



Forge of Champions Regulation 1 Qualifying Tournaments Summer 2018

LVP UK
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| | |
|--|-----------|
| 1. Forge of Champions General Structure | 3 |
| 1.1. Definition | 3 |
| 1.2. Qualifying Tournaments | 3 |
| 1.3. Grand Final | 7 |
| 1.4. Prizes | 8 |
| 1.5. European Masters slots | 8 |
| 1.6. Player change rules | 9 |
| 1.7. Match rules | 9 |
| 1.8. Assignment of image rights | 12 |
| 1.9. Code of conduct | 12 |
| 2. Teams | 14 |
| 2.1. Slot ownership | 14 |
| 2.2. Prize payments | 14 |
| 3. Broadcast matches refereeing | 15 |
| 3.1. Referee authority | 15 |
| 3.2. Disciplinary measures | 15 |
| 4. General regulations | 17 |
| 4.1. Sponsorships | 17 |
| 4.2. Right to amend | 18 |
| 4.3. Documentation acceptance | 18 |
| 4.4. Gambling | 18 |
| 4.5. Penalties | 18 |
| 4.6. Transfer of Rights | 18 |
| APPENDIX: DETAILED CALENDAR | 18 |

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. This tournament will give access to the European Masters with two slots. The conditions of access are to be defined by Riot Games.

The tournament consists of a series of Qualifying Tournaments and the Grand Final.

Participation in all tournaments is not mandatory in order to score and qualify for the Grand Final: participation in any of them is allowed at any time.

General Grand Final regulations are set here. More detailed regulation will be published prior to their celebration.

1.2. Qualifying Tournaments

1.2.1. Format

FoC will have four (4) online Qualifying Tournaments (PT). These Tournaments will be divided into two stages: "Open" and "Scoring".

The Open Stage 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 8 best teams will get a seeding for the Scoring Stage according to their position at the end of the tournament and their division average as tie-breaker.

The Scoring Stage will be made up of the 8 best teams in the open and the 8 teams participating in the UK Premiership in spring 2018. The teams will face each other in a knockout bracket in Bo3 matches, except the final which will be a best-of-5 (Bo5).

At the end of the Scoring Stage, participating teams will receive points depending on their final position:

| Tournament Points | PT1 | PT2 | PT3 | PT4 |
|-------------------|-----|-----|-----|-----|
|-------------------|-----|-----|-----|-----|

| | | | | |
|--|------|------|------|------|
| Winner | 2200 | 3300 | 4400 | 5500 |
| Finalist | 1600 | 2400 | 3200 | 4000 |
| 3 rd -4 th position | 1100 | 1650 | 2200 | 2750 |
| 5 th -8 th position | 700 | 1050 | 1400 | 1750 |
| 9 th -16 th position | 400 | 600 | 800 | 1000 |

Once the four Tournaments are over, the 8 teams with the most points will go on to the Grand Final.

The Qualifying Tournaments will be held at Forgeofchampions.arenagg.com (part of ArenaGG.com).

1.2.2. Calendar

The Qualifying Tournaments will have the following calendar:

PT1: June 22nd – July 5th

PT2: July 6th – 19th

PT3: July 20th – August 2nd

PT4: August 3rd – 16th

A detailed calendar can be found at the end of these regulations.

1.2.3. Registration

Players must register at Forgeofchampions.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; additional restrictions may apply for face-to-face matches: see section 1.3.3**). 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](http://ForgeofChampions.com) / [ArenaGG](http://ArenaGG.com) 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 mean a warning and, if it isn't changed back to the correct one, the team will lose points. 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 may 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 scoring stage

- **Pre-registration:** The best 8 teams in the Open Stage will receive a code to access the scoring tournament via their captain's email. Teams may pre-register up to 8 hours before the start of the tournament. To do this, they must use the code received. Registered teams must be fully available for all matches in the competition.

- **Check-in:** One hour before the start of the match, the captain must check in online to confirm the team's attendance at the competition. If the team does not check in, it will not be able to participate in the tournament.

1.2.7. Seeding of the scoring stage.

The seeding of the Scoring Stage will take place as follows: for the 8 teams of the Open Stage based on the final position in the Open and the average division of the players registered in the team, as tie-breaker; for the 8 teams of the Premiership, it will be based on the Tournament Points and the final position in which they were in the UK Premiership, as a tie-breaker. Matches will be made in the following manner for the first scoring tournament:

Matches from the final phase of the first scoring tournament:

- 1st Premiership vs. team 5-8th of the Open with the worst division average
- 2nd Premiership vs. 5th-8th Open team with the next worst average
- 3rd Premiership vs. 5th-8th Open team with the next worst average
- 4th Premiership vs. 5th-8th team of the remaining Open
- 5th Premiership vs. 3rd-4th Open team with worst division average
- 6th Premiership vs. 3rd-4th team of the remaining Open
- 7th Premiership vs 2nd place in the Open
- 8th Premiership vs 1st place in the Open

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 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 requirement 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 a LCS 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 of the Stages 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.

