

***AnziD & Boyeses present:
The K.O. Coliseum Clash***



The K.O. Coliseum Clash Rulebook

All Riot Games Global Player Policy rules apply to The K.O. Coliseum Clash, as well as the additional rules and regulations set out below.

All players who participate in The K.O. Coliseum Clash are automatically under the jurisdiction of the Global Player Policy, the Esports Code of Conduct, and the Riot Games Terms of Service.

1. General Terms

- 1.1. **Game.** An instance of competition on Teamfight Tactics that is played until a winner is determined by being the last remaining player alive.
- 1.2. **Match.** A set of games that is played where players with the most points will win the match to advance to the next round of the tournament.

2. Eligibility

2.1. Eligible Region

- 2.1.1. Only players from the North American (NA) region are eligible to compete in The K.O. Coliseum Clash. This means you must be a resident of the United States or Canada to register.
- 2.1.2. AnziD and Boysey reserve the right to ask for proof of residence at any time.

2.2. Accounts

The K.O. Coliseum Clash will take place on the North American Live servers. All players must have an eligible account to compete.

3. Competition Format

3.1. The K.O. Coliseum Clash

3.1.1. Description.

The K.O. Coliseum Clash for Set 15 will be a TFT competition featuring 19 rounds of Snake-seed format over three days (6 on 8/29, 6 on 8/30, 7 on 8/31).

The maximum number of entrants for this event will be 512 players.

It is required by Riot that 2/3rd of the players in rank get automatically in the tournament while the remaining 1/3rd will be open. 20% of the sign ups will be on the waitlist. Therefore a snapshot and lottery will happen on August 27th to determine those players. A detailed description of each day provided below:

3.1.1.1. Day 1 Format

- Up to 512 Players will be split into groups of eight and will compete in up to 6 games.
- For Round 1, players will be seeded and paired based upon their Set 15 rank. The snapshot for this will be taken two days before Day 1.
- After each game players will be reseeded into another set of groups of eight based on the total number of points earned.
- After games 3, 4, 5, and 6, a percentage of players at the bottom of the points leaderboard will be eliminated. This percentage is determined by the # of players checked in on Day 1 located on the [Player Counts](#) sheet. At the conclusion of 6 games, the remaining players will advance to Day 2.

3.1.1.2. Day 2 Format

- At the start of Day 2, scores will reset and Challenger players who received byes for Day 1 will be added to the pool of remaining players.
- The players will then be split into groups of eight and will compete in a total of 6 games. Each group will compete in 1 game.
- After each game, players will be reseeded into another set of groups of eight based on the total number of points earned.
- After games 3, 4, 5, and 6, a percentage of players at the bottom of the points leaderboard will be eliminated. This

percentage is determined by the # of players checked in on Day 2 located on the [Player Counts](#) sheet. At the conclusion of 6 games, the remaining players will advance to Day 3.

3.1.1.3. Day 3 Format

- Scores will reset once again at the start of Day 3. The remaining players will be split into groups of eight and will compete in a total of 7 games. Each group will compete in 1 game. Placements 1-8th from Day 2 will start Day 3 with bonus points depending on their placement. (1st-4th - 2 Points, 5th-8th - 1 Point.)
- After games 3, 4, 5, and 6, a percentage of players at the bottom of the points leaderboard will be eliminated. This percentage determined by the # of players checked in on Day 3 located on the [Player Counts](#) sheet. At the conclusion of 7 games, the player with the highest point total will be crowned champion of The K.O. Coliseum Clash.

3.2. Timings and Dates. Below are the check-in and game start timings and date for each day of competition.

- Day 1 (August 29th):
 - 2:00 pm PT - Check-in Opens
 - 3:00 pm PT - Check-in Closes
 - 4:00 pm PT - Brackets published/Game Start
- Day 2 (August 30th):
 - 11:30am PT - Check-in Opens
 - 12:30 pm PT - Check-in Closes
 - 1:00 pm PT - Brackets published/Game Start
- Day 3 (August 31st):
 - 11:30 am PT - Check-in Opens
 - 12:30 pm PT - Check-in Closes
 - 1:00 pm PT - Brackets published/Game Start

3.3. Tiebreakers. Any players that are tied on points for any of the following - Reseeding Lobbies, End of day cut offs, final tournament position - will be differentiated in the following manner:

- For day 3 only, Total points from day 2 added to day 3 points will be the 1st tiebreaker.
- Daily Tournament Points
- Highest number of 1sts and Top 4s (wins are counted twice) .
- Least number of 8ths.
- Highest number of Top 3s.
- Highest number of Top 2s.
- Finishing position in the last game played.

