

LEAGUE OF LEGENDS TOURNAMENT RULES

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DOCUMENT OFFICIEL DE



geneva gaming convention

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REGULATIONS' APPLICATION

This regulations document is the guidance document during the whole of the Geneva Gaming Convention (hereinafter: « GGC ») event taking place at Palexpo - Palais des Expositions et des Congrès, Geneva, from the 22th to the 24th September 2017.

Recipients

These rules apply to every team participating in the GGC's League of Legends' tournament (hereinafter: "LoL" or "Game"), as well as their organizations and entire team including coaches, managers, owners, members et employees.

(The term "participants" describes the whole of these persons throughout the rest of the document)

By taking a part in the tournament, every participant commits to be aware of the tournament rules' content and to respect it in its entirety.

Regulation changes

The organizers and the tournament team, which are named "admins" throughout the rest of this document, reserve the right to modify the rules at any time without notice.

Finality of decisions

The admins reserve the right to take decisions at any time on issues not mentioned in this document and to bypass the rules if they find it necessary. All decisions taken by the admins are final and indisputable.

TOURNAMENT'S MANAGEMENT PLATFORM

The management platform used for the 2017 edition of the Geneva Gaming Convention's League of Legends tournament is Toornament

The participants to the tournament must ensure that they have a Toornament account to attend the event without any issue.

Registration onto the platform used

Go on: <https://www.toornament.com/> to create an account.

When the account is created, verify it by cliquing on the link sent to your email address.

Finding our tournament

Click on the box labeled Find a tournament... , enter « GGC 2017 League of Legends » and confirm. Then, select the tournament « GGC 2017 League of Legends».

Team registration for the tournament

Once on the tournament's page, click on "Registration" and register your team.

Do not forget to fill in all the fields and to write the correct LoL usernames!

TOURNAMENT'S STRUCTURE

Beginning of the tournament: On Saturday, the 23th of September at 9:00am

End of the tournament On Sunday, the 24th of September at 4:00pm

Game formats

This chapter describes the different game formats used during the tournament.

Best of 1

A game played in the Best Of 1 (or BO1) format unfolds in 1 round and confronts 2 teams of five players each.

The winner of the game is the winning team of that one round.

Best of 3 (BO3)

A game played in the Best Of 3 (or BO3) format unfolds in 2 or 3 rounds and confronts 2 teams of five players each.

The winner of the game is the team that won 2 rounds.

Deciding game

A deciding game is played as a normal game in the BO1 format.

Tournament format

First day: Saturday, the 23th of September

Group stage:

- 5 Rounds played in the Swiss System

Beginning of the final stage:

- Double trees-tournament using double elimination (see the tree schema in the appendix, at the end of this document)
- An "Elite" tree composed of the 16 best teams
- A "Fun" tree composed of the 16 following teams

Second day: Sunday, the 24th of September

End of the final stage:

- Semi-finals (= Loser Bracket Finals)
- Final Game

Schedule

The schedule is only indicative. It might change without notice:

It will be added once the scene schedule has been released.

Name of the Brackets

Winner Bracket

A "Winner Bracket" is the part of the tree where the teams have never lost a game. In a double elimination tree, when a team in the Winner Bracket loses a game, it drops in the "Loser Bracket".

Loser Bracket

A "Loser Bracket" is the part of the tree where the teams have already lost a game. When a team in the Loser Bracket loses a game, it is eliminated.

Group stages

The Group stages will unfold in 5 rounds and will be in the "Swiss format".

At the end of the Group stages, the following criterion will be applied in this order to determine the exact position of each participant:

1. Greater number of games won.
2. Greater ratio of win/loss games.
3. Result of the game opposing the 2 teams in a perfect tie (if there are only 2 teams)
4. Higher time value gotten on the time mark (see below).

At the end of the Group stages:

The 16 first teams are moved up in the Elite Tournament tree.

The 16 following teams are moved up in the Fun Tournament tree.

In case of a tie

In case of a tie between two teams, the result of the game having opposed these two teams during the Group stages will be used to determine the winner. A forfeit, a withdrawal or a disqualification are not considered a game result and the game must be played.

If the tie affects more than two teams, they winner will be decided by using the time mark.

