

**2017**



Season 3  
Official Rulebook

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# League of Legends Greek Championship

## Regular Season

This document is the League of Legends Greek Championship official rulebook for Season 3. 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 in advance. An answer must be given within the next 48 hours. In the event 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 18/11/17 and 28/1/18
- A play week is defined as one round week (e.g. 18/11/17 - 19/11/17)
- A play day is defined as one round day (e.g. 18/11/17)
- Organizing authority = League of Legends Greek Championship

# 3. Eligibility Requirements

## 3.1 Citizenship

In order for a team to take part in the League of Leagues Greek Championship Season 3, 3/5 of their main players need to be Balkan nationals throughout the championship. The Balkans is defined as [Bulgaria, Hungary, Greece, Cyprus, Romania + Moldova, Adria (Serbia, Croatia, Slovenia, Bosnia and Herzegovina, Montenegro, FYROM, and Albania)].

### 3.1.1 Proof of citizenship

For the identification, ID cards or passports will 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.

## 4. Ownership

### 4.1 Ownership restrictions

The team's spot belongs to the team itself. The team has to appoint from the beginning the owner who will make the decisions about the spot where it is needed.

The owner to be nominated 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.

### 4.2 Spot Ownership

A position sale is prohibited during a season. The season for the current season is set between 18/11/17 and 29/1/17.

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 (30/1/17 - until the date set by the organization) allows teams to make use of the spot 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 Spot Trading

Starting price for any spot trading is set at the prize of the 8<sup>th</sup> spot of the Championship for Season 3.

In any deal the organizing authority receives 15% of the final sale price (e.g. for a sale of a spot 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 it 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 Balkan nationals.

### 7.1 Restrictions

A player cannot belong to more than one team at the same time.

### 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, position, date of birth and a quality photo on neutral background (minimum 720p).

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

### 7.3 Roster changes

A player leaving a team cannot enter another team for the next 2 play weeks.

### 7.4 Starting lineup

A team can change up to 2 players of their starting lineup on each play week (compared to the previous week). These may come either from existing substitutes or from new additions made.

#### 7.4.1 New additions

The deadline for registering new players ends on Wednesday 23:59 before each play week and opens at its end (Monday).

## 7.5 Roster's registration

The starting roster for Saturday's games must be sent no later than Thursday at 23:59, and for Sunday's games up to 2 hours before the play day starts.

Among the games of a Bo3 a registered substitute can sub in, provided that 3/5 of the team's starting roster is kept as registered (as the starting roster is what was registered on Thursday).

## 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 roster until Thursday 23:59 before each play week, then it loses Saturday's game.

## 7.8 Participation of an unregistered player

In the event of a player not registered in the original lineup:

The first time the team loses 1 ban from every game of its upcoming Best of 3.

Each next time, the team loses 1 ban from every game of its upcoming Best of 3 and deducts 5% of its total earnings at the end of the season.

# 8. Format

The season is divided into 7 play weeks and a total of 14 play days. This means that each team will play 14 Best of three.

At the end of the 14 play days, the 6 top-ranked teams 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

Best of 3:

Game1: the team on the left of the game as listed on lgc.gr chooses side

Game 2: the other team chooses side

Game 3: side is picked by the team that made the fastest win

The team has 5 minutes from Nexu's break to pick side for the upcoming match. If the team has not chosen within 5 minutes, then the organizing authority chooses for them.

## 8.2 Tiebreakers

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

(a) Count their between games

b) Count the difference of the maps in each other's games

c) Count the total difference of the maps of all games

(d) 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 starter 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, 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 the first map. In the meanwhile, they have to be logged in to the teamspeak server which will be provided by the organizing authority throughout the entire series (an admin will be also logged in to the same channel).

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.

The team has a per series (Best of 3) right for 20 minutes of total pause. If these are overcome, the match continues.

If the pause time limits are overcome and the team does pause again, then it loses this game in the series.

## 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 Break between games

The players have 5 minutes between 2 games of the same Best of 3. The Nexus break is considered as the end. The rules of Chapter 8.1 apply.

## 9.7 Schedule

Playweek	Date
1	18-19/11/17
2	25-26/11/17
3	2-3/12/17
4	9-10/12/17
5	22-23/12/17
6	29-30/12/17
7	6-7/1/18
Playoffs	13-14/1/18
Final 4	27-28/1/18

\*Each play day will be having 4 matches. 2 of them will be on stream and the rest will be off stream. Organizing authority will inform the teams in advance with regard to the streaming program

### 9.7.1 Reschedules

In an emergency case that a team cannot play on a scheduled date, then it can use one, out of the two wildcards each team has. Then the opponent will suggest 3 dates and the wildcard user team will pick up the final date of the match (applies only for off-stream series).

Match has to be played before the next play week.

## 10. Prizes

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

<b>Position</b>	<b>Amount</b>
1.	11.000€
2.	4.500€
3.	2.500€
4.	1.000€
5.	500€
6.	500€
7.	500€
8.	500€
<b>Total</b>	<b>21.000€</b>

## 11. Code of conduct

Any offensive - ironic statement against both the opposing team and 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.

## 12. Player services agreement

<b>Player Name</b>	<small>Last name, First name</small>	<small>Summoner Name</small>	<b>Date Signed</b>	
<b>Address</b>	<small>Street</small>	<small>City</small>	<small>City Code</small>	<small>Country</small>
<b>Personal / Contact</b>	<small>Date of Birth (dd/mm/yyyy)</small>	<small>Age</small>	<small>Phone</small>	<small>Email</small>

<b>Team Name</b>		<b>Team Owner Representative</b>	<small>Last, First</small>	
<b>Team Address</b>	<small>Street</small>	<small>City</small>	<small>State</small>	<small>Postal Code</small>
	<small>City</small>	<small>City Code</small>	<small>Country</small>	<small>Phone</small>
				<small>Email</small>

*Instructions:* Please sign the form in the lines provided below to acknowledge the foregoing and send a PDF of it by email to [xstill@lgc.gr](mailto:xstill@lgc.gr).

**The team owner must submit the Summary Sheet to the League for acceptance before the Player can participate in the competition.**

The undersigned player and team owner each represents and warrants to the League that he/she has read this document and that it accurately reflects the terms and conditions of their binding player services agreement. In the event of a conflict related on any term of this document between any parties, the document shall prevail and control.

### PLAYER

Player's Signature: \_\_\_\_\_

Player has to be at least 18 years old to sign for himself

Fullname: \_\_\_\_\_

\*Parent or Guarding Signature: \_\_\_\_\_

\*Fullname: \_\_\_\_\_

### TEAM OWNER

Team Name: \_\_\_\_\_

Owner's Signature: \_\_\_\_\_

Owner's Fullname: \_\_\_\_\_

Phone Number: \_\_\_\_\_

*\*I am the parent or legal guardian of the minor named above. I have the legal right to consent to and, by signing above, I hereby do consent to the terms and conditions of this Summary Sheet (and applicable corresponding form of player services agreement).*

Place your identification card or passport on the box.