## Rules and Regulations

## 1.0 GENERAL

- 1.1 Must be a member of one of the Lost in Translation clan tags (i.e. |LiT|, LiTeam,<|LIT|>) for the entire duration of the tournament
- 1.2 Must be a member of the Lost in Translation Discord group
- 1.3 Must be below 4800mmr. Sorry GMs
- 1.4 Must not hurt the integrity of the tournament in any form. Some examples are, but not limited to, smurfing, hacking, stream cheating, or intentionally missing matches. Anyone caught may be removed from the tournament and any number of following tournaments due to the severity of the incident.
- 1.5 Bad Manners are acceptable only if both parties agree that it is in good fun.
- 1.6 Laddering is not allowed while you participate in the tournament, if you delay a match because u are laddering, you will be disqualified(keep in mind the 15 min grace period).
- 1.7 If any rules are broken punishment will be quickly decided by the admin/admins. Depending on the severity, either a game point will be changed or you could possibly be disqualified.

## 2.0 MATCHES

- 2.1 Check in starts 30 mins before the tournament. If u do not check in, you will be disqualified
- 2.2 Matches must start within 15 mins of the tournament or 15 mins from when both players are available. If one player is afk still after 15 mins he will be disqualified.
- 2.3 The map pool will consist of the current 1v1 ladder maps at the time the match is played
- 2.4 The veto system for the best of 3 will be Ban A Ban B Ban A Ban B Pick A Pick B. the higher seed(A) bans first the lower seed(B) bans second.
- 2.5 Allow 1 week for prizes to be delivered.
- 3.0 Tournament setup
- 3.1 Matches will be bo3 until the semifinals. Finals will best of 5.

- 3.2 Matches may be streamed by the players or casted but all must have a 2 minute delay.
- 3.4 Replays Must be placed in the "LiT Monthly (month) replays" folder within 48 hours of the end of the tournament.
- 3.5 Match results during the tournament must be Messaged to me immediately by the winner
- 3.6 All Brackets are Random