



EBL/NATIONAL LEAGUES RULESET

Discord for communication: <https://discord.gg/C3WnwBf>

- All players have to be 16 years of age or older before **June 24, 2019 in order to participate in EBL/EBL Qualifiers**
- Each team has to have a minimum of 3 residents in their starting roster.
- Each team is allowed a maximum of 2 import players. Import players are defined as players that are not residents of the NEL's host country.
- Each team can have a total of 5 starting and 2 substitute players. All substitute players have to be residents of NEL's host country (can't be imports). How to use substitutes: <https://help.challengermode.com/tournaments/how-to-use-substitutes-in-a-tournament>
- Each team can have a maximum of 1 veteran player. A veteran is defined as any player that participated in any European Regional League in the last split (EBL, LGL, LVP etc.).
- Each team has to keep a minimum of 3 players from their final series that qualified them to proceed into the next round. Practically, if players A, B, C, D, E win the National Esports League, they have to feature at least players A, B and C in each of the following rounds as well as in the **first eight rounds of EBL**.
- Each player that manages to qualify into EBL will have to prove his or her residency and sign a **Player Service Agreement**.
- Each team that is qualified into EBL will have to sign a **Participation Agreement** with EBL's organizers (Fortuna Esports).
- This contract is key for establishing prize-pool payouts and teams legal rights, which is why we underline the importance of having a legal entity as the team owner.
- Organizations and owners that already own a spot in EBL are forbidden from entering any stage of the qualifiers or national leagues.
- If a player listed in last season roster decides to leave their respective team and joins the national league, they will not be able to play for the same team again for a duration of 5 EBL matches.
- Players promoted into EBL via the promotion tournament will not be able to join any other EBL teams for a duration of 1 EBL season.
- Teams and players that successfully **qualify** to EBL **will not be able to sell or otherwise trade their EBL spots**. If the team is unable to fulfil any of the criteria needed for joining EBL, their spot will be forfeited back to the organizers.

Read the complete ruleset below and the tutorial for getting the Tournament Code.



National qualifiers 20. 4. 2019 at 13.00

Please make sure to check in your team before the tournament starts. Check-in phase will last from 10:00 to 13:00 CEST. Teams that have not checked in as present before the tournament starts will not be seeded into the bracket, therefore being unable to play.

How to check-in: <https://help.challengermode.com/tournaments/how-to-join-a-tournament>

- Tournament is played online via **Challengermode platform**.
- Tournament is played in a premade **5v5 team setting**
- All rounds are played in a **Bo1 single elimination setting**.
- Quarterfinals are played in a **Bo3 single elimination setting**. 4 teams advance to NEL through quarterfinals. Other 4 teams play **additional BO3** to determine the last 2 teams to advance to NEL.
- Server: **EU-W**.
- Mode: **Tournament Draft**
- Bans: **5 bans per team**
- Check-in before the tournament and before each match is required. Teams that haven't checked in will not be seeded into the bracket.
- Check-in is required before each match in order to generate the tournament code.

Placeholders are allowed. Team captains are responsible for communicating placeholder champions during the pick and ban phase. Placeholder champions have to be communicated to the enemy team before the champion is locked in. Please agree on a couple of champions that will serve as placeholders before you start the champion select process. Please screenshot all of the placeholder agreements as that is the only proof if the lobby needs to be remade.

Also, team captains should add each other in the client in order to minimize the communication lag during the champion select.

Admins will not take anything into consideration unless screenshots are submitted.

If you have any questions or concerns regarding national league and its rules please contact: nusa@spid.si or **PlagueRat#4105** on Discord.



PLEASE CAREFULLY READ THIS RULESET.

By participating in the tournament, you agree to follow all of the rules.

Dates and times for NEL:

- **29.4.2019 at 18.00**
- **2.5.2019 at 18.00**
- **6.5.2019 at 18.00**
- **9.5.2019 at 18.00**
- **13.5.2019 at 18.00**

Playoffs:

- **18.5.2019**
- **19.5.2019**

Setup

All games will be administered through Challengermode's tournament system, please use their generated tournaments codes: <https://help.challengermode.com/tournaments/league-of-legends/how-to-play-a-lol-tournament>

If a problem with tournament codes is present, players will be allowed to run games using the League of Legends client custom game feature.

Teams that are allowed to play without using the tournament code by tournament administrators will have to screenshot each victory / defeat screen and report the match results together with the screenshot to the admins.

All matches have to be played out on the Europe West.

Format

Tournament type: 5v5

Map: Summoner's Rift

Mode: Tournament Draft

Bans: 5 bans per team

Format: 2 round robins Bo1

Teams

Each team has to be registered on Challengermode and join the tournament before the tournament starts.

Each team has to have at least 5 players.



