



# **Forge of Champions Regulation Spring 2019**

**LVP UK**

**April**

**2019**

# 1. Forge of Champions General Structure

## 1.1. Definition

Forge of Champions (FoC) is a League of Legends competition organised by Riot Games and the LVP for the United Kingdom and Ireland. The Tournament will end in Promotion and Relegation of the UKLC.

The tournament consists of 2 Open Tournaments, the Main Tournament and Promotion/Relegation.

This document will outline the regulations for the Open Tournaments.

## 1.2. Qualifying Tournaments

### 1.2.1. Format

FoC will have two (2) online Qualifying Tournaments (PT). These Tournaments will be span over 2 weekends in April and result in 2 qualifying teams for each week. A team may play in both the qualifying tournaments if they don't qualify in the first. The top 4 teams will move forward to challenge the gauntlet. (The 6th-9th teams of UKLC)

Each Open Stage Tournament will be composed of a maximum of 128 teams that will face each other in best-of-1 matches (Bo1) in a knockout bracket. Once finished, the 2 best teams will proceed forward to the main event.

The Main Event will be made up of the 9 Teams from the UKLC along with the 4 best teams from the open. The teams will face each other in a seeded knockout bracket in Bo3 matches.

### 1.2.2. Calendar

The Qualifying Tournaments will have the following calendar:

Open 1: April 12th – April 14th

Open 2: April 26th - April 28th

### 1.2.3. Registration

Players must register at ForgeOfChampions.arenagg.com, verify their League of Legends EUW server account and form a team (by registering at ForgeOfChampions.com, the users will also be registering at LVP's ArenaGG.com, which powers the tournament).

- **Registration requirements:** Players will need to be at least 16 years old and have an account on ForgeOfChampions.com and a summoner account on the EUW server. Teams based in the UK and Ireland will be allowed. This will mean that at least 3 players in every match must be UK or Ireland residents (**namely, teams are allowed to have 2 non-resident players in the line-up for each match**). The summoner account will need to have the necessary champions to play a custom game in "Tournament Draft" mode.

Players must add their summoner name from their EUW account into their ForgeOfChampions / ArenaGG profile. **A player will not be able to participate in the competition if he does not have the summoner name correctly added to his/her profile. Neither the summoner name nor the game account linked to the website can be changed while the tournament is in progress.** Thus, if the player uses a different account than the one registered, the player's team will automatically lose the series. A Summoner name change in the middle of the tournament will result in a forfeiture of match and, if it isn't changed back to the correct one, the team will lose all existing standings. If any team wishes to make a name/account change it must be previously notified to the administration at the following link <https://forgeofchampions.arenagg.com/es/support>, and it can't be changed unless permission is given by an admin. In aim to get permission to change a summoner name, the teams will have to give a proper reason, which the administration will study. Teams must ask for this change at least one hour before their game starts.

Players' accounts are subject to the terms of use of the game. Therefore, each participating player must have a personal, non-transferable League of Legends account. If a player is found to be participating with a shared account, this will result in expulsion from the competition.

#### **1.2.4. Registration for the Open Stage**

- **Pre-registration:** Teams may pre-register up to 2 hours before the start of the tournament. Pre-registered teams must be fully available for all matches in the competition.
  
- **Check-in:** After pre-registration ends, the captain will have to check-in in the website to confirm the team's attendance at the competition. Check-in time will end one hour before the first round of the tournament. If the team does not check in, it will not be able to participate in the tournament. If more than 128 teams have checked in, the system will allow only the 128 teams with higher Average Division to participate according to the criteria described in the following section.
  
- **Solo Players:** In case that players are not able to find people to find a team, they have the matchmaking system active. Said system will allow for solo players that check-in on time to be assigned to a team with other solo players. In case the team made it to the top 8 of the Open Stage, if the players would want to participate in the Scoring stage, it would be necessary to create a team following the steps established on the competition page. From that moment on said team will be treated as any other team that was created previous to the start of the Open Stage, meaning all rules that apply to teams such as

1.2.8. Rosters would also apply here. If the players decide not to create the team, they will not be able to participate in the Scoring Stage.