The time mark is the sum of all the time rating points obtained during the played games by each team against each other.

The time rating points are the reciprocal value rounded to the fifth digit of the length of the game, rounded to the lower minute digit.

I.e.: If a game lasted 33 minutes and 58 seconds, then the time rating points will be:

$$1/33 = 0.03030$$

This rating will be added to the total time mark of the winning team and subtracted to the one of the losing team.

The winner of this game will then have +0.03030 on its total time mark, while the loser will have -0.03030 on its total time mark.

Final stage

The final stage unfolds in 2 trees with 16 participants each using double eliminations (see the tree schema in the appendix, at the end of the regulations).

The participants compete against one another in the BO1 format for all the games except the following ones, which will be played in the BO3 format:

The first semi-finals (Winner Bracket finals)

The second semi-finals (Loser Bracket finals)

The following stages will be played in the BO5 format:

The Grand Final

The Grand Final

The Team arriving in The Grand Final from the Winner Bracket will have a win more than the Team from the Loser Bracket.

The Grand Final unfolds in the BO5 format on the main stage.

Players will only use the screens and computers already set up on the main stage.

However, they are authorized to bring and use their own keyboard and own mouse and must bring and use their own microphone/headset with microphone.

The coach has the authorization to enter the stage to communicate with the player during the Pick/Ban phase.

When the Pick/Ban phase ends, the coach must cease to communicate with the players and must have left the stage when countdown reaches the last 5 seconds of the champion switch stage.

TEAMS

Roster

A roster is always composed of exactly 5 players of the same team. It can't be modified during the tournament, ever.

Team leader

The team leader is the player-in-charge of their team in all communication with the tournament's officials.

The team leader must remain the same during the length of the tournament. They must take care of the selection process of the team, official complains or any other problem. Should a problem occur, the coach and the team leader must be the only ones to come to the admins' area and the team leader must insure that this rule is being respected.

Coach

The coach can communicate with players during the Pick/Ban phase. If the game is played on a stage, the coach will be authorized to access it during that time.

When the Pick/Ban phase is over, the coach must have ceased all communications with the players when count-down reaches the last 5 seconds of the champion switch step. If the game takes place on a stage, the coach must have left it at that time as well.

The coach can also assist the team leader in any interactions with the admins. He is the only one allowed to accompany the team leader to the admins' area in case of a conflict or if the team has an inquiry.

SETTINGS

...of the game

Game version

The tournament uses the last League of Legends' version. Each player must make sure that their game is up-to-date.

Gaming mode

Each game is played in the "Tournament Draft" mode, on the "Summoner's Rift" map. A team wins by destroying the opponents' Nexus or if the other team forfeit.

...for the player

Players can only use the account with which they registered. No changes are permitted, even if the account is banned during the tournament.

The use of any modifying software is prohibited, even if the software only modifies the graphics or the audio of the game.

The use of any kind of tool that displays system or game information during the game (i.e. Nvidia SLI Display, Riva-turner Overlays, etc.) is forbidden.

Visual or audio recording software are authorized, highly recommended even, because they can be useful in case of dispute. However, they must not display in-game information.

VoIP Communication software are authorized, but can only be used by players of the same roster.

GAME'S PROCEEDINGS

Equipment Installation

Participants are responsible for the right installation of their equipment and its proper functioning. This includes bringing and installing the right drivers if necessary, as well as bringing the right cables and adapters. Tournament officials can help the player in case of technical issues. However, they will not delay the tournament's schedule for this kind of motive.

Convocation

The convocation hour is the time when participants must be present to play their official game. The hours are written on the tournament schedule. The order of the games is important. The game written on top of the list must always be played first and foremost. Participants are invited to be there and ready a few minutes before the time written on the convocation to avoid any unexpected delays. If all the participants are ready before the convocation time, they are authorized to begin their game before the set time, if they follow the games' order.

Before the game

Tournament Code

The Tournament Code allows for the tournament officials to rapidly and easily prepare the games automatically. It is mandatory to use this code to play your games.

It is very simple:

1. Go to the Toornament website and click on the next games you are going to be playing, starting by the one on top of the game list.
2. Copy the tournament code displayed.
3. Paste it in the League of Legends client under "Join custom game", on the cup icon at the top right of the screen and click on the "Join game" icon.
4. You will automatically be in the right lobby with the right parameters.
5. Wait for the other team leader to join you in the cha-troom then, launch the random selection process of the side together (see next chapter).

