Pravila tekmovanja na TELEMACH EPICENTER LAN 19

League of Legends EUW

Pripravila: Nuša Klepec
Datum: 5.7.2019

English rules

1. GLOBAL TOURNAMENT RULES, TERMS AND CONDITIONS

1.1. Eligibility
- Each team must consist of 5 players.
- To reserve your participation in the tournament, a team must have 5 players paid and signed up to their specific team.
- Each team may have **one substitute player**, who cannot play for any other team. They must also have paid for at least a casual ticket in order to qualify as a substitute.

2. GENERAL INFORMATION

2.1. Tournament Format
- The tournament format will be a group stage followed by a single elimination bracket. The exact sizes of groups and the number of games will be determined by the tournament administration shortly after signups have closed and will be communicated to all players during the tournament briefing.
- **Group Stage** (less than 8 teams - 1 group, 8 teams or more - 2 groups, 16 teams - 4 groups) matches will be in the form of a **Best of 1** match format. Wins/losses will be taken into account when deciding who qualifies through the groups. In the event of a tie, tie-breakers will be played to decide which team advances to the playoff stage. (**Administrator is allowed to change the format due to insufficient number of teams.** If such change happens, administrator will communicate to all players during the tournament briefing).
- The groups will be followed by a **single elimination stage**. All games are **Best of 3**.
- Exact timeline of the games will be communicated to the teams on Discord after registration closes (at least 2 days before the start of the event).

2.2. Administrators
- Tournament Administrator is: Nuša Klepec (nusa@spid.si, Discord: PlagueRat#4105)
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules

2.3. Timekeeping
- Players must be ready within 15 minutes of the match start time. If a player is not ready then the match is forfeited:
  If the team is :
  5 minutes late - they lose 1 ban
  10 minutes late- they lose 2 bans
  15 minutes late - the match is forfeited
- Players are allowed a 10 minute break between tournament matches.

- Administrators reserve the right to change these timings if circumstances require it.

2.4. Communication
- All communication with administrator and teams will be held at SPID.SI Discord LoL channel: https://discord.gg/WAVWmr6
- Players should always address the administrators and other competitors in a polite and respectful way

3. GAME SETTINGS

3.1 Server/Host Settings
- Competition Method: 5 vs. 5
- Maps allowed: Summoner's Rift
- Mode: Tournament Draft
- Bans per team: 5
- Game Length: Until the winner is determined
- Game Winner: The team who completely destroys their opponent's Nexus or forces their opponent to surrender.

3.2. Restrictions

- At the discretion of the Tournament Director or Head Admin, restrictions may be added while the tournament is in progress if there are known bugs with any items/champions.

3.3. Player Settings
- Any player settings configurable within the game client are acceptable.

3.4 Map Selection Process
- Draft Order: The higher seed in each match will choose their choice of side. If the match is a best of 3, the higher seed will choose their side in the first game and sides will then alternate for subsequent games.

3.5 Demos & Screenshots
- Screenshots are required to prove a match result. We recommend imgur.com for a quick upload.

4. IN-GAME RULES

4.1. Requirements
- Each player must have a personal League Of Legends account.
- All games are required to be played on the EU West server.
- Each player must have available/owned a minimum of 16 champions.

4.2. Disconnects & Computer Failure
- If a game is interrupted by a computer, network or software failure the game must be paused immediately, if the problem persists then the decision of whether to award a win or replay the game will be at the administrator's discretion.

4.3. Complaints
- If a player wants to make a complaint about a game result, the player has to tell the administrator assigned to the match, before the next match starts. If a player wants to object a game result ruled by an administrator, this has to take place before the next game.

4.4. Punishments
- Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified.
- Bad behaviour towards other players, casters or the administrators may result in a disqualification.

4.5. Bugs & Misuse
- No abuse of game breaking bugs is allowed in any tournament match. Normal mechanics that can be considered buglike are naturally allowed. If you are unsure about some mechanics, ask an administrator.

4.6. Observers & Streaming
- No spectators are allowed in any tournament games, except for approved streamers and administrators.
- Players may not watch or listen to any streams of the tournament while playing.
- As covered in the Tournament Code of Conduct, players are not permitted to broadcast/stream any of their tournament matches.

4.7 Stoppages & Pauses
- Each team has the right to pause the game for a short duration, if a player announces it at least three seconds in advance and calls a coherent reason. The game must not be resumed before both teams agree with it. A team is seen to agree when any one of the players from that team states that they are ready. The absolute longest a game can be paused is 10 minutes, at which point the game MUST be resumed, except at the discretion of the tournament administration team.

4.8 Score Confirmation
- Both Team Captains should report the result to an Administrator. In the case of any conflict, match history will be reviewed.

4.9. Substitutes
- Teams may have up to two substitutes listed as part of their team. These substitutes are locked when registrations close and may not be added later.
- Players can be substituted at any time between games. If you are substituting between games in a series you must inform your opponents of the substitution.

5. OTHER

5.1 Allowed & Forbidden Software
- Voice communication tools as Discord, Ventrilo, Mumble and Teamspeak are allowed. Any overlay options in communication tools are not allowed.

5.2. Rule Amendments
- All Admin decisions are final.
- It is at the discretion of the Tournament Director to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):
- If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.
- If a game breaking bug is discovered during the course of the tournament.
- If players are suspected or proven to be engaging in unfair play or collusion to fix the results of a game.
- If changes to game settings and/or operations guidelines are necessary due to differences between online and offline tournaments.
- If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion as required by a live venue.