

BATTLEGROUNDS



The Challenger Series Open Qualifier is a Battlegrounds tournament experience that pits you against other top tier teams from your server. If you're Diamond 3 or above, just set up a team of five in the Battlegrounds website and you'll be able to register your team to compete.

TOURNAMENT OVERVIEW

The Challenger Series Open Qualifier is open to any team of five or more eligible players that comply with the following rules:

TEAM COMPOSITION AND ELIGIBILITY

In order to be eligible for a Battlegrounds tournament, you must have a valid team from a previous Battlegrounds tournament or create your team in the Battlegrounds page. After the team creation the captain will be given a link to share with all the players he wants to invite in his team. A valid team consists of a **minimum of five players** and a **maximum of four substitutes**. Every player listed in a given team will be considered a member regardless of whether or not they have played in a game to date, therefore every player must be eligible at any time.

The only player entitled to enroll a team in the qualifier is the team's captain. It is that person's responsibility to make sure that every member of his team is:

- Tournament-eligible (see Appendix A)
- Residentially eligible (see Appendix A)
- In compliance with the age restriction (see Appendix A)

To register his or her team, a captain is required to log into Battlegrounds and follow the enrollment procedure.

A player is only allowed to be enrolled on one team's roster in the Open Qualifiers.

After registration closes, teams will not be able to add more players to their roster.

The kick option will be disabled at the end of the registration and until the end of the tournament.

Where a team fails to comply with any of the above criteria, the player or the whole team may be disqualified.

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- **Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of OQ officials.
- **Collusion.** Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
 - Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
 - Pre-arranging to split prize money and/or any other form of compensation.
 - Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
 - Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
- **Hacking.** Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.
- **Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of OQ officials, is not functioning as intended.
- **Ringling.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- **Cheating Device.** The use of any kind of cheating device and/or cheat program.
- **OQ Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of OQ officials, violates these Rules and/or the standards of integrity established by OQ for competitive game play.
- **Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by OQ or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.
- **Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- **Abusive Behavior.** Abuse of OQ officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to

touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

- **Unprofessional Behaviour**

- **Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- **Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- **Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigratory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- **Statements Regarding OQ, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of OQ, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of OQ.
- **Tribunal Punishment.** If a Team Member is found guilty and punished by the Riot Tribunal, OQ officials may assign an additional competition penalty at their sole discretion.
- **Player Behavior Investigation.** If OQ or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, OQ officials may assign penalties at their sole discretion. If a OQ official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a OQ official creating obstruction of the investigation then the Team is subject to punishment.
- **Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- **Moral Turpitude.** A Team Member may not engage in any activity which is deemed by the OQ to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

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- **Confidentiality.** A Team Member may not disclose any confidential information provided by OQ or any affiliate of Riot Games, by any method of communication, including all social media channels.
- **Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, OQ official, Riot Games employee, or person connected with or employed by another OQ team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.
- **Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.
- **Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of OQ officials.
- **Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.
- **Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the OQ as requested by OQ officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the OQ

GAME TIME

We will specify a window of time in which the game should start for each round. Once the captain receives information about the new game along with the unique tournament code, they will be responsible for scheduling a game with the opposing team. The game may be played at any point before the official time using the tournament code. If for any reason the game is not played, it may be rescheduled or played at the official time. Please note that the no-show rule only applies to the scheduled tournament start time.

We recommend that teams be online 10 minutes prior to the official start time to provide ample time to enter the custom game lobby and get ready. Five members from the team roster must be in the lobby at the stated time. Fewer than five players will not constitute a valid team.

If a valid team is not in the lobby 10 minutes after the tournament start time, the team captain must contact an adjudicator via the game chat lobby and await further instructions from an adjudicator on how to proceed.

In all Bo3 matches, teams have 15 minutes to start the next game. If an opponent is not available and ready to play after 15 minutes from the previous game have elapsed, the team captain should reach out to an Adjudicator, who will then set a 5 minute deadline to the delaying team to join the lobby with a

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roster of 5 players and start the match. If 5 minutes have elapsed, provided that one team is fully present in the lobby, the Adjudicator will award victory to the present team.

PLAY A MATCH

Every team is responsible for playing the requisite number of games consecutively in order to determine the winner of the round. For example, if the match is a best-of-three, both teams should play the two (or three) games needed to determine the winner of the round.

