# TEAMFIGHT TACTICS™

# RECKONING

## OCEANIA

# Format and Rules

## Open Qualifiers

**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 amount of players that can compete is uncapped however the tournament may only run with an amount of players that is divisible by 8.

**Registration**

All players must register for the tournament on the form here:
https://forms.gle/415uMhncnzSryFgG7

To register all players must provide the following information:
- In-game name
- Email address
- 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 one hour before the tournament starts at 5pm AEST.
- You will have 50 minutes to check-in on Discord in the #check-in channel.
- Check-in will close at 5.50pm AEST sharp.
- Players will be given priority to compete based on the time they check-in.
- If you check-in late you may miss out on competing.

**Dates & times**

First Open Qualifier
Day 1 - May 22nd, 2021
Day 2 - May 23rd, 2021
Check-in opens at 5pm AEST and closes at 5.50pm AEST. Games start at 6pm AEST.

Second Open Qualifier
Day 1 - June 5th, 2021
Day 2 - June 6th, 2021
Check-in opens at 5pm AEST and closes at 5.50pm AEST. Games start at 6pm AEST.

Third Open qualifier
Day 1 - June 19th, 2021
Day 2 - June 20th, 2021
Check-in opens at 5pm AEST and closes at 5.50pm AEST. Games start at 6pm AEST.

Fourth Open Qualifier
Day 1 - July 3rd, 2021
Day 2 - July 4th, 2021
Check-in opens at 5pm AEST and closes at 5.50pm AEST. Games start at 6pm AEST.

**Format**
On day one the amount of games played will vary based on the amount of players, capping at six games total.

If there are 40-56 players 2 games will be played.
If there are 64-88 players 3 games will be played.
If there are 96-136 players 4 games will be played.
If there are 144-200 players 5 games will be played.
If there are 208+ players 6 games will be played.

The top 32 players will move to day two.

**Day 1:**

Two games will be played by all contestants.

After the first two games the bottom 30% scoring players will be cut.

The percentage of players cut is rounded up to the nearest number divisible by 8.

Each game after the bottom 30% scoring players will be cut, once the last game has been played the top 32 scoring players will move on to day two.

There will always be 32 players moving on to day two regardless of how many players sign up.

**Day 2:**

Day two will feature the top 32 players from day one.

Contestants will play continuous games with the eight lowest scoring players cut every two games until only 8 remain.

The last 8 remaining players will win and receive an invitation to the Oceanic Reckoning Invitational Tournament.

**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, 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 <u>request</u> 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 encouraged to stream their POV during playing of the tournament, streaming is not required and completely optional.

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

**Lobby generation and creation**

Throughout the entire tournament every lobby will be randomised.

One player will be nominated as lobby captain, the lobby captain must invite all other players.

If the appointed lobby captain is a mobile player please inform staff immediately and a suitable lobby capitan will be chosen.

## Scoring
Players will be given a score based on their placement at the end of each game. Scores will be cumulative throughout each day but reset from day one to day two.

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.

*Scoring will be as follows:*
1st - 10
2nd - 8
3rd - 7
4th - 6
5th - 4
6th - 3
7th - 2
8th - 1

## Tie-Breakers & Strength of Schedule (SoS)
Each player will be given a SoS score equal to the sum of the opponents scores from all games that they have played in. Throughout day one the player with the highest SoS score will win the tie-breaker.

SoS will break most ties however we do have a few more if required, they will be in the following order:
1st - Highest SoS
2nd - Most amount of first places
3rd - Highest placement in last game played
4th - Player currently ranked higher on the OCE ladder

On day two the player with the highest rank from day one will win the tie-breaker.

## Prizing
The top 8 players from each Open Qualifier will earn an invitation to the **Mid-Set Invitational**. More information at [ocetft.com](ocetft.com).

**There will also be cash prizes for the top 4 scoring players.**

1st Place - $200
2nd Place - $175
3rd Place - $125
4th Place - $100