

Nordic Championship

Spring Season Season 2019

League of Legends Rules

1. Tournament Format

The Nordic Championship tournament is played over the course of (x) weeks. All matches are required to be played with the oversight of a referee. All matches with the exclusion of the Grand Final will be played online.

The tournament is played in two stages:

First stage - round robin

Second stage - single elimination

The two (2) best performing teams from each region-qualifier will advance to the round robin stage.

The four (4) best performing teams from round robin group stage will advance to the single elimination stage.

2. Match Format

- a. All group stage matches are played in a best-of-three (3) format.
- b. All semi final matches are played in a best-of-three (3) format.
- c. The grand final is played in a best-of-five (5) format.

2.1. Check in and Substitute players

- a. Playing roster for a match is required to be checked in through Discord to the Head referee no later than 30 minutes before the first match of the day.
- b. Once a roster has been checked into a match, no roster changes can be made until the BoX match is completed.

3. Technical Issues

- a. Should a player experience technical issues, the game must be paused immediately. If applicable, the referee will be responsible to unpaue the game.
- b. On LAN, should a player experience technical difficulties, the game must be paused immediately and the player experiencing issues must raise their hand for the referee.

4. Behavior and Conduct

- a. If a participant commits violent acts, or threatens to commit violent acts, against any other player in the Tournament, any admin, or any spectators of the Tournament, he or she may be disqualified from the Tournament.
- b. If a participant behaves in any unsportsmanlike way it is possible, to the sole discretion of the administrators they will receive a penalty.

- c. It is the team responsibility to be on time for their matches, if they are late they will suffer a penalty either losing a game after 20 minutes, or the entire match after 30 minutes as to not delay the entire tournament.
- d. One five minute break is allowed during a match. This must be communicated to and approved by the referee.
- e. Coaching is allowed only during the draft.

5. Tournament Eligibility

- a. When reaching the group stage, all players competing in the Nordic Championship are required to prove work-eligibility by sending in a photo copy of their passport or state issued identity card.
- b. All participants must be over the age of 16 before the qualifier stage of the tournament.
- c. Players are only allowed to participate in **one European Regional League per Split**
- d. They can transfer freely from Split to Split
- e. A player will be locked into a League after playing more than one (1) match in the Regular Season of the respective ERL

Any Player and/or Team found to have violated these rules can be immediately disqualified and also banned from participating in the next European Masters event. Additional sanctions may be assessed at the sole discretion of Riot Games and the European Regional Leagues.

In order to prove eligibility within a given league, players must be able to prove the following;

Age

No Player shall be considered eligible to participate in any ERL Match before having lived 16 full years.

Work-eligibility

Players must prove that they are work-eligible in their respective host country.

For EU states this requirement means the following;

- a. For EU citizens, they must provide a photo or copy of their passport or state issued identity card
- b. For EEA, ensure no additional visas are required
- c. For non-EU citizens a valid visa with work eligibility is required.

5.1. Ownership

- a. 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
- b. Owners can only own one Team across all European Regional Leagues.
- c. Ownership of multiple Teams in *any* given European Regional League is forbidden
- d. Ownership of the Team should be clearly indicated by the starters of the team.

5.2. Participation in ERL

- a. Players in the LCS may engage in a European Regional League only if the player is participating has consent from his parent team
- b. Current starters in any premier regional league (EU LCS, LCK, LPL, IWC etc.) are **strictly forbidden** from engaging in the European Regional Leagues
- c. 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

5.3 Additional requirements to claim the ERC / ERCQ slot

- a. An ERC / ERCQ team must retain three of their active roster from the finals of the ERL they qualified from in order to claim any ERCQ or ERC slot.

In the case of multiple claimants, tiebreaker rules from the EU Rulebook will be employed.

6. Penalties

Depending on the situation a player could be penalized in any of the following ways:

- a. A warning (repeat warnings lead to other penalties)
- b. Penalized a game in a match (eg. starting their next match 0-1 instead of 0-0)
- c. Penalized a match (eg. forfeiting a match, or being eliminated from the tournament)
- d. Disqualified from the tournament entirely

7. Equipment

Players will use their own keyboard, mouse, in-ear headphones and mousepad in all tournament matches. DreamHack will provide noise-cancellation headphones for the Grand Final.

DreamHack will have replacement equipment available during the Grand Final, however the replacement might not suit the players preferences/sponsors.

8. System requirements

All matches are required to be played on a system fulfilling the technical requirements of League of Legends as recommended by Riot.¹

- 2 GHz processor (supporting SSE2 instruction set or higher)
- 1 GB RAM (2 GB of RAM for Windows Vista and newer)
- 8 GB available hard disk space
- Shader version 2.0 capable video card
- Screen resolutions up to 1920x1200
- Support for DirectX v9.0c or better
- Windows XP (Service Pack 3 ONLY), Windows Vista, Windows 7, Windows 8, or Windows 10

9. Prize money policy

The prize money policy can be found here:

<https://winter.dreamhack.com/information/prize-money-policy/>

10. Contact

Questions can be asked via email to rh@dreamhack.com

DreamHack reserves the right to alter the ruleset at any point without warning.

¹<https://support.riotgames.com/hc/en-us/articles/201752654-Minimum-and-Recommended-System-Requirements#wq1>

Changelog:

2019-02-19.

Section 1-2, Format adapted for Spring 2019

Section 2.1, Added and clarified substitute and check in rules