

INSERT CARTRIDGE: One More Round

Esports Tournament

Introduction

Calling all the brave geeks and game enthusiasts alike! Get your headgear on and pick up your controller, because a brand-new dimension is waiting for you. Show off your skills through every round in the most intense battle for greatness in electronic history.

The internet is new, exciting, and electrifying. You're at the prime of your lives right now, and what better way to savor it than with a crowning achievement? Through teamwork, determination, and perseverance, you can rise above the competition and prove yourself as the champion of decades to come.

What else are you waiting for? Log in and lock in, because the moment is now.

Specific Guidelines

1. The members of the group may be composed of all males, females, or any combination of both for as long as they are bonafide students of Holy Angel University's School of Computing for the First Semester of Academic Year 2024-2025.
2. Registration forms will be provided by the OICs and will be closed on September 28, 2024. See the HAU CSC SOC page for updates on registration.
3. The deadline for registration is until September 28, 2024.
4. The **Finals** of the following tournaments will be played **face-to-face** at the **Game City Cafe Angeles Branch**. Players will be allowed to bring their own mouse, keyboard, and headsets:
 - a. League of Legends
 - b. Valorant
 - c. Tetris

Mobile Legends - General Guidelines

1. The competition method will be with two (2) teams against each other, consisting of five (5) members per team. There will be a total of 16 teams that will compete.
2. One (1) substitute player is allowed on each team.

3. The minimum rank to participate is Warrior I and the maximum rank is Mythical Glory.
4. The game mode will be Draft Pick.
5. In the tournament mode, it will be done through single elimination, and for the semi-finals and finals, it will be a best of three (3).
6. Inappropriate team names and player names are not allowed.
7. The game-winner will be the team that destroys their opponent's base or forces their opponent to surrender.
8. In champ selection, Draft Mode will be used. Players may only select champions that are unlocked via any means.
9. To compete in a tournament draft, each participant will need access to at least 16 champions.
10. Each team shall consist of participants that are only from the same house. Having a team member from a different house would lead to automatic disqualification of the respective entry.
11. The OIC will make the brackets according to the available schedule of each team.
12. Team voice should be held in the discord that will be given by the organizer.
13. No Piloting.
14. It is prohibited to cheat, modify the game files, exploit bugs, and/or use any third-party application that would give an unfair advantage against other teams.
15. Betting, gambling, and Match-Fixing are not allowed.

Mobile Legends - Before Match

1. The tournament will start as scheduled. There will be a ten (10) minute grace period if players are missing.
2. Be online ten (10) minutes before the scheduled match time.
3. The player's IGN should match the submitted IGNs.
4. No trash talking.
5. A tossed coin will be made virtually to determine which side a team is placed on (Blue – first pick, or Purple – second pick).
6. There will be three (3) bans per team.
7. The team should write “ready” in the game chat if they are ready to start the game.

Mobile Legends - During Match

1. If a player disconnects during the game, the organizers are not held responsible.
2. A player experiencing technical issues may call for a game restart before first blood within the first five (5) minutes of the game (i.e. before the timer shows 5:00). The game will restart as soon as the previous game ends. The same bans and same picks should be applied to the new game.
3. If a player is experiencing a hardware malfunction (e.g., monitor, peripheral, etc.), a physical disruption (e.g., fan interference, table, or chair breakage), or a configuration issue (e.g., battle spells are not properly applied). The player must declare the issue in public chat or to a tournament OIC and then intentionally disconnect. Once the player disconnects, the game is considered null and void and should be restarted unless the tournament OIC determines that the conduct represents unfair play.
4. If an unintentional disconnection occurs within five (5) minutes from the start of the match and before first blood OR a player's client crashes or fails to load after champion selection, then the match must be restarted. Otherwise, if the unintentional disconnection occurs after those milestones, the game will continue as normal. The disconnected player may reconnect to the game as soon as they are able.
5. If a player intentionally disconnects without specifying a reason, then the game will continue as normal.
6. A maximum of two (2) pauses is allowed. Each pause can be used for only three (3) minutes; there will be a total of six (6) minutes for each team. If it exceeds 3 minutes, the match shall continue.
7. Abusing bugs shall lead to automatic disqualification.

