



Pravila tekmovanja na Bitstamp EPICENTER ONLINE 3

League of Legends - EUW

Pripravila: Nuša Klepec

Datum: 14.2.2022



Slovenska pravila

1. SPLOŠNA PRAVILA IN POGOJI SODELOVANJA

1.1. Pogoji sodelovanja

- Vsaka ekipa je sestavljena iz 5 igralcev.
- Vseh 5 igralcev je ustrezno in pravočasno (do 24. februarja 2022) prijavljenih na spletni strani.
- Vsaka ekipa ima lahko **največ enega rezervnega igralca**, ki ne more hkrati igrati za drugo ekipo. Tudi rezervni igralec mora biti do 24. februarja prijavljen na spletni strani.
- Ekipo morajo sestavljati **vsaj 3 igralci s slovenskim državljanstvom**. Ostala dva igralca pa morata biti iz ene od sledečih držav: Hrvaška, Madžarska, Avstrija, Italija, Srbija, Bosna in Hercegovina, Severna Makedonija, Kosovo.

Ne glede na državo bivanja in brez zgornjih omejitev se lahko turnirja udeležijo vsi igralci, ki so bili udeleženci preteklih EPICENTER LAN offline dogodkov.

2. SPLOŠNE INFORMACIJE

2.1. Format tekmovanja

- Tekmovanje je sestavljeno iz skupinskega dela in izločilnega dela. Natančno število ekip v skupini bo določeno po zaprtju prijav.
- **Skupinski del:** sestavlja od 4 do 6 ekip v skupini, ekipe igrajo **vsaka z vsako best of 1**. Število zmag/porazov bo odločalo o tem, katere ekipe napredujejo v izločilni del tekmovanja. V primeru izenačenega števila zmag v skupini, se upošteva head-to-head rezultat. Natančno število ekip v posamezni skupini in število ekip, ki napredujejo iz vsake skupine, je odvisno od števila sodelujočih ekip in bo določeno ter komunicirano po zaprtju prijav.
- **Izločilni del:** izločilni del bo potekal po sistemu **enojne izločitve best of 3**.
- Administrator si pridržuje pravico do spremembe formata v primeru nezadostnega števila ekip ali v primeru, ko bi sprememba formata vplivala na optimalnejši potek tekmovanja. V primeru sprememb bo administrator pravočasno obvestil sodelujoče ekipe.
- Seznam ekip in natančen urnik tekmovanja bo objavljen 25. februarja 2022 zvečer na Discordu.

2.2. Administratorji

- Administrator turnirja je Nuša Klepec (nusa@spid.si, Discord: PlagueRat#4105).
- Igralci se morajo do administratorja obnašati spoštljivo.



- Administrator ima zadnjo besedo pri vseh odločitvah in konfliktih.
- V skrajnih primerih si administrator pridržuje pravico do spremembe pravil.

2.3. Predvidena časovnica

Sobota, 26. 2. 2022 – skupinski del

- 11.00 – začetek skupinskega dela (bo1)
- 15.00 - 17.00 – uradna pavza za vse
- 17.00 – nadaljevanje tekmovanja do zaključka vseh iger

Nedelja, 27. 2. 2022 – izločilni del

- 11.00 – začetek izločilnega dela (bo3)
- nadaljevanje odvisno od števila ekip in bo komunicirano na Discordu (pred finalom zagotovljena pavza 1 h)

2.4. Časovne omejitve in zamujanje

- Igralci morajo biti pripravljeni v roku 15 minut od predvidenega začetka igre. Če ekipa v tem času ni pripravljena na igranje, izgubi igro.
- Če ekipa zamudi:
 - 5 minut -> izgubi 1 ban
 - 10 minut -> izgubi 2 bana
 - 15 min -> izgubi igro
- Ekipe imajo pravico do 15 minutne pavze med posameznimi igrami.
- Administrator si pridržuje pravico do spremembe časovnih omejitev, če je to potrebno.

