



META Esports Zone

Multi-Game Tournament Rulebook

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Introduction and Purpose

Welcome to the official rulebook that serves as the comprehensive guide for our tournaments across multiple game titles, including League of Legends and Valorant

This rulebook has been designed to streamline the tournament management process by providing a unified set of guidelines applicable to all game titles. By consolidating the rules into a single rulebook, we aim to ensure consistency, clarity, and fairness for all participants.

The following sections outline the rules that govern our tournaments. While the specific game rules and formats may differ for each game title, the fundamental rules and guidelines outlined in this rulebook are applicable to all participants across all game titles.

Please note that within this rulebook, you will find sections dedicated to each game title, outlining the specific rules, formats, and requirements unique to that particular game. These sections will provide the necessary information to ensure that participants are well-informed and prepared for their respective tournaments.

1. Player and Team Eligibility

To be eligible, players must possess a valid and active game account in good standing, and ensure that their player names do not include profanity, inappropriate language, or references. The tournament organisers reserve the right to request name changes for players with inappropriate names.

1.1 Roster Limits

1.1.1 One captain (“**Captain**”).

1.1.2 Four starter players (“**Starters**”).

1.1.3 Zero to two substitute players (“**Subs**”).

1.2 Multiple Rosters

Players cannot be listed on multiple rosters and cannot play for more than one team throughout the duration of the competition.

1.3 Substitution within roster

Teams have the flexibility to make player substitutions before a game starts, including during the match lobby. However, once the game has begun, no substitutions are allowed until the game concludes.

1.4 Registration

Registrations will be done via the following K2Play links:

<https://k2play.gg/g/league/meta-armageddon-open-league-of-legends>

<https://k2play.gg/g/valorant/meta-armageddon-open-valorant>

1.5 Check in

The tournament spots will be given to the first 24 teams that complete the check-in process. Teams that fail to check in within the designated period specified in the 4.1 Rolling Schedule will not be able to participate. Checking in is mandatory in order to secure your team's spot in the tournament, regardless of the game title.

2. Player Code of Conduct

We are committed to fostering a safe and respectful environment for all participants in our tournament. Every player has the right to engage in fair and enjoyable gameplay without being subjected to harassment, discrimination, or any form of misconduct.

2.1 Respectful Behaviour

- Treat all players, officials, and staff with respect, both in-game and out of game.
- Refrain from using offensive, discriminatory, or abusive language or behaviour.
- Show sportsmanship by accepting victories and defeats graciously.

2.2 Fair Play

- Refrain from engaging in any form of cheating, hacking, exploiting game mechanics, or other methods that may provide them with an unfair advantage.
- Maintain integrity and compete honestly, showcasing your skills within the boundaries of the game.

2.3 Reporting Violations

- If you witness or experience any behaviour that violates the Player Code of Conduct, report it to a tournament official.
- Provide accurate and detailed information regarding the incident to assist in its investigation and resolution.

2.1 Consequences of Breach

- Players found in breach of the Player Code of Conduct may face disciplinary actions.
- The severity of the penalty will be determined based on the nature and extent of the violation.
- Penalties may include warnings, point deductions, disqualification from matches, or removal from the tournament.

3. Tournament Format

This tournament follows a double elimination format, allowing teams to continue playing even after losing a match. The tournament consists of qualifiers for up to 24 teams held on Saturday for Valorant and Sunday for League of Legends, With the top four teams of each title moving on to play the Championships on Monday.

3.1 Stages

The tournament consists of two stages: the qualifiers and the Championships.

- **Qualifiers:** The qualifiers stage includes a double-elimination format until we have only four teams left. The number of remaining rounds may vary on the day.
- **Championships:** The championship stage is a single round that takes place on Monday, where the top teams from the qualifiers compete for the championship.

3.2 Seeding

Seeding will be randomly assigned for the qualifiers.

3.3 Grand Finals

Apart from the options of Side Selection or Map Selection, there will be no additional advantage given to the winners in the grand finals of Valorant and League of Legends.

