Legends of Runeterra Tournament (Singapore) Official Ruleset

31 May 2020

Overview

- The MyRepublic GAMER Arena 2020 Season 2 Legends of Runeterra Tournament is a 1v1 online tournament that will be held on 31 May 2020 (Sunday).

- This ruleset governs the eligibility, requirements, tournament format and other guidelines to ensure a fair and enjoyable tournament for all participants.

- Tournament organisers reserve the right to change these rules at any time to ensure fair play.

Terminology

- A **Game** is a single round or match.

- In a **Best of 3 Series**, the first Player to win two games is declared the winner.

- **Conquest** is the best-of-3 series format where each player must submit two decks, each using different factions.

- In a **Swiss-system** tournament format, competitors have one-on-one matches to earn points.

- ○ Players that have similar scores are paired together, but players will not face the same opponent more than once.
- ○ All competitors will play in each round unless there is an odd number of players.
- ○ The Top 8 players with the highest aggregate points in the Swiss-system will be playing in a single-elimination tournament on Day 2.

General Rules

Participant Eligibility

Players must meet the following requirements to be eligible to participate in the MyRepublic GAMER Arena 2020 Season 2 Legends of Runeterra Tournament:

1) The player is currently a Singaporean Citizen, Permanent Resident or Long Term Pass Holder.

2) The player must currently be residing in Singapore during the duration of the tournament.

3) The player must be able to provide official tax documentation or identification on request.

Language

- English is the operating language of the tournament

- Players must be able to communicate with the tournament administrators in English.

- If the player is unable to do so, they may have to be disqualified.

Discord

- The tournament will be primarily organised through the [MyRepublic GAMER Arena Discord Channel](#).

- Players **must** have a Discord account, as it will be the main point of contact between them and the tournament organisers.

- Ensure that the player's Discord account is accurately entered during the tournament registration process.
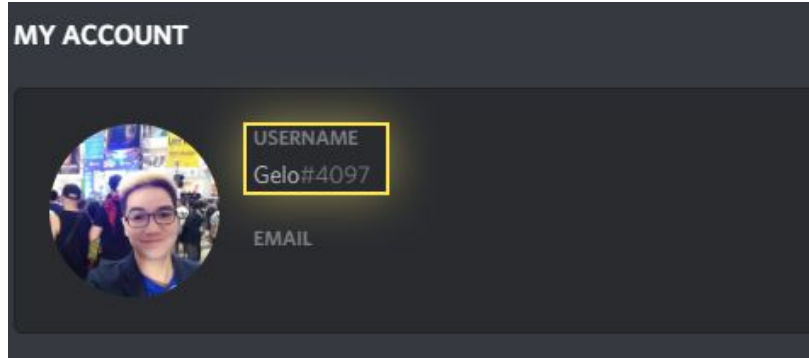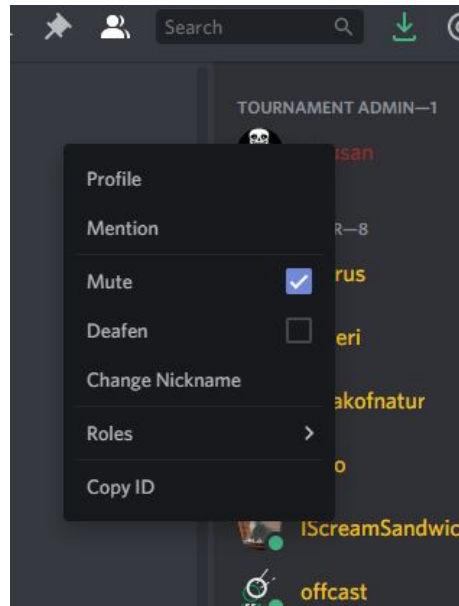
Registration

- Participants must register via the tournament's registration page on Challonge, here.

- Registrations via other methods will not be accepted except in exceptional circumstances, such as the Challonge registration page going offline, as determined by tournament organisers.

- In such cases, GAMER Arena's tournament organisers will provide information on registration through GAMER Arena Discord Channel, MyRepublic GAMER Facebook Page and/or MyRepublic GAMER Instagram accounts.