2.5. Komunikacija

- Vsa komunikacija z administratorjem in ekipami bo potekala na SPID.si Discord serverju: <https://discord.gg/WAVWmr6>.
- Ob pridružitvi na server v kanalu #check-in izberete League of Legends, kar vam dodeli ustrezen role za turnir in omogoči vpogled v kanale ter komunikacijo z administratorjem in ostalimi tekmovalci.
- Komunikacija z administratorjem in drugimi tekmovalci mora biti v vseh primerih spoštljiva.

3. NASTAVITVE V IGRI

3.1. Osnovne nastavitve igre

- Server: EU-West
- Način tekmovanja: 5 vs. 5
- Mapa: Summoner's Rift
- Mode: Tournament Draft



- Allow spectators: All
- Št. banov na ekipo: 5
- Zmagovalna ekipa: je tista, ki prva uniči nasprotnikov Nexus ali pripravi svoje nasprotnike do predaje.

3.2. Prepovedi

- Na odločitev administratorja se lahko pred ali med začetkom tekmovanja dodajo prepovedi championov/itemov kot posledica bugov.

3.3. Igralčeve nastavitve

- Dovoljene so vse igralčeve nastavitve, ki so znotraj konfiguracije igre.

3.4. Izbira strani

- Skupinski del: Ekipa, ki je na Toornament strani napisana prva (zgoraj) igra na modri strani.
- Izločilni del: Ekipa, ki ima višji seed, izbere stran za 1. in 3. igro (v primeru, da do nje pride). Ekipa, ki ima nižji seed, izbere stran za 2. igro. V polfinalih in finalih, se stran določi z metom kovanca. Ekipa, ki zmagava met kovanca, lahko izbira stran v 1. in 3. igri.

3.5. Screenshotti

- Zmagovalna ekipa mora na koncu igre narediti screenshot in ga poslati v #screenshot-rezultatov kanal na Discordu s pripisom rezultata v obliki *Ekipa A 1:0 Ekipa B.*

4. PRAVILA MED IGRO

4.1. Zahteve igralcev

- Vsak igralec mora imeti svoj League of Legends račun.
- Vse igre se igrajo na serverju EU-West.
- Vsak igralec mora imeti za igranje omogočenih vsaj 16 herojev.

4.2. Prekinitev povezave in tehnične napake

- Če je igra prekinjena zaradi omrežne napake, napake programske opreme ali kakšne druge tehnične napake, morajo igralci takoj narediti pavzo. Če napaka ni odpravljena, administrator določi, ali se bo igra nadaljevala, ponovila ali se kateri od ekip določi zmago.

4.3. Pritožbe

- Če se želi igralec ali ekipa pritožiti glede rezultata, mora obvestiti administratorja pred začetkom naslednje igre.



4.4. Kaznovanje

- Če igralec načrtno sabotira, se neprimerno vede ali se žaljivo obnaša do administratorja ali drugih ekip, sledi diskvalifikacija.
- Vsakršno nastavljanje rezultatov, neresno igranje ali načrtno izgubljanje se kaznuje z diskvalifikacijo celotne ekipe.

4.5. Bugi

- Namensko izkoriščanje bugov, odločilnih za igro, ni dovoljeno. Običajne mehanike, ki so lahko posledice bugov in igralec nanje nima vpliva, so dovoljene. V dilemi se obrnite na administratorja.

4.6. Streamanje

- Uradni prenos tekmovanja bo potekal s strani organizatorja SPID.si na twitch.tv/spidsi.
- Prenašanje iger s strani zunanjih opazovalcev ni dovoljeno.
- Igralci med igranjem ne smejo gledati ali poslušati uradnega streama svoje igre. Igralci prav tako po koncu igre na streamu ne smejo predčasno izdati rezultatov igre ali pisati komentarjev na streamu, preden se igra konča.
- Igralci ne smejo prenašati prenašati svojih iger s tekmovanja na svojih kanalih.
- Vsaka kršitev bo kaznovana z diskvalifikacijo celotne ekipe.

4.7. Prekinitev igre in pavze

- Vsaka ekipa ima pravico do krajše pavze med igro, če ima igralec za to upravičen razlog (tehnične težave, prekinitev povezave ipd). Igra se ne sme nadaljevati, preden obe strani potrdita, da sta pripravljena za nadaljevanje. Najdaljše možno trajanje pavze je **15 minut**. Po 15 minutah se igra mora nadaljevati, razen v primeru, da se administrator odloči drugače.