Mobile Legends - After Match

1. Once the match finishes, both team captains must take a screenshot and send it to the organizer.
 - a. On the game result screenshot, the results must be visible above the scoreboard, with all the players and information about the match on the right of the results (Individually Sorted).

Mobile Legends - Awards

- Most Valuable Player
- Mobile Legends Champion
- Mobile Legends 1st Runner-up
- Mobile Legends 2nd Runner-up

League of Legends - General Guidelines

1. The competition method will be with two (2) teams against each other, consisting of five (5) members per team. There will be a total of 16 teams that will compete.
2. One (1) substitute player is allowed on each team.
3. The minimum rank to participate is Emerald and the maximum rank is Challenger.
4. The game mode will be Draft Pick.
5. In the tournament mode, it will be done through single elimination, and for the semi-finals and finals, it will be a best of three (3).
6. Inappropriate team names and player names are not allowed.
7. The game-winner will be the team that destroys their opponent's base or forces their opponent to surrender.
8. In champ selection, Draft Mode will be used. Players may only select champions that are unlocked via any means.
9. To compete in a tournament draft, each participant will need access to at least 16 champions.
10. Each team shall consist of participants that are only from the same house. Having a team member from a different house would lead to automatic disqualification of the respective entry.
11. The OIC will make the brackets according to the available schedule of each team.
12. Team voice should be held in the discord that will be given by the organizer.
13. No Piloting.
14. It is prohibited to cheat, modify the game files, exploit bugs, and/or use any third-party application that would give an unfair advantage against other teams.
15. Betting, gambling, and Match-Fixing are not allowed.

League of Legends - During Match

1. If a player disconnects during the game, the organizers are not held responsible.

2. A player experiencing technical issues may call for a game restart before first blood within the first five (5) minutes of the game (i.e. before the timer shows 5:00). The game will restart as soon as the previous game ends. The same bans and same picks should be applied to the new game.
3. If a player is experiencing a hardware malfunction (e.g., monitor, peripheral, etc.), a physical disruption (e.g., fan interference, table, or chair breakage), or a configuration issue (e.g., battle spells are not properly applied). The player must declare the issue in public chat or to a tournament OIC and then intentionally disconnect. Once the player disconnects, the game is considered null and void and should be restarted unless the tournament OIC determines that the conduct represents unfair play.
4. If an unintentional disconnection occurs within five (5) minutes from the start of the match and before first blood OR a player's client crashes or fails to load after champion selection, then the match must be restarted. Otherwise, if the unintentional disconnection occurs after those milestones, the game will continue as normal. The disconnected player may reconnect to the game as soon as they are able.
5. If a player intentionally disconnects without specifying a reason, then the game will continue as normal.
6. A maximum of two (2) pauses is allowed. Each pause can be used for only three (3) minutes; there will be a total of six (6) minutes for each team. If it exceeds 3 minutes, the match shall continue.
7. Abusing bugs shall lead to automatic disqualification.

League of Legends - After Match

1. Once the match finishes, both team captains must take a screenshot and send it to the organizer.
 - a. On the game result screenshot, the results must be visible above the scoreboard, with all the players and information about the match on the right of the results (Individually Sorted).

League of Legends - Awards

- Most Valuable Player
- League of Legends Champion
- League of Legends 1st Runner-up
- League of Legends 2nd Runner-up

Valorant - General Guidelines

1. Only one (1) valiant player is allowed per team (Current and Former)
2. Each team's roster must consist of at least five (5) players.
3. The minimum rank is Platinum and the maximum rank is Radiant.
4. There will be a total of 16 teams that will compete. One (1) substitute player is allowed on each team.
5. Each team's roster will be allowed to have five (5) main players and one (1) substitute. Once the tournament starts, you cannot replace any player.
6. A substitute player may only be added before the start of the tournament.
7. A player cannot be part of any other team's roster that is participating in the tournament.
8. All players are allowed to have only one (1) riot account. The captain should send all the player ID #Tagline to the organizer (Example: Jeonghan#1004). Any other format will be invalid.
9. No Piloting.
10. You are not allowed to share or use another person's game account. Your account is for your use, and your use alone.
11. Eliminations will be best of one (1), semi-finals and finals will be best of three (3).
12. Team voice should be held in the discord that will be given by the organizer.
13. It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application that would give an unfair advantage against other users.
14. Betting, gambling, and Match-Fixing are not allowed.
15. Streaming the game on any of the participant's platform/s is prohibited.
16. The finals will be streamed on CSC-SOC Facebook Page