Each player playing the tournament has to be registered in the team as well as the tournament before the registration deadline.

No late additions to rosters will be allowed.

All rosters are completely locked once the tournament starts.

Each team can have up to 5 registered substitutes that have to fulfil same requirements as the starting players (5+5).

Once the team is registered, **do not change your summoner names before the tournament ends.**

If a team's roster features a player not registered in the team's Challengermode roster, that team will be disqualified on the grounds of using unregistered players.

Player requirements:

Every player has to be at least 16 years old before June 24 2019, and able to prove their residency if required. Every player has to be able to start Tournament Draft games (same requirements as for starting a ranked game).

*Younger players are allowed to play National leagues but they will not be allowed to participate in the qualifiers and/or EBL.

Player rank: Unranked – Challenger

Screenshots

Players are required to screenshot the end of Champion Select and their victory screens. If no screenshots are submitted that can undoubtedly prove or disprove a team's dispute, decisions will be made solely on the discretion by the tournament organizers and administrators. Players don't need to provide screenshots before a league official asks for them.

No shows

If teams fail to join the lobby in time (10 minutes), default win will be given to the team that has all 5 players ready in the lobby.

If a team fails to join the lobby in time, please contact the administrators by using the "contact admin" option on Challengermode.



Match side selection

Best of One

Teams are randomly placed in a bracket. Sides are pre-set according to the ChallengerMode lobby. **Left side is blue side, right side is red side.**

Best of Three

Teams are randomly placed in a bracket. Sides are pre-set according to the ChallengerMode lobby. **Left side is blue side, right side is red side.**

Match preparations

Please ensure that each player is ready before starting the match. Hardware or connection issues that prevent a normal game flow can subject teams to disqualifications.

Please make sure your runes are set correctly.

Remakes are not allowed.

Make sure that all players are correctly registered for the tournament. Fielding players not registered for the tournament will result in disqualification.

Connection

All players are responsible for their internet connection. If a player disconnects, the game will be paused until he reconnected or the maximum pause time per team (per game) has passed - **10 minutes**.

Intentionally quitting the game is considered unsportsmanlike behavior.

If a player disconnects and doesn't manage to reconnect after the set pause period, the game will be counted as a loss. 4v5 play is not allowed under any circumstances.

Unpausing the game before the player has reconnected and the maximum allowed time has passed is considered unsportsmanlike behavior.

Cheating and other types of unsportsmanlike behavior

Please be respectful to all players.

If a team or a player is reported with evidence (screenshots) of being openly **toxic, hostile, aggressive** or **generally unsportsmanlike**, admins are allowed to **take away teams bans** in future games or **disqualify** them from the competition all together.



Any behavior that brings an unfair advantage will be considered cheating.

Decisions

All decisions will be made by the admin team.

Players are required to follow administrator's instructions at all times.

Players are required to submit screenshots that undoubtedly confirm any disputable situation.

In cases where no screenshots are submitted, admin team has the right to make decisions solely on their discretion.

Admin team has a right to allow or force a remake of the game.

Accounts

Players are required to use a legitimate account.

In-game

Every match has to be played out in a 5v5 setting. Deviations are not allowed (4v5 etc.).

In a Best of 3 match, teams are allowed to swap a maximum of 1 registered substitute per game between games.

Substitutes will be held to the same standards as starting players.

No additional time is allowed for starting a match due to swapping starting players with substitutes.

Pause

Pause should not be longer than 10 minutes. Longer pauses are only allowed in cases where the enemy team agrees or the admin team allows it.

Continuing the game is only allowed when both teams are ready to play or the pause has passed the maximum allowed time of 10 minutes per team per game.

Abusing the pause will be grounds for disqualification.

Remakes

Remakes are not allowed unless both teams agree before the in-game timer reaches 1 minute. If a remake is necessary and both teams have agreed on it, inform the admin team before exiting the game.



If a remake is allowed, champions, positions and summoner spells have to remain the same.

End of match

Match is over once the enemy team's nexus is destroyed.

Spectators

Spectators are allowed on public servers. Lobby spectators are held to the same standards as players. If spectators are reported on being toxic, hostile, aggressive or unsportsmanlike, the team that invited them will be subject to penalties.

Tournament organizers do not guarantee anyone outside of 5 starting players the ability to join the lobby. If you wish to spectate, the best way to do so is to use the spectate option in the friend list.

Streaming

Streaming is allowed.

If a team decides to stream their games, problems such as ghosting will not be considered as a tournament offense.

Other

Patch: All games will be played on the up-to-date version of League of Legends.

Tournament Organizers hold rights to change these rules accordingly to keep the tournament integrity.

Qualified teams have to keep at least 3/5 players from their roster that played in the final series that qualified them to later stages of the qualifying process.