**1.2.5. Seeding of the open stage:** The 128 participants will be selected and assigned from the highest to the lowest seeding using the following criteria:

- **Average Division:** The average division will be calculated for all the players registered in each team via API.

#### 1.2.6. Registration for the main event

- **Pre-registration:** LVP UK will work with qualifying teams to create Tournament Realm accounts for these players.
- **Check-in:** 30 mins before the start of the match, the captain must check in via discord to confirm the team's attendance at the competition. If the team does not check in they will be penalised.

#### 1.2.7. Seeding of the main event

The seeding of the main event will take place as follows:

- 1st Place from Open 1 vs UKLC 9th Place
- 2nd Place from Open 1 vs UKLC 7th Place
- 1st Place from Open 2 vs UKLC 8th Place
- 2nd Place from Open 2 vs UKLC 6th Place

#### 1.2.8. Rosters

All teams are required to **have a minimum of five (5) players and a maximum of ten (10) players**. Players must be at least **16 years old to play**.

In each starting line-up for a match, at least **three (3) of the five (5) players must reside in the United Kingdom or Ireland**. LVP may request documentation of residence of all players at any time.

**Failure to submit documentation or to comply with the requirements will automatically disqualify the team from the competition (additional restrictions may apply for face-to-face matches: see section 1.3.3).**

**Any Player that is part of any ERL or any other professional League of Legends official tournament roster (either as part of the starting roster or a substitute), will not be able to participate in the open qualifiers of Forge of Champions.**

#### 1.2.9. Broadcasting of matches

The quarterfinals, semifinals and final of each online scoring tournament may be broadcast live by LVP or a partner.

During broadcasts, teams must provide and follow the referees' instructions at all times. The contact with the teams will always be with the players, who will choose the person who will liaise with LVP, who must provide a Skype account to organise the matches.

### **1.3. Main Event**

#### **1.3.1. Format**

The top four (4) teams from the Open Tournaments will qualify for the Main Event, which will have the format of a direct elimination (knockout) tournament in a seeded bracket.

All matches will be played as a Best-of-3 (Bo3) All matches will be played on Tournament Realm. All matches will be broadcast.

#### **1.3.2. Calendar**

The Main Event will follow this calendar:

Main Event Week 1 - 30th April - 3rd  
May

Main Event Week 2 - 8th - 9th May

Promotion/Relegation - 14th - 17th May

### **1.4. Prizes**

All Qualifying Tournaments the Main Event and Promotion/Relegation will award cash prizes to the top teams.

£500 for each team that qualifies the the Main Event.

#### **Main Event Placement -**

1st - £ 2,350.00

2nd - £ 1,750.00

3rd - £ 1,400.00

4th/5th - £ 900.00

6th/7th/8th/9th - £ 462.50

10th/11th/12th/13th - £ 212.50

Additional Prizing will also be offered based on completion of team obligations through the main event period.

#### **Promotion/Relegation Placement -**

Promoted/Retained space in UKLC - £500

Loss/Relegated - £125

### **1.5. Promotion/Relegation Qualification**

The seeding of the Promotion/Relegation will take place as follows:

- 1st Place from Open 1 vs 2nd Place from Open 2
- 2nd Place from Open 1 vs 1st Place from Open 1

These games will be Best of One and played in a simple double elimination bracket, without a grand final. Qualifying from the Upper Final will provide Seed #1, Qualifying from the Lower Final will provide Seed#2

### **1.6. Player change rules**

Teams may incorporate or substitute players at any time prior to registration for a Qualifying tournament. Each team may make a maximum of two (2) changes throughout the tournaments. Both substitutions and additions once the team has been created will be considered changes.

A team that makes more than two (2) changes in total will be automatically expelled from the competition.

Teams entering the Main Event will not be able to make changes to the team's roster after qualifying.

In the case that during the roster-lock period after the Qualifying Tournament a player were to leave a team by his own choice, and said team is left unable to complete their roster with a registered substitute, the team may post a

ticket on <https://forgeofchampions.arenagg.com/es/support>. LVP will then decide on a case-by-case basis whether an extra change is allowed.

