

# SUPER GIRL GAMER PRO *Summer Season*

×

LEAGUE<sup>OF</sup>  
LEGENDS



## OFFICIAL RULEBOOK

WEBSITE: [www.SuperGirlGamerPro.Com](http://www.SuperGirlGamerPro.Com)

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# 1. GENERAL

## 1.1 General Rules

- Every player must be registered on the [Challengermode](#) tournament platform in order to compete.
- Every player must join the [SUPER GIRL GAMER PRO Discord server](#) and frequently lookout for the announcements before, during, and after the tournament.
- Every player must read, understand, and agree to the rules for participation in the tournament. Players agree and consent to these rules, as well as ASA Entertainment's authority to enforce them, as a condition of their participation. Each player is therefore expected and required to abide by the Rules, and any failure to follow them will result in punitive measures.
- Every player must play with their main game account during the entire tournament series.
- Every team must hold an appropriate team name. Any team attempting to sign up for the tournament with a name deemed inappropriate will be asked to create a new team name in order to participate. Tournament Organizers have full authority to change and/or select appropriate abbreviations or acronyms for Broadcast graphics.
- The platform for this Season (both titles) is PC.
- At least three of the five *League of Legends* players per team must be female or female-identifying. All *Hearthstone* players must be female or female identifying.
- Rules are subject to change at any given time if deemed necessary.
- The decisions of Tournament Administrators and Organizers are final.

## 1.2 Registration and Player Eligibility

- Registration for each weekly tournament will be held through [Challengermode](#)
  - Each team will need to Register for each week as they are all individual tournaments. The next week's Registration page will open immediately following the completion of the previous week's tournament. *Applies to both League of Legends and Hearthstone.*
- There are no registration fees.
- There is no age requirement in order to be eligible to compete.
- There is no rank or skill level required to meet in order to be eligible to compete.
- All *Hearthstone* players must be female or female-identifying to be eligible to compete. Each *League of Legends* team must include a minimum of three female or female-identifying players on their active and competing roster in order to be eligible to compete.
- A Google Form will be sent out to each player to help verify identity, gender, and gather game-related information. [League of Legends](#) [Hearthstone](#)
- Tournament Organizers will mic-check individuals prior to each Tournament and has the authority to randomly join/request a mic-check at any given time.
- *League of Legends* will be open to NA players only. *Hearthstone* will be open for all players from all countries, but will be played on the Americas server.

- A player may not play on multiple teams throughout the Fall Season Tournament Series. A player that is registered on one *League of Legends* team can not register for another *League of Legends* team.
- A “Team” will consist of five (5) players and up to two (2) *optional* Substitutes. Each team must consist of at least three (3) female or female-identifying players on active and competing roster.
- Your account must be in good standing at the start of the tournament and remain in good standing throughout the tournament series. Tournament Organizers will acknowledge all Blizzard, Riot and Vanguard bans.
- Make sure to be updated on the latest patch before your matches. The tournament will use the latest available version.
- *Hearthstone*: Your account must have authorized access to a full Battle.net account registered on Blizzard’s Americas Battle.net service. The tournament will be played on the Americas server.
- Employees of ASA Entertainment and of Space Productions are not permitted to compete in this tournament series.
- Signing up for the tournament also acts as a media waiver for the Super Girl Gamer Series (which includes both the Online Qualifying Series and the Championships event, collectively “the Event”). You hereby grant to ASA, its successors and assigns (the "Distributors") the non-exclusive right to utilize your appearance, name, voice, image and likeness in connection with the Event, the Event’s live streams, or programming produced by ASA about the Event in any and all manner and media throughout the world in perpetuity (“Grant of Rights”). You hereby waive any right that you may have to inspect or approve any finished product or any advertising copy that may be used in connection therewith or the use to which it is applied. You hereby warrant that you have the full legal right, power and authority to make this Grant of Rights, and that this Grant of Rights shall not infringe upon the rights of any third party. You hereby assign all right, title and interest you may have in any and all media in which any or all of your appearance, name, voice, image or likeness has been captured in connection with the above Distributors, along with full rights of assignability. The foregoing does not grant the Distributors or third parties the right to use your recognizable likeness and/or name on merchandise or in connection with the direct endorsement of any products or services of Event sponsors or any other entity other than as explicitly set forth above.

