams are responsible for reporting match results to TOs immediately after a game concludes.**
   * **Teams must provide proof of results via screenshots if there is a dispute.**

### **Tournament Schedule and Entry**

1. **Weekly Free Tournaments**
   * **Entry is free, and the tournament will follow the format listed above.**
2. **Monthly Tier 1 Tournament**
   * **Entry is $15 per player.**
   * **A prize pool will be distributed to top-performing teams.**

### **Additional Information**

1. **Tournament Organizer (TO) Role**
   * **TOs will oversee all matches, resolve disputes, and enforce rules.**
   * **The TO's decision is final in all matters.**
2. **Disqualification**
   * **Failure to adhere to the rules, deadlines, or TO instructions will result in disqualification.**
3. **Communication**
   * **Players must join the designated Discord server for match communication, room codes, and TO updates.**
4. **Patch Notes**
   * **Matches will be played on the current patch. Teams are encouraged to review patch notes to stay informed about any changes.**

**Thank you for participating in our Mid to Low MMR League of Legends Tournament! We look forward to fostering a fun, competitive, and professional environment for all players. Good luck, and may the best team win!**