4.8. Potrditev rezultata

- Priporočeno je, da obe strani potrdita rezultat administratorju. V primeru konflikta, se upošteva screenshote in match history.

4.9. Zamenjave igralcev

- Vsaka ekipa ima lahko enega rezervnega igralca, ki ne sme igrati hkrati za drugo ekipo. Rezervni igralec mora biti prav tako ustrezno prijavljen pred zaprtjem prijave.
- Ekipa lahko uporabi rezervnega igralca kadar koli med posameznimi igrami, vendar mora pred začetkom igre o tem obvestiti administratorja in svoje nasprotnike.

5. OSTALO



5.1. Dovoljena programska oprema

- Dovoljeni so programi glasovne komunikacije kot so Discord, Teamspeak in League voice chat. Niso pa dovoljeni overlayi v komunikacijskih programih.

5.2. Spremembe pravil

- Vse odločitve administratorja so končne.
- Administrator si pridržuje pravico do spremembe pravil, v kolikor je to potrebno. Spremembe pravil se lahko zgodijo (vendar ne izključno le takrat), če:
- Tekmovanje poteka na drugem patchu in so potrebne modifikacije pravil za zagotavljanje fair playa.
- Se med potekom tekmovanja odkrije nov bug.
- Igralci igrajo nepošteno, goljufajo ali na kakršen koli nepošten način vplivajo na rezultate v igri.
- Prihaja do zamud, ki preprečujejo, da bi se tekmovanje zaključilo v predvidenem času.



English rules

1. GLOBAL TOURNAMENT RULES, TERMS AND CONDITIONS

1.1. Eligibility

- Each team must consist of 5 players.
- To reserve your participation in the tournament, a team must have 5 players signed up to their specific team.
- Each team may have **one substitute player**, who cannot play for any other team.
- Each team must have **at least 3 players with Slovenian residency**. Other two players must be residents of one of the following countries: Croatia, Hungary, Austria, Italy, Serbia, Bosna & Hercegovina, North Macedonia, Kosovo.

These conditions and residency limits do not apply to players who had previously competed at one of EPICENTER LAN offline events.

2. GENERAL INFORMATION

2.1. Tournament Format

- The tournament format will be a group stage followed by a single elimination bracket. The exact sizes of groups and the number of games will be determined by the tournament administration shortly after signups have closed and will be communicated to all players during the tournament briefing.
- **Group Stage** (from 4 to 6 teams per group, depending on the number of the teams) matches will be in the form of a **Best of 1** match format. Wins/losses will be taken into account when deciding who qualifies through the groups. In the event of a tie, head-to-head result will decide which team advances to the playoff stage. **(Administrator is allowed to change the format due to insufficient number of teams. If such change happens, administrator will communicate to all players during the tournament briefing).**
- The groups will be followed by a **single elimination stage**. All games are **Best of 3**.
- List of teams competing and exact timeline of the games will be communicated to the teams on Discord on 25th of February 2022.

2.2. Administrators

- Tournament Administrator is: Nuša Klepec (nusa@spid.si, Discord: PlagueRat#4105)
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules.

2.3. Schedule



Saturday, 26.2.2022 – group stage

11:00 – the beginning of group stage (round robin best of 1)

15:00 – 17:00 – official break for all competing teams

17:00 – continuation of the group stage

Sunday, 27.2.2022 – elimination stage

11:00 – the beginning of elimination stage (BO3)

- the exact schedule varies on the number of the teams and will be communicated on Discord in time

2.4. Timekeeping

- Players must be ready within 15 minutes of the match start time. If a player is not ready then the match is forfeited.
If the team is:
 - 5 minutes late - they lose 1 ban
 - 10 minutes late- they lose 2 bans
 - 15 minutes late - the match is forfeited
- Players are allowed a 15-minute break between tournament matches.
- Administrators reserve the right to change these timings if circumstances require it.

2.5. Communication

- All communication with administrator and teams will be held at SPID.SI Discord LoL channel: <https://discord.gg/WAVWmr6>
- After joining the server, choose League of Legends in the #check-in channel. That will give you the respective role, so you can view the channels about tournament and communicate with other teams.
- Players should always address the administrators and other competitors in a polite and respectful way.