## 2. TOURNAMENT SERIES STRUCTURE

### 2.1 Qualifying Process

- This tournament series will consist of three (3) weeks of open Qualifier tournaments plus a season-ending Championships Event for the finalists.
- Each week will serve as a new tournament bracket of sixteen (16) *League of Legends* teams and (16) *Hearthstone* players.
- Each team/player will earn points based on how they placed in that weeks' tournament.
- Points are cumulative from week to week.
- The top four (4) *League of Legends* teams and top four (4) *Hearthstone* players with the most points at the end of the three-week Qualifiers will be considered the Finalists and advance to the Championships.
- Teams have the ability to compete in as many or as few qualifier weeks as they would like. There is no requirement to compete in all three (3) weeks, but this will affect your overall ranking at the end of the Qualifiers.

### 2.2 Points System

- Certain point values will be awarded to teams/players based on how they placed in that week's tournament.
- Points are cumulative and will be added from week to week.
- If a team has been disqualified due to a reason deemed appropriate by Tournament Organizers, that team will receive *zero points* for that week.

#### ***LEAGUE OF LEGENDS + HEARTHSTONE***

PLACEMENT	POINT VALUES
1st	100 points
2nd	75 points
3rd - 4th	50 points
5th - 8th	25 points
9th - 16th	15 points

### 2.3 Tournament Format

### 2.3.1 LEAGUE OF LEGENDS

- A bracket of sixteen (16) teams.
- Single-elimination.
- Match Format:
  - Each match during the *Qualifying Series* will be played as a best-of-one (BO1) until the Final match. The Final match each week will be played as a best-of-three (BO3)
  - Each match during the *Championship Semi-Finals* (on Aug. 14) will be played as a best-of-three (BO3)
  - The *Championship Finals* will be played as a best-of-five (BO5)
- Competition Type: 5v5
- Allowed Maps: Summoner's Rift
- Competition Mode: Tournament Draft
- Championship Bans: Pick and ban phase will be set in Tournament Draft, if a dispute arises, pick and bans will be done over <http://prodraft.leagueoflegends.com/>
- Game Restrictions: No restrictions are in place. All items, Champions, and Summoner Spells are allowed.
- Game winner will be the first team to destroy the opposing Nexus, or first to force a surrender from the opponent.
- Week 1 seeding will be done in order of *League of Legends* ranking. Each subsequent week will use prior placements as seeding. If a team has not participated in prior weeks, they will be seeded at the bottom of the tournament according to rank.
- Tiebreakers will be used in the event of a seeding tie. The tie will be broken based on head-to-head match records. In the event there is no data on that, the two teams will play a single best-of-one head-to-head match to settle the tie.
- Each week will be played on the latest patch.
- Teams will be required to use the Super Girl Discord Server for voice communications throughout the Tournament Series.
- Coinflip winner takes the side of their choice.
- **Championships:**
  - The top (4) teams with the most points at the end of the three (3) week Qualifying Series will be considered a Finalists and advance to the Championships.
  - Seeding for the Championships bracket will be based on teams' overall standing after the Qualifying Series.
  - Tiebreakers will be used in the event of a seeding tie. The tie will be broken based on head-to-head match records. In the event there is no data on that, the two teams will play a single best-of-one head-to-head match to settle the tie.
    - The *Championships Semi-Final* matches will be played online on Sat. Aug 14, 2021

- The two (2) winning teams from the *Championships Semi-Finals* will advance to the *Championship Finals* and compete live onsite in conjunction with the Super Girl Surf Festival in Oceanside, CA (San Diego County) on Sat. Sep 18, 2021

