



Riot Games

2014 Spring Promotion Qualifier

Official Rules

1. Eligibility & Contest Rules

1.1. Ladder & Qualification

- 1.1.1. Online Ladder will use the PvP.net Ranked Team feature in combination with a manual review process for team eligibility.
- 1.1.2. The top 16 teams from the NA Challenger Tier will be eligible for next round. If 16 teams are not present in the Challenger Tier, then the top Diamond I teams will be selected.
- 1.1.3. The top 16 teams from EUW & EUNE Challenger Tiers will be eligible for next round (8 from each server). If 8 teams are not present in the Challenger Tier from a server, then additional Challenger Tier teams will be selected from the other EU server.
- 1.1.4. Selections will be taken at 12:00pm noon local time. PST (GMT-8) will be used for NA, and CEST (GMT+1) will be used for EU.

1.2. Tournament

- 1.2.1. 16 teams in EU & NA will participate in separate regional tournaments
 - 1.2.2. The top 16 teams from EUW & EUNE will play in a unified online tournament using the European Tournament Realm (EUTR)
 - 1.2.3. The top 16 teams from NA will play on the North American Tournament Realm (NATR)
 - 1.2.4. Round 1: Single elimination, best of one
 - 1.2.5. Round 2: Round robin group stage, two groups of four, best of one, top two per group advance. Groups are selected via reseeded snake draft.
 - 1.2.6. Round 3: Single elimination semifinal, best of three. 1st place teams play 2nd place teams from opposite pool.
 - 1.2.7. The two remaining teams advance to the Season 4 Spring Promotion Tournament
- 1.3. **Eligibility for Ranked Teams Ladder.** All players with a level 30 account who can join a ranked 5v5 team are eligible.
- 1.4. **Eligibility for Online Tournament.** Teams and their rostered members must meet the following requirements.
- 1.4.1. Placement on Ranked Ladder

1.4.1.1. North America (NA)

The top 16 teams from the NA Challenger Tier will be eligible for next round

1.4.1.2. Europe (EU)

The top 16 teams from EUW & EUNE Challenger Tiers will be eligible for next round (8 from each server). If 8 eligible teams are not present in the Challenger Tier from a server, then additional Challenger Tier teams will be selected from the other EU server.

1.4.1.3. If a team is not visible on the ladder due to inactivity or disbanding, that team is not eligible for the Online Tournament.

1.5. Ineligible Teams

1.5.1. Pre-Qualified Championship Series Teams

All rostered players must not have already pre-qualified for the LCS or Promotion Qualifier

1.5.2. Employees of Riot Games or its Affiliates

1.6. Ladder Freeze

Date at which the teams are selected for a tournament, and the teams' rosters considered final

1.6.1. Ladder freeze 1 October 14, 2013

1.6.2. Ladder freeze 2: October 31, 2013

1.6.3. NA Ladder is frozen at 12:00pm noon PST (GMT-8)

1.6.4. EUW and EUNE Ladder is frozen at 12:00pm noon CEST (GMT+1)

2. Roster Rules

2.1. **Ranked Teams Ladder.** The roster rules will be governed by the ranked team restrictions on PVP.net, including number of invitations allowed per team.

2.1.1. Roster Size

A minimum of 5 players is needed on a team roster. A maximum of 9 players are allowed on each roster. After a team is created with 5 players, it is allowed to send out 3 new player invites per week until the maximum roster size has been reached.

2.1.2. Maximum Teams per Player

An individual player may join up to 5 ranked teams simultaneously. Players can advance to the Online Tournament only with one team. Teams are required to

remove ineligible or multi-roster players by the ladder freeze date, or they may result in the team being ineligible from the tournament.

2.2. **Roster Lock.** Players added to the PvP.net team roster after the Ladder Freeze will not be eligible to participate, but will not affect their team's eligibility.

3. Game Rules

3.1. Punctuality of Players.

All players will be expected to be ready to join the game lobby half an hour before the scheduled start time. Readiness includes, but is not limited to, completed client patching, configuration of in-game settings, and completed rune and mastery pages.

3.2. **Lobby Order.** Teams will join lobby in position order as follows: Top, Jungle, Mid, AD, Support

3.3. Game Start.

The game will begin once both teams have confirmed readiness and been instructed to start by a tournament official. Teams may not start the game before official instruction, and may not abort the pick and ban process without official confirmation.

