The Owl Games 2016

Rule Compendium
# Table of Contents

- Player Eligibility ............................................................................................................. 3
  - Player Age .................................................................................................................... 3
  - Affiliation .................................................................................................................... 3
  - Offsite Participation .................................................................................................... 3
- Prizes to Teams and Attendees ....................................................................................... 3
  - Registration Fees ........................................................................................................ 3
  - Event Prizes ................................................................................................................ 3
- Player Equipment ........................................................................................................... 4
- Provided Equipment ........................................................................................................ 4
  - Player-Owned Equipment ......................................................................................... 4
  - Client Accounts ......................................................................................................... 4
- Player Conduct ............................................................................................................... 4
  - Administrator Override ............................................................................................. 4
  - Match Result Reporting ............................................................................................ 4
  - Match Readiness ........................................................................................................ 5
  - Misconduct ................................................................................................................ 5
- Games of Record ........................................................................................................... 5
  - Technical Failure of Equipment ................................................................................ 5
  - Technical Support ...................................................................................................... 5
  - Timeliness of Match Start .......................................................................................... 5
  - Game Lobby Creation ................................................................................................. 5
  - Start of Pick / Ban Process ........................................................................................ 5
  - Recording of Pick / Ban Process ................................................................................ 5
  - Game Settings ............................................................................................................ 5
- Game of Record Restarts ................................................................................................. 6
  - Technical Difficulties ................................................................................................. 6
  - Incorrect Runes & Masteries ...................................................................................... 6
  - Incorrect Champion Pick/Trade .................................................................................. 6

Revised January 4, 2016
Player Eligibility

**Player Age**

Players under the age of 18 must present liability waivers, signed by their parent or guardian, to the check-in desk the day of the event. Failing to complete liability waivers will result in the forfeiting of any scheduled matches and registration fees.

**Affiliation**

The competition is open to the public, and any team may register. Players with affiliation as a Florida Atlantic University Student may be eligible for additional prizes and drawings. Riot employees are not permitted to compete in this tournament.

**Offsite Participation**

Offsite Participation, or connecting and playing remotely from somewhere other than where the event is being physically hosted, is permitted in special circumstances. The majority of the team must be present in order to compete. Information in the registration form.

Prizes to Teams and Attendees

**Registration Fees**

Each team member is required to pay a registration fee. The alternative to the registration fee requires an individual (not the team) to refer five (5) players who successfully register and mark them as their referrer. If an individual successfully refers five (5) players, that individual’s registration fee is waived ($0), and the registration fee that they have already paid will be refunded.

**Event Prizes**

All participants agree that their Team Captains are responsible for receiving and distributing prizes to each of the team’s members. Player’s competing via offsite participation forfeit their prizing and will only receive Riot Points on their League of Legends account in place of their prize(s), depending on their placement. FAU Students are eligible for additional prizes and drawings, but can only win one “FAU-Only” prize. Prizes available only to FAU Students will be marked as “FAU-Only”. It is mandatory for all prize winners to complete the feedback form to collect their prize.
Player Equipment

Provided Equipment
Players will use an Alienware X51 Gaming Desktop, Dell 24” Monitor, TactX Gaming Mouse, TactX Gaming Keyboard, and TactX Gaming Headset, or their own equipment. The computers will have League of Legends up to date, and CurseVoice installed and ready for voice communication.

Player-Owned Equipment
Players will have the opportunity to bring and compete on their own equipment, including systems and peripherals. This is contingent upon the player assuming responsibility for their equipment, and technical support not being offered to player-owned equipment. This means that if you disconnect, or experience interference while in an official match while playing on your own hardware, we will not be able to excuse your match or file for a rematch. Please indicate what equipment you will be bringing on your registration form when the time comes. For questions regarding player-owned equipment please contact kmain4@fau.edu.

Client Accounts
In the event that public computers need to be relinquished to another team, it is the player’s responsibility to ensure that their account credentials have been signed out of the computer.

Player Conduct

Administrator Override
Administrators reserve the right to make final decisions and modify the rules at any time. An administrator’s decision is final, and can decide to remove teams from competitive play if it is deemed necessary.

Match Result Reporting
Match results will be automatically reported to the match coordinator and the live team bracket can be viewed on the website. Team captains should report scores to the event administrators to confirm.

Revised January 4, 2016
Match Readiness
The Team Captain of each team will receive a “Tournament Code” for each match. This code is used to join the match. Each team is expected to be prepared to start a game ten (10) minutes after receiving their Tournament Code.

Misconduct
Any form of misconduct will not be tolerated, and the infringing individual will be removed from the event. Misconduct can be reported to any event volunteer, or in writing to kmain4@fau.edu.

Games of Record
Technical Failure of Equipment
If a player encounters any equipment problems during any phase of the setup process, player must alert and notify an official immediately. Players in-game should pause the game (/pause) until the issue is resolved.

Technical Support
Officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period on non-player owned equipment.

Timeliness of Match Start
It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time.

Game Lobby Creation
Officials will decide how the official game lobby will be created. Players will be directed by officials to join a game lobby as soon as it has been created.

Start of Pick / Ban Process
Once all ten players have reported to the official game lobby, each team captain will request confirmation that the other team us ready for the pick/ban phase. Once both teams confirm readiness, they may begin the game.

Recording of Pick / Ban Process
Picks/bans will proceed through the client’s Tournament Draft feature. Picks will be persistent through possible game restarts.

Game Settings
Map: Summoner’s Rift
Team Size: 5
Allow Spectators: Yes

Revised January 4, 2016
Game Type: Tournament Draft

Game of Record Restarts

Technical Difficulties
A match restart may be allowed, at the discretion of the event administrators, in the case of a player disconnecting, or experiencing connection issues on non-player owned equipment. Players competing on their own equipment forfeit this clause. Matches that have passed the 20 minute mark will be left to the event administrators for decision. Both team captains should contact the event administrators in any situation that calls for a formal game restart. Players must use the same champions they picked before the formal restart, trades are not allowed.

Incorrect Runes & Masteries
A match restart may be allowed, at the discretion of the event administrators, in the case of a player taking the wrong runes and/or masteries into the game of record. This must be initiated before minion spawn, and confirmed by both team captains and the event administrators. Players must use the same champions they picked before the formal restart, trades are not allowed.

Incorrect Champion Pick/Trade
A match restart is not allowed for players who mistakenly pick the wrong champion or fail to trade before the timer expires.