

# 2019 LAN Party Extravaganza

August 31<sup>st</sup>  
8:00am-10:00pm

Taylor Sportsplex 13333 Telegraph Rd. Taylor, MI  
48180

Welcome to Downriver's first BYOC (Bring your own computer/console) LAN party. LAN Parties have been the heart and soul of gaming culture for years and we are bringing one to your backyard! LAN parties are a great way to meet fellow gamers, compete in tournaments, play casually with your friends, and share your passion for gaming with others just like yourself. This page will give you all the information you need to prepare yourself for a day full of gaming and will also list all the tournament rules for each game in case you want to test your skills in competition.

***Doors will open at 8:00am. Tournament registrations ends at 9:00am.  
Tournaments begin as soon as brackets are ready.***

**What should I  
bring?**

- Computer or Console with necessary  
Cables
- Monitor (No monitors over 27" allowed)

- Headset/Mouse/Keyboard/Mousepad/Controller
- Money for concessions
- Chairs will be provided, but feel free to bring your own
- Ethernet cables will be provided
- Friends! The more the merrier

### **Tournaments (\*Prizes for winners)**

- \*Rocket League (3v3)
- \*Apex Legends (3-man teams)
- \*Fortnite (Solos)
- Overwatch (6v6)
- Hearthstone

### **Other Information**

- **You can register online at [HERE](#)**
- Must register online and on [smash.gg/tsxlan](#) for the Hearthstone tournament
- Outside food and drink allowed
- 2 electrical outlets per person
- Spectating is FREE
- Discord is required to compete in tournaments

## **Venue Rules**

- Each visitor's participation is a binding contract to abide by the rules listed by the City of Taylor and the Taylor Sportsplex LAN Tournament Staff
- No alcohol or drugs allowed. Smoking and/or vaping is also not allowed on the premises. This is a city venue, and City of Taylor rules and regulations must be followed
- Participation is at your own risk
- No person or persons shall hold the Taylor Sportsplex or City of Taylor Liable
- Taylor Sportsplex and the City of Taylor is not responsible for personal belongings
- You are not allowed to use homemade electrical equipment
- You are responsible for keeping your area clean, and free from any clothing or other materials placed on top of or near power sourcing possibly resulting in a fire
- You cannot connect your own WLAN access point or WLAN router to the Taylor Sportsplex network
- If your computer is causing network problems, it will be disconnected from the network
- Each participant is responsible for their own network security precautions. Each visitor is advised to have an updated antivirus software installed.
- You may not alter or touch any of the Taylor Sportsplex network or power equipment
- The Taylor Sportsplex Staff and Tournament Admins retain the right to edit these rules as needed. The staff and tournament admins also retain the right to remove anyone from the premises
- Punishment severity for breaking rules is based on the tournament's staff discretion entirely

# Tournaments

**Tournament Format:** 3v3

**Prize:** Gaming Headsets

Double Elimination

Tournament

## **General**

### **Rules**

- 3v3 Tournament Format ➤ Best of 3 matches. Semi Finals will be best of 5 matches, and the grand finals will

be best of 7 > Whichever team wins 2 matches first in the best of 3 wins,  
whichever team wins  
3 matches first in the best of 5 wins, whichever team wins 5 matches first in  
the best of 7 wins. > Depending on the number of teams registered, there  
may be a round robin

group stage to determine  
seeding

> Double Elimination (Winner's bracket & Loser's bracket) > Maps will be  
mutually agreed upon by teams, if not DFH Stadium will be played  
by default > If tied at the end of regulation, the match will automatically go into  
overtime.