3.4. Points

3.4.1. Tournament Point System. Points will be awarded as follows:

Placement	1	2	3	4	5	6	7	8
Points	8	7	6	5	4	3	2	1

3.5. POV Streaming

3.5.1. Players are free to stream their own POV of any games they play in The K.O. Coliseum Clash. Players must have the name “The K.O. Coliseum Clash” in their stream title.

3.5.1.1. We recommend setting a delay on your stream, however this is entirely left to the discretion of the individual.

3.5.1.2. Any advantage from streaming, on any platform (e.g. Twitch, discord) such as coaching during the tournament will be investigated as a breach of the sportsmanship and fair play rules.

4. Match Process

4.1. Roles of Admins

4.1.1. Responsibilities. Admins are AnziD/Boyses staff who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

- Checking the player lineup before a match.
- Announcing the beginning of each match.
- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and its results.

4.1.2. Admin Comportment. At all times, admins shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player.

4.2. Competitive Patch

The K.O. Coliseum Clash will be played on the current live patch at the time of the event. Any unit, augment, or interaction may be disabled at any point at the discretion of admins. A list of restricted units, augments, and bugs will be provided to all players before the event.

4.3. Pre-Match Setup

4.3.1. Timeliness of Match Start. It is expected that players are ready to compete at the listed start time each day. Players are responsible for patching, updating, and/or configuring their game client prior to that time. Delays due to technical problems may be permitted, at the sole discretion of admins. Penalties for tardiness may be assessed at the discretion of the admins.

- 4.3.1.1. For the first game of each day players will be given 10 minutes after the designated match time before they are subject to disqualification.
- 4.3.1.2. For subsequent games, players will be given 5 minutes before they are subject to disqualification.
- 4.3.1.3. In the event a player is missing after the designated grace period, the lobby leader must contact admins for further instructions.
- 4.3.1.4. Players must play **ALL** games in a given day unless eliminated from the event. Failure to do so without valid reasoning may result in potential removal from the tournament.

4.3.2. Game Lobby Creation. The player listed on the top of each group on the official sheet is designated as the "Lobby Leader". They are responsible for creation of the lobby, and inviting the other 7 players during each game.

4.4. Post-Match Process

- 4.4.1. Match Reporting.** Players placing 1st or 2nd in a given game are required to post a screenshot of the post game scoreboard in the designated #match-results channel in the discord, alongside their lobby letter (Ex: Lobby C).
- 4.4.2. Post-Game Interviews.** Players may be requested to participate in a pre-recorded/live, post game interview during the event.

5. Prize Distribution

5.1.1. The K.O. Coliseum Clash

Total: \$5,000

Placement	Prizing	Placement	Prizing
1st	\$1,000 Qualification for Tactician's Cup I	9th	\$200
2nd	\$750 Qualification for Tactician's Cup I	10th	\$200
3rd	\$500 Qualification for Tactician's Cup I	11th	\$200
4th	\$500 Qualification for Tactician's Cup I	12th	\$200
5th	\$250 Qualification for Tactician Trials	13th	\$112.50
6th	\$250 Qualification for Tactician Trials	14th	\$112.50
7th	\$250 Qualification for Tactician Trials	15th	\$112.50
8th	\$250 Qualification for Tactician Trials	16th	\$112.50

- 5.1.2. Bonus Prize!** A bonus \$100 will be awarded to the top finishing player whose ELO at the time of the snapshot was Diamond or lower.
- 5.1.3. Payment Method.** All payouts will be paid via PayPal/Venmo or Revolut App **only**. Payments will be made between 45-60 days after the conclusion of the tournament.