- Players who do not submit all required information may be disqualified from the tournament.

- Necessary information required for registration

  - Username ID

  - Legends of Runeterra username with code (Tap on your display picture)
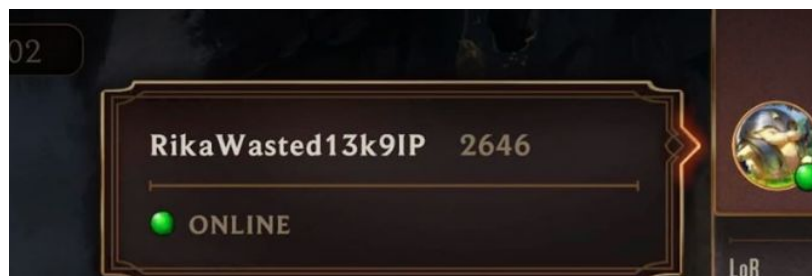
  - Discord username & ID

  - Deck codes (more information below)

- All players are required to join the tournament Discord with the same nickname as their Legends of Runeterra ID. Players themselves can edit their nickname on the Discord server by:

  - Step 1. Right-clicking their name on Discord.

  - Step 2. Click on "Change Nickname".

- Players are encouraged to message administrators to verify that their information is correct **before** registration closes. Players should have their info checked as far in advance as possible to allow corrections to be made.

- Players will not be able to change their information or re-register after the deadline has closed.

Deck Requirements/Codes

- Players are required to submit **2 decks** during tournament registration, which closes 2 hours before the start of the tournament.

- Decks must not have duplicate faction selection.

- Players cannot change cards after registration closes.

- How to find and share your deck code:

1. Open Legends of Runeterra.

2. Go to your collection.

3. Select Decks.

4. Select your deck.

5. Click on the share button.

6. Copy to Clipboard.
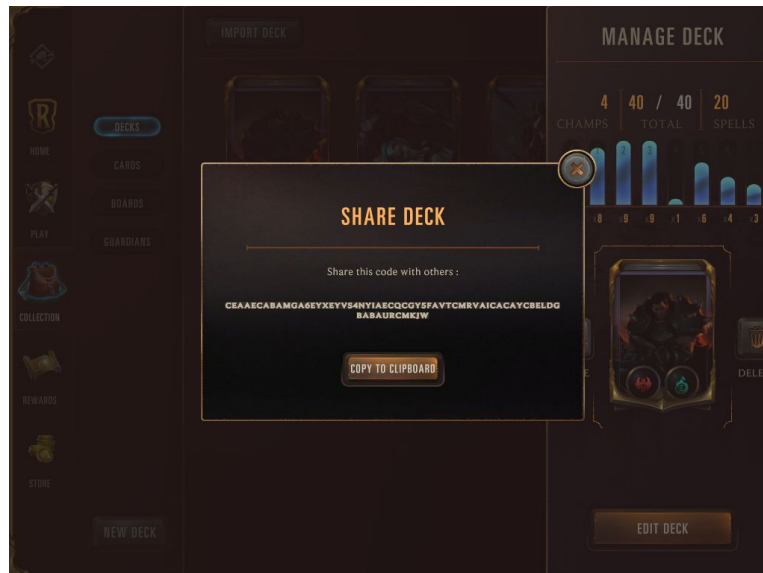
7. Go to a deck building website, for example: https://decksofruneterra.com/decks/build

   Register an account there if you haven't done so.

8. Click on import deck and paste your deck.

9. Copy the deck link and paste it onto your Battlefy registration.
   (*Sample Link: https://decksofruneterra.com/decks/y57Wp8QV-*)

- Players who do not register with their decks by the submission deadline will not be able to participate.

- During the tournament, decklists will be visible to players on a Google Sheet provided by tournament admins once their match has been prepared.

- Players are only able to see the decklists of their opponents after the start of the tournament.

Contactability

- Players must remain contactable throughout the tournament.

- Players will have 10 minutes to check-in and begin their match upon receiving their opponent's information. Tournament organizers reserve the right to review failure and late check-ins beyond 10 minutes on a case by case basis.

- Players can check-in by going to the tournament page on Challonge and clicking "Check-in". Players that have not checked-in by the start time of the event will not be seeded into the bracket.

