

## **FortCON LoL ARAM (Random teams 5v5) rules:**

**Registration:** Registration will take place via discord using the online doc pinned under the FortCON 2018 LoL ARAM channel and close 1 hour prior to the start time. You may sign up as far ahead of time as you choose.

**Team Selection:** Teams will be randomly generated from pool of all players. No consideration will be placed on summoner's rank or champions owned. This will be a completely random team generation tournament.

**Start Time:** Friday 9pm & Saturday 7pm

**Meeting Place:** Tournament Desk

### **Rules:**

**Format:** This tournament will be played in a 5v5 ARAM format on Howling Abyss. Bracket seeding will be random, as will side selection, and formation of teams. All matches are single elimination, Best of 1.

**Behavior:** Tournament participants are expected to have sportsmanlike behavior and follow the Summoner's Code. If player behavior is determined to be unacceptable a tournament official may issue a warning or a penalty directly. While teams are on the character selection screen players must not quit the game. Quitting will disrupt gameplay and the team will be disqualified.

**End of a Match:** At the end of the match the team captain of the winning team is expected to contact a tournament official. If there is any dispute, the opposing team captain must contact a tournament official with the dispute within 5 minutes of the match end. The official will review the situation and provide a ruling to both captains.

**Game Settings:** Map: Summoner's Rift // Spectators: Yes // Mode: Tournament Draft

**Game of Record:** If, for an unforeseen reason (mass internet drop out, PVP.net failure), a match is disrupted and cannot be resumed the game may only be restarted if a GOR has not been established. If a GOR has been established, tournament officials will determine the outcome of the match in the following tie-breaker order:

- --Most towers Killed
- --Most Kills
- --Most gold earned on the topmost gold earner
- --If there is still a tie a coin flip will determine the winner

The following actions establish a GOR:

- --Either team lands an attack or ability on minions, jungle creeps, structures or enemy champions
- --Line-of-sight is established between players on opposing teams
- ---- Exception: GOR can't be established through the summoner spell "Clairvoyance"
- --Entering, scouting or casting a skillshot ability into the opponent's jungle, which includes leaving the river or entering brush connected to the enemy jungle
- --The game timer reaches two minutes (00:02:00)

**Forfeiting:** A team may quit from the tournament at any time- to do so the team captain must contact a tournament official and notify him/her of the intention to forfeit. A forfeiting will mark a team ineligible for prizing, regardless of the outcome of the tournament

**Bugs:** If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Abusing a bug is forbidden.

**Tools/Hacks:** The usage of any League-related tool during a match is strictly forbidden.

**Win Condition:** A game is finished, when a Nexus is destroyed, when one team obviously forfeits, when the majority of a team leaves on purpose, or when the administration decides on it.