AnziD Player Policy

1. Introduction

- 1.1.** This Player Policy applies to all players and provides a baseline for all AnziD Teamfight Tactics (“TFT”) competitions. This Player Policy focuses on player conduct, player eligibility, and our general expectations for good sportsmanship.

2. Applicability of Policy

- 2.1.** The terms contained in this Player Policy apply to TFT Competitions run by AnziD.
- 2.2.** Participation in any AnziD TFT competition is subject to this Player Policy, and Riot’s Legal, the Esports Global Code of Conduct, and Terms of Service.
- 2.3.** Failure to adhere to this Player Policy is subject to game or match forfeitures, disqualifications from competitions, prize forfeitures, and other disciplinary action.
- 2.4.** AnziD reserves the right in its sole discretion and at any time to update or modify this Player Policy.

3. Player Eligibility

3.1. Residency

- 3.1.1.** Some TFT tournaments may require participants to be residents of a specific region. To be eligible to compete in a given region, the player must qualify as a legal resident in one of the listed countries or territories in the region for at least one year prior to the tournament date.
- 3.1.2.** Players may not be the resident of two or more regions at the same time. Any player who relocates to a new region, will remain a resident of his or her prior region until the one-year anniversary of their relocation.
- 3.1.3.** Riot Games recognizes the following twelve (12) competitive geographic “regions”, and Riot Games defines residency as follows:

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- 3.1.3.1. North America.** The North America (NA) region consists of the following countries and territories:
- USA, Canada
- 3.1.3.2. Latin America.** The Latin America (LATAM) region consists of the following countries and territories:
- All Caribbean Islands, Argentina, Belize, Bolivia, Chile, Colombia, Costa Rica, Ecuador, El Salvador, French Guiana, Guatemala, Guyana, Honduras, Mexico, Nicaragua, Panama, Paraguay, Peru, Suriname, Uruguay, Venezuela
- 3.1.3.3. Brazil.** The Brazil region consists of the following countries and territories:
- Brazil
- 3.1.3.4. Europe.** The European (EU) region consists of the following countries and territories:
- Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See)
- 3.1.3.5. CIS.** The CIS region consists of the following countries and territories:
- Azerbaijan, Armenia, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Mongolia, Russia, Tajikistan, Turkmenistan, Uzbekistan, Ukraine
- 3.1.3.6. MENA&I.** The Middle East, North Africa and India (MENA&I) region consists of the following countries and territories:
- Afghanistan, Algeria, Bahrain, Djibouti, Egypt, India, Iraq, Israel, Jordan, Kuwait, Lebanon, Libya, Mauritania, Morocco, Oman, Pakistan, Palestine (UN observer state),

Qatar, Saudi Arabia, Somalia, Sudan, Syria, Tunisia, United Arab Emirates, Western Sahara (Sahrawi Arab Democratic Republic), Yemen, Bangladesh, Sri Lanka, Nepal and Maldives.

3.1.3.7. Turkey. The Turkey region consists of the following countries and territories:

- Turkey

3.1.3.8. Oceania. The Oceania (OCE) region consists of the following countries and territories:

- Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, Northern Mariana Islands.

3.1.3.9. South Korea. The South Korea region consists of the following countries and territories:

- South Korea

3.1.3.10. South East Asia. The South East Asia region consists of the following countries and territories:

- Chinese Taipei, Hong Kong, Indonesia, Macau, Malaysia, Philippines, Singapore, Thailand, Vietnam.

3.1.3.11. China. The China region consists of the following countries and territories:

- China

3.1.3.12. Japan. The Japan region consists of the following countries and territories:

- Japan

3.1.4. Proof of Residency

3.1.4.1. AnziD may require a player to provide proof of residency prior to, during or following a competitive tournament. Players may prove residency by submitting Government-issued documentary evidence of eligibility to their regional Riot office (e.g., driver's license, government benefits records, military/draft registration papers).

- Minors may also have a parent or guardian prove residency on their behalf by first, providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

3.2. Ineligible Players.

- 3.2.1.** Competition participants may not be employees of Riot Games, Inc. ("RGI") or any of their respective affiliates at the start of or at any point during a TFT competition.
- 3.2.2.** In addition, all official staff members of AnziD are not permitted to compete in certain qualifying events that have prizes.

