League of Legends Howling Abyss Tournament Ruleset

Lobby Setup

1. Map: Howling Abyss
2. Team Size: 5
3. Allow Spectators: Open
4. Game Type: All Random
5. Runes
   a. Any player with wrong runes or summoner spells will play the game out with the runes or summoner spells that they loaded in with, unless both teams agree to restart the match.

Game Rules and Regulations

1. Pauses and Disconnects
   a. Players are allowed to pause if directed by a Tournament Operator.
   b. Teams are able to pause a match if there is an unintentional disconnection, a hardware or software malfunction, or there is physical interference with a player.
   c. The pausing team can't resume play until they get clearance from a Tournament Operator and all players are ready.
2. Best of 1

Player Conduct

1. General Conduct
   a. Players may not collude for or against one another to present an unfair advantage.
   b. Players must play at their full potential to retain a competitive standard within an ARAM game.
   c. Players must begin playing within 15 minutes of the tournament beginning.
      i. Ex: The tournament begins at 6:30 pm CST when the bracket is posted. Teams must be in the lobby by 6:45 pm CST.