

2018



Season 4
Official Rulebook

June 20, 2018

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League of Legends Greek Championship

Regular Season

This document is the League of Legends Greek Championship official rulebook for Season 4. It concerns the coaches, managers, players of the teams that will participate in this event and is not applicable anywhere else except to this one.

A player's punishment affects the team as a whole, regardless of the player's departure from it. Internal relationships between coaches, managers, players are up to the teams.

At this point, remember that the organizing authority always has the last word. This means that in rare cases decisions may not be listed. Of course the purpose of this action will in any case be to ensure fair-play and sportsmanship.

1. Production of content

The organizing authority will inform the teams about a possible player interview 2 weeks (if offline) – 3 days (if online) in advance. An answer must be given within the next 48 hours. In the event that the player cannot come in, then the team can appoint his substitute. If there is no substitute then the team receives a 15% penalty from their earnings at the end of the season.

1.1 Reproduction of content

Teams are required to update their media page on a weekly basis on their course in the championship. This will be done either by content sent by the organization itself, or on their own initiative.

2. Definitions

- The season is set between 24/6/18 and 11/9/18
- A playweek is defined as two consecutive playdays (e.g. 24/6/18 - 25/6/18)
- A playday is defined as one round day (e.g. 24/6/18)
- A superweek is defined as 2 or more combined playweeks
- Organizing authority = League of Legends Greek Championship

3. Eligibility Requirements

3.1 Residency

In order for a team to take part in the League of Leagues Greek Championship Season 4, 3/5 of their starter lineup need to be Greek or Cypriot residents throughout the championship.

3.1.1 Proof of residency

For the identification, ID cards or other document proofs may be required.

If the team (player) deceives the organizing authority by submitting false information, both players get banned and the team receives a 25% deduction penalty from the prize money at the end of the championship.

In case the player does not submit his passport credentials, he is not eligible to participate.

3.2 Age limit

No Player shall be considered eligible to participate in any LGC Match before having lived 16 full years. Same exists for all ERLs and the European Masters.

4. Ownership

4.1 Ownership restrictions

The team's slot belongs to the team itself. The team has to appoint from the beginning the owner who will make the decisions about the slot where it is needed (ownership of the team/organization should be clearly indicated by the starters/owners of the team).

To be nominated – the owner must have no involvement (monetary or moral) with another team / organization in the same league.

His role is exclusive and cannot exist in more than one team during a season.

4.1.1 ERL restrictions

Teams/Organizations are only allowed to participate on one European League per split

- Organizations have a **one Split cooldown** if they want to move their team from one ERL to another
- Owners can only own one Team across all European Regional Leagues
- Ownership of multiple Teams in *any* given European Regional League is forbidden

4.2 Slot Ownership

A position sale is prohibited during a season. This season is set between 24/6/18 and 11/9/18.

In addition, the team does not have the right to enter a new brand in the middle of the season. This means that name change is not an option.

4.2.1 Terms and conditions

The organizing authority during off season (11/9/18 - until the date set by the organization) allows teams to make use of the slot as they wish. However, in order to make any transaction, there must be prior information and approval by the organizing authority.

If the requirements regarding the sale are not met and the sales' date is over, the position is transferred to the organizing authority itself for any use.

4.3 Slot Trading

Starting price for any slot trading is set at the prize of the 8th place of the Championship for Season 4.

In any deal the organizing authority receives 15% of the final sale price (e.g. for a sale of a slot for the amount of 1,000€, the organizing authority takes 150€).

5. Sponsors/Partners

The teams and players for their participation in the League of Legends Greek Championship are forbidden to bring logos of companies related to pornography, alcohol, cigarette, and products-services limited to the use of adult, such as gambling etc.

6. Drugs and alcohol

You are strictly prohibited from participating in the tournament if you are under the influence of drugs or alcohol. Behaviors that prove otherwise will cause the player's ban of the competition and a penalty of 5% of team's total earnings.

7. Roster

A team's roster can include up to 8 players at a time (5 starters, 3 substitutes). At least 3/5 of the active roster should be Greek / Cypriot residents.

7.1 Player Restrictions

- A player cannot belong to more than one team at the same time
 - Players are only allowed to participate in one European Regional League at a time
 - A player will be locked into a League after playing more than 50% of the Matches in the Regular Season of the respective ERL

A player can transfer freely from split to split

Players in the LCS may engage in League of Legends Greek Championship only if the player is participating has consent from his parent team

- Current starters in any premier regional league (EU LCS, LCK, LPL, IWC etc.) are **strictly forbidden** from engaging in the European Regional Leagues
- If a player has played in **ten** or more matches at any point in an LCS Split, that player is restricted from playing in a European Regional League for the remainder of the Split

7.2 Registration

Each team is required to submit and update the data group of active players and team substitutes. The data set is the full name, proof of identification, official summoner name (EUNE), position, date of birth and a quality photo on neutral background (minimum 720p - [example](#)).

None of the above can be changed without prior written approval from the organizing authority.

7.3 Roster changes

A player leaving a team receives 2 competitive playweeks cooldown until he can compete on LGC Season 4 with another team.

7.4 Starting lineup

A team can change up to 1 player of their starting lineup on each playweek (compared to the previous playweek). These may come either from existing substitutes or from new additions made.

In the event of a non registered player in the starting lineup:

The first time, the team loses 1 ban from every game of its upcoming Best of 1. Each next time, the team loses 1 ban from every game of its upcoming Best of 1 and deducts 10% of its total earnings at the end of the season.