4. Player Accounts

- 4.1.** A player must only use one account during a competition.
- 4.2.** Account and Discord names should not include any insulting, derogatory or otherwise inappropriate words or phrases.
- 4.3.** If two players with identical account names are entering the same competition at approximately the same time, then the players should work together with the competition organizer to find a compromise. If no compromise can be found, then the account name shall be disallowed for both players, and both shall be required to select a new account name that conforms with these guidelines.
- 4.4.** AnziD reserves the right to deny or revoke the use of an account name for any reason.

5. Player Conduct

5.1. Competition Conduct

- 5.1.1. Competitive Integrity.** Players are expected to play to the best of their ability at all times within any AnziD TFT match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. The following categories deemed to violate competitive integrity are prohibited:
 - Failure to show up for a game

- Griefing/consistently targeting a player
- Trolling
- Anything else deemed to be violating competitive integrity will be at the sole discretion of AnziD admins.(such as remake lobbies)

5.1.2. Collusion. Collusion is prohibited. Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players.

Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

5.1.3. Leaving / AFK. Within their control, players must not forfeit or afk any game unless it is clear they are eliminated in the current, ongoing round. Additionally, even if it is clear a player will be eliminated in the current, ongoing round, that player must ensure that doing so would not affect the placement of another player. This is to prevent potentially skewing matchups, causing someone else to lose placement due to points, carousel priority, etc., whether it was intentional or not.

5.1.4. Abusive Behavior. Any act of verbal, mental, or physical abuse that makes another player or staff member feel uncomfortable is prohibited. Players must treat all individuals participating in or spectating a game with respect. If asked to stop, repeated etiquette violations will be subjected to this rule.

5.1.5. Harassment. Any act of harassment is forbidden. Harassment is defined as systematic, hostile and/or repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are

intended to isolate or ostracize a person and/or affect the dignity of the person. This includes, but is not limited to, actions such as spam pinging or emoting in front of another player over the course of a match.

- 5.1.6. Threatening.** Any act of threatening is forbidden. This includes, but is not limited to, written threats, implicit threats, stalking, blackmailing, or exhibition of violent behavior that makes any person feel uncomfortable or unsafe.
- 5.1.7. Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 5.1.8. Discrimination & Denigration.** Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other additional reason deemed of similar scope by staff.
- 5.1.9. Obligation to Report.** ALL players have an obligation to report any/all forms of Rule violations with evidence of misconduct. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Knowledge of any rule infringement and failure to report any such offenses or violations is also punishable.
- 5.1.10. Perjury.** If an Admin contacts a player to discuss an investigation, the player is obligated to tell the truth. This involves players withholding information or misleading staff to create an obstruction of the investigation.
- 5.1.11. Miscellaneous.** To the extent a conduct is not addressed or contemplated, the admins are empowered to enforce a miscellaneous violation not addressed by the rulebook or [Riot's Terms of Service](#).

5.2. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act or rule violation that AnziD believes, in its sole and absolute discretion, constitutes unfair play will be subject to penalty according to the AnziD Player Policy and any other applicable rules. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of AnziD.

5.3. Penalties

Upon discovery of any Player committing any violations of the rules, Riot may without limitation of its authority under Section 5.2, issue the following penalties:

- Verbal Warning(s)
- Final Warnings(s)
- Disqualification from Tournament
- Permanent ban from AnziD TFT Events

It should be noted that penalties may not always be imposed in a successive manner. AnziD, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by AnziD admins.

5.4. Right to Publish

AnziD shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against AnziD.

6. Spirit of the Rules**6.1. Finality of Decisions**

All decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with AnziD, the decisions of which are final.

6.2. Rule Changes

This Player Policy may be amended, modified or supplemented by AnziD, from time to time, in order to ensure fair play and the integrity of TFT competition.

6.3. Best Interests of AnziD

AnziD admins at all times may act with the necessary authority to preserve the best interests of AnziD. This power is not constrained by the lack of any specific language in this document. AnziD admins may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of AnziD.