4. Schedule & Prizes

Saturday (June 3rd) is for Valorant and Sunday (June 4th) is for League of Legends with championships for both games on the Championship Monday

4.1 Rolling Schedule

The times listed below serve as a general guide, but it is important to note that teams will receive specific instructions from a tournament official regarding their availability for upcoming matches. The schedule follows a continuous and ongoing progression without fixed times.

Valorant Saturday and League of Legends Sunday Schedule (June 3rd & 4th)	
Event	Time
Registration and Check in Opens	9:00 AM
Check in Closes	10:30 AM
Upper Bracket Round of 32	11:00AM
Upper Bracket Round of 16	12:00PM
Upper Bracket Round of 8 + Lower Bracket Round of 16	1:00PM
Upper Bracket Semi Finals + Lower Bracket Round of 8a	2:00PM
Upper Bracket Finals + Lower Bracket Round of 8b	3:00PM
Lower Bracket Round of 4a	4:00PM
Lower Bracket Round of 4b	5:00PM

Championship Monday (June 5th)	
Event	Time
Valorant & League of Legends 3rd/4th Decider	11:00AM
Valorant & League of Legends Lower Bracket Finals	12:00PM
Valorant Finals (Bo3)	1:00PM
League of Legends Finals (Bo3)	3:30PM

4.2 Prizes

The prizes are as follows

- **1st Place** - \$2500 NZD
- **2nd Place** - \$1500 NZD
- **3rd Place** - \$1000 NZD

4.2 Prize Delivery

Upon completion of the tournament, officials will collect the bank details of one individual per team.

5. Valorant Game Rules

5.1 Lobby Settings

The match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on.

5.2 Map Pool

The map pool consists of Ascent, Bind, Fracture, Haven, Lotus, Pearl and Split.

5.3 Map Selection Process for Best-of-One Matches

The better-seeded team will be classed as Team A with the other team being classed as Team B. Teams will be following this procedure.

- Team A bans one Map, Team B bans one Map
- Team A bans one Map, Team B bans one Map
- Team A bans one Map, Team B bans one Map
- Only one Map is remaining
- Team A picks side for map 1

5.4 Map Selection Process for Best-of-Three Matches

The better-seeded team will be classed as Team A with the other team being classed as Team B. Teams will be following this procedure.

- Team A bans one Map, Team B bans one Map
- Team A picks Map 1, Team B picks side for Map 1
- Team B picks Map 2, Team A picks side for Map 2
- Team A bans one Map, Team B bans one Map
- Only one Map is remaining
- Team A picks side for Map 3

5.5 Timeouts (Tactical Pauses)

Teams are allowed to call Timeouts of 60 seconds in duration two times per map. In the event of overtime each team will be granted one 60 second Timeout for all of overtime.

5.6 Agent Exploits

All agent abilities in Valorant must be placed in visible and easily identifiable locations. They should not be used in spots that are invisible or difficult to detect.

6. League of Legend Game Rules

6.1 Lobby Settings

The match lobby will be set to Map “Summoner’s Rift”, Game Type “Tournament Draft” mode with Allow Spectators “All” selected.

6.2 Side Selection for Best-of-One Matches.

The better-seeded team will be given the blue side and the other team will be given the red side.

6.3 Side Selection for Best-of-Three Matches.

The better-seeded team will be given the blue side and the other team will be given the red side for game 1. The losing team will get to choose which side they want for the next game.

6.4 Pauses

Teams can only pause for issues outside of their control, teams found pausing in the middle of the teamfight may be punished depending on the extremity and severity of when the pause was done.

Before resuming the match you must confirm with your opposition that they are ready to resume the match.

7. Spirit of the Rules

7.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling, tournament format and penalties for misconduct, lie solely with assigned tournament officials, the decisions of which are final.

7.2 Rule Changes

These rules may be amended, modified, or supplemented at any time in order to ensure fair play and the integrity of the tournament