



MASTERS

REGULATION

4 Gamers OMEN LoL Masters

1. GENERAL INFORMATION

4 Gamers OMEN LoL Masters Cup is a tournament of the computer game League of Legends, whose final will take place live at the Multiusos Pavillion in Gondomar, on October 21st-22nd, 2017.

Players and teams should bear in mind that by registering on the tournament they may qualify themselves and, if so, they will need to travel to Gondomar to disput the final phase, on the above mentioned dates.

1.1 Format and Dates

1.1.1 Qualification Phase (ONLINE):

- September 29th through October 1st - Open Online Qualifier – 4gamersomenlolmasters/battlefy
 - Sep 29th: from 21:00 to 00:30 hours¹
 - Sep 30th: from 14:00 to 00:30 hours²
 - Oct 1st: from 14:00 to 00:10 hours³

FORMAT: Double Elimination

1.1.2 Offline Finals:

- October 21st-22nd – Live at Multiusos in Godomar
FORMAT: Double elimination

1.2 Number of participants

1.2.1 ONLINE Qualification Stage: 64 Teams

1.2.2 OFFLINE Final Stage: 4 Teams (3 from Qualifier + 1 Invited Team)

1.3 Prize-Pool

The total Prize Money consists of 4.500€ (liable to taxes) and will be distributed among the 4 teams at the Tournament's Finals:

- 1st Place – 2.500€
- 2nd Place – 1.000€
- 3rd Place – 600€
- 4th Place – 400€

¹, ², ³ This is the projected schedule; the number of enrolled players may lead to schedule adjustments



MASTERS

The prizes will be delivered to the Captain of each Team. Should he be under 18 years of age, the prize will be delivered to the respective parent/guardian upon presentation of legal identification card.

1.4 Registration

Attention: Non-compliance in any of the following steps can invalidate the team's registration and disable the participation of the team in the tournament:

1. The players, captain or the responsible member of the team have to fill out all the mandatory information fields on the qualifier's website, BATTLEFY, available at: 4gamersomenlolmasters/battlefy.
2. After qualifying in the Open Qualifier, the three teams will need to register using an enrollment form and send it to the Organization. Given that this registration is mandatory, the teams can also request the registration address through support contacts (discord, email or Facebook).
3. Any intention to modify the previous data on the battlefy website (players substitutions, new registrations, modification of nicknames), will only be possible before the beginning of the tournament, and **the Administration needs to be previously informed thereof**.
4. All players must also register on the League of Legends website <http://euw.leagueoflegends.com> in order to be able to receive LoL prizes. If a player does not complete his registration in the LoL Community event page, he or she will not be eligible to receive League of Legend prizes.

Notes:

- The 3 teams selected by the Open Qualifier shall have free and covered access to the 4Gamers event
- Any problems regarding any of the previously mentioned items must be reported either by email (<mailto:info@gamersmedia.pt>), or through the support discord available at gamersmedia.pt/discord

2. GENERAL RULES

2.1 Players

„Player“ designates anyone who is part of a team in the tournament, whether they are resident or surrogate players.

Players have the duty to:

- 2.1.1 Behave respectfully towards the Tournament Staff, other players and the audience, as well as to display correct, sportsmanship behavior during the tournament.
- 2.1.2 Be ready at the designated time for the beginning of the games
- 2.1.3 Have a League of Legends account on the EU West server that allows them to participate in the tournament (minimum 16 Champions)
- 2.1.4 A player can only be registered in one team



MASTERS

2.2 Teams

2.2.1 Need to have at least 5 players

2.2.2 Have a maximum of 2 surrogates (optional, liable to team disqualification, should the team not have 5 available players registered for the tournament).

2.2.3 Have 1 Coach and 1 Analyst (optional, without penalties).

2.2.4 Having previously informed the Organizers, the team can, ahead of tournament or in between tournament pauses (after the Open Qualifier or before the Offline Phase), appeal on the following items:

2.2.4.1 Enroll players due to not having reached the limit of 7, as long as they are not competing in the tournament.

2.2.4.2 Replace players, as long as the replacement does not account for more than 50% of the enrolled team players

2.2.4.3 Change the name and image⁴

Important Note: Item 2.2.4.3 can conflict with the exit of teams from organizations or between organizations. The Administration aims at mutually protecting the teams and their representatives and therefore, for equality purposes, does not accept any unilateral decision among players or organizations. Our decision encompasses two angles: players and representing team, for example:

Should players represented by an organization leave without its consent, or should the organization change the team of players not complying with item 2.2.4.2, the team can be disqualified and/or lose the slot.