3.4. Game of Record

A game of record ("GOR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 3.4) Examples of conditions which establish GOR:

3.4.1. An autoattack or ability is landed on minions, jungle creeps, structures, or enemy Champions

3.4.2. Line-of-sight is established to a player on an opposing team

3.4.2.1. Exception: GOR is not established if line-of-sight is established through use of Clairvoyance within the opponent's fountain

3.4.3. Setting foot, establishing vision, or targeting a skillshot ability in opponent's jungle by either team, which includes leaving river or entering brush connected to enemy jungle

3.4.4. Game timer reaches two minutes (2:00)

3.5. **Stoppage of Play.** If a player intentionally disconnects without notifying a tournament admin or pausing, there is no requirement to enforce a stoppage.

3.5.1. **Directed Pause.** Tournament officials may order the pause of a match or execute a pause command at the sole discretion of the officials at any time.

3.5.2. **Player Pause.** Players may only pause a match immediately following any of the events described below, but must message a tournament official immediately after the pause to identify the reason. Acceptable reasons include:

- 3.5.2.1. Unintentional disconnection
- 3.5.2.2. Hardware or software malfunction
- 3.5.2.3. Player illness

3.5.3. **Resuming the Game.** Players are not permitted to resume the game after a pause. After clearance from a tournament official is issued and both teams confirm full readiness, an in-client spectator will unpause the game directly.

3.5.4. **Unauthorized Pause.** IF a player pauses or unpauses a game without permission from a tournament official, it will be considered unfair play and penalties will be applied at the discretion of tournament officials.

3.5.5. **Pause Allowance.** Teams may pause the game for a maximum of 10 minutes over the course of single game, or 20 minutes over the course of a best-of-three match. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials.

3.6. Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of tournament officials. Examples are listed below for purposes of illustration only:

3.6.1. Restarts Before GOR

- 3.6.1.1. A player's rune, mastery, or GUI settings have not applied correctly between the game lobby and match in a way that cannot be adjusted within the game, then the game may be restarted
- 3.6.1.2. If a tournament official determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).

3.6.2. Restarts After GOR

- 3.6.2.1. If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics

3.6.3. Controlled Environment.

3.7. Awarded Game Victory.

In the event of a technical difficulty which leads tournament officials to declare a restart, the officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), tournament officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable

certainty. The following criteria may be used in the determination of reasonable certainty:

- 3.7.1. **Gold Differential.** The difference in gold between the teams is more than 33%
- 3.7.2. **Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).
- 3.7.3. **Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the teams is more than two (2).

- 3.8. **Player Equipment Responsibility.** All players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

- 3.9. **No spectators.** Only five players per team are allowed in the game lobby. No additional spectators are permitted for any reason.

- 3.10. **No Streaming.** Players are not permitted to stream their tournament matches publicly or privately on any platform or service.

- 3.11. **Restrictions on Gameplay Elements**
 - 3.11.1. Restrictions may be added at any time before or during a match if there are known bugs with any items, champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of tournament officials
 - 3.11.2. Champions who have not been available on the live service for more than 3 weeks will be automatically restricted.
 - 3.11.2.1. For the first Spring Promotion Qualifier, Jinx will be unselectable.

4. Unfair Play & Penalties

4.1. Unfair play

The following actions will be considered unfair play and will be subject to penalties at organizer's discretion.

- 4.1.1. The use of any cheat program and/or map hack program
- 4.1.2. An intentional disconnection without a proper and explicitly stated reason
- 4.1.3. Unsportsmanlike conduct or disruptive behavior such as inappropriate and/or unprofessional actions directed towards another player or tournament official\
- 4.1.4. The intentional use of a game bug or error to obtain an unfair advantage
- 4.1.5. The use of an ineligible player (e.g. "ringing")
- 4.1.6. Sharing accounts between team members or nonmembers.

4.2. Penalties for Unfair Play

Upon discovery of any player committing any violations regarded as unfair play, the

tournament director may issue any or all the following penalties, at his/her sole discretion.

- 4.2.1. Verbal Warning
- 4.2.2. Loss of Side Selection
- 4.2.3. Loss of Champion Ban
- 4.2.4. Game Forfeiture
- 4.2.5. Tournament Disqualification

5. Spirit of the Rules

- 5.1. **Finality of Decisions.** All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the tournament, and penalties for misconduct, lie solely with Riot Games and assigned tournament officials, the decisions of which are final.
- 5.2. **Rule Changes.** These rules may be amended, modified, or supplemented in order to ensure fair play and the integrity of the competition