Valorant - Before Match

1. The tournament rounds will start as scheduled. There will be a ten (10) minute grace period if players are missing.
2. Be online ten (10) minutes before the scheduled match time.
3. Player ID#Tagline should match the submitted IDs.
4. Vulgar words and trash-talking during the game are prohibited.
5. A tossed coin will be used virtually to determine which side a team is placed on (team 1 – head, or team 2 – tails).
6. Before the match starts, the team captain will choose the side of the coin through chat on Discord. Team captains of each team will have to choose maps and sides as described: Match ban and picking:
 - a. Team 1 bans a map from the map pool.
 - b. Team 2 bans a map from the map pool.
 - c. Team 1 picks a map from the remaining 2 maps.
 - d. Team 2 will pick a side (Attackers/Defenders) to start on.
7. The team should write “ready” in the game chat if they are ready to start the game.

Valorant - During Match

1. If a player disconnects during the game, the game has to continue and will not be remade.
2. If the game started on the wrong map, it has to be remade. There would be a maximum of two (2) tactical timeouts per team, with a maximum duration of three (3) minutes.
3. The Officer-in-Charge has the right to cancel a game if anyone is found violating the rules. The opposing team will advance to the next round.
4. Abusing bugs shall lead to automatic disqualification.

Valorant - After Match

1. Once the match finishes, both team captains must take a screenshot and send it to the organizer.
2. On the game result screenshot, the results are above the scoreboard. All the players and information from the match on the right of the results must be visible. (Individually Sorted)

Valorant - Awards

- Most Valuable Player
- Valorant Champion
- Valorant 1st Runner-up
- Valorant 2nd Runner-up

Tetris - General Guidelines

1. The Tournament will host a minimum of 7 players and a maximum of 27 players. The Top 15 players will proceed to the third around. The next top 7 players with the most points will proceed to the third round. The next top 3 players will advance to the Finals.
2. The tournament will be held using **TETR.IO**
3. Students must only submit one eligible game account. This same account must be used for the duration of the competition.
4. No Piloting.
5. You are not allowed to share or use another person's game account. Your account is for your use, and your use alone.
6. It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application that would give an unfair advantage against other users.
7. Betting, gambling, and Match-Fixing are not allowed.
8. Streaming the game on any of the participant's platform/s is prohibited.
9. The finals will be streamed on CSC-SOC Facebook Page
10. If a player receives a ban due to in-game behavior or Terms of Service violations. In that case, that player is no longer eligible to participate in the game until the ban is lifted.
11. If a player receives a permaban during the game, they are no longer eligible for the rest of the tournament.
12. Bans made on player accounts will be considered a reflection of the player's conduct and will be subject to the penalties for misconduct outlined in this document.
13. Players are prohibited from using any kind of emulation software or Tablet device. If any players are caught using the item stated above will be removed from the tournament.
14. Players may also be disqualified for the following reasons:
 - a. Failure to register within the set registration period.
 - b. Violation of participant eligibility
 - c. Discriminatory and indecent behavior (swearing, hate speech, etc.)
 - d. Disrespectful behavior towards personnel (OICs, Shoutcasters, etc.)

Tetris - Before Match

1. The tournament rounds will start as scheduled. There will be a ten (10) minute grace period if players are missing.
2. Be online ten (10) minutes before the scheduled match time.
3. Vulgar words and trash-talking during the game are prohibited.

Tetris - During Match

1. If any player disconnects during a match, the game continues. The disconnected players are required to reconnect as soon as possible.
2. The game may only be remade upon the following occurrences:
 - a. Server crash or game crash.
 - b. Venue connectivity loss, wherein at least half the players in a **face-to-face** match cannot reconnect to the game.

Tetris - After Match

1. For all matches pre-Finals, the players qualified to advance to the next round must submit a screenshot of the post-game report.
2. For the Finals match, all players must submit a screenshot of the post-game report.