## **1.7. Match rules**

### **1.7.1. Game server**

All matches played in online competitions will be played on the LIVE server, with the latest patch available.

Main Event and Promotion/Relegation Matches will be played on the tournament server provided by Riot Games.

### **1.7.2. Tournament code and lobby access**

Teams will have a tournament code that they must use on the game client to access the match lobby. To access, follow these steps: Press Play -> Press the tournament code button -> Paste the code into the field and join the game.

In case the codes do not work for any reason, the team on the left side of the match sheet on ForgeOfChampions.com will create the lobby within the game to play the match. To create the game you must press the "Play" button, "Create custom game", choose the "Summoner's Rift" map, the "Tournament Draft" mode and click on "Confirm".

Once created, you will have to invite your opponents to the game (indicated on the match sheet) or tell the opposing team what the name and password of the game lobby is for them to enter.

### **1.7.3. Placeholders**

Placeholders are not allowed in the picks and bans phase, once it starts it must be run completely with the champions that each player has available.

In the event that a team leaves the selection of picks and bans without any justification and evidence, they will lose a game.

Teams are recommended to record the picks and bans phase by video to present possible evidence in case of conflict.

### **1.7.4. Attendance**

It is recommended to be available fifteen (15) minutes before scheduled game time. At that time, players should have the latest

patch updated, the game settings correctly configured, and the rune pages ready.

#### **1.7.5. Map Sides**

The team placed on the left side of the match sheet or on top of the bracket will be given the blue side for the first game, and from then on the teams will be changing sides after each map.

#### **1.7.6. In-game name**

The TAG from the club system will need to be disabled when playing an official match.

Once the player has registered, their in-game summoner name cannot be modified for the duration of the tournament. Names may not contain vulgarities or be offensive. The LVP will notify the team in question if a Summoner's name is not accepted in aim to make the proper modifications.

#### **1.7.7. Failure to appear at matches.**

The five (5) players must be in the match lobby at the official match start time. If all five players are not present after 10 minutes of the official match time, the team will be disqualified from the tournament. Matches with less than 5 players in any of the teams will not be started. To report the non-attendance, you will have to go to the match sheet, select "conflict" and attach the corresponding evidence where you can see correctly that you have appeared and the opposing team has not.

#### **1.7.8. Pause/Disconnection usage**

Each team has a 10-minute pause on each map, after which time the match must be resumed.

12

#### **1.7.9. Match rescheduling for major causes**

In the event of an unforeseen problem with the game server or another external cause that prevent the match from being played on the official date, the match will be rescheduled for another day and must be played with the same team and roster as the date of the match.

#### **1.7.10. Positioning and picks/bans**

In the broadcast games, the players must be correctly positioned in the order of Top, Jungle, Mid, Adc, Support.

Once the champion selection is locked in, the players will have to complete the champion changes and Summoner spells before the counter reaches the second 20, otherwise they will be sanctioned.

### 1.7.11. Skins

The following skins are restricted and therefore unable to be used. Should a restricted skin be picked, the opposing team must raise the issue and confirm the skin is restricted and restart the lobby immediately (during the loading screen or before minions spawn). If this issue is not raised before minions have spawned, both teams are considered to have agreed to play with the chosen skins and the issue may not be raised later. Should a player continue to select a restricted skin and it is once again raised by the opposing team, then the team which selected the restricted skin will forfeit the game and the win will be awarded to the opposing team.