Cheating

- GAMER Arena strictly forbids any acts of cheating or means of gaining an unfair advantage during the tournament.

- Players found cheating during any of the GAMER Arena tournaments will be penalized, which may also result in the immediate disqualification and/or ban from current and future GAMER Arena tournaments run by the organizers.

- GAMER Arena's tournament organisers have the final say in determining the veracity of cheating during the tournament, as well as its consequences.

Player Conduct

- It is very important to MyRepublic that every player behaves respectfully to fellow competitors, tournament organisers, and audiences of GAMER Arena.

- Serious action will be taken against a player for any instances of harassment, including (but not limited to) verbal abuse, hate speech, threats, sexualised comments, or intimidation.

- Player names and logos must also comply with these conduct guidelines.

- Tournament organisers reserve the right to force a player name change, or disqualify or ban players for current and future GAMER Arena tournaments as necessary if these rules are flouted.

Game Version

- All games are to be played using the latest version of the game to participate in the tournament.

- To avoid delays, players bear the responsibility of installing any game updates before the start of the Tournament.

Tournament Rules

Format

- The tournament will be played as a best-of-3 series

Game Rules

- Players are only allowed to use **two decks** the entire tournament

- Players **must** use both decks to win the best-of-3 series

- Players may switch decks if they lose a game.

- Any deck that is victorious can no longer be used in the match. The last remaining deck **must** be used.

- Players are not allowed to have the same region in their decks.

  - For example, if deck A contains Noxian cards, deck B must not contain any Noxian cards at all.

- Players are not allowed to use unregistered decks.

- Players found committing any such violations will be given a game loss for the game in which they committed the violation.

- If a player violates the tournament format more than once within the same tournament, they will be subject to further penalties depending on the severity of the violations at the admin's discretion.

- Players who continue to violate the tournament format after receiving written warnings from a tournament admin will be subject to disqualification at the admin's discretion.

- Players are responsible for reporting violations of tournament format via timestamped screenshots of the lobby and/or match (showing, when necessary, the name of the Host player and the name of the Guest player along with the violation itself).

- Players must report immediately to administrators upon discovering a violation. Players may not waive penalties for their opponents. Admins have the right to absolve violations

if they are not reported in a timely manner, as defined as being before the end of the match where the violation occurred.

Schedule

- Registration will be closed 2 days before the tournament starts at 11:00 AM (GMT+8).

- Approximate tournament schedule:

    - 10:00am - 11:00am   --   Check-In

    - 11:00am - 12:00pm   --   Swiss Round 1

    - 12:00pm - 1:00pm   --   Swiss Round 2

    - 1:00pm - 2:00pm   --   Swiss Round 3

    - 2:00pm - 3:00pm   --   Swiss Round 4

    - 3:00pm - 4:00pm   --   Swiss Round 5

    - 4:00pm - 5:30pm   --   Top 8

- An announcement will be made on Discord once each round starts.

- Each Swiss round will be 1 hour. Each Swiss round will start once every player finishes their matches.

- If a player is still in the middle of the match after an hour, the tournament admin will request for a game footage stream which the player will stream on Discord to determine if the game is finishing or not.

- If for some reason the game is not finished on time, the admin may set both players as double loss (both sides will be declared as the loser). This rule is to enforce players who try to slow-roll when they have the lead.

Phase 1: Swiss Tournament

- Each tournament will start as a Swiss-system ("Swiss") tournament. The players with a final standing of X wins and 0 or 1 losses ("X-0" and "X-1" respectively) will qualify for

participation in the Top 8 Playoff, with X being the highest number of wins available with the given round and loss count.

- All matches will be played as a best-of-3 series Conquest.

- The result of each match can only be a win or loss for either player.

- No ties, intentional or otherwise, will be allowed in any round of the tournament.

- Doctoring proof of match results will result in an immediate disqualification from the current tournament and potential punishment for future months.

- Round 1 pairings will be determined at random. For round 2 and beyond, players will be paired based on their running record within the tournament using the standard Swiss pairing system.

- The total number of rounds played is determined by the number of players:

Participants	No. of Rounds
1-31	4
32-63	5
64	6

- Each Swiss round will be 1 hour. Each Swiss round will start once every player finishes their matches.