7.4.1 New additions

The deadline for registering new players ends on Friday 23:59 EEST before each playweek and opens at its end (Monday).

7.5 Roster's registration

The starting roster for Sunday's games must be sent no later than Friday at 23:59 EEST, and for Monday's games up to 3 hours before the playday starts.

7.6 Emergency case

Each team must have a standby substitute in case of an emergency. If a player is unable to compete before the pick-&-ban phase starts, then the sub has 10 minutes to enter the next match.

7.7 Inability to register starting lineup

If a team does not state a lineup until Friday 23:59 EEST before each playweek, then it loses Sunday's game. Once team has lost the first series of a playweek by default, then it has to declare a roster till Saturday 23:59 EEST. *

Teams must declare a roster each week, even if it remains the same.

* Changes may apply for superweeks

8. Format

The season is divided into 7 playweeks (that may changes in case there are superweeks) and a total of 14 playdays. This means that each team will play 14 Best of 1.

At the end of the 14 playdays, the 6 top-ranked teams in accord with the standings, qualify for the playoffs. Of these, the first two qualify directly to the lan final, while the places 3-6 are playing for the 2 remaining positions of the final. The 7th team competes in the next season's play-out, with the last team in the standings leaving the League of Legends Greek Championship.

Position	Status
1-6.	Playoffs
7.	Play-outs
8.	Downgrade

8.1 Mode

Tournament Draft

Best of 1:

All Teams on the left of the games as listed on lgc.gr are required to submit their side selection 24 hours before the start of their scheduled Sunday's match.

All Teams on the left of the games as listed on lgc.gr are required to submit their side selection 17 hours before the start of their scheduled Monday's match.

If no decision is submitted in time, selection will default set the team to blue side.

8.2 Tiebreakers

If two or more teams tie up with the same wins:

(a) Count their between games

(b) Are driven to tiebreaker matches (Single Elimination / Bo3)

In the case of a single number of teams, the bye team automatically occurs.

8.3 Tournament Realm

The organizing authority provides a tournament realm account at the starting 5 players of each team. In the event that a player comes from the substitutes or is a new addition, then he must receive the account of the replaced player.

Each player must have the team prefix (up to 3 letters) and the declared summoner name.

If Tournament realm fails to load after the pick-&-ban phase or a bug occurs, the game will be played on EUNE/EUW. If a player is not able to play on tournament realm, his team automatically loses the series.

9. Match process

All players of the declared starting roster must be in the lobby created by the organizing authority 15 minutes before the start of their series.

If a player is not in the lobby at the starting time:

- For every 5 minutes a team loses a ban
- In 25 minutes it loses the game

The same applies if someone intentionally delays the lobby.

9.1 Pick-&-Ban Phase

The Pick-&-Ban Phase starts with the approval of the observer.

In the event of a mistaken pick, the team must inform the organizing authority of the mistake before the opposing team makes the next champion lock. In this case, pick-&-ban starts from the beginning with the same picks and bans. Otherwise, the champion select continues normally.

In order a player leaves from the lobby – champions select should have previously received the approval of the observer. Otherwise, the team loses 1 ban from the next game and 5% of its cash prize at the end of the season.

9.2 Patch

The patch of the tournament client is updated one week after the patch is entered into the live client. This means that the games are played 1 patch behind the regular client.

9.3 Remake

A game to be repeated must comply with the following conditions:

- Timer should not exceed 00:02:00
- No hero spot from the opposing team should have been made
- Similarly for any attack on minions, jungle creeps, towers or rival heroes

Any skill shot creation on the opposing jungle, or the placement of vision from the river and then, negates the above capability

The organizing authority has the last say for the rematch.

9.4 Pause

Each team has 10 minutes pause per game. If the pause exceeds 2 minutes then the pause status must be updated.

Organizing authority has the last word.

9.5 End of match

Any leave is prohibited before Nexus is broken-up.

- 1st time: the team loses 1 ban in its next game
- 2nd time: the team loses 1 ban in its next game and deduces 3% of its cash prize at the end of the season
- 3rd and every next time: the team loses 1 ban in its next game and deducts 5% of its cash at the end of the season

Penalties work cumulatively for one season. For the duration of the season you can refer to paragraph 2.

9.6 Teams' availability

Teams must be ready to play at least 60' before each of their upcoming matches.

9.7 Schedule

Playweek	Date
1	24-25/6/18
2	1-2/7/18
3	8-9/7/18
4	15-16/7/18
5 - 6 - 7	27-30/7/18

Each playday will be having 4 matches, except playweeks 5-6-7 in which we'll be having 6 matches / day

All matches must be played in the given date.

10. Prizes

Prizes will be deposited no later than 90 days after the tournament end date.

Position	Amount
1.	11.000€
2.	4.000€
3.	1.500€
4.	1.500€
5.	500€
6.	500€
7.	500€
8.	500€
Total	20.000€

11. Code of conduct

Any offensive - ironic statement against both the opposing team or the organizing authority is forbidden. The last word on what can be considered offensive-ironic has the organizing authority (in-game, lobby, and social media).

Penalties start from warning to exclusion from the Championship.

11.1 Competitive Integrity

Any act aimed at distorting the racing integrity of the organization or teams (reduced performance, teaming with a rival team, cooperation between competitive team players, scripting, account sharing) will be punished by the organizing authority as appropriate.

11.2 Confidential documents between 2 parties

All written texts (in-game chat, lobby, emails, etc.) between teams, and the organizing authority are forbidden to be published without prior approval.

