



# **Rulebook**

Nordic Championship - League of Legends

## Table of contents

<b>1. Tournament format</b>	<b>2</b>
<b>2. Tournament Administration</b>	<b>3</b>
<b>3. Conditions of participation</b>	<b>3</b>
<b>4. Transfers</b>	<b>4</b>
<b>5. Suspensions</b>	<b>4</b>
<b>6. Rule changes</b>	<b>5</b>
<b>7. Code of conduct</b>	<b>5</b>
<b>8. Broadcasting</b>	<b>7</b>
<b>9. Participation stipulations</b>	<b>7</b>
<b>10. Payouts</b>	<b>7</b>
<b>11. Betting or gambling</b>	<b>8</b>
<b>12. Admin and Head Judge</b>	<b>8</b>
<b>13. Grievances or disputes in a match</b>	<b>8</b>
<b>14. In case of server error</b>	<b>8</b>
<b>15. Rules and Matches</b>	<b>9</b>
<b>16. Pause</b>	<b>9</b>

## 1. Tournament format

The Nordic Championship tournament is played over the course of six (6) weeks. All matches are required to be played with the oversight of an admin. 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

Region Qualifier: The two (2) best performing teams from the Swedish, Norwegian, Danish and Finnish region-qualifiers will advance to the round robin stage. The regional qualifier for Iceland will award one (1) spot in the round robin stage.

Round Robin: The two (2) best performing teams from round robin group stage will advance to the semifinals. The rank 3-6 seeds from the round robin stage will be placed in quarterfinal matches for the remaining two semifinal spots.

## 2. Tournament Administration

### 2.1. DreamHack Administrators

The tournament may have an individual admin (administrator) assigned as Head Admin of the tournament. However, questions and issues can be directed to, and handled by, any Nordic Championship admin and mod(moderator).The head admin's decision is final.

Who the head admin is will be clarified, if needed, before or during the tournament. If not explicitly stated, any member of the Nordic Championship admin team can serve as the head admin.

### 2.2. Tournament Communications

The official communications channel for the Nordic Championship is through the tournament discord. Each team must have at least one (1) representative live in the discord during the time of check-in and competition in case an admin needs to contact them via text.

Join the discord here: <https://discord.gg/2hXzNkP>

### 2.3. Chat language

English is the preferred and official language used in all public Nordic Championship chats. Whilst there are some admins or mods who are capable of communicating in other languages, it is preferable to keep all communication in English. Only English is allowed in the Discord.

## 3. Conditions of participation

### 3.1. Age

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

### 3.2. Ringers, Non-players accounts and account sharing

Players submitted to the tournament-realm are the only individuals who are permitted to compete in the tournament. Only the designated player is allowed to compete on their own account. Ringers or account sharing will result in disqualification.

### 3.3. Country of origin

A minimum of three (3) players of a starting lineup must be from the Nordic region (Nordic region being Sweden, Norway, Denmark, Finland and Iceland).

### 3.4. Tournament Eligibility

- 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.
- All participants must be over the age of 16 before the qualifier stage of the tournament.
- Players are only allowed to participate in **one European Regional League per Split**
- They can transfer freely from Split to Split
- A player will be locked into a League after playing more than one (1) match in the Regular Season of the respective ERL

## 4. Transfers

Transfer windows are between splits. A player that have played a game for Team A during a season will not be allowed to play games for Team B during the same season. Transfers are only allowed during the transfer window.

### 4.1. Spot ownership

A spot in a league can be owned by both an organization or a team of players. If the team is owned by players, the captain of the team is the one that hold the spot and is stated as owner.

If the spot is owned by an organization, written contracts is a requirement, signed by both the players and the organization. If an organization picks up a team ownership of the spot will not be transferred to the organization until these contracts are in place.

### 4.2. Roster changes/lock

Once the team has submitted their roster for the season, no additions can be made to this roster. Roster additions are not allowed in an ongoing tournament.

## 5. Suspensions

If a team has players currently suspended - the entire team will be disqualified from participation in the tournament.

Players who are currently suspended for violating our rules, be it short suspensions or extended permanent ones, will not be able to participate.

## 5.1. Different types of suspensions

Penalties awarded include but is not limited to:

- Warning
- Game Loss
- Match Loss
- Season disqualification
- Permanent suspension for player/team/organisation

### 5.1.1. Misconduct and Unsportsmanlike Behaviour

This includes but is not limited to:

- In-game
- Chat
- Social Media
- Face to Face (IRL)

Toxic behaviour, flaming and unsportsmanlike behaviour are not allowed.

