

TEAMFIGHT TACTICS™ GIZMOS & GADGETS



Format and Rules
Set 6 Mid-Set Invitational

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>

ALL PLAYERS MUST RETURN A SIGNED PARTICIPATION AND RELEASE FORM

Contestants

There will be 24 players competing:

- 8 from Arcanist Cup
- 8 from Innovator Cup
- 4 from Challenger Series
- 4 from Set 6 Snapshot leaderboard

Waitlisted players

We understand that there may be players in the top 4 on the ladder snapshots that are not eligible to play. In an effort to make sure we have enough players to fill out every available spot we will invite the top 7 players. Anyone outside the top 4 will be placed onto a waitlist and will be given priority on joining based on their rank. Waitlisted players must still return signed documents and check-in on the day if they wish to be able to compete.

Check-in

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

- Check-in will open one hour before the tournament starts 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 sharp.
- If you do not check-in within the allotted time you will not be able to compete.

Dates & times:

Day 1 - Feb 11th, 2022

Day 2 - Feb 12th, 2022

Day 3 - Feb 13th, 2022

Check-in opens at 5pm AEDT and closes at 5.50pm AEDT. Games start at 6pm AEDT.

Format

Each day will consist of six games.

Day 1 - Top 24

All players will play six games, after these games the bottom 8 scoring players will be eliminated. The top 16 players will progress to day two.

Day 2 - Top 16

Top 16 players from day one will play six games, after these games the bottom 8 scoring players will be eliminated. The top 8 players will progress to day three.

Day 3 - Top 8

Top 8 players from day two will play six consecutive games.

Lobby Creation

One player will be selected as the lobby captain. The lobby captain must invite the players from their lobby and confirm they have all the correct players before starting the game.

Seeding**Day 1:**

The first two games will be randomised.

Games 3, 4, 5 & 6:

Lobby 1: 1, 2, 3, 4, 5, 6, 7, 8

Lobby 2: 9, 10, 11, 12, 13, 14, 15, 16

Lobby 3: 17, 18, 19, 20, 21, 22, 23, 24

Day 2:

The first two games will be randomised.

Games 3, 4, 5 & 6:

Lobby 1: 1, 2, 3, 4, 5, 6, 7, 8

Lobby 2: 9, 10, 11, 12, 13, 14, 15, 16

Scoring

Players will be given a score based on their placement at the end of each game and given a rank.

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

Points are cumulative each day but reset between days.

Scoring points:

1st - 8

2nd - 7

3rd - 6

4th - 5

5th - 4

6th - 3

7th - 2

8th - 1

Tie-Breakers & Strength of Schedule

Day 1 tie-breakers:

1st - Most amount of first places

2nd - Highest SoS score (SoS is the total score of all opponents you have faced)

3rd - Highest ranking player on the OCE Snapshot leaderboard

Day 2 & 3 tie-breaker:

The player's rank from the previous day will be their tie-breaker. The player with the highest rank from the previous day will win the tie-breaker.

Streaming

All players are heavily encouraged to stream their POV during playing of the tournament.

Any players wishing to stream their POV of the event must abide by the following guidelines.

Title your stream with "[TFT OCE Mid-Set Invitational] <anything you want>".

Display the overlays/logos provided to you. Please do not shrink the images or alter them in any way. The graphics will be provided via the official Discord.

A command may be requested at Riot's or ORDER's discretion. Organisers may request players to change their stream resolution, which players must comply with if their computers are capable of the change.

Any logos/avatars/alerts should not block the gameplay or overlay provided by ORDER. Tournament organisers may request logos/alerts to be removed. Twitch chat is prohibited from being shown on the stream during games.

Since their stream may be used for broadcast, players cannot use any copyrighted music, and tournament organisers request players to change or turn off their music at any time.

Riot Games have a creator-safe playlist if you wish to use it, link here:

<https://open.spotify.com/playlist/5hDYD44imzFZEqTfAoco1N>

As part of any sponsorship agreements negotiated for the tournament at any time, players may be asked to create a chat command in their stream chat that contains a custom link provided by ORDER.

Players will also include that command in their stream title. The custom overlay provided by ORDER will also contain sponsor logos.

All players must retain their VODs of their tournament gameplay for the minimum Twitch retention length (1 week). Players are asked not to delete their VODs to allow for league administration review if necessary.

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 knocked out.

If no substitute can be found, admins may add a dummy account to the lobby to complete the lobby. 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 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, check discord first.

If a player wishes to call for a remake 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.

Forfeits/Unsportsmanlike conduct

Forfeits during tournament play are strictly not allowed. Anything that can be seen as unsportsmanlike conduct may result in players receiving a zero score for that round or disqualification from the tournament.

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.

Prizing

The top 16 scoring players after day 4 will be invited to the Oceanic TFT Reckoning Series Regional Finals held in September on Set 5.5.

There will also be cash prizes for the top 8 scoring players.

1st Place - \$1000

2nd Place - \$800

3rd Place - \$700

4th Place - \$600

5th Place - \$500

6th Place - \$400

7th Place - \$300

8th Place - \$200