The first team to score a goal in overtime wins > Matches must be hosted on  
US-East. Failure to host on the correct server will

result in a forfeit. Games may be played on LAN mode but should be  
played online as standard if any issues arise from LAN mode. > Rooms  
and Passwords generated by smash.gg and are to be input by the  
designated team (orange team) > No 3<sup>rd</sup> Party add-ons are to be used during  
the tournament > Attempting to tamper with the game or network during  
the competition will

result in punishment > The latest Rocket League patch will be used throughout the  
tournament > You may not pause the game without the consent of both  
teams or tournament

staff. Pausing the game will result in a warning or disqualification at the  
tournament staff's consent > At the end of the match, captains must report  
to the tournament table to report

score  
s

## **Settings Game Mode: Soccer**

Map: As decided per the  
rules

Bot Difficulty: No  
Bots

Server Region: Challenge  
Option

Joinable By: Name /  
Password

Mutators:  
Default

Team Settings:  
Default

### **Official Rules:**

1. In regard to gameplay;

1.1. All players must be checked in with a tournament organizer before the check in time ends. Any player not checked in by that time will NOT be allowed to participate.

1.2. All teams must be registered to play before the team creation deadline ends. 1.3. Any team registered to play must play all required games and series. 1.4. There may be no more than the number of players required from the format on

the field at any time. (For example, 6 players for a 3v3, 4 for a 2v2, etc.) 1.5. Pre-game forfeiting must be reported to and approved by a tournament admin.

1.6. If a player disconnects from a game in progress;

1.6.1. If the game has had less than 30 seconds played AND no goals scored, the game shall be restarted. If neither team has recorded proof of this, and the teams disagree that it took place, then the game shall continue. 1.6.2. If the game has had a goal scored or longer than 30 seconds has passed

the game shall continue. 1.6.3. The disconnected player can reconnect at any time to a game in progress

they have disconnected from. 1.6.4. The disconnected player shall have the 5 minutes instead of the 2 given

in rule 1.8 after the game ends to reconnect to the lobby or the team shall forfeit. 1.7.

Substitutions must be made before or after a game, once a game starts no

player can join except as described in rule 1.6. The substitute player must be registered and, on your roster, to be able to play. 1.8. You must play your games within 2 minutes of the last game ending unless otherwise ruled. Each new series must start within 5 minutes of both teams being available to play. 2. Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or

undermine the legitimate operation of the tournament, or to annoy, abuse, threaten or

harass any other person is strictly prohibited. 3. Engaging in any form of Collusion is strictly prohibited. 4. Any form of Cheating will result in an automatic ban from this event and all future

events. 5. Offensive, vulgar, or obscene usernames, player avatars, and team names are

prohibited and will be changed before starting the tournament. What is considered offensive, vulgar, or obscene is at the discretion of staff/moderators. 6. Any insults to another player based on gender, sexual orientation, race, religion, origin,

or disability is strictly prohibited. 7. Any abuse of anyone involved (teammates, opponents, staff, spectators, etc.) is strictly

prohibited. 8. Interfering with any of your own - or any other player's - equipment; body; or property is

prohibited. 9. Intentional damage to any equipment, your own included, is prohibited.

10. Intentionally using any game Bugs to gain an advantage is prohibited. 11. Any accidental bugs occurring during play that are deemed to actively affect gameplay

detrimentally will result in restarting the game. 11.1. In order for a bug to be deemed accidental and not intentionally done by a

player, the staff and/or moderators must agree the bug was accidental. 12. Any attempts to bribe or intimidate opposing players or staff is strictly prohibited. 13. Possession of any substance or item that is illegal in the host area is strictly prohibited. 14. Committing any act that is illegal in the host area is strictly prohibited.

