TOURNAMENT DISCORD: https://discord.gg/dnPK9Qfh

SIGN UPS CLOSE: 28th of September, 23:59 PM.

The Complete and Official Ruleset for the 5vs5 Chillblast Championships 3 – Warwick League Invitational Tournament

Tournament Organiser: Niki "nd9" Droumev

Rulebook Created by: Jin 'Kuro' Kim

Our partnership is designed to revolutionise and support grassroots and university Esports by introducing and hosting the largest privately run tournaments in the UK. By adopting this innovative format, we aim to offer participants a unique and thrilling gaming experience that combines fun and competitiveness. Players will engage in intense battles, fostering camaraderie and healthy competition, making it an unforgettable event for all involved. Join us for a one-of-a-kind journey into the world of Esports! These official rules of the League of Legends Chillblast tournament will be applied to each of the teams registered to participate in this 2023 Chillblast

tournament. These rules will also be applied to Teams' Team Managers and Team members but will be used only in the 2023 League of Legends Chillblast tournament.

2023 League of Legends Chillblast has established these rules for competitive play for the League of Legends Chillblast tournament to create fair and balanced games and standardise the practices used in this tournament.

These rules unify the systems established by the League for professional play of League of Legends. This will create a fair, competitive environment for the participating teams. These rules have been made through the utilising rulebooks from LEC (League of Legends EMEA Championship), NA LCS (North American League of Legends Championship Series) and the LCK (League of Legends Champions Korea) as well as our modifications to ensure competitive play across the tournament..

Thank you and to the gauntlet!

Content

Management Points of Contact

- Niki Droumev – nikolai.droumev@warwick.ac.uk – Tournament Organiser
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General and Participant Conduct

- The tournament organiser reserves the right to amend, remove, or otherwise change the rules, without prior notice. The organiser also reserves the right to make judgments on cases not explicitly covered by the rulebook to preserve the spirit of fair competition and sportsmanship.
- Every participant must behave with respect towards the representatives of the Chillblast Championships team, the press, viewers, partners and other players. The participants are requested to represent esports, the tournament and their sponsors honourably. This applies to behaviour in-game and in chats, messengers, comments and other media.
- Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to: Hate speech, offensive behaviour, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Violation of this code of conduct will result in the possible exclusion of the offending player and team from the tournament.
- For further information, please refer to our full code of conduct: Chillblast Championships Code of Conduct

Tournament Dates

- **Tuesday 12th of September**: Registration Opens

- **Thursday 28th of September**: Registration Closes

- **Saturday September 30th:** Group Stages

- **Saturday October 7th:** <u>Winners Bracket</u> Round of 16 (BO3) + Quarter Finals (bo3). Additionally, the <u>Confederation Bracket</u> will also be completed on this game day which will consist of: RO16 (Bo1), QF (Bo1), SF (Bo1) + Grand Final (Bo3)

- **Saturday October 14th:** LAN finals @Univeristy of Warwick Esports Centre.

<u>Player and Team Eligibility</u>

In order to compete in this tournament, players and teams must adhere to the following conditions:

- Teams must sign up as min. 5 and max.9 players (4 subs). Maximum of 2 players will be allowed from different universities. Coaches will also be permitted.
- Teams and players must have an email ending in **ac.uk** in order to compete in this tournament – this also includes ALUMNI.
- Teams must fill out the sign-up form (only the captain fills this out) and be a part of the discord (every member of the team needs to be on there if they intend to be playing on the gameday) – https://www.chillblast.com/pages/cc-registration
- Teams must not have an offensive team name, or one that can be taken as such. The organiser reserves the final judgement and the right to change the name if necessary.
- Players must not have an offensive in game or discord name, or one that can be taken as such. If a name is deemed offensive by an organiser and it cannot be changed, the player may not be able to participate in the tournament.
- The participants must reside in the United Kingdom due to travel reasons.

- Third party applications are strictly prohibited: if a Team or Player is caught using Third-party applications, they will be automatically disqualified from the tournament. Please confirm with a tournament organiser if you have questions about what is considered illegal.

Communication

Teams must be in their allotted voice channels for the entire duration of their match. Teamspeak will not be permitted for the duration of this tournament.

- Foul Language – The tournament organisers and Chillblast do not support any foul, obscene, insulting, threatening and much more offensive or objectionable or discriminatory conduct at any time. Teams will not be able to promote any of these during the tournament. Teams may not use this type of language during the tournament and on social media or public facing events.
- Coaches will only be permitted to communicate with their teams between matches: during champion select, and in tactical pauses.
- Coaches *WILL NOT* be permitted to communicate with their team in any way at any other time while their game is ongoing.
- Communications between players will be monitored throughout the entirety of the tournament. Failure to oblige to the rules of communication/coaches overextending their permissions will result in the team being disqualified.
- During offline stages, coaches WILL NOT be permitted on the game server.
- Communication between will be prohibited for offline stages during technical timeouts.
- Use of in-game chat to communicate with the other team is permitted but players must be respectful of each other.