- Alistar - Black Alistar
- Anivia - Blackfrost Anivia
- Annie - Goth Annie
- Blitzcrank - Rusty Blitzcrank
- Corki - Dragonwing Corki
- Corki - Red Baron Corki
- Corki - UFO Corki
- Draven - Draven Draven
- Elise - Victorious Elise
- Ezreal - Arcade Ezreal
- Fizz - Super Galaxy Fizz
- Gragas - Vandal Gragas
- Graves - Victorious Graves
- Heimerdinger - Dragon Trainer Heimerdinger
- Janna - Victorious Janna
- Jarvan - Victorious Jarvan IV
- Jax - PAX Jax
- Jayce - Forsaken Jayce
- Kayle - Judgment Kayle
- Kayle - Pentakill Kayle
- Kayle - Silver Kayle
- Kha'Zix Mecha Kha'Zix
- Kindred - Super Galaxy Kindred
- Kog'Maw - Battlecast Kog'Maw
- Kog'Maw - Hextech Kog'Maw
- Kog'Maw - Lion Dance Kog'Maw
- Lux - Elementalist Lux
- Malphite - Ironside Malphite
- Malzahar - Battle Boss Malzahar
- Maokai - Victorious Maokai
- Mecha Aurelion Sol
- Morgana - Victorious Morgana
- Nautilus - AstroNautilus
- Neeko - Winter Wonder Neeko

- Nidalee - Challenger Nidalee
- Nidalee - Headhunter Nidalee
- Nunu - Zombie Nunu
- Orianna - Victorious Orianna
- Rakan - Sweetheart Rakan
- Rammus - King Rammus
- Rek'Sai - Pool Party Rek'Sai
- Renekton - Pool Party Renekton
- Rengar - Mecha Rengar
- Riven - Championship Riven
- Ryze - Human Ryze
- Ryze - Triumphant Ryze
- Shaco - Masked Shaco
- Shyvana - Boneclaw Shyvana
- Shyvana – Darkflame Shyvana
- Singed - Riot Squad Singed
- Sivor - Huntress Sivor
- Sivor - PAX Sivor
- Sivor - Victorious Sivor
- Syndra - Justicar Syndra
- Trundle - Traditional Trundle
- Twisted Fate - PAX Twisted Fate
- Twitch - Medieval Twitch
- Varus – Arclight Varus
- Vayne - Dragonslayer Vayne Chaos Green
- Veigar – Final Boss Veigar
- Viktor - Deathsworn Viktor
- Viktor – Creator Viktor
- Vladimir - Dark Waters Vladimir
- Vladimir - Soulstealer Vladimir
- Volibear - Thunder Lord Volibear
- Warwick - Grey Warwick
- Warwick - Urf the Manatee
- Xin Zhao - Warring Kingdoms chroma
- Ziggs - Battle Boss Ziggs

#### **1.7.12. TeamSpeak rules**

The use of TeamSpeak will be mandatory in every broadcast match and each team will have a private channel on which the representative will be in charge.

- It is forbidden to poke other players as it may annoy them while they play.
- Only team members are allowed to be in the channel.
- Coaches/Managers must be muted once Pick and Ban concludes
- Players' voices can be recorded during the match to later refereeing, live broadcast or content creation.
- TeamSpeak nicks must be as close as possible to nicks offered to LVP, and cannot be offensive for the opponents in any case.

#### **1.7.13. Victory due to external causes**

In extreme cases, if an unexpected issue occurs with game servers and the match cannot be finished, if the timer is over 20 minutes, a referee can award victory to a team if he/she considers that the other team cannot avoid defeat with a reasonable certainty. The following criteria can be taken into account to make this decision:

- Gold difference. There is a 33% gold difference between both teams.
- Turrets difference. There is a turret difference of 7 or more destroyed turrets between both teams.
- Inhibitor difference. There is an inhibitor difference of 2 or more destroyed inhibitors between both teams.

In any other circumstances an alternative to achieve match resolution will be worked on to satisfy both teams.

#### **1.8. Assignment of image rights**

Participant teams of Forge of Champions accept assignment of image rights to LVP and Riot Games for livestream and deferred broadcast of the matches using any platform or channel, and of any other derived content like best plays, interviews or replays. Also Forge of Champions' sponsors are allowed to use this material as long as it is for the promotion of the tournament.

For live matches, teams and their players also accept assignments of image rights in the same way as previously described to LVP and Riot Games. In order for this to be accomplished, teams must own every of their players'

image rights. If any player is underage, assignment of image rights must be managed by the team with their parents or legal guardian.

At least one player in each team must be available for a filmed interview if requested.