- If a player is still in the middle of the match after an hour, the tournament admin will request for a game footage stream which the player will stream on Discord to determine if the game is finishing or not.

- If for some reason the game is not finished on time, the admin may set both players as double loss (both sides will be declared as the loser). This rule is to enforce players who try to slow-roll when they have the lead.

- Please notify a tournament admin if you can't play your game. This can be done via Discord DM or in the #dropping-out channel.

- The system will automatically drop a player out if they didn't check-in but an admin can bring you back into the bracket if you notify an admin while it is still in the same bracket.

Phase 2: Single Elimination

- Phase 2 of each tournament is played as a Single Elimination bracket.

- The top 8 players from the Swiss bracket will be seeded into the Single Elimination bracket according to their standings.

- All matches will be played as a best-of-3 series Conquest.

- The result of each match can only be a win or loss for either player.

- No ties, intentional or otherwise, will be allowed in any round of the tournament.

Phase 3: Tiebreakers

- In the event of a league point score tie at the end of phase 1, the following differentiation process will be applied to determine ranking:

  - If two or more members have the same point score, their relative positions will be determined by their game win percentages (see below).

  - If the results are still tied, their positions will be decided by the head-to-head game win percentage of the matches involving those tied.

  - If the results are still tied after both of these processes, then the higher position will be determined by a head to head Best-of-3 tiebreaker match.

  - If this differentiation process resolves a tie between more than two members, and a tie still remains, the differentiation process will be reapplied to the new tie, starting at the first step.

- Game win percentage (GWP) is calculated as the total number of individual games won divided by the total number of games played. For example:

  - Player A has 18 wins and 6 losses. GWP = 18/24 = .75, or 75%

  - Player B has 19 wins and 8 losses. GWP = 19/27 = .70, or 70%

○ Player A would take the higher rank due to having the higher GWP.

RANK		PLAYER	W	T	L	P	OW%	W%
1	SG	Jieunie	5	0	0	15	54.600	76.923
2	SG	Cheatcode	4	0	1	12	58.600	61.538
3	SG	EmperorCopper	4	0	1	12	58.000	57.143
4	SG	Nicol	4	0	1	12	54.667	75.000
5	SG	Kazane Aoba	4	0	1	12	53.200	72.727
6	SG	Munk #4516	4	0	1	12	49.267	64.286
7	SG	Clareity	4	0	1	12	46.600	72.727
8	SG	leonlum	4	0	1	12	46.600	69.231

● Example: (If the Phase 2 was a top 4 instead of a top 8) Clareity (rank 7) has a game win percentage (W%) higher than the players from rank 4 to rank 8. Therefore, he will be taking the fourth spot in the Top 4 Phase 2 single elimination bracket.

Accounts and Players

● Players must participate in the tournament with the same Legends of Runeterra account that they registered with on Challonge at all times, even if they possess multiple Legends of Runeterra accounts.

Player Attendance

● To confirm their Player's attendance on the day of the Tournament, Players must check-in on Challonge 1 hour before the tournament begins.

● Players that do not turn up on time will be automatically disqualified and removed from the Tournament brackets.

Match Results

● Once a match has concluded, the player must report the results on Challonge, as well as send a screenshot of the endgame results through a private message to tournament organisers on Discord.

Match Breaks

- To ensure a smooth tournament, players are recommended to avoid going for breaks in-between matches in a series.

- Should there be an urgent matter that needs a player's attention, Players can contact the tournament organiser between match series to request for a break.

- Tournament organisers will grant breaks at their discretion.

- Players should remain contactable even during a break.

Disconnections

- If a player experiences a connection interruption, application crash, phone crash or other technical problems not within their control, they must return to the game as soon as possible and continue playing.

- If a player leaves a match before a winner has been determined (except in instances of connectivity-related disconnections), that player forfeits the match.

- Players who intentionally leave a match may be subject to disqualification.

- Tournament organisers reserve the right to call for a rematch with the same decks in appropriate circumstances that prevent the match from being concluded properly.

- Players should alert a tournament organiser admin in the event that a player disconnects during their match.