Tetris - Awards

- Tetris Champion
- Tetris 1st Runner-up
- Tetris 2nd Runner-up

Call of Duty: Mobile - General Guidelines

1. Team Composition: Only one (1) valiant Call of Duty: Mobile player (current or former) is allowed per team.
2. Roster Requirements: Each team must have at least five (5) players. One (1) substitute player is allowed per team.
3. Player Rank: All participants must have a minimum rank of Elite and a maximum rank of Legendary in Call of Duty: Mobile.
4. Team Limit: A total of 16 teams will participate in the tournament.

5. Roster Lock: Each team can have five (5) main players and one (1) substitute. No player replacements are allowed after the tournament begins.
6. Substitute Restrictions: A substitute player can only be added before the start of the tournament.
7. Single Team Participation: Players are not allowed to be part of multiple team rosters in the tournament.
8. Account Registration: All players must use a single, valid Call of Duty: Mobile account. The team captain must provide all player IDs to the organizer in the correct format (Example: XxshokoxX). Any other format will be considered invalid.
9. No Piloting: Players are not allowed to use another person's game account. Each account must be used exclusively by its owner.
10. Elimination Format: Elimination rounds will be best of one (1) match; semi-finals and finals will be best of three (3) matches.
11. Communication: Teams must use the designated Discord server for all team communications, as provided by the organizer.
12. Fair Play: Cheating, modifying game files, exploiting bugs, or using third-party software for an unfair advantage is strictly prohibited.
13. Betting and Gambling: Betting, gambling, and match-fixing are strictly prohibited.
14. Streaming Restrictions: Teams are not allowed to stream the matches on their platforms. The finals will be streamed on the CSC-SOC Facebook page.

Call of Duty: Mobile - Before Match

1. Match Schedule: Matches will start as per the scheduled time. A grace period of ten (10) minutes will be given if players are missing.
2. Pre-Match Preparation: Players must be online and ready to play ten (10) minutes before the match starts.
3. ID Verification: Player IDs must match the submitted IDs exactly.
4. Sportsmanship: The use of vulgar language and trash-talking is strictly prohibited during matches.
5. Side Selection: A virtual coin toss will determine which side a team starts on (Team 1 – heads, Team 2 – tails).
6. Coin Toss Procedure: The team captain will choose the side of the coin through a chat on Discord before the match begins.

7. Readiness Confirmation: Teams must type "ready" in the game chat when they are ready to start the match.

Call of Duty: Mobile - During Match

1. Disconnections: If a player disconnects during a match, the game must continue and will not be restarted.
2. Incorrect Map Start: If a match begins on the incorrect map, it must be restarted.
3. Tactical Timeouts: Each team is allowed up to two (2) tactical timeouts per match, with each timeout lasting a maximum of three (3) minutes.
4. Rule Enforcement: The Officer-in-Charge has the right to cancel a match if any team is found violating the rules. The opposing team will proceed to the next round.
5. Bug Exploitation: Exploiting bugs will lead to immediate disqualification.

Call of Duty: Mobile - After Match

1. Result Submission: After each match, both team captains must take a screenshot of the match results and submit it to the organizer.
2. Screenshot Requirements: The screenshot must show the results, the scoreboard, and all players' information.

Awards

- Most Valuable Player
- Call of Duty: Mobile Champion
- Call of Duty: Mobile 1st Runner-up
- Call of Duty: Mobile 2nd Runner-up

Chess - General Guidelines

1. This event is open to all bona fide students under the School of Computing of Holy Angel University during the First Semester of the School Year 2024 - 2025.
2. By registering for the tournament, participants acknowledge that they have read, understood, and agreed to abide by all rules and guidelines set forth by the organizers.
3. The tournament is open to all skill levels regardless of rating.

4. The registration for the event begins on September 28, 2024. No further registrations will be accepted beyond the deadline. The following requirements must be submitted in the form:
5. Scanned participant's ID and student number
6. Screenshot of the participant's student portal with schedule
7. Lichess.org username
8. Screenshot of Lichess.org profile
9. Discord username
10. All participants must have an active Discord account and a working camera.
11. All participants must have an active Lichess.org account.
12. Participants who have incurred violations of cheating in their Lichess account are prohibited from joining the tournament.