Spectators are only allowed in Open Qualifier match lobbies upon consent of both teams. The match should only be started with the 5 starting players of each team present in the lobby. Making sure no additional players are present in the lobby is the responsibility of the respective teams' captains.

TOURNAMENT CODE

In all the Battlegrounds tournaments it is mandatory to play every game with the assigned tournament code for the given round.

- Tournament code will be provided via email before the tournament starts
- If the tournament code does not work then the team captains should log into the chat lobby that has been provided to them via email and request the tournament code from the adjudicator that is in the lobby
- Tournament code and related match information are sent to every player logged in with their credentials
- Tournament code matches will be tournament draft, and will follow standard pick and ban procedures

TEAM ROSTER

The team roster is the full list of players on a team enrolled in the Open Qualifier. Based on the current rules, the minimum size of a team roster is five and the maximum is nine including substitutes.

- A player is not allowed to play on more than one team registered for the tournament. You cannot enroll your team for the Open Qualifier, if any of the players on your roster has already enrolled with another team.
- It is not possible to add players to the roster after registration closes
- The kick option will be disabled at the end of the registration phase and it will not be possible to kick any team members until the end of the current tournament.

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SUBSTITUTES

- A team can use any combination of players from their roster to play in a game.
- If there is a game restart (not a rematch), the same player roster that started the game must stay on. Otherwise adjudicators can disqualify the team.

GAME PAUSES

The game pause is an option available in tournaments to handle major difficulties that cannot be resolved during the game.

- Teams may only pause the game if:
 - One of their players disconnects
 - There is a major issue to solve
- Pause is at maximum 30 minutes, with 15 minutes being allocated to each team for pausing.
 - After the game is paused, the opposing team must be notified of the reasons of the pause
 - Any disputes should be handled between the teams during the pause
 - If there is any kind of unfair conduct, teams must provide proof and, after the game is over, alert the adjudicator in command of their round
 - After a game in which there was a pause, all the players that played the game must be logged in for 10 minutes after the game's end to help the adjudicator resolve the dispute
 - In case of issues that cannot be resolved during a pause, the adjudicator will determine the best course of action after the game, at their own discretion and communicate the resolution to both teams.
- When one team has used 15 minutes of pause time during a game., that team needs to un-pause and continue playing, regardless of their issues.
- In order to enforce a pause-related forfeit, we need multiple screenshots outlining the chain of events, otherwise we will treat the match result as is.

APPENDIX A

TOURNAMENT ELIGIBILITY

Any summoner with an active League of Legends account with the minimum level requirement (30), Solo Queue ranking of at least Diamond 3, that is currently not banned can be eligible to compete in the Open Qualifier. All players must be at least 16 years old at any point during the Open Qualifier.

Players must also meet the Residential Eligibility and Age requirements (see below).

Other exceptions may apply:

- Individuals specifically prohibited from participation by Riot Games, due to their Live accounts being banned, or ones with a ban from all competitive play.
- Anyone:
 - Prohibited from participation by local laws
 - Rioters, contractors and temps working for Riot Games
 - Tournament officials, adjudicators and admins
 - Any players already on the roster of any other professional or semi-professional LoL team, without express permission from said organization.

RESIDENTIAL ELIGIBILITY

To participate, players need to be residents of North America for the NA Open Qualifier, or Europe¹ for the EU Open Qualifier.

Each team may have a maximum of 2 non-resident players on their roster. All substitutes and the remaining starting players must be residents, as defined by Section 1.2 of the [LCS rules](#).

AGE RESTRICTION

In order to compete in any Open Qualifier game, a team must have a minimum of three starting players who would potentially be able to compete in the 2017 Spring LCS split. A maximum of two players on a

¹ "Europe" is, defined as the 47 member states of the Council of Europe, as set forth on <http://hub.coe.int/>, with the exception of Russia, Turkey, Ukraine and any country with a dedicated server. This list may be updated from time to time as servers and new regions are launched.

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team's roster can have been born after January 1st, 2000. Said two players cannot have been born later than July 1st, 1999. The remaining players must have been born before January 1st, 2000.

Anyone under the age of 18-years-old must have signed [permission from](#) a legal guardian to participate in the tournament.