

Lake Charles Scion eSports

Thanksgiving Open 4

Featuring League Of Legends

Updated October 4th, 2014

Hosted by Lake Charles Scion

RULES AND REGULATIONS

The information contained in this document combined with that noted on the official Tournament Bracket and Riot Games League of Legends Terms of Use will constitute the Rules and Regulations of the E-Sports Tournament, hosted on the premises of Lake Charles Toyota Scion, by Lake Charles Scion.

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1.) LEGAL:

This event is intended for participants age 16 and older and as such, a zero tolerance policy for illicit substances will be in effect. Possession of any alcohol, tobacco, and any other age-restricted substance, as well as any illegal substance, or a firearm, knife, or weapon of any kind, will be grounds for immediate removal from the premises, forfeiture of all paid fees and prizes, and if prohibited by law, prosecution to the fullest extent possible under the law.

Vulgar or offensive attire, visible evidence of intoxication or influence of any behavior altering substance, use of profanity including any hateful, obscene, offensive, racist, sexual, or violent words in any context, will not be tolerated and will also be grounds for dismissal from the event without warning.

By registering for the event the player consents to allow the use of his or her name, photographed image, team name, and any information contained in his or her registration form, by the Hosts for any purpose, promotional or otherwise, at any time and in any form. If the player does not wish to consent to these terms, he or she should not register for this event, or if already registered, should withdraw immediately with written statement denying these terms of consent.

NOTICE TO PARENTS: We intend to provide a safe, positive, and entertaining environment for all attendees; however we cannot accept responsibility for the whereabouts, activities, associations, etc. of any of the participants, spectators, or other individuals. Minors are the sole responsibility of their legal guardian at all times during the event. Please see the PARENTAL CONSENT FORM if your child is under 18, as you are required to review and sign that waiver for them to be allowed to participate. No one under 16 years of age will be allowed into the event unless they are accompanied by their parent or legal guardian, and no one under 18 years of age will be allowed into the event without prior written consent from their parent or legal guardian.

The hosts reserve the right to change the terms of these Rules and Regulations, including but not limited to matchmaking methodology, game format, bracket structure, schedule, prize content, and team eligibility, times, date, content, and implied consents, at any time and without notice, up to and including November 17th, on which date at 4:30PM the official and finalized Rules and Regulations will be posted at the tournament site for the review of teams checking in.

The hosts claim no affiliation or cooperation with Riot Games or any of their related companies or subsidiaries in the planning or promoting of this event. This tournament is for recreation only and is not for profit as the expenses to host the tournament far out-weigh the revenues from registration fees, we are using only legally purchased and owned copies of the game, we are not Riot's LAN Client, and we are not charging people to watch the games. As such our event should not fall under any commercial violation of copyright or terms of use. In the event of a disagreement between any of these parties, the hosts will immediately concede to Riot's stated terms, including if necessary, cancelling the event and refunding all registration fees.

2.) LOGISTICS:

All on-site games will be played on house PCs and 20" ASUS (or equivalent) LCD monitors. Each game station will be equipped with a standard Logitech keyboard and mouse, however, a simple USB hub will be available at each game station to accommodate a custom keyboard and mouse. No add-ons, mods, or other software will be allowed, whether Riot sanctioned or not. Other than keyboard and mouse, no extra peripherals of any type will be allowed for communication, monitoring, control, etc. No equipment changes will be allowed during a match, unless agreed upon by the opposing team and the Game Admin. Keyboards and mice with programmable keys will be allowed, with the stipulation that such key bindings are done within the League of Legends control customization framework. Macro functions or any programmable key that represents more than one standard keystroke will not be allowed for use in the tournament. Exceptions may be made for players with disabilities requiring modified equipment, but such exceptions must be approved in advance of the event. Such players should contact one of our agents as soon as possible with equipment eligibility concerns. All rules that apply to standard Battle.net ranked ladder games will be in effect during the tournament.

Five players are required to be present at the designated game station to start a round. Immediately following the completion of a round, a 10:00 minute break timer begins. If all players are not present 3:00 minutes prior to the next round start time the match will be declared a forfeit. If the first game of a multi-game tournament round is declared a forfeit, the forfeiting team has 5:00 minutes to report to the game station to participate in the second game of the round. As tournament games are best two out of three, two forfeits constitute a loss of the round by rule and elimination from the tournament.