### 2.3.1 HEARTHSTONE

- A bracket of sixteen (16) players.
- Open to women from all countries, but will be played on the Americas server.
- Single-elimination.
- Match Format:
  - Each match during the *Qualifying Series* and the *Championships* will be played as a best-of-five (BO5)
- Week 1 seeding will be done based on order of Tournament sign up. Each subsequent week will use prior placements as seeding. If a player has not participated in prior weeks, they will be seeded at the bottom of the Tournament bracket.
- The tournament will be played entirely in Standard Format - Conquest.
  - All players must prepare four (4) different deck classes. Each deck must come from a different class.
  - To win the match, a player must win with all three decks.
  - When a player wins the game, they are no longer able to use that deck and must switch to their next deck for the next game.
  - The losing player can use the same deck or switch decks.
  - Players must tell the Tournament Administrator which class they ban before the match. There will be one (1) deck ban.
  - Players must submit a screenshot of their decks on <https://hsdeckviewer.com/> and DM it to the Tournament Admin on Discord 24 hours before the tournament start time (i.e. Bemmie#0416)
  - If a player ques with a deck that has already been won with or has been banned before the match, the player affected by the mis que will take the win for the game but not the series.
- **Championships:**
  - The top (4) players with the most points at the end of the (3) week *Qualifying Series* will be considered a Finalist and advance to the *Championships* (held online.)
  - Seeding for the Championships bracket will be based on players' overall standing after the *Qualifying Series*.
  - Tiebreakers will be used in the event of a seeding tie. They are used in the following order: Most recent point earner, position eliminated in bracket, position of opponent's elimination in the bracket.

## 2.4 Schedule and Match Set-up

- The schedule for the entire series will be posted on the [Tournament Website](#).
- For both titles, all weeks will be streamed live on [Twitch](#) and [Facebook Gaming](#)
  - *Qualifiers Weeks:*
    - Each week, one (1) match from the Round of 16, one (1) match from the Round of 8, both Semi-Finals, and the Final will be Broadcasted.
  - *Championships:*
    - All matches will be Broadcasted.
- Match times will be communicated to players through [Discord](#).
- Each player is responsible to be aware of and ready for their scheduled match time.
- Changes to the schedule are at the discretion of the Tournament Administrators and will be announced to players in Discord.

### **LEAGUE OF LEGENDS**

- Open Qualifier - WEEK 1 - [Sat. July 24](#) (4:00p EST - approx. 10:30p EST) - online
- Open Qualifier - WEEK 2 - [Sat. July 31](#) (4:00p EST - approx. 10:30p EST) - online
- Open Qualifier - WEEK 3 - [Sat. Aug. 7](#) (4:00p EST - approx. 10:30p EST) - online
- Championships (SEMI-FINALS) - [Sat. Aug. 14](#) (4:00p EST - approx. 9:00p EST) - online
- Championships (FINALS) - [Sat. Sept. 18](#) (1:30p EST - approx. 6:30p EST) - live event

### **HEARTHSTONE**

- Open Qualifier - WEEK 1 - [Sun. July 25](#) (4:00p EST - approx. 9:00p EST) - online
- Open Qualifier - WEEK 2 - [Sun. Aug. 1](#) (4:00p EST - approx. 9:00p EST) - online
- Open Qualifier - WEEK 3 - [Sun. Aug. 8](#) (4:00p EST - approx. 9:00p EST) - online
- Championships (FINALS) - [Sun. Aug. 15](#) (4:00p EST - approx. 9:00p EST) - online

### **Challengermode Check-In (*League of Legends*)**

- All players must check-in sixty (60) minutes before the tournament start time to confirm day-of participation and ready-up so bracket can be seeded.
- *Every* player on a Team needs to be checked-in in order for that Team to be considered “checked-in” and seeded.
- Each player from each team must be in the game lobby and ready-up fifteen (15) minutes prior to the match start time.
- If a player is not in the game lobby and ready for their match time, they will forfeit their match resulting in their opponent automatically advancing to the next round.
- Teams that appear on the left side of the matchup will be responsible for hosting the lobby.

## 2.5 Reporting Results



- Both teams will be responsible for submitting and verifying the results of their match. Teams should take screenshots of the end game leaderboard and upload them to Challengermode or Discord.
- On Discord please use the **#report-score** channel under the LEAGUE OF LEGENDS or HEARTHSTONE category to upload match results.
- On Challengermode please use the match page to upload the match results.