3. GAME SETTINGS

3.1. Server/Host Settings

- Server: EU-West
- Competition Method: 5 vs. 5
- Maps allowed: Summoner's Rift
- Mode: Tournament Draft
- Allow spectators: All
- Bans per team: 5
- Game Length: Until the winner is determined
- Game Winner: The team who completely destroys their opponent's Nexus or forces their opponent to surrender.



3.2. Restrictions

- At the discretion of the Tournament Director or Head Admin, restrictions may be added while the tournament is in progress if there are known bugs with any items/champions.

3.3. Player Settings

- Any player settings configurable within the game client are acceptable.

3.4. Map Selection Process

- Group stage: The team mentioned first on the match on Tournament page is playing on the blue side [Team 1] for game 1.
- Elimination phase: The higher seed in each match will choose their choice of side. Since the match is a best of 3, the higher seed will choose their side in the first game and in the third game (if that is the case) and the lower seed will choose their side for the second game.
- In semi-finals and finals, the side is decided by a coin toss. The team winning the coin toss can choose their side in the first and in the third game (if that is the case).

3.5 Demos & Screenshots

- Screenshots are required to prove a match result. We recommend imgur.com for a quick upload. Screenshots must be sent in #screenshot-rezultatov Discord channel.

4. IN-GAME RULES

4.1. Requirements

- Each player must have a personal League of Legends account.
- All games are required to be played on the EU West server.
- Each player must have available/owned a minimum of 16 champions.

4.2. Disconnects & Computer Failure

- If a game is interrupted by a computer, network or software failure the game must be paused immediately, if the problem persists then the decision of whether to award a win or replay the game will be at the administrator's discretion.

4.3. Complaints

- If a player wants to make a complaint about a game result, the player has to tell the administrator assigned to the match, before the next match starts. If a player wants to object a game result ruled by an administrator, this has to take place before the next game.



4.4. Punishments

- Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified.
- Bad behaviour towards other players, casters or the administrators may result in a disqualification.
- Every kind of win trading, intentionally losing or sabotaging the games will be punished with team disqualification.

4.5. Bugs & Misuse

- No abuse of game breaking bugs is allowed in any tournament match. Normal mechanics that can be considered buglike are naturally allowed. If you are unsure about some mechanics, ask an administrator.

4.6. Observers & Streaming

- Official tournament's stream is twitch.tv/spidsi.
No spectators are allowed in any tournament games, except for approved streamers and administrators.
- Players may not watch or listen to any streams of the tournament while playing.
- Players may not spoil the game results on stream before the match on the stream is finished.
- As covered in the Tournament Code of Conduct, players are not permitted to broadcast/stream any of their tournament matches.
- If any team shall break those rules, the result will be disqualification of the team from the tournament.

4.7 Stoppages & Pauses

- Each team has the right to pause the game for a short duration, if a player announces it at least three seconds in advance and calls a coherent reason. The game must not be resumed before both teams agree with it. A team is seen to agree when any one of the players from that team states that they are ready. The absolute longest a game can be paused is **15 minutes**, at which point the game **MUST** be resumed, except at the discretion of the tournament administration team.

4.8 Score Confirmation

- Both Team Captains should report the result to an Administrator. In the case of any conflict, match history will be reviewed.

4.9. Substitutes



- Teams may have 1 substitute listed as part of their team, who cannot play for any other team. They must also be locked when registrations close and may not be added later.
- Players can be substituted at any time between games. If you are substituting between games in a series you must inform your opponents of the substitution.

5. OTHER

5.1 Allowed & Forbidden Software

- Voice communication tools as Discord, Ventrilo, Mumble and Teamspeak are allowed. Any overlay options in communication tools are not allowed.

5.2. Rule Amendments

- All Admin decisions are final.
- It is at the discretion of the Tournament Director to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):
- If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.
- If a game breaking bug is discovered during the course of the tournament.
- If players are suspected or proven to be engaging in unfair play or collusion to fix the results of a game.
- If changes to game settings and/or operations guidelines are necessary due to differences between online and offline tournaments.
- If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion as required by a live venue.