



SAIT Esports Showcase – May 1 & 2 Tournament Rules

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Overview

SAIT is hosting a 2-day tournament with our Partners, Microsoft Chinook and Memory Express, on May 1 & 2, 2020 featuring Overwatch and League of Legends. Teams will register via [[SAIT esports website](#)] and play qualifier rounds to determine seed for Tournament Day. Teams who register early and participate in the Qualifiers will have the opportunity to place in a higher seeding for Tournament Day. On Tournament Day, teams will compete in a bracket tournament format, with the top team winning a cash prize and chance to compete with Collegiate Team (TBD which team).

Important Dates

Registration Opens: February 8, 2020
Registration Closes: April 25, 2020

Tournament Dates: May 1, 2020 Overwatch
(Hosted at SAIT Campus Centre) May 2, 2020 League of Legends

Qualifier Dates: April 11 & 18, 2020 League of Legends
(Hosted at Microsoft Chinook) April 12 & 19, 2020 Overwatch

Registration Fee

All competing Teams are required to pay a registration fee of \$10 per tournament per player to secure their chance in winning the cash prize and compete against a Collegiate Team (TBD which team).

Players can register as part of a team with 4 or 5 other players (depending on the game), or register as a Free Agent. Players can register for both tournaments; however, payment is required for both (\$20 total) as there are two registration forms – one for Overwatch and one for League of Legends.

Tournament Format

Teams will register and/or drop-in to Qualifiers for Overwatch or League of Legend Days. Teams will then be randomly seeded in Single Elimination Tournament for both games on both days.

Prizing, or the final seed, is Points Based. In other words, all teams who participate and register for the SAIT May Event will earn points based on their finishing place in either or both qualifiers. For example:



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- i. Team A attends Qualifier 1 and 2, winning the first qualifier (giving them 15 points), and placing 3rd of 10 in the second qualifier (giving them 10 points) – a total of 25 points.
- ii. Team B attends Qualifier 2 only, winning the second qualifier (giving them 15 points) – a total of 15 points.
- iii. Team C does not attend either qualifiers but registers for the SAIT LAN, giving them a total of 0 points.
- iv. Teams will now be seeded based on the number of points they have accumulated in the prior qualifiers, giving the teams who can commit the most the best opportunity to be placed high coming into the SAIT tournament.
- v. Points Allocation per Qualifier:
 - a) 1st Place – 15 Points
 - b) 2nd Place – 13 Points
 - c) 3rd Place – 10 Points
 - d) 4th-6th Place – 7 Points
 - e) 7th-10th Place – 5 Points
 - f) >10th Place – 3 Points
 - g) Unattended Qualifiers – 0 Points

Refer to page 5 for Overwatch match rules, and pages 5 and 6 for League of Legends match rules.

Free Agent Option

To allow for as many teams and opportunity for players to meet new players, this Tournament is offering a Free Agent Option. For players who cannot find a full team for both games, players can sign up as a “Free Agent” and will be matched with other Free Agents. Free Agents may be placed as a sub depending on the number of Free Agents who register. Once Free Agents are assigned to a team, it is up to the responsibility of the newly formed team to conduct their own practices and player issues.

Player Code of Conduct

By registering and participating in this Event, all attendees including players must conduct themselves in accordance to SAIT’s Rules of Conduct on campus and at Microsoft Chinook. Players also must abide by the following Code of Conducts:

- *Incorrect player information:* A warning will be sent to the Team Captain if his or her players are found with an incorrect IGN/ID in their profile. Errors must be corrected before the team’s next match. If the error is not corrected, said team will receive one game loss and



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will continue receiving one loss each game until the player's information is updated. Warnings will start immediately upon the first match.