## 2.6 The Championship Event

### LEAGUE OF LEGENDS

- At the conclusion of the three (3) week *Qualifying Series*, the four (4) teams with the most points will advance to the *Championships*.
  - Seeding for the *Championships* bracket will be based on teams' overall standing after the *Qualifying Series*.
  - Tiebreakers will be used in the event of a seeding tie. The tie will be broken based on head-to-head match records. In the event there is no data on that, the two teams will play a single best-of-one head-to-head match to settle the tie.
- Player identification re-verification will be conducted at the discretion of Tournament Organizers immediately following the conclusion of the *Qualifying Series*.
- If a player or team has been found to falsify who they are, they will forfeit their position as a Finalist, losing their spot in the *Championships*. Their open spot would then go to the team with the next highest point total.
- Any champions released within the season are ineligible for play for the duration of the tournament.
- The *Championship Semi-Finals* will be held online on **Saturday, August 14, 2021**.
- The *Championship Finals* will be held live on **Saturday, September 18, 2021**.
  - The *Championship Finals* will be held as a live event on-site in conjunction with the [Super Girl Surf Festival](#).
  - **Location:** Oceanside, CA (N. San Diego County)
  - **Address:** Oceanside Pier  
300 The Strand N. Oceanside, CA 92054
  - **Travel:** Tournament Organizers are not responsible for travel costs between a players' hometown and the Event Venue, however, there will be financial assistance options available for players which can be applied for after the *Qualifying Series*. If approved, money will be granted to player to go towards, flights, transportation, lodging, etc. Each player will need to confirm their participation and attendance to the *Championship Finals* with the Tournament Admin and provide flight/travel itineraries.
  - A PC and all peripherals (headset, keyboard, mouse, and mousepad) will be provided for all finalists to use during the *Championship Finals*.

- Players will be required to use provided equipment. Any potential concerns or conflicts with this should be communicated to the Tournament Administrator prior to the *Championships Finals*.
- Should holding the *Championship Finals* as a live in-person event become either impossible or irresponsible due to the COVID-19 pandemic, the *Championship Finals* will be held online on the same date. More information on this can be found [HERE](#).

## **HEARTHSTONE**

- At the conclusion of the three (3) week *Qualifying Series*, the four (4) players with the most points will advance to the *Championships*.
  - Seeding for the *Championships* bracket will be based on teams' overall standing after the *Qualifying Series*.
  - Tiebreakers will be used in the event of a seeding tie. They are used in the following order: Most recent point earner, position eliminated in bracket, position of opponent's elimination in the bracket.
- Player identification re-verification will be conducted at the discretion of Tournament Organizers immediately following the conclusion of the *Qualifying Series*.
- If a player or team has been found to falsify who they are, they will forfeit their position as a Finalist, losing their spot in the *Championships*. Their open spot would then go to the player with the next highest point total.
- The *Championship* will be held online on **Sunday, August 15, 2021**.

### **2.6.1 Prizing**

- A cash prize pool will be awarded to the four (4) *League of Legends* teams and to the four (4) *Hearthstone* players that advance to the *Championships*.
- **LEAGUE OF LEGENDS** Total Prize Pool: **\$10,000 USD**
  - First Place: \$5,000 USD
  - Second Place: \$2,500 USD
  - 3rd / 4th place: \$1,250 USD
  - 3rd / 4th place: \$1,250 USD
- **HEARTHSTONE** Total Prize Pool: **\$2,500 USD**
  - First Place: \$1,500 USD
  - Second Place: \$500 USD
  - 3rd / 4th place: \$250 USD
  - 3rd / 4th place: \$250 USD
- Select sponsor product will be awarded to each of these individuals as determined by Event sponsors. Product will be shipped to players no later than sixty (60) days after the end of the *Championships*.

- Payment Paperwork will be sent out to all finalists at the conclusion of the *Qualifying Series* to gather required personal and banking information for payment.
  - Team Captain will supply Tournament Organizers with how their winning amount shall be distributed to each player and/or substitute.
  - Tournament Organizers will pay each individual player directly with the specified amount via Direct Deposit.
  - Payment Paperwork must be received in a timely manner and completed correctly prior to processing payment. Required paperwork will be provided by the Tournament Organizers.
  - Payments will be processed for deposit no later than thirty (30) days after the Championships event.
  - For all international players, 30% will be deducted from prize money for U.S. Taxes. IRS Form 1042 will be mailed to you after year-end.
  - It is the sole responsibility of the player to respond to emails or any form of communication outreach by Tournament Organizers regarding tournament prizing and payment within three (3) business days or Tournament Organizers will not be held liable for any late prizing payments or shipments.
  - Specific questions regarding payment can be directed to Amanda Ball at ASA Entertainment ([amanda@asaent.com](mailto:amanda@asaent.com)) or Discord: **amanda. | SGGP#1324**)
  
- **ROSTER LOCKING** (*League of Legends*)
  - The (5) players that end up competing on the Championships Event Dates (*Semi-Finals on Aug. 14 **and** the Grand Finals on Sept. 18*) must still consist of a minimum of three female-identifying players.
  - The (5) players submitted as the Championships roster must compete in both Championships Dates (*Semi-Finals on Aug. 14 **and** the Grand Finals on Sept. 18*)
  - Roster Locking Deadline: **Wednesday, August 4th**
  - Players on your final roster must have competed in a minimum of 1 week within the 3 weeks of play in the roster.
  - Any roster swaps after the lock-in date must receive special permission from Tournament Administrators and will be reviewed on a case by case basis.