### 5.1.2. Report Abuse

Submitting a report is not an action a user should do precipitously, without proper cause. Before a user files a report the user needs to make sure it is done for a valid reason and that the evidence presented are legit evidence of the accused violating the rules and/or using cheats. Accusing in rage is to be avoided at all cost. If a user submits multiple false reports, he or she risks getting temporarily suspended. This includes all kinds of reports.

### 5.1.3. Abuse of admin / support chat

If a user contacts the admin support and exhibit false or staged evidence or make attempts to misguide or interfere with the ruling of a case, the user risk getting penalized.

## 6. Rule changes

DreamHack reserves the right to make changes to any of these rules before or during the tournament if it's deemed needed to better comply with the intention of the rules, the spirit of fair play and the smooth progression of the tournament(s).

## 7. Code of conduct

### 7.1. Sverok Code of Conduct

We adhere to the principles laid out by the organization *Sverok* in their esports *Code of Conduct*.

See An esports Code of Conduct to read or download it in English.

( <http://www.sverok.se/wp-content/uploads/2016/06/An-esports-Code-of-Conduct.pdf> )

### 7.2. Practice respect at all times

Regardless of time or medium, respect should be exercised at all times with anyone in connection to DreamHack and Nordic Championship, both staff and players.

### 7.3 Be on time

All teams are required to be ready to start their match when the check-in timer has begun. Once the designated starting time has begun, all teams must start their matches unless told otherwise by tournament organisers.

A team being later than 20 minutes will result in a 0-1 penalty.

A team being later than 30 minutes will result in a match loss.

## 8. Broadcasting

### 8.1. Players broadcasting

When the head referee has given permission and received a stream link, players may stream their matches using any platform for broadcasting. A delay must be created on the stream, and players are reminded to comply with the terms and conditions of the broadcasting platform. Delay requirements for League of Legends is set to **3 minutes**.

### 8.2. Broadcasting rights

DreamHack reserves the rights to use any material casted or streamed by a player when participating in the Nordic Championship tournament.

## 9. Participation stipulations

Entry into the Nordic Championship tournament means that you must comply with all of the rules within this document.

## 10. Payouts

### 10.1. Prize distribution

Tournament Prizes and the distribution of those prizes are handled by DreamHack. The process of prize-money payout can be done through the below linked description.

<https://dreamhack.com/summer/info/prize-money-policy/>

### 10.2. Disqualified teams

Disqualified teams lose the right to any part of the prize pool regardless of their position in the tournament when the disqualification occurs.

## 11. Betting or gambling

Players, coaches, admins, administration and staff from Nordic Championship are prohibited from gambling, betting or otherwise unduly influence a match as well as aiding or abetting said activities on any matches in any Nordic Championship tournament.

## 12. Admin and Head Judge

Instructions and decisions made by Tournament Admins and the Head Admin are to be followed at all times.

## 13. Grievances or disputes in a match

### 13.1. Report a game issue

Any issues within a match or game need to be raised at the earliest moment of detection. No actions other than Disqualification will be taken once a tournament round has been completed and the next started.. We will not be able to make changes to any match result after a tournament round has been completed. If possible, pause the match and call an administrator.

### 12.2. Manual match decision

Decisions made by appointed Admin or the Head Judge are final. Regardless of the decision made, Admin and the Head Judge are to be treated and spoken to with respect, whether you agree with the decision or not. Any disrespect toward the Admin or the Head Judge will result in an immediate team disqualification.

## 14. In case of server error

In the instance of a bug or internal server error, teams may be required to provide written confirmation of the result or screenshots.

## 15. Rules and Matches

Matches will be played in the format detailed in the Tournament Overview. Matches in a round will occur concurrently (at the same time) . After one match has finished, the next will start as soon as your next opponent is ready or when an admin starts the round. The only times this may occur differently is:

- When a match is streamed and you may be asked to wait until the casters are ready.
- When there is a set schedule for when the rounds are due to be played.

## 16. Pause

A team may pause the game if they have a legitimate reason to. You must quickly communicate to the opposing team what the nature of the issue is. You must not un-pause the match until both teams have confirmed they are ready.

Each team may only pause the match for a maximum of 10 minutes each. After 10 minutes an admin may choose to keep the match paused or require the match to continue.

Valid reasons for pause:

- A player experiences an unintentional disconnect
- A player experiences a software or hardware malfunction
- A player experiences a physical interference (broken table or chair etc)