- *Falsifying results or incorrect results reporting:* Teams who present false or incorrect results will receive one warning. A 2nd warning will result in the reversal of the game(s) in question. A 3rd warning will result in the entire match score being reversed. Any further infractions will result in removal from the tournament(s).
- *Illegal players:* Illegal use of a player from another team who is not listed as a substitute or starter will result in a match forfeit penalty, and the player being potentially suspended from ALL activities within the tournament(s). If there is any suspected use of Illegal Players, it should be reported immediately to Tournament Organizers or Referees.
- *Bad manners:* Players who use excessive bad manner, insults, or related behavior towards another Player, Event Participants, Event Staff or Tournament Organizers, will be given a warning. Continual excessive bad manner will result in a ban from the tournament(s). If there is an extreme case of excessive bad banner, players may be penalized and removed from the tournament(s) without warning if the bad manner is severe.
- *Hacking, Ghosting, and Stream Cheating:* Any use of an illegal 3rd party program, map hack, stream cheating, or other activities where a Player gains an unfair advantage will be immediately banned from the tournament(s). Any prize money earned by the Player will be forfeited and all matches reversed.
- *Prize Pool distribution:* Prize pool distribution will be distributed evenly by the total amount of players in a team. If a Player has violated any of the player conduct, the Player forfeits their rights to the prize pool and will be excluded in prize pool distribution.



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Overwatch Match Rules

Overwatch Matches will follow normal 6v6 competitive rules and each team must designate a Team Captain. Matches will follow the specific match settings below:

- Rule set: Competitive
- High bandwidth: On
- Game mode
 - Start of the tournament - quarterfinals: Best of Two with Double Elimination
 - Quarterfinals & semifinals: Best of Three
 - Finals: Best of Five
- Map rotation: Single map
- Return to lobby: After a game
- The higher seed starts the map veto, lower team chooses
 - Available maps: King's Row, Numbani, Watchpoint: Gibraltar, Dorado, Hanamura, Temple of Anubis, Volskaya, Nepal, Lijiang Tower, Hollywood, Ilios, Route 66, Eichenwalde, Oasis, Horizon Lunar Colony, Junkertown, Paris & Blizzard World
- Hero selection limit: 1 per team
 - All heroes are currently allowed
- Disable kill cam: On

In case of a tie on Assault, Hybrid or Escort, a preset Best of One Control map is to be played. The team that captures the first objective fully, on the first point of the control map will win the tied map.

In the event of any unintentional server crashes or problems with the Overwatch client, platform, network or PC, the Player may pause the match, but must signal and report the issue to the Referee or Tournament Organizer. The issue will then be evaluated for legitimacy and assess the appropriate action to be taken following evaluation. The Referee or Tournament Organizer may pause the Match at any time at their discretion.

Please note: Control maps picked in from the map pool are to be played as a Best of Three. Rules are also subjected to change to cater towards participant numbers.

League of Legends Match Rules

League of Legends matches will follow normal 5v5 competitive rules and must designate a Team Captain. Matches will follow the specific match rules below:



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1. Each tournament match will be “best-of-one,” except for the finals, which will be best of three.
2. Before each match, the team captains and the referee will hold a coin toss. The winner of the coin toss will choose which side of the map his team will defend (along with “first pick” or “last pick” as that entails). For finals, a coin toss will be held for the first match, and sides would rotate subsequently.
3. All games will be contested on Summoner’s Rift, 5v5, Tournament Draft.
4. After log-ins are complete, each team may select their player order (for purposes of picks and bans) in whatever order they like.
5. The tournament will be played on the most recent live patch.
6. In the event of any unintentional server crashes or problems with the League of Legends client, platform, network or PC, the Player may pause the match, but must signal and report the issue to the Referee or Tournament Organizer. The issue will then be evaluated for legitimacy and assess the appropriate action to be taken following evaluation. The Referee or Tournament Organizer may pause the Match at any time at their discretion.
7. All referee decisions are final.
8. All teams and players must comply with the player procedures handout that will be issued at registration.

Please note: Rules are subjected to change to cater towards participant numbers.