**Violating any of these rules leaves you subject to any of the following:**

- A. Game restart
- B. Loss of game
- C. Series restart
- D. Series forfeiture
- E. Tournament disqualification
- F. Temporary player bans
- G. Permanent player bans
- H. Prize forfeiture

**All rule violations reported by players must be proved, either by both teams agreeing the infraction took place or recorded footage of the infraction taking place.**

**Punishment severity is based on the tournament's staff discretion entirely.**

**Tournament Format: Battle Royale  
(PC)**

**Prize: Gaming  
Headsets**

## **General Rules**

➤ Tournament will be played 3-man squad mode online ➤ We will try to place people without teams together so that they can compete in the tournament ➤ More tournament rules will be determined at the time of the event depending on the number of teams registered ➤ Points will be based on kills and wins – 1 point per kill, 7 points for a win ➤ Teams will be given a time frame to play as many matches as possible to earn points ➤ Depending on the number of teams, there may be multiple rounds with different time frames ➤ A key phrase will be given in discord before the start of the event. This phrase will need to be entered at the score/victory screen and a screenshot must be



taken and uploaded to the tournament discord to report scores. Failure to do so will result in the match not counting. ➤ Game region must be set to NA ➤ You may leave a match only if a player on your team disconnects or has technical issues ➤ If two teams have the same amount of points at the end of the event, the winner will be determined by damage dealt ➤ At the end of the match, captains must report to the tournament table to report scores

**Official Rules will be discussed via a team meeting before the start of the event**

**Tournament Format:** 1v1 (Conquest Format)

**Bracket:** Determined based on number of attendees

## **General Rules**

➤ 1v1 Format ➤ Conquest ➤ Brackets created based on number of participants ➤ Blizzard Official Hearthstone Rules will be used

[Official Hearthstone Rules](#) ➤ Best of 3 throughout the tournament ➤ 3<sup>rd</sup> party add-ons may not be used ➤ Smash.gg will be utilized for banning/deck lists. Player's will have time to register and

get setup before the tournament starts ➤ Any attempt to tamper with the game or network may result in disqualification ➤ The latest patch will be used for the

tournament ➤ Players may not pause the match throughout the tournament without a tournament

staff member's consent or the consent of their opponent via in-game chat. Pausing the game may result in a warning of forfeit of the match ➤ Settings will be default

➤ Report scores to tournament table at the end of matches

## **Tournament Format: 6v6 (PC)**

### **General Rules**

Any settings not listed below should be left as default

➤ Game Mode: Custom

Game ➤ Ruleset:

Competitive ➤ Map Options

○ Map Rotation: After Mirror  
Match

○ Map Order: Single  
Map

○ Maps: Challenge  
Option

➤ Hero  
Options

- Hero Selection Limit:  
None
- Role Selection Limit:  
None
- Allow Hero Switching:  
On
- Respawn as Random Hero:  
Off
- Gameplay Options
  - Skirmish Only:  
Off
  - Health Modifier:  
100%
  - Damage Modifier:  
100%
  - Healing Modifier:  
100%
- Ultimate Charge Rate Modifier: 100% ○ ○
- Respawn Time Modifier: 100% ○ ○
- Ability Cooldown Modifier: 100%

➤ 6v6 Tournament  
format

➤ Double Elimination bracket Best of 3. First team to win 2 maps in the best of 3 series will

be deemed the winner

- 3<sup>rd</sup> party applications may not be used
- The latest official patch will be used throughout the tournament
- Players may not pause the game without first stating so in all-chat. Players may only pause for technical difficulties or other acceptable issues deemed appropriate by the tournament staff. If the game has been paused, please notify the tournament staff. Unwarranted pausing of the match may result in a forfeit from the map
- Any attempt to tamper with the game or network during the tournament may result in disqualification
- More rules/maps will be determined at the time of the event
- At the end of the match, captains must report to the tournament table to report scores

### **Tournament Format:**

Solos

**Prize: Gaming  
Headset**

### **General**

#### **Rules:**

➤ Games will be played solo (teams of 1) ➤ Points based on kills and wins – 1 point per kill, 7 points per win ➤ Games will be played on NA region ➤ No third-party applications allowed ➤ A time frame will be given to play as many games as possible to rack up your points ➤ At the end of each match you will need to submit a screenshot to the discord channel and notify a staff member to tally your score ➤ More rule specifics will be given at a pre-game meeting before tournament play starts.