

TEAMFIGHT TACTICS™ GIZMOS & GADGETS



Format and Rules

Set 6 & 6.5 Challenger Series Tournaments

Tournament eligibility and requirements

All players must be Oceanic residents. The Oceania (OCE) region consists of the following countries and territories; Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, Northern Mariana Islands. If any player is found to not be an OCE resident they will be immediately disqualified.

The minimum age to participate in any ORDER tournaments must not be younger than 13 years of age.

All players must join the Discord server: <https://discord.gg/AW5WPC5Vg4>

Contestants

The 16 highest scoring players on the Set 6 Ladder Leaderboard (<https://ocetft.com/ladder>) will compete.

The top 30 players will be invited, those outside the top 16 will be placed into a waitlist and given priority based on their Leaderboard placement.

Registration

The top 30 players that have been invited must fill out the registration form that has been sent to their email.

To register all players must provide the following information:

- In-game name
- Discord username
- Confirm they are a resident of Oceania

Check-in

Players must check-in within the allotted time to compete.

- Check-in will open at 5pm AEDT.
- You will have 50 minutes to check-in on Discord in the #check-in channel.
- Check-in will close at 5.50pm AEDT.
- If you check-in late you may miss out on competing.

Dates & times

Set 6 Challenger Series

Day 1 - 15th January, 2022

Day 2 - 16th January, 2022

Set 6.5 Challenger Series

Day 1 - 12th March, 2022

Day 2 - 13th March, 2022

Format

Day 1:

All contestants will be randomly placed into two separate lobbies. These two lobbies will each play **5 consecutive games**. At the end of the 5 games the highest scoring four players from each lobby will progress to day two.

Day 2 (Checkmate format):

Eight players will play consecutive games until a player that has surpassed the 18 point threshold comes in first place at which point the tournament will end and that player will be the winner.

The top 4 scoring players after day 2 will receive an invitation to the Oceanic TFT Gizmos & Gadgets Mid-Set Invitational. If a player has already qualified from a previous event, the invitation will be awarded to the next placed player.

Missing/Late players

If a player does not show up to their game within 10 minutes of lobbies being posted a suitable replacement will be found from the players that have previously registered or the highest scoring player that was previously eliminated.

If no substitute can be found, admins may add a dummy account to the lobby to complete the lobby so they may start. This will be used as a last resort and team captains must wait to be given the go ahead from an admin or event staff.

If a lobby is missing a player the team captain must notify staff as soon as possible.

Players that leave midway through a tournament may be excluded from participating in future ORDER-run tournaments.

Game remakes

All players must continue to play the match until advised otherwise by a tournament administrator. Do not leave your game if told by another player, **ALWAYS** check Discord first.

If a player wishes to call for a rematch in the event of a bug, glitch, server lag or any other event that has affected gameplay. That player must contact a tournament administrator immediately to determine the proper response.

Disconnections

If a player disconnects from a game prior to Round 2-4, the disconnected player can request a remake. The disconnected player must immediately notify the tournament administrators as soon as the disconnect occurs. No more than one remake request per player will be accepted throughout the tournament.

All remake requests are decided at the discretion of the Tournament Administrators. In the event that a disconnect occurs after the start of Round 2-4 the game will not remake and continue as normal.

If a player requests a game restart, they will be expected to provide tournament administrators with evidence of the disconnect. It is up to the discretion of tournament administrators to decide if a game will restart. Penalties may apply if they determine that the restart was requested in error or if the disconnect is found to have been intentional.

Rule Disputes

ORDER has final, binding authority to decide all disputes with respect to any portion of these rules, including the breach, enforcement, and interpretation thereof.

Streaming

All players are highly encouraged to stream their POV during playing of the tournament, streaming is not required and completely optional.

Players streaming the event are to use the in-game overlay supplied by ORDER and should have no on-screen alerts or Twitch chat on stream while in-game. Outside of the game, those things are allowed.

To remain consistent across the board we would appreciate it if you titled you stream with:
"[OCE TFT Challenger Series] <anything you want>"

Scoring

Players will be given a score based on their placement at the end of each game. Scores reset between day 1 and 2.

It is up to the winner (or second place) of each game to notify staff of the lobby's placements with a screenshot displaying all player names and placement from the in-game score screen.

Day 1 Scoring will be as follows:

1st - 8
2nd - 7
3rd - 6
4th - 5
5th - 4
6th - 3
7th - 2
8th - 1

Day 2 Scoring will be as follows:

1st - 10
2nd - 8
3rd - 6
4th - 5
5th - 4
6th - 3
7th - 2
8th - 1

Players must first reach or surpass the 18 point threshold then place first in a game to win the tournament.

Tie-Breakers

Each player's tie-breaker will be their rank on the OCE TFT Ladder Leaderboard (<https://ocetft.com/ladder>).

Prizing

The top 4 scoring players after day 2 will receive an invitation to the Oceanic TFT Gizmos & Gadgets Mid-Set Invitational. If a player has already qualified from a previous event, the invitation will be awarded to the next placed player.

There will also be cash prizing in AUD as follows:

\$450 - 1st place

\$300 - 2nd place

\$250 - 3rd place

\$200 - 4th place