Chess - Tournament Guidelines

1. The tournament follows the gameplay rules established by the International Chess Federation (FIDE). Therefore, all participants are expected to be familiar with the fundamental mechanics of chess:
 - a. **Piece movement** – Understand how all Chess pieces move
 - b. **Pawn Promotion** – Understand promotion rules when a pawn reaches the opponent's back rank.
 - c. **Advanced Moves** – Be proficient in Castling and en passant.
 - d. **Check and Checkmate** – Recognize check, know how to escape it, and understand what constitutes checkmate.
 - e. **Draws** – Be aware of draw conditions such as stalemate, threefold repetition, and the fifty-move rule.
 - f. **Time Management** – Effectively manage time in different formats (Rapid, Blitz, Bullet) and make strategic decisions under pressure.
2. All matches will be hosted via ***Lichess.org**, a prominent online Chess website.
3. Participants must ensure a stable internet connection and use a device that can run Lichess.org smoothly, preferably a laptop or desktop.
4. All participants are required to join the Discord channel provided throughout the duration of the match.

5. The tournament link will be sent by the Officer-in-Charge hours prior to the tournament proper.
6. The tournament will be conducted using a **Swiss system** format. Meaning, there will be **no eliminations**. Every player will play every match, and the player with the highest number of points at the end of the round is the winner.
7. The **Swiss scoring system** is as follows:
 - **Loss:** +0 points
 - **Draw:** +0.5 point
 - **Win:** +1 point
 - Possibility of a 1-point "bye" if there are an odd number of players, normally given to the player lowest in standing.
8. The tournament is divided into three rounds with different time controls. See the tournament schedule below:

	Time Control
Round 1	Rapid 10+5 (10 minutes, with 5 seconds increment)
Round 2	Blitz 5+3 (5 minutes, with 2 seconds increment)
Round 3	Bullet 2+0 (2 minutes, with no increment)

9. All points will be tallied by the end of every round to determine the winners.
 - a. The player with the highest accumulated points for all three rounds is declared the **Champion** for the tournament.
 - b. Consequently, the player with the second highest total points will be awarded **Second Place**;
 - c. And the player with the third highest total points will be awarded **Third Place**.
 - d. If a tie occurs, the participants will play one **Blitz 5+3** match to determine the winner.

10. Players may choose to **Berserk** during matches (that is, when a player clicks the Berserk button at the beginning of the game, they lose half of their clock time, but the win is worth **one extra tournament point**).
11. The use of external help such as chess engines or any unfair advantages is **strictly prohibited**.
12. Players are expected to conduct themselves with proper sportsmanship and respect towards opponents and organizers.

Chess - Sanctions

Under the General Guidelines for registration:

1. Failure to submit all the necessary requirements listed under rule 3 will result in a **disqualification from the tournament**.
2. Submitting fraudulent or erroneous information (i.e. fake ID, incorrect Lichess.org/Discord username) will result in a **disqualification from the tournament**.
3. *Under the Tournament Guidelines:*
4. Failure to participate in a match during a round due to technical issues (such as connectivity or device problems) will result in a **default for that match**; however, the player may still continue participating in the remaining matches of the round. *See rule 3 of the Tournament Guidelines.*
5. Failure to join the provided Discord channel, or not using a camera during the tournament, will result in **disqualification from the current round**. *See rule 4 of the Tournament Guidelines.*
6. Failure to join the tournament link due to unpunctuality or technical issues will result in a **forfeiture from the current round**. However, the player may still continue participating in other rounds. *See rule 5 of the Tournament Guidelines.*
7. Any form of misbehavior, such as trash talk, badmouthing, or taunting, towards opponents or organizers, will result in **disqualification from the tournament**.
8. Any form of misconduct, such as cheating, collusion, or use of any external aid such as Chess engines, will result in **disqualification from the tournament**.

Note: Any problem encountered must be addressed to the corresponding Officers-in-Charge for the event before, within the course, or after the competition but before the awarding ceremony takes place. Otherwise, the concern will no longer be entertained.

Contact Persons

If there are queries or concerns, you may contact the following.

Adriane Louis S. Cadawan

Valorant Tournament

Officer in Charge – Alpha Foxes

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Aron B. Joshi

League Tournament

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Aerith Claude V. Catap

E-Chess Tournament

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Nikko S. Parungao

E-Chess Tournament

Officer in Charge – Alpha Foxes

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Call of Duty Mobile

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Jethro Mark D. Bejec

Mobile Legends: Bang Bang

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