6. When the side is selected, make the right changes to be on the correct side.
 7. If a streamer is watching your game, wait for him/her to be in the chatroom as a viewer.
 8. Finally, click on the "Launch game" icon.
- Random side selection process

For the random side selection process (leading to the « First Pick » step), play «rock-paper-scissors».

The 2 team leaders must confront each other in a BO3. They can do it online or IRL. It is important to respect the schedule and it is strongly advised to find the opposing team IRL as fast as possible, without waiting for last second. If an agreement is found between the opposing teams leaders, it can be accepted without needing to inform the admins of it.

Launching the game

Participants must start their game at the written time at the latest. If all the participants are ready before the written time, they are authorized to start their game earlier, if they play their games in the correct order. If some players are late, the opposing team can wait for them for 15 minutes. Then, the game must be launched. If a team is not there after those 15 minutes, it might lose by forfeit if an official takes that decision (common sense and spirit of fair play being, in that situation, recommended).

If it is a game in the BO1 format, the missing team loses the game. If it is a game in the BO3 format, the missing team loses the round it missed, but still has the possibility to play the following rounds if it returns on time and did not lose 2 rounds before.

During the game

Pausing the Game

To pause the game, you need to write "/pause" in the chatbox during the game.

The pause option only works in the Tournament Draft format and, if the Tournament Code instructions are correctly observed, this option should automatically be available. However, it is the teams' task to ensure that they can pause the game at the beginning of the game.

The pause option must only be used in case of major issues, justifying a pause. Any excess will be severely punished. During a requested pause, players are only authorized to communicate with each other and the tournament officials. Any other communication is prohibited!

If a pause is being requested, a screenshot must be made and the pause must be announced immediately to the tournament officials and the teams must account for it.

Communication

During the entire duration of a game, all communications to the player must be limited to the players of the roster playing with them in the game. No other communication is authorized. When a pause in-game is activated, they can also talk to the tournament officials but any other communication is not allowed.

The coach can communicate with the player during the Pick/Ban phase. If the game takes place on stage, they can access it during this phase.

When the Pick/Ban step is over, the coach must have ceased to talk to the players when the countdown reaches the last 5 seconds of the Pick/Ban phase. If the game takes place on stage, the coach must have left the stage at that time.

Voluntary interruption of an ongoing game

Players are not allowed to leave a game before its end. They cannot leave their seat, except if an official allows it.

Between two rounds during a game in the BO3 (or BO5) format, the players are allowed to leave their seat before launching the following round for a quick break (i.e. to go to the bathroom). However, they cannot leave the tournament area and are obligated to be present on time for their next game.

Unintentional interruption of a game

If a game is unintentionally interrupted (i.e. crash, grid disconnection, ...) the following rules must be observed:

A pause (/pause in the chatbox) must be made (while still respecting the rules regarding pauses written above) and maintained until all 10 players are connected again.

If the issue happens before the first kill, the champions are not yet level 3 and the login attempts do not work, then an admin must immediately be notified of the issue by the two team leaders (and only them) and, depending on the referee's decision, the game might be restarted.

If the issue occurs after the first kill or the players are above the level 3, the player experiencing the issue must try to reconnect as fast as possible. If there are too many unsuccessful attempts, an admin must immediately be notified of the issue by the two team leaders (and only them) and a decision will be made by the officials. A potential decision can be to continue the game without the missing player but solutions favoring the spirit of fair play will be opted for.

No amicable settlement is allowed without the agreement of a tournament official. The tournament officials can, in the event of validation, control that the conditions are observed. Any amicable settlement without an offi-

cial's agreement will be ignored by the officials and regarded as null and void in case of dispute.

Granted victory

In the event of unintentional technical difficulties leading to the inability to continue a game, and if the game started more than 15 minutes ago, an admin can, at their sole discretion, exceptionally grant a victory depending on the following points which would indicate a near impossible victory of the other team in a normal game:

Difference in Gold

The Gold difference between the Teams is greater than 33 %. The team with less Gold loses.

