

Method Rush Pick & Ban Rules (Yoinked From Havoc's Pick and Ban) Vaal Kill

1.0 Main Skill Exclusive Rules

1.1 If a tournament or set of races is main skill exclusive, players cannot use an active skill gem in more than one race.

1.2 Twilight Strand is an exception to rule 1.1

1.3 The following skills are an exception to rule 1.1 and may be used in multiple races:

Curses(Not Bane)

Auras

Heralds

Warcrys

Golems

Trigger Gems

Banners

Ancestral Protector

Artillery Balista

Siege Balista

Decoy Totem

Rejuv Totem

Holy Flame Totem

Devouring Totem

Blood Rage

Immortal Call

Molten Shell

Frost Wall

Tempest Shield

Arcane Cloak

Desecrate

Freeze Mine

Wither

Vigilant Strike

Offerings
Contagion

Whirling Blades
Blink Arrow
Mirror Arrow
Leap Slam
Phase Run
Smoke Mine
Shield Charge
Flame Dash
Lightning Warp
Withering Step
Dash
Frostblink

Conversion Trap
Bear Trap
Siphoning Trap

1.4 Vaal skills are considered to be the same gem as their respective base gem. I.e. Vaal Double Strike is equal to Double Strike, you cannot use Vaal Double Strike or Double Strike in a later race if you've used either Vaal Double Strike or Double Strike in a previous race.

1.5 Players found breaking any rule will be disqualified at the discretion of the race admin or host.

2.0 Pick And Ban Rules

2.1 One team will be asked to guess the outcome of a coin toss or a random number generator. If they correctly guess the outcome they can choose to be either Team 1 or Team 2, otherwise the decision falls to the other team.

2.2 The Pick and Ban order is: T1 Ban, T2 Ban, T1 Ban, T2 Ban, T1 Pick, T2 Double Pick, T1 Pick

2.3 Teams have 1 minute per phase, if they fail to provide the host with a ban or pick within the time limit, then that phase is void, no ban/pick will be selected and the event will continue to the next phase.

2.4 Players may ban any active skill gem, including those listed in section 1.3

2.5 Players cannot select a skill in section 1.3 as their main skill

2.6 The skills listed in section 1.3 may be used by multiple participants in the same event unless they were specifically banned.

2.7 Players cannot use the same active skill if another player has selected it.

2.8 Multiple players may use lower level skills if it is not banned and no other player has selected it.

2.9 If a player selects a higher level skill they must immediately equip it once they reach the minimum required level for that skill

2.10 Once a player is using their main skill they cannot use any other skill except the ones listed in section 1.3 if that skill was not banned

2.11 Players must use their chosen skill on the final boss of the race

2.12 Examples:

- If a player selects Ground Slam, no other player may use Ground Slam.
- If a player selects a higher level skill such as Storm Call, they may use any other non-banned and unpicked skill until level 12. They must equip Storm Call at level 12.