3.) REGISTRATION/CHECK-IN:

a.) REGISTRATION PROCESS

Each player must completely and honestly to the best of his or her ability fill out the registration form and deliver it to Lake Charles Toyota on or before November 1st for a team to be eligible. The registration form for the Team Captain will be the official representation for the team, and will determine the registration order if and when registration order is used for seeding, door prize eligibility, or any other purpose throughout the event. Each member of a team must report the same Team Captain and Team Name for the team to be valid. Up to two alternates will be allowed per team. Regardless of number of players and alternates, only four prizes will be awarded in the event that a team with alternates qualifies for a prize.

As teams are registered they will be logged in our system, added to the Challenge.com event, and invited via email to sign-in and accept the Challenge invite. Only once a team is logged on the Challenge event will he/she be considered to have completed a valid registration process. In order for the team to be recognized by Challenge, each player must be registered individually and associated with that team. Creating a sign-in and accepting the invite on Challenge is not required, but will be necessary if you wish to receive match notifications, follow results, be eligible to make match predictions, etc.

Check-in for the live portion of the event will begin at 12:00PM November 23rd, and all teams must be represented by at least one member on site by 12:30PM and must have all members present at game time or they will be at risk of being disqualified and replaced with a stand-by team.

b.) TEAM NAME REQUIREMENTS

Your team name must not violate any terms in these Rules and Regulations, specifically but not limited to, those regarding use of profanity including any hateful, obscene, offensive, racist, sexual, or violent words in any context.

Team names must be registered with the Team Captain's registration form by November 1st to be valid. If a team is registered without a team name past the November 1st registration deadline, a four character random alpha-numeric string will be assigned as the team name.

If any team member, observer, or member of the general public expresses concern about the appropriateness of a team's name, that team will immediately be required to change its name. If the

team refuses to change the name, or is unavailable by contact about a new name within 24 hours, a four character random alpha-numeric string will be assigned as the team name.

4.) PLACEMENT PHASE:

The seeding/placement phase for League of Legends will consist of seven rounds of single games in which each team will play four games against four randomly selected opponents. The placement phase will be played entirely online using the LoL pvp.net client.

a.) PLACEMENT GAMES

Each match in the Tournament Phase will consist of a a single standard Summoner's Rift. Match rules will exactly mirror Riot's League Championship Series rules unless otherwise specified by hosts or Game Admin.

b.) PLACEMENT PHASE SESSION SCHEDULING

Under review.

c.) TOURNAMENT SEEDING METHODOLOGY

At the conclusion of the Placement Phase, the teams will be seeded for the tournament. A scoring algorithm based on the team's win/loss/draw record and the win/loss/draw record of the team's opponents will be the primary consideration in seeding. In the event that more than 16 teams are allowed to register and participate, the order in which teams registered may also be considered in seeding. The hosts reserve the right to protect an arbitrary number and rank of seeds to fill with teams based on registration order if they see fit to do so.

Due to the relatively small number of games played per team compared to number of teams, it is conceivable that several ties will occur. Since every team will not play every other team as is the case in a true Round Robin, and thus will have been matched unfairly against opponents, ties between teams at the conclusion of the Placement Phase will be broken using a "strength of schedule" method. A score will be calculated for each of the tying teams using the following scoring method, which are then compared to break the tie:

Each win in Placement will count for two (2) points.

Each draw in Placement will count for one (1) point.

Each loss will count for no points.

Each win by each of the tying team's 4 opponents will count for two (2) points.

Each draw by each of the tying team's 4 opponents will count for one (1) points.

Each loss by each of the tying team's 4 opponents will count for no points.

The team score will be tallied up and divided by the "perfect score" situation team score, which is 8 (4

wins x 2 points), and the opponents scores will be tallied up and divided by the “perfect score” situation opponent score which is 24 (4 teams x 3 wins x 2 points). The team score portion is calculated at a fraction of 2/3 of the team’s final matchmaking score, and the opponents score is calculated at a fraction of 1/3 of the team’s final matchmaking score.

Example:

Team A’s Placement record is 4-0-0, the record of the 4 teams they beat are all 3-1-0 (losing only to Team A)

Team B’s Placement record is 4-0-0, the record of the 4 teams they beat are all 2-1-1 (losing to Team B, and drawing with another team.)

