RULES LENOVO OPEN DHS17

TOURNAMENT

Lenovo Open DHS17 is a tournament played on EUW with finals at Dreamhack Summer 2017. If you are level 30 and able to play draft pick, you can set up a team on the Battlegrounds website and sign up to the tournament to compete.

IMPORTANT

Once you have created a team, your captain must press enroll on the tournament or you will not be eligible to take part.

SETTING UP A TEAM

SIGNING UP

In order to be eligible for Lenovo Open DHS17, you must have a valid team. After a team is created on the Battlegrounds website, the captain will be given a link to share with all the players that they want to invite to the team. The team captain is the only player entitled to enroll a team in a tournament. It is that person's responsibility to make sure that every member of his team is:
● Tournament eligible
● In compliance with the age restriction
● Only on one team roster in the Lenovo Open DHS17 tournament

ADJUSTING THE TEAM ROSTER

The team roster is the full list of players on a team enrolled in Lenovo Open DHS17.
A valid team consists of a minimum of five players and can have a maximum of four substitutes (nine players in total).

● **Adding New Players**: After registration closes, teams will not be able to add more players to their roster.
● **Removing Players**: The kick option will be disabled at the end of the registration phase and will not be possible to kick any team members until the end of the current tournament.

USING SUBSTITUTES

A team may use any of the players on their roster to start a game. Players can only substitute a single player in their roster if there is a game restart under the following conditions with the advanced approval of an adjudicator:
● Player has hardware difficulties
● Player has technical / electricity difficulties

● Player has internet difficulties
● Under an adjudicator's discretion If there is a game restart, the remaining player roster that started the game must stay on. If there are unauthorised changes, adjudicators can disqualify the team.

LENOVO OPEN DHS17 TOURNAMENT STRUCTURE

Lenovo Open DHS17 is a tournament where the top two teams will face off live at DreamHack Summer in Jönköping, Sweden on June 18th.

GAME MODE
Summoner's Rift 5v5

BRACKET STRUCTURE
The tournament will occur on EUW.
All the teams will be seeded randomly into their respective single-elimination brackets. All matches will be Bo3. The Final will be Bo5. Once only 8 teams remain, the remaining games will be broadcast, and teams will have to comply with the broadcast schedule. These matches will be played on Tournament Realm. Red and blue sides will be randomized by tournament admins. Teams will swap sides after each game in the series.

PLAYING BEST OF THREES AND FIVES
Every team is responsible for playing the required number of games consecutively in order to determine the winner of the round.
● If the match is a best-of-three (Bo3), a team must win two out of three games in a match to advance.
● The final is a best-of-five (Bo5). A team must win three out of five games to claim victory.
The games must be played back-to-back and cannot be spaced out over hours or days. For online matches, both teams are allowed 15 minutes from the Victory/Defeat screen until the next lobby should begin. If a longer pause is needed, this needs to be agreed with an adjudicator first.

Spectators are not allowed in Open Qualifier match lobby due to the function of the Tournament Code. However, Spectators may spectate an active game via the friends list.

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PRIZES

To qualify for prizes, you must have played in at least one game in the tournament. Substitute players that remained on the roster but did not participate in any games will not receive prizing.

PRIZES FOR PLAYERS WHO PLAY IN THE ONLINE TOURNAMENT

● 1 st Place - 4th Place (four teams total) - qualifying for Online Prizes plus the Offline Prizes listed below
● 5th Place - 8th Place (four teams total) - qualifying for Online Prizes

Online prizes will be revealed throughout the tournament at various stages and may include RP, gear or other prizes.
Additional prizes may be given out to winners of specific rounds and will then be announced before the round begins.

TAKING PART IN THE OFFLINE TOURNAMENT

The offline tournament prizes are only available for the final four teams.
For the finals, teams must consist of only five players from the original roster, plus one optional coach or manager (does not need to be on the roster). The two teams must be able to field an eligible team of five players that can travel to Jönköping, Sweden, on June 18th and return home on or after June 18th. The five players from each team will receive the following:
● Free entry to DreamHack Winter in Jönköping, Sweden, LAN seats are not included

For the third prize matches, teams must consist of only five players from the original roster, plus one optional coach or manager (does not need to be on the roster). The two teams must be able to field an eligible team of five players that can travel to Jönköping, Sweden, on June 17th and return home on or after June 18th. The five players from each team will receive the following:
● Free entry to DreamHack Winter in Jönköping, Sweden, LAN seats and access to the sleeping area is included.

Lenovo, Area Academy or any sponsor of the tournament is not responsible for the welfare or safety of any players invited to DreamHack Summer. Players under the age of 18 will require parental consent to attend.

OFFLINE PRIZES

The teams who participate in the semi-finals and finals will be eligible for the online tournament prizes for their team's placing in addition to the following:
● 1 st Place – 50000sek per team
● 2 nd Place – 20000sek per team
● 3 rd and 4th Place - 5000sek per team

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Cash prizes will be distributed by Area Academy following DreamHack's Prize Money Policy. Lenovo and Area Academy are not responsible for resolving disputes regarding the split of prizing amongst the team members and/or organisation.

Additional Prizing may be added and will be announced before the semifinals.

PLAYING IN THE TOURNAMENT

Participants are required to display fair play and sporting conduct.

TOURNAMENT CODE

In Lenovo Open DHS17, it is mandatory to play every game with the assigned tournament code for the given round.
● Tournament codes will be provided via email to Team Captains before the tournament starts. Players on registered teams can also log into Battlegrounds to view match times, opponent information and tournament codes.
● If the tournament code does not work then the team captains must use the function "call an admin" and request the tournament code from an adjudicator.

