

## **Tournament Details:**

### General

- All brackets are single elimination.
- A tournament mumble/murmur server (<http://mumble.sourceforge.net/>) will be provided for use.
- Tournament details and rules are subject to change.

### Team Fortress 2 (Friday)

- Standard Competitive Format ([http://wiki.teamfortress.com/wiki/Standard\\_competitive\\_format](http://wiki.teamfortress.com/wiki/Standard_competitive_format)).
- Best 3 of 5.
- Vanilla and achievement weapons only.

### CSS / L4D2 (Saturday Morning/Early Afternoon)

- Vote on what we're playing! Cast your vote by sending me a tweet @ckismeh and follow me for more updates for this year's LAN.

### Starcraft 2 (Saturday Afternoon)

- 1v1 Format.
- Pre-bracket round-robin.
- Closed headsets are required for bracket play, but exceptions may be made. Games are live-cast by Spectate, and while there are no commentators, there are no guarantees about the gallery.
- Last year's SC1 finalists receive a bye into bracket play.

### League of Legends (Sunday)

- Format TBD per participant count.
- To ensure a level playing field:*
- Players must use an account created at LAN, witnessed by a tournament official. Accounts created for tournament used outside of tournament play (i.e. during breaks) will not be eligible for continued use.
- RP is banned from use.
- Pre-bracket round-robin. No IP earned may be spent during this phase of the tournament. This means during round-robin play, there will be no runes, and players will be limited to rotation-only heroes. Rotations are set on Monday or Tuesday - take the week to learn a hero at home!
- IP earned during round-robin may only be spent during bracket play. IP earned during bracket play may be spent at any time.