## **1.9. Code of Conduct**

Team members and players must always be polite to opponents, audience and LVP. Especially, violent behaviour and offensive language are strictly forbidden. Players must take into account that matches can be broadcasted and therefore underage audience may be watching.

Team members and players must know Forge of Champions' regulations and must pay attention to any markings from the referees during the matches.

Players must not be under the influence of alcohol or any other drug.

It is forbidden to misplay on purpose or to give in to adulterate match results. If this happens, the esports committee will study the case and the team or player will be punished.

LVP owns the right to evaluate and punish any irregular behaviour from a member of a team including, but not limiting to social media, online forums, streamings or e-mails.

## **2. Teams**

### **2.1. Slot ownership**

When an Open team is registered in a Forge of Champions tournament, in order to make any decision about team ownership, decision power will be assigned among the registered people in the LVP team profile as follows:

-The registered "Team Manager" holds 40% decision power. -The remaining 60% is divided among the people registered as "Players". If no Manager is present, then each Player will hold an equal % of decision power

To make any decision, at least 50% decision power is needed.

## **2.2. Prize payments**

The value of each cash prize is to be considered as a gross prize, meaning, as the value before taxes are applied. The final quantity to be paid will vary based on the applicable taxes at the moment of proceeding with the payment.

## **3. Broadcast matches refereeing**

### **3.1. Referee authority**

Every match will be monitored by a referee, who will have absolute power to enforce the game rules during the match.

Decisions will be made according to referee's best criteria, following the game's rules, tournament regulations and fair play and will be based on the referee's point of view.

Referee's decisions about game related events, including remakes, to resume or not a game or the result of a match, are final.

If the game has been resumed or the match has finished, the referee cannot change a decision if he/she realizes it was wrong or if another member of the referee team points it out.

### **3.2. Disciplinary measures**

The referee will take disciplinary action on players who commit cautionable or expellable offenses.

The referee will have power to take disciplinary action from the moment a session starts in order to do an inspection previous to the match until the match ends (including any pauses and breaks). If a player commits any expellable offence before the match starts, the referee has the power to ban the player from playing the match, and the referee will elaborate a report about any kind of inappropriate behaviour.

The referee panel will also can take action on any technical staff of a team who act in an inappropriate manner.

## **4. General regulations**

## 4.1. Sponsorships

Organizations participating in FoC cannot enter into contracts with companies operating in the following business sectors under any circumstances (whether it be through traditional or online channels):

- **Illegal substance webs.**
- **Alcoholic beverages**, regardless of its alcohol level, and any other products which are subject to legal regulation.
- **Pharmaceutical products which require medical prescription.**
- **Webs selling skins, game accounts or 'eloboosting'**, as well as webs selling illegal or fake virtual items or that incur in the infringement of the Terms and Conditions of League of Legends.
- **Weapons and ammunition selling.**
- **Pornography or erotic products.**
- **Tobacco and related products.**

Organizations participating in FoC cannot reflect into their League of Legends team brand or communications any sponsorship or advertisement of any company or product operating in the following business sectors (whether it be through traditional or online channels):

- **Real money gambling webs:** Any web which helps or promotes sports gambling, esports gambling and/or allow gambling in casino games, including poker.
- **Any game developer or publisher.**

If there is any doubt about a sponsorship, it must be notified to LVP to help making the correct decision.

## 4.2. Right to amend

LVP reserves the right to amend these regulations at any moment aiming to guarantee fair play and competition integrity.

## 4.3. Documentation acceptance

Any players and teams contesting Forge of Champions automatically accept everything laid out in these regulations.

#### **4.4. Gambling**

Any member of a team (player or technical personnel) cannot participate in any gambling about Forge of Champions, regardless of which web hosts the gambling.

#### **4.5. Penalties**

If any team infringe any point of these regulations, it will receive a punishment which can range from a warning to a ban. Regarding behaviour code infringement by players, they can also receive a warning or a ban.

#### **4.6. Transfer of Rights**

No position or result reached in any stage of the competition is transferable between organizations or persons, with the exception of the rules governing team roster changes.