Local Legends II Official Rules

Hi everyone! This is the new official set of rules for Ward eSports' Local Legends II. Please read through the rules thoroughly as all of them will be enforced throughout the tournament. Local Legends II unlike our first event will be broken up into two parts; an online qualifier and a quarterfinal LAN event. If you have any further questions, don't hesitate to inquiry with any of LL2's Tournament Organizers.

Format:

1) All teams have until **June 17th** to sign up all 5 players for the tournament.
2) The first portion of the online qualifiers will be running from **July 1st to August 5th.**
   a) The format of the bracketing system will be BO3 games with a double elimination bracket. This means if you are unsuccessful in completing your series you will be placed in the Loser's bracket. Being unable to complete a series in Loser's bracket results in elimination.
   b) We will be running the qualifiers on a weekly basis; each team will be paired against another team to play their matches for that specific round for the week.
   c) Every week starting from June 24th, the teams must coordinate a time throughout that week (i.e. June 24th – June 30th) to play their matches.
      i) Bracket updates with matches to be posted at the beginning of every round week (**Saturday 12 pm)**
3) All Games will have a Tournament Organizer overlooking the matches, so if there are any problems, you may contact your TO.
   a) Teams **must** contact their Tournament Organizer by **Sunday 11:59pm** of that week of qualifiers, including the **Date and Time** they will be playing their matches. Teams are free to play their matches any time before then and report back to their TO.
4) Seeding for each team will be determined by average player rank.
5) All games before the quarter finals will be played **online**, while the quarterfinals will be played in-person.
6) The Local Legends II Quarterfinals Lan will be held in August 12th.
   a) More details to be posted periodically.

General Rules:

- All teams must pay the tournament free to participate in LL2. The fee is 40$ per person, $200 per team.
    - You are allowed two substitutes for free.[1]
    - These substitutes will be factored in to your team's average MMR.
- Streaming through the qualifiers is allowed, but a minimum stream delay of 3 minutes.
- Voice Chat is allowed.
- Substitutes are permitted to play but must be entered in as members of the team prior to **June 17th.**
- Players can play on only one team at a time.
- Account sharing is prohibited.
- After each game, the winning team **MUST** include screenshot of the endgame lobby to be sent to their designated TO.
- Any other concerns can be addressed by any Tournament Organizers online and in-person.
- Once both teams have agreed on a time by **Sunday 11:59pm** of the designated qualifier round week, they are all expected to be in the lobby and available to play **AT THAT DATE AND TIME.**
    - Failure to arrive within the first **15 minutes** the truant team will result in an unsuccessful series.
    - The present team must take a screenshot of their team in the lobby including a timestamp showing that the truant team is indeed late and all 5 players are not available for their required match.[2]
    - If both teams are unable to arrive at the designated start time, then it is highly recommended to reschedule the match before **Thursday 11:59pm** of the designed qualifier round week and report it to their TO.
    - If one team is unable to make it and wishes to reschedule, it us up to both teams to agree and reschedule. Contact TO with new time.
- Quarterfinalist will be presented with a timeline of the actual LAN event with details of how their final matches will be ran. They may contact any Tournament Organizers for any inquiries they may have.

[1] Only players of the quarterfinal matches of the tournament will receive prizes.

[2] Tournament Organizers will not be held responsible for secondary rescheduling disputes. The team that provides the evidence of the team's tardiness or absence will be awarded the successful series completion.

Remaking or Restarting a Game:

- Games may be remade after all the following conditions have been met
    - There has been no contact with the enemy team.
    - The 1:15 timestamp has not been passed
    - No CS has been taken (wards, etc.)
    - Both teams agree to remake the game
- If a player DCs during the Champion Select phase, the game may be remade with the same picks and bans as the previous draft.
- If a game-changing or significant bug has occurred, the game may be remade.

Pausing a game:

- A max of 3 pauses permitted for each team in an individual game.
- Total pause time for each team may not surpass 15 minutes in individual game.
- While paused, teams should not speak in all chat, other than to state the reason of the pause and whether they are ready to un-pause.
- Before pausing, the team pausing must state they are pausing the game.
- When unpausing, both teams must state they are ready, and the team who issued the pause must unpause the game.
- If a player or players disconnect from the game, the game may be paused, but this pause counts towards the total pause time and limit for that team. If the players have not reconnected after 15 minutes, the team may choose to either forfeit or continue without them.

Player Disconnects:

- If a player(s) disconnect and the conditions of “Remaking or Restarting a Game” have been met, the game may be remade.
- If a player(s) disconnect and the game is paused, follow rules of “Pausing a game”
- If player(s) are not able to reconnect after 15 minutes, both teams must decide whether to continue playing or postpone the games to another date.[3][4]

[3] If this occurs mid series, the series will retain its previous wins and losses.
[4] After completion of either the 5vX or forfeit, the team with the disconnected player may bring in

Forfeiting and Disqualifications:

- A team may forfeit at any time, if the entire team agrees. If a team wishes to forfeit in-game, they must use the in-game Surrender option.
- If any scripts or exploits are being used, the offending team will be disqualified immediately.
- If a team does not play with their registered roster, or a player is not on the team's register roster for any game, the team will be immediately disqualified.
- Excessive or excessively negative behavior[5] may result in the offending team's forfeit or disqualification, depending on the severity of offense. If any team feels they are subject to negative behavior, contact their TO with a screenshot and explain your position.
- If any teams are unable to complete their games before the deadline, those teams will be disqualified.

Prizing:

- Prizes will be awarded per team. It is up to the team to decide how prizing is distributed.
- Prizes will be awarded to teams once they have come into an agreement on how to divvy the prize money up.'
- Prizing will be split:
    - 1st: $3000
    - 2nd: $1250
    - 3rd: $750

[5] Negative behavior consists of verbal harassment, intentionally spamming chat, swapping excessively in champion select.