2/3rds of Team A’s score and Team B’s score will be 8/8 (1.00), because they’re both 4-0-0, but Team A will win the tie because their total matchmaking score will be higher, since Team B’s opponent score is lower, thus the 1/3 of their score determined by opponents score is also lower. We feel this method quantifies as accurately as possible the higher difficulty factor of the opponents Team A was randomly seeded against.

d.) SPECIAL STATISTICAL CASES

Any 4-0-0 (all wins) team is guaranteed one of the 4 one seeds into the tournament bracket. Any team that is 0-4-0 (all losses) will be disqualified from entry into the tournament phase.

Explanations:

Any team that is 4-0-0 will be guaranteed a one seed in one of the four divisions of the tournament bracket. This is due to the fact that even the best matchmaking system has no ability to effectively quantify the skill of an undefeated team, when compared to another undefeated team, as there is no way to know for sure how strong of a team either of the undefeated teams could have beaten had they been matched against one. Essentially, when comparing teams who are 4-0-0, the matchmaking system is ONLY comparing the skills of the teams’ opponents, and not comparing the skill of the teams in question at all, which is not the intent of the matchmaking system. The only effective way to seed any potential 4-0-0s is to create an override.

Conversely, using a weighted matchmaking system, it is hypothetically possible for a team with no wins to be seeded high enough to earn a tournament berth. However, this is also an inappropriate application of the methodology for the same reason; in the special case of a team who has zero wins, the matchmaking system is only judging the skill of the team’s opponents, not the skill of the team being scored. In light of this, any team with no wins or draws (0-4-0) will be disqualified from earning a tournament seed.

5.) TOURNAMENT PHASE:

Tournament play will begin at 1:00PM. Once the staff is prepared to begin the Tournament Phase, a 5:00 minute countdown will begin. After 5:00 minutes, the presentation of the Tournament Bracket

will begin. At this time the seeds will be announced, as well as the Round and Game Station assignments. Once the announcements are complete, the teams will have 5:00 minutes to make their preparations and report to their assigned game station for the commencement of the Tournament Phase.

a.) TOURNAMENT MATCHES

Each match in the Tournament Phase will consist of a “best of three” series of standard Summoner’s Rift games. Match rules will exactly mirror Riot’s League Championship Series rules unless otherwise specified by hosts or Game Admin.

All the tournament rounds will play out in the order announced at the start of the tournament, until the only game left is the championship game. When all other rounds are played and there are only two teams remaining, the two teams eliminated in semi-final rounds will play a single game to determine the 3rd place finish. At the conclusion the 3rd place game, the Championship Round will be played in the same style as the rest of the tournament matches.

b.) TOURNAMENT TIME LIMIT CONTINGENCY

We have made every attempt to foresee and plan for every minute of time that will pass during the course of the event. That being said, there are an innumerable number of variables that will affect the flow of the evening, all of which are not possible to account for. There is a limited acceptable amount of time and hour of the night before which the tournament must be entirely complete. To manage this the hosts reserve the right at any time to add to, eliminate, or restructure the tournament setup in anyway, including but not limited to bracket structure, rules of matches, length of matches, rules of matches, and length of breaks.

Any adjustments to the tournament structure will be made a planned times. These possible adjustment times are: Immediately following the conclusion of the Placement Phase, immediately before the beginning of the Tournament Phase, and immediately following each complete round of tournament matches. As each of these times approaches, the tournament progress will be reviewed and compared to the planned schedule. Any adjustments that need to be made will be made and announced at these pre-determined review points.

c.) AWARDS PRESENTATION

At the conclusion of the Championship Round the prizes will be awarded. All team members must be present to accept their prize. All prize winnings will be forfeited if any violation of these Rules and Regulations are discovered at any time during the event.

PRIZES TBD

By claiming a prize the player consents to allow the use of his or her name, photographed image, team name, and any information contained in their registration form, by the Hosts for any purpose, promotional or otherwise, at any time and in any form. If the player does not wish to consent to these terms, he or she may forfeit the prize as above stated. If any member of a team chooses to forfeit

their prize, they will be protected from the terms of this agreement as it pertains to the prize winnings; however, all players who participated have agreed to the terms of consent for participation.

6.) CONTACT INFORMATION

Please visit our tournament website or Facebook page for information and updates about the event.

<http://www.scionesports.com>

<http://www.facebook.com/sciongorilla>

Any additional questions, comments, or concerns should be directed to tournament staff.

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