<u>**General**</u>
Competition Method: 5 vs. 5

Maximum Roster Size: A maximum roster size of 7 is permissible this tournament, with 5 players and 2 substitutes. All rostered players must be registered in the team during the registration process or they will not be allowed to play at the tournament. (Note: Players must declare their starting players before the draft process of the match begins.)

Teams are not required to designate alternate players, but may choose to do so. The alternate player may be used to replace a primary player who is absent during any part of the elimination stages.

Only 5 players may play for every full game. Switching between players during any game is not allowed.

Prizes will be awarded to players of the winning team. Up to 7 players on each team will receive the Riot prize pack. Winning team members must attend the award ceremony at the end of the tournament and be available for photographs in order to receive the Riot prize packs.

Tournament will be Refereed

Player Requirement: Each player's summoner must have 16 champions available to play in order to enter tournament draft mode.

Registration: Team applications should be submitted by a team captain and will be reviewed for eligible members and complete information. No obscene team names will be accepted. After a team roster is submitted and confirmed, no further roster changes will be allowed after Mar. 7, 2012. A team captain must have the consent of all members that he or she list on the team roster. Team captains that fail to pay the registration fee of $50 in person to the RCCS office (or $55 via paypal) by Mar. 7, 2012 or are suspected of providing false or misleading information will be disqualified from the competition at the discretion of the Tournament Director. No refund will be process after the end of the registration period. If you wish to play before the tournament begins, after or while your team is not playing additional time on computers can be purchased from DNA. More details regarding to payment method will follow via email after we receive your team's application.

In the event that over 12 eligible complete team applications are submitted, then the tournament director reserves the right to expand the tournament by one additional round in order to accommodate the additional teams.

Game Length: Until the winner is determined.

Game Winner: The team who completely destroys their opponent's nexus or forces their opponent to surrender.

Series Length: Best of One.

Restrictions: There are no item/champion restrictions at this time. At the discretion of the Chief Referee, restrictions may be added while the tournament is in progress.

Number of Teams: There will be 8-12 teams in this tournament.

Round Robin: Teams will be split into 4 group. Winner of the group stage advance to the single elimination stage.

Seedings: Teams will be seeded according to Round Robin play.

First Choice: The team with the higher seed (i.e. better seed such as #1) will be able to choose first pick or first ban before the match starts. If a team chooses first pick, then they will be team 1 on the left side of the game creation screen and be placed on the blue team.

Advanced/Alternate Rules:
Qualifers (round robin): Coin flip for seeding: In the event that no seeding can be provided for the tournament, then the first choice for the first game should be determined by a coin flip or other random method.

Elimination rounds: Seeding from qualifers: seeding is determined based on total game duration of all 2 games

Game Settings
Mode: Tournament Draft

Champion Selection: Draft mode will be used. Players may only select champions that they have unlocked or are currently unlocked through the champion rotation. Random is not allowed.

Map: 5v5 Summoner's Rift (Summer)

Peripherals: Computers are provided by DNA Gaming Lounge and Internet Cafe. You are allowed to bring your own peripherals (3.5mm jack Headset/ USB Mouse / USB Keyboard) However no 3rd party drivers can be installed to run the above peripherals. No outside computers are permitted.

Disconnections
Game Crashes/Unintentional Disconnection: Any connection loss of one player due to game client, system, network, PC, and/or power problems/issues.

Game Leaving/Intentional Disconnection: Any connection loss of one player due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss or play will be allowed to continue to the disconnecting player's team's disadvantage.

Server Crashes: A permanent connection loss of one or multiple players due to an issue with a server

(1) If game crash occurs within 3 minutes from the start of the match & before first blood –OR– a player's client crashes or fails to load after champion selection, then the match must be restarted. Otherwise if the game crash occurs after first blood or the 3 minute mark, the game will continue as normal. The crashed player may reconnect into the game as soon as they are able.

(2) If a player intentionally leaves a game, then the game will continue as normal.

(3) If a server crash occurs, then the chief referee will decide either between (a) restarting the game or (b) awarding the game to one of the teams. The chief referee will only award a game victory in a situation where one team was on the verge of certain defeat.

Unfair play
The following actions will be considered unfair play:
(1)The use of any cheat program and/or map hack program.
(2) An intentional disconnection
(3) The use of any settings exceeding the standard and permitted settings
(4) Clearly allowing an opponent to win a match.

(5) Unsportsmanlike behavior or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).

The use of a program bug that is determined by the board of referees as being unfair.

(6) Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.

(7) During the course of the event, the board of referees may determine other actions to embody unfair play.

(8) Any "unnecessary chatting" during the match.

(9) No Ghosting. This is a Live-Event if people are attempting to get an advantage by having friends/players inform them of the others teams moves/plans the team will be immediately disqualified.

Unnecessary chatting" means any chatting other than the cases listed below:

(a) Greeting messages between the players;

(b) A signal for the loss (i.e.: gg, GG, or any other message that the referee can use to decide the winner);

(c) Chatting between players that does not violate the unsportsmanlike behavior clause;

(d) Any message that the referee can judge as part of the game

Final provisions:

The above-mentioned rules may be amended in the following cases:

(1) Should the tournament referees, at their sole discretion, decide to adopt the latest patch/version release of each official game;

(2) Should the tournament referees, at their sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release

(3) Should the tournament referees, at their sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions

(4) Should the tournament referees, at their sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.

Please note that the rules are still subject to change without notice until registrations end.