# 3. COMPETITIVE INTEGRITY

## 3.1 Cheating Prevention & Player Code of Conduct

- Any form of cheating will not be tolerated for the entirety of the Tournament Series.
- This includes, but not limited to, all kinds of aimbots, wallhacks, scripters, or any software that gives a player an unfair advantage.
- Riot-banned and Blizzard-banned players are prohibited from competing in the tournament.
  - If a player gets Riot-banned/Blizzard-banned during the tournament it will result in disqualification for the team.
  - If a team is found to be using a Riot-banned player, the team will be disqualified.
- All tournament weeks will be broadcasted and streaming of *League of Legends* and *Hearthstone* matches will be allowed.
  - If streaming *League of Legends*, a delay set to a minimum of five (5) minutes must be in place unless mentioned otherwise by Tournament Administrators.
    - If a delay is not in place, the streamer and her team accept the possible consequences.
    - Official Broadcast of the Tournament will also have a five (5) minute delay in place to counter stream sniping.
  - If streaming *Hearthstone*, a delay set to a minimum of fifteen (15) minutes must be in place unless mentioned otherwise by Tournament Administrators.
    - If a delay is not in place, the streamer and her team accept the possible consequences.
    - Official Broadcast of the Tournament will also have a fifteen (15) minute delay in place.
- Tournament Broadcasters and Administrators are allowed to spectate and/or join voice comms for any game at any given time.
- All players are expected to exhibit good sportsmanship and maintain respect for one another, players, the community, and the staff. This sportsmanship must be upheld during the entirety of the Tournament Series and across all platforms; in-game, on Social Media, in Discord, and in Twitch chat. Any behavior that is considered to be inappropriate and in violation of the Player Code of Conduct includes, but is not limited to, the following:
  - Non-fair-play behavior, physical or verbal abuse towards players, staff, or any participant.
  - Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to abuse, threaten or harass any other person.
  - Engaging in collusion, which is an agreement between two or more teams or players on different teams to predetermine the outcome of a game.
  - Hacking, exploiting, the use of any kind of cheating device and/or cheat programs, or any similar cheating method.
  - Intentionally using any in-game bugs or so-called “hacks” to seek an advantage.
  - Cheating, manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.

- Engaging in violence or any activity which is deemed in the judgment of the Tournament Administrators to be immoral, unethical, disgraceful, or contrary to common standards of decency.
- **ROLE OF COACHES:** Teams must inform Tournament Administration of any coaches the team may have. Coaches may only be present in voice channels during time outs and draft.

## 3.2 Disciplinary Action for Misconduct

- Any player who violates these rules may be warned, disqualified from the tournament, or banned from the Tournament Series entirely. This decision will be at the sole discretion of the Tournament Administrator depending on the severity of the action and the number of times that player has been reported. You can talk to your Tournament Administrator to report improper or suspicious behavior.

## 3.3 Disconnections

- ***League of Legends***
  - Each team will be allotted a fifteen (15) minute timer, if play is not resumed after fifteen (15) minutes, the team that had the disconnected player will forfeit the match.
  - If a player does not connect, there will be a remake if they do not connect after five (5) minutes, after, the team with the disconnected player will be allotted an additional 10 minutes to resolve the issue, if the issue is not resolved, they forfeit the match.
  - After the first five (5) minutes and before the first ten (10) minutes, if there is a disconnect and no champion kills, tower destructions, or insurmountable gold leads are present, the game will be replayed with the team who disconnected having ten (10) minutes to resolve the issue else they forfeit the match.
- ***Hearthstone***
  - If a player disconnects mid way through the game, the player has a 5 minute window to return to play out the rest of the match. The 5 minutes is accumulated over time and does not reset for each disconnect. When it has been over 5 minutes, the player wins the game. When the game is off stream, players are responsible for providing screenshots of their opponents being disconnected.