Difference between the number of remaining turrets

The difference between the number of remaining turrets of the Teams is greater than 7.

Difference between the number of remaining inhibitors

The difference between the number of remaining inhibitors is greater than 2.

Inquiry

When the players feel that they are the victim of a regulatory violation during the game, the players must activate the pause option with the control /pause.

The team leader and the coach (if there is one) of each team (= a maximum of 4 persons for the two teams) and only these persons must immediately come to the admin area to request an inquiry and explain why.

Teams coming to the admin area for an inquiry with more than the two authorized persons will be sanctioned.

It is mandatory to give correct and relevant information that will help the tournament officials in their investigation. Unjustified and repeated inquiries will be severely sanctioned. Insults/flaming are not considered as an inquiries requiring immediate attention" If a team is the victim of lack of fair play from the opposing team, such as: insults, repeated taunts or flagrant lack of respect, the targeted team must take screenshots or videos as proof and come to the admin area only when the game is over so that the admins can examine the proof and decide on the sanctions.

NB: If the targeted team responds to the insults with other insults, it incriminates itself as much as the team which started.

After the game

Score approval

When the game is over, the teams should not need to input the score in Tournament, the update should be done automatically if the tournament codes were used and functioned correctly. However, if the tournament codes were not used correctly for some reason, the score must be announced to the admins so they can be manually inputted.

REGULATORY VIOLATION

Prohibited software

Players cannot bring or use software or anything else that changes the version of the game or that allows the player to perform more than one action at the same time, or to bring any setup file.

Actions and prohibited conduct in the game leading to sanctions

The following actions are strictly prohibited during games and will at least lead to an immediate and irrevocable defeat of the ongoing game:

- Any use of script.
- Using a glitch or exploit the game's glitches in a clearly unfair manner
- Vehemently contesting a tournament official's decision.
- Speaking aggressively to an official.
- Using any cheating software.
- Damaging the equipment.
- Perpetrating violent acts
- Cheating with premeditation or using an unfair method (this includes receiving non-authorized information on the ongoing game as well)
- Lying or misleading a tournament official
- Repeatedly refusing to follow the tournament officials' instructions.
- Knowingly violating the rules of this regulations document.

The following actions will lead to a blame for the team.

Misbehavior

- Using offensive language or gestures
- Offensive language, flaming, negative intentions or repeated taunts.
- To be the culprit of behavior that can't be described as fair-play (intentional disconnection, spam/flood, etc.)

The following sanctions will be applied for blames:

1. Warnings
2. Defeats for the ongoing or last
3. Disqualification from the tournament

Every sanction is taken at the admins' discretion only, depending on the case. Greater sanctions (Such as: being banned from the GGC) can be applied in case of intolerable action by the team.

Only the French version of the "Rules of League of League of Legends" ("règlementation de League of Legends") document is valid in case of dispute.

Disqualification and expulsion

After the report of an admin of a regulatory violation, a team having received a penalty can also be given automatic defeats, be disqualified or even expelled.

A disqualified team automatically loses its next games and loses all its rights and endowments and prizes it could have received. During the Group stages, all game results are converted in defeats. During the final stage, the preceding game is converted in a loss and its preceding opponent plays on the next round instead of the disqualified team.

GENERAL PROVISIONS

Players' conduct

Every player must show a spirit of fair play and conviviality to contributed to the desired ambiance of the tournament. They commit to observe the Swiss laws, particularly the interdiction of making racist, insulting, homophobic, xenophobic or any other form of socially unacceptable, racial or political remarks to other participants, organizers or anyone present.

Every team player represents his/her team. If a player faults, the entire team is punished.

Any damaging of the material or premises will lead to disqualification without warning and to the irrevocable expulsion of the offender(s) according to the referee's decision.

Health

To avoid medical issues during the tournament, participants must insure not to have health issues that are not compatible with the videogame or tournament milieu. Screens, crowds or loud noises cannot be held responsible for any participants' physical or psychological complications.

Copyright

The participants authorize the organizers to take pictures/video of them and to publish them for advertising purposes on the event Facebook page, in exhibitions, in magazines and in reviews. The participants accept that their image reproduction right is given up to the organizers without quid pro quo, such as financial compensation. Every participant allows the possible broadcasting of their games.