

Dreamhack League of Legends BYOC Rules

Version 1.2

Signup rules

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

Playing with team members not signed up can result in disqualification.

LCS teams or LCS team members (active in last split) may not participate in this tournament.

Map

Summoners Rift, Summer (5vs5 map)

Game Type

Tournament Draft

Default win time

10 minutes after possible match start. Default wins are always to be confirmed by an admin in IRC. Any changes in the schedule will be announced on IRC (#dh.lol @ QuakeNet). Please note that admins may extend this time, especially first few rounds of the tournament.

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 (example: "SK vs TCM")

Picks and Bans

The team that is "on top" in the brackets will have 1:st pick, semi-finals and forward will be cointossed by an admin.

Match Media / Reporting Results

Both teams are required to take screenshots of the picks and bans as well as win/loss screen.

Results can be reported in IRC (#dh.lol @ Quakenet), use an image service such as imgur.com to send us links with photos. Wait for confirmation from an admin.

You can also email the result, the winning team sends an e-mail to lol@dreamhack.se with:

- Round number
- The name of both teams
- The lineups for both teams
- The result of the match
- A screenshot of the score screen (where, kills, deaths, assists, gold, match time, etc is shown).

Admins will confirm results manually. So during the first few rounds it might take some time for results to be updated!

Please always name screenshots taken during the tournament so that they are easy to identify from the titel alone (example: "Round 2 - Team 1 VS Team 2 final score.jpg" or "Round 2 - Team 1 VS Team 2 picksbans.jpg").

Faking or manipulating match media is forbidden.

Match Rules

We recommend that players sort out any issues that might interfere with the match before it starts, consult admins if necessary.

Winning a match

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

Disconnects

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 rules 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).

Pausing Rules

If the game is paused, both teams captains must "ok" the game to be unpaused before proceeding.

Each team has a pause "pool" of 5 minutes, if you think some issue (like a disconnect) will take longer, consult admins on irc (#dl.lol @ Quakenet).

Abuse of the pausing feature can result in disqualification for that team.

Restarting the game

During the Qualification rounds, restarting the game is ONLY allowed before the 01:30 minute mark if, and only if, first blood hasn't occurred and neither team has set foot in the river or enemy side of the map. A team is only allowed to restart the game once.

If a game for some reason needs to be restarted after picks/bans has been decided, use "Blind Pick" game type to save time - both teams must use the same champions they chose in the pick/ban phase. Using a champion that wasn't picked is, of course, forbidden.

Team Management

A team may consist of up to 5 players and 2 reserves including team captain, all team members must have a ticket to Dreamhack to participate in the tournament.

Before the offline qualifier starts changes to the roster is unrestricted, at 1 hour before set match starts, no changes are allowed to team rosters.

If you qualify to main tournament, you can make 1 single change (unless there are some special issue, consult admins) to the roster before the main tournament starts. That means you can switch out 1 player not on your roster for 1 player in your roster. Switching between reserves and not reserves is unrestricted.

A player may only be the member of ONE team in this tournament.

Spectators

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.

A team should only allow spectators they truly trust. It is not allowed to protest after a match to complain about spectators that were allowed in the game.

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.
- Playing on someone else's account.
- The use of any settings exceeding the standard settings.
- Any unnecessary chatting during the match (see below).

Unnecessary chatting is any type of communication that is not described below:

Greetings between players (Hello, gl, hf, gg, etc...)

- A signal for loss (gg, wp)
- Friendly chatting between players that is not considered unsportsmanlike behaviour.
- Relevant messages for the admins or casters.

Breaking the rules

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

Head admin: Sommie

Admin: Afraithe

Admin: Epenance

If a team breaks any rules set forth by DreamHack they may, at the discretion of the head admin, be disqualified from the tournament.

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.