League of Legends Structure

Definition of Terms

- Game. A competition on the Summoner's Rift map that is played until a winner is determined by one of the methods listed through whichever occurs first: completion of the final objection (destroying the nexus), one Team surrendering the Game, a Team forfeiting or Awarded Victory
- Match. A set of games that is played until a team wins a majority of the games played. For example in a "best-of-five" or "Bo5" a team is determined as a winner through winning three of the five games played in the series. The team that has won will receive a tally or advance to the next round in the tournament format

Match Guidelines

- The higher seeded team will have side selection for the duration of the tournament. Tournament seeding for every stage will be provided prior to the inauguration of the tournament, and higher seeded teams will be clearly identified in the tournament schedules ahead of time.
- The side selection of a Best-of-five, will be in the format of:
    - Higher seeded team will have side selection for the first game, after that the loser of each game in the series, will have side select
- After each game there will be a five to ten minute window for the teams to plan for the next game.
- The team must notify the tournament organiser of their side selection no later than 5 minutes after the previous Game. If the decision is not made, the selection will default to the blue side

Game Settings

- For all the games that will be held in this tournament, the settings of the custom will be the following:
- Game type: Tournament Draft
- Allow Spectators: Lobby only

Starting the Game:

- The captain of the higher seeded team must create a custom game named according to the names/tags of both teams, invite the opposing team, and begin the game as soon as possible.

Champion Pool

- All champions will be allowed except for the new champion that is about to be released "Briar" to create a more competitive environment

Tiebreaker Guidelines

- All tiebreaker-games will be played as single Best-of-one Games.
- Tiebreaker-games will be scheduled at the sole discretion of the tournament organisers.
- For all tiebreaker-games the right for side selection will be determined by the head-to-head record of teams playing the tiebreaker
- Tiebreaker games will be made if the outcome will not have any competitive impact towards the tournament standing

Technical and Tactical Problems

- If there are any technical problems with the equipment, Players or the tournament organisers may request a technical review or a pause. The tournament organiser will be in contact with this technical issue and try to help solve the issue.
- During online matches, the Players are responsible for technical equipment problems and the tournament organisers can only provide time.
- During in-person matches, the tournament organisers will provide the Player with a replacement equipment for the Player to continue to play Game smoothly.
- If there are any problems with the League of Legends client, Players or the tournament organiser may request a technical review or a pause. The tournament organiser will be in contact shortly to review this technical problem and help the Player solve the issue.

Technical and Tactical Pauses

- Tech: In the event of a player disconnecting or other technical issues, the team can call a pause in order to try to fix the issue. You must state the reason for the pause to the opposing team.
- There will be no Tactical Pauses to follow the same rules as the professional League does.

<u>Illegal Actions</u>

- Any actions that result in an unfair advantage are illegal. This includes bug and glitch use of any kind. If a team uses any bug or glitch, the punishment will result in either a round or game loss. Any exploits listed in the banned exploits section of the linked spreadsheet are explicitly banned. Bug List
- Cheating is strictly prohibited. Players found to be using third-party software that is seen to give an unfair advantage risk termination from the tournament, along with team members.
- Please confirm with an admin beforehand if you have questions about what is considered illegal.

<u>No Show</u>

- A default win will be given to the team that has all their players in the custom game, if a team hasn't joined the custom game 20 minutes after the stated start time.
- If a team is late due to technical reasons an admin must be informed before the no show time.

<u>Submitting Results</u>

- After the game, the scoreboard should be sent to the results channel in the tournament discord, alongside your team name and the team you played against.
- In a Best-of-one, results should be sent as above. For, Best-of-three and Best-of-five, results should be sent as instructed with screenshots of the games that the Team has won.

<u>Broadcasting</u>

- Warwick Esports and Chillblast Championships reserves the right to stream and cast any games played to the Warwick Esports twitch. This means that observers and casters are permitted to join your lobby.
- Players must wait for casters to declare they are ready before starting the game.
- Games that are not being streamed on the Warwick Esports twitch can be streamed by individual players. Please ask tournament organisers if you are intending to stream to a society or organisation twitch channel.

<u>Seeding</u>

- Seeding will be determined by the tournament organisers based on the ranks submitted by teams. Previous results and performance will be taken into account if applicable.
- In addition we will also integrate the 25 point system to ensure that seeding is as fair as possible.
- Providing ranks is compulsory to ensure team eligibility and game fairness.

<u>Tournament Format/Structure</u>

- **Saturday September 30th:** Group Stages
    - There will be 8 groups, each one consisting of 4 teams, totalling up to the expected 32 teams within the tournament.
    - On this day, everyone will play once against each team in their respective group, with the first game starting at 19:00/7PM UK Time, and a captains meeting at 18:45/6:45PM UK time.
    - From the group stage, the top two teams will proceed to the round of 16. The teams making it through are going to be based on the number of wins acquired in the group stage. In the possible event of the top three

teams in a particular group having an equivalent number of wins, time will be used as the deciding factor regarding progression further into the tournament. If further needed, head-to-head results will be considered. The tournament would now proceed in a single elimination bracket for both the Confederation and Winners Bracket Stage.

- **Saturday October 7th:**
    - <u>Winners Bracket</u> Round of 16 (BO3) + Quarter Finals (bo3).
    - Additionally, the <u>Confederation Bracket</u> will also be completed on this game day which will consist of:
        - RO16 (Bo1), QF (Bo1), SF (Bo1) + Grand Final (Bo3)
- **Saturday October 14th:** LAN finals @Univeristy of Warwick Esports Centre.
    - Both Semi Finals, 3rd Place Match will be BO3 Games & Grand Finals likely to be a BO5 (still in discussion)

Prize Pool

WINNER: £1,000 in vouchers*
2nd Place: £500 in vouchers*
3rd Place: £250 in vouchers*
4th Place: £250 in vouchers*
Confederation Bracket Winners: TBD:

For collection & redeeming Prize Pool, Warwick holds no accountability – this is to be directly managed by Chillblast
All vouchers are valid at chillblast.com, box.co.uk and cclonline.com