2.3 Team's Captain

All teams must select one captain, who will represent the team. The captain will be responsible for:

2.3.1 Promoting the communication between his team and the Staff members.

2.3.2 Promoting the communication between his team and the remaining teams.

2.3.3 Conveying the team's decisions during the tournament (such as possible desistance, technical problems, or player replacement)

2.3.4 Efficiently representing the ideas of the team as a whole.

2.4 Eligibility to participate in the tournament

Participation in the tournament is open to all those, who:

2.4.1 are not clearly banned due to the Riot Games's policy

2.4.2 do not have a labor contract (indefinite or temporary) with Riot Games

2.4.3 are not a member of the Tournament's Staff

2.4.4 are not under 12 years old

3. TOURNAMENT

3.1 ONLINE Qualification Stage

3.1.1 The tournament takes place on the map Summoner's Rift with 5-player teams.

3.1.2 The format is one of Tournament Draft (with Picks and Bans).

3.1.3 All "Champions" are available, as long as Riot Games gives no indication of serious bugs, that will cause disactivation of that champion.

⁴ Please bear in mind that the administration of the tournament will need to approve the request.



MASTERS

- 3.1.4** The higher seed can pick the blue or red side to start the encounter. (*The higher seed corresponds to the team, which on the tournament tree features the lowest number and is on the left. Example: During the encounter Team A vs. Team B, Team A will be the higher seed.*)
- 3.1.5** Any champion can be used as long as he has not been banned.
- 3.1.6** One can use 30 runes of any tier.
- 3.1.7** Any combination of the 30 points is allowed. A game is deemed official once 10 players have uploaded the game, and the game lasts 20 seconds (00:00:20)
- 3.1.8** The game is over once a team destroys the nexus of the counterteam or once one of the teams quits through the surrender vote.
- 3.1.9** In difficult situations only, where players can find a solution without Management, each team will have a 10-minute pause during the game.

3.2 Final Stage (live)

The terms of the previous stage apply during this stage, except if in conflict with the previous ones – in which case, the following rules will apply:

- 3.2.1** The tournament will be disputed with the new competitive scheme of bans, each team being given 5 bans.
- 3.2.2** Should there be no seeding system, the captains of both teams will be asked to pick the side of a coin, which will then be tossed by a staff member. The winner can pick the side where his team will start playing.
- 3.2.3** Only two members of the Staff, preferably the Team's coach or analyst, can remain on stage during the Champion Selection. Once the last team champion is selected, they should leave the game stage.

4. SCHEDULES

4.1. Qualification Phases

- 4.1.1** The Organization's official channels, as well as the tournament's website (battlefy) will announce the schedules for each round. These schedules must be upheld.
- 4.1.2** Players should present themselves in the game room 10 minutes ahead of schedule.
- 4.1.3** Should both teams agree to it, the games can start slightly ahead of schedule. In the event of a disagreement, the announced schedule will take precedence and only 10 minutes flexibility will be granted for all players to be ready to play.

4.2. Final Stage (Live)

- 4.2.1** The Schedules announced and given to the teams during the briefings cannot be changed upon players request.
- 4.2.2** A team should be ready, having all its members gathered and available, as soon as the previous game starts.
- 4.2.3** During the BO3 (Best-of-3) rounds, the teams only have a 5-minute break between the games. In case the players separate and are not seated and ready to play after those 5 minutes, it will count as a defeat.
- 4.2.4** Should a team have completed a BO3 series, and play another series right after, there will be a longer break of 10 minutes.



MASTERS

5. SPORTSMANSHIP

5.1 All players must respect the rules herein described and display sportsmanship during the tournament. They should also be familiar with the Summoner's Code and follow its rules, in and out of game. You can read or review the rules here:

http://na.leagueoflegends.com/articles/The_Summoners_Code

6. MEDIA DAY

6.1 On October 20th, at 20:00 hours, both players and their respective teams will have to attend a photo shooting and a pre-tournament event at a location to be announced by the Organization, either on the same site as the tournament or in its vicinity.

6.2 Failure to attend, either on the part of players or by the teams, will have consequences for them.

6.3 The Organization promotes media presence, but any other media planned by the teams or others will have to be previously discussed with the organizers from 4Gamers.

6.4 During the event, a cocktail for all teams will be served.

7. ADDITIONAL NOTES

7.1 All information given by the participants will be used for the organization of the event.

7.2 Personal data of those enrolled will be managed by the organization in observance of the legislation in force and will be registered as private in a system that is exclusive property of the organization.

7.3 The enrolled participant accepts and authorizes the inclusion of his/her data in the aforementioned register.

7.4 Enrollment and participation also imply acceptance that the participant grants his/her image rights (photo and/or video) to the Organization.

7.5 Participation in the tournament is subject to the acceptance of the terms and conditions referred to in this regulation.

7.6 The Organization has the right to change the regulation at any moment and without previous notice.

7.7 The Organization is sovereign in its decisions.

7.8 Any lack of respect or offense towards organizers and adversaries can be punished and lead to the Team's exclusion from the tournament.

7.9 In the event of extra regulated situations, the Organization can add or change a rule.