GAME TIME

Team captains will receive by email a specified window of time in which the game should start for each round. Once the captain receives information about the new game along with the unique tournament code, they will be responsible for scheduling a game with the opposing team. The game may be played at any point before the official time using the tournament code. If for any reason the game is not played, it may be rescheduled or played at the official time. Please note that the no-show rule only applies to the scheduled tournament start time.

The expected play times are as follows:
- Friday May 26th - 1900 CEST - Round 1 EUW
- Saturday May 27th - 1600 CEST - Round 2 EUW
- Friday June 2nd - 1900 CEST - Round 3 EUW
- Saturday June 3rd - 1600 CEST - Round 4 EUW
- Friday June 09th - 1700 CEST EUW
- Saturday June 10th - approx. 1300 CEST & 1700 CEST - Tournament Realm
- Saturday June 17th - Dreamhack Summer 2017 - Tournament Realm
- Sunday June 18th - Dreamhack Summer 2017 -Tournament Realm

Tournament officials reserve the right to modify the game schedule at any time provided teams are given 24 hours' notice of the change. We recommend that teams be online 10 minutes prior to the

official start time to provide ample time to enter the custom game lobby and get ready. Five members from the team roster must be in the lobby at the stated time. Fewer than five players will not constitute a valid team. If a valid team is not in the lobby 10 minutes after the tournament start time, the team captain must contact an adjudicator via the call an admin feature and await further instructions from an adjudicator on how to proceed. Your full team of five must stay in the lobby until the adjudicator has completed their checks.

In all Bo3 matches, teams have 15 minutes to start the next game. If an opponent is not available and ready to play after 15 minutes from the previous game have elapsed, the team captain should reach out to an Adjudicator, who will then set a 5 minute deadline to the delaying team to join the lobby with a roster of 5 players and start the match. If 5 minutes have elapsed, provided that one team is fully present in the lobby, the Adjudicator will award victory to the present team.

GAME PAUSES

The game pause is an option available in tournaments to handle major difficulties that cannot be resolved during the game. Teams may only pause the game if there are no fights underway and:
 ● One of their players disconnects
 ● There is a major issue to solve

Total pause time allowed is 30 minutes, with 15 minutes being allocated to each team for pausing.
 ● After the game is paused, the opposing team must be notified of the reasons of the pause
 ● Any disputes should be handled between the teams during the pause
 ● If there is any kind of unfair conduct, teams must provide screenshot proof and, after the game is over, alert the adjudicator in command of their round
 ● After a game in which there was a disputed pause, all the players that played the game must be logged in for 10 minutes after the game's end to help the adjudicator resolve the dispute
 ● In case of issues that cannot be resolved during a pause, the adjudicator will determine the best course of action after the game, at their own discretion and communicate the resolution to both teams.
 ● When one team has used 15 minutes of pause time during a game, that team needs to unpause and continue playing, regardless of their issues.
 ● In order to enforce a pause-related forfeit, multiple screenshots outlining the chain of events need to be provided; otherwise the match result will be stay unchanged

DISQUALIFICATIONS

Any of the following may result in disqualification upon the adjudicator's discretion. Full uncropped game screenshots or stream footage must be provided to validate disqualification claims. If disqualified, a team forfeits its right to all prizes.

COMPETITION CONDUCT

Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

Competitive Integrity

Teams are expected to play at their best at all times within any game, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

- This includes playing without a full roster of five players. If a team plays (and wins) a game with less than five valid players, they will be automatically disqualified.

Hacking

Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of tournament officials, is not functioning as intended.

Ringing

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

Impersonation

A player not on the team's registered roster changing their Summoner Name to appear to be one of the players from the original roster and playing their place.

Cheating Device

The use of any kind of cheating device and/or cheat program.

Tournament Discretion

Any other further act, failure to act, or behaviour which, in the sole judgment of tournament officials, violates these Rules and/or the standards of integrity established by tournament for competitive game play.

Profanity and Hate Speech

A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by tournament officials or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

Disruptive Behaviour / Insults

A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

Abusive Behaviour

Abuse of tournament officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

UNPROFESSIONAL BEHAVIOUR

Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

Sexual Harassment

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

Discrimination and Denigration

Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigratory words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

Tribunal Punishment

If a Team Member is found guilty and punished by the Riot Tribunal, tournament officials may assign an additional competition penalty at their sole discretion.

Player Behaviour Investigation

If tournament officials or Riot Games determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, tournament officials may assign penalties at their sole discretion. If a tournament official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a tournament official creating obstruction of the investigation then the Team is subject to punishment.

Criminal Activity

A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

Moral Turpitude

A Team Member may not engage in any activity which is deemed by the tournament officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behaviour.

Confidentiality

A Team Member may not disclose any confidential information provided by tournament officials or any affiliate of Riot Games, by any method of communication, including all social media channels.

Bribery

No Team Member may offer any gift or reward to a player, coach, manager, tournament official, Riot Games employee, or person connected with or employed by another team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

Gifts

No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or

game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

Non-Compliance

No Team Member may refuse or fail to apply the instructions or decisions of tournament officials.

Match-Fixing

No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the tournament as requested by tournament officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the tournament.

TOURNAMENT ELIGIBILITY

Any Summoner with an active League of Legends account with the minimum level requirement (30) and able to play draft pick, that is currently not banned can be eligible to compete in Lenovo Open DHS17. Teams must also meet the Age requirements (see below).
Other exceptions may apply:
● Individuals specifically prohibited from participation by Riot Games, due to their Live accounts being banned, or ones with a ban from all competitive play.
● Anyone:
  ● Prohibited from participation by local laws o Rioters, contractors and temps working for Riot Games
  ● Tournament officials, adjudicators and admins

AGE RESTRICTION

Anyone under the age of 18-years-old must have signed permission from a legal guardian to participate in the tournament.