

Dreamhack League of Legends Main Tournament Rules

Signups

A team is REQUIRED to have all competing players on site at DreamHack.

A player may only sign up and play with 1 team.

A team may sign up for both qualifiers.

Teams may not use members outside of their roster.

LCS teams may not participate in this tournament.

Players that are banned by RIOT for toxic behaviour or cheating is also banned from participating in Dreamhack tournaments.

Game Settings/Getting Started

Map: Summoners Rift

Game Type: Tournament Draft

If your opponent hasn't shown up within 10 minutes from possible match start, consult an admin on IRC (#dh.lol @ QuakeNet) or at the GAME desk. Any changes in the schedule will be announced on IRC.

Hosting: The team that is "on top" in the bracket will host the game. Announce on IRC (#dh.lol @ QuakeNet) when the game has been hosted. Please keep game names simple.

Picks and Bans: The team that is "on top" in the brackets will have 1:st pick.

When it comes to the top 4 teams playing on saturday, the pick priority will be as follows: (winner day 1) > (runner-up day 1) > (winner day 2) > (runner-up day 2).

Match Media / Reporting Results

Both teams **should** take screenshots of the picks and bans and the score window after the match is over. Screenshots are used in case of a dispute.

When a match ends, please use IRC (#dh.lol @ QuakeNet) to report the result. An admin will confirm this and update the brackets on BinaryBeast.

Faking or manipulating match media is forbidden, as is lying about match results.

In Game Rules

A team is declared the winner when the enemy team's nexus is destroyed or when the enemy team surrenders.

If a player would disconnect during champion select, the pick/ban phase will NOT be restarted unless BOTH teams agree to it. Once in-game, a team may call for a restart in order to configure runes and masteries.

If a player would disconnect in-game, he or she has to return as fast as he or she can. Pause the

game on disconnects, read more about pausing further down.

If multiple players from both teams suffer from continuous disconnections due to server instability, consult the DreamHack admins on IRC (#dh.lol @ QuakeNet).

If the game crashes due to server instability, consult the DreamHack admins on IRC (#dh.lol @ QuakeNet).

If the game is paused, both teams captains must confirm in chat before unpausing.

Abuse of the pause feature (like pausing without a reason) is not allowed.

Team Management

Once the tournament start, teams will no longer be able to make alterations to their roster.

Changing players after the pick/ban phase has started is ONLY allowed if BOTH teams agree.

Spectators/Streaming

Spectators are only allowed if BOTH teams agree.

DreamHack admins can choose to spectate any given game, and cannot be refused to spectate by a team.

People that are explicitly allowed to spectate by an admin (such as casters and admins) cannot be refused to spectate.

Players may stream unless a match is being covered by the casters. Admins always have final say regarding this.

Unfair play

The following actions are considered unfair play:

- *The use of cheat programs/hacks or any third party program that gives the player an advantage over his peers.
- *Intentionally disconnecting from the game to force a pause.
- *Playing on someone else's account.
- *The use of any settings exceeding the standard settings.
- *Any unnecessary/hostile chatting during the match.

Breaking the rules

If you are uncertain about any rules, contact admins in IRC (#dh.lol @ QuakeNet) before proceeding.

Head admin: Sommie

Admin: Epenance

If a team breaks any rules set forth by DreamHack they may, at the discretion of the head admin, suffer penalties including (but not limited to) loss of bans, loss of prize money and ultimately disqualification.

Admins can make minor adjustments to rules during tournament (for example, allow delay in match start, extended pausing due to connection issues etc), and each decision is ultimately up to admins.

