



**Gamers for Giving 2019  
League of Legends 5v5 Tournament**

**1<sup>st</sup> Place:** \$1500 + Trophy

**2<sup>nd</sup> Place:** \$750

The Gamers for Giving 2019 League of Legends tournament will be 5 vs 5 on Summoner's Rift, using Tournament Draft. Depending on the number of teams that sign up we will prioritize a round robin group system. If we don't have enough/the right amount of teams for this to be successful, we will revert to a basic double elimination tournament. Teams will be seeded based on current ELO/position on the Solo Que ladder. The tournament will be open to all GFG attendees.

The League of Legends tournament is a BYOC event. Players will need to bring their own computers / laptops, as well as necessary peripherals to compete in the League of Legends tournament. Gamers Outreach will provide tables, chairs, 2 electrical outlets per person, networking equipment (you will need to bring your own Ethernet cable) and internet access to facilitate the tournament.

Players will connect to League of Legends' client and compete with their designated opponents in a custom game determined by the tournament organizer. In the event that internet access becomes unavailable, or League of Legends' NA server is down, the tournament will take place online after Gamers for Giving on a newly designated date.

Once checked in, players will be allowed to deploy their equipment in the LANFest BYOC area. Players are welcome to warm-up once their equipment has been set up. Carts will be provided by Eastern Michigan University to assist players in loading / unloading their equipment.

**Please reference the LANFest Event Information Page for a handy check list of things you'll need to bring to the LAN (<http://gamersforgiving.org/lan-party/>).**

**General Rules**

+ 5 vs 5 Tournament

+ Game Type : Tournament Draft

+ Map: Summoner's Rift

+ Bracket may change depending on # of sign ups. This will be discussed with teams before the start of the tournament.

+ Groups Bracket: Round robin. Each team will play 3 best of 1 matches against each other team in their group. Top two teams will move on to play in a double elimination bracket.

+ Double Elimination Bracket (best of three). The first team to win two games is deemed the winner of the round. The victor will move on through the winner's bracket, while the loser will be placed in the loser's bracket. Teams must lose twice to be eliminated.

+ Finals: The Winner's Bracket finals, Loser's Bracket finals, and Grand finals will be played as either a best of 3 or possibly a best of 5 depending on time constraints. If possible, best of 5 will be utilized.

+ Players must bring their own PC / laptop, as well as the necessary peripherals to compete in the League of Legends tournament (see equipment check-list below).

+ Players may not use 3<sup>rd</sup> party add-ons.

+ Any attempt to tamper with the tournament network in such a way that hinders the competition will result in disqualification and removal from the event.

+ Players are welcome to play warm-up games with other players during periods of down time.

+ The latest official patch will be used throughout the event.

+ Players may not pause a game without first stating so in /all chat. Pausing a game must be for a legitimate reason (Connection issues, hardware issues, etc). A team giving an unwarranted pause will be issued a warning. If a second unwarranted pause occurs, that team will be disqualified.