In the case of the teams of the Premiership, the manager in charge of the team will be contacted.

1.3. Grand Final

1.3.1. Format

The eight (8) teams with the highest scores after the previous tournaments will qualify for the Grand Final, which will have the format of a direct elimination (knockout) tournament.

All matches will be played as a Best-of-3 (Bo3), except the final which will be a Best-of-5 (Bo5). The quarter finals will be played online and the semi-finals and finals will be played face-to-face at the LVP studios in Barcelona. All matches will be broadcast.

1.3.2. Calendar

The Grand Final will follow this calendar:

Ro8: August 22nd – 23rd
Semi-finals: September 5th
Final: September 6th

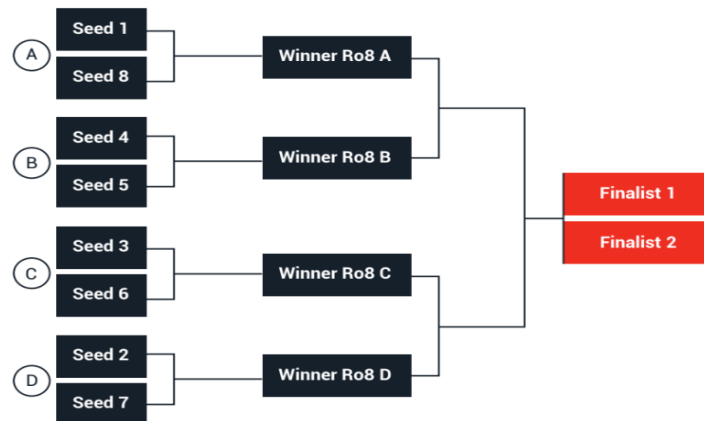
1.3.3. Travelling and accommodation

The Organization will provide travel and accommodation for the teams that attend the semi-finals and final in Barcelona, up to 6 people per team.

Important note: The Organization will only provide transport for players inside the European Economic Area (EEA). Teams must be able to provide transport for their players outside the EEA playing in the matches.

1.3.4. Seeding and placements

Teams will be seeded and placed according to the points obtained in the scoring tournaments at the end of the four tournaments.



1.4. Prizes

All Qualifying Tournaments and the Grand Final will award cash prizes to the top 8 teams.

| Final Standing | Scoring Tournament | Grand Final |
|----------------|--------------------|-------------|
| 1 | GBP 1,800 | GBP 10,000 |

| | | |
|-----|-----------|-----------|
| 2 | GBP 1,200 | GBP 5,000 |
| 3-4 | GBP 750 | GBP 2,500 |
| 5-8 | GBP 500 | GBP 1,000 |

1.5. European Masters Slots

In the case the team with more points in the Qualifying Tournaments wins the Grand Final, the finalist will be awarded the second slot.

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 three (3) changes throughout the Qualifying tournaments. Both substitutions and additions once the team has been created will be considered changes.

A team that makes more than three (3) changes in total will be automatically expelled from the competition and will have to make a new team if it wants to participate again.

Teams entering the Grand Final will not be able to make changes to the team's roster after the last Qualifying tournament.

In the case that during the roster-lock period after the Qualifying Tournament #3 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.

Face-to-face matches in the Grand Final 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 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

It is mandatory for players that are part of a UK Premiership team to have their summoner's name as follows: Team TAG + Nick (For example FNC sOAC). The teams that take part in the Open Stages will not need to have such style of summoner's name. The TAG from the club system will need to be disabled when playing an official match.

Once the player has registered for a Stage (be it Open or Scoring), their in-game summoner name cannot be modified for the duration of that Stage. 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 15 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.

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

All skins will be available unless at some point during the season it is warned that a skin cannot be played as it causes a visual bug in the game.

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.
- 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.

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, sports 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 a 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".

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

When referring to **Premiership teams**, ownership and slot decisions are held by the organization. In the context of these regulations, "ownership" refers to the right to participate in a slot; it does not grant property rights in any sense.

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.

Every monetary prize awarded will be evenly paid to all players in a team roster, whether or not they have participated in matches.

So as to make the payment effective, users will have to fill in a form that will be sent to them within the week after being awarded a prize. Cash prizes for all Scoring Tournaments will be paid at the end of the whole circuit and within 30 days after the end of the last tournament, if the user has sent back all forms properly completed within the first 10 days after the circuit. In the case the user has not sent back the forms or they are incomplete, there can be a delay of up to 60 days for making the payment effective. In the case that more than three months pass without any proven contact from the user, the cash prize might be cancelled.

The former does not apply to teams that are both a former Premiership team and a registered company. In this case, prizes will be paid to the organization.

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 have 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 pause and breaks). If a player commits any expellable offence before the match starts, the referee has 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 and the referee can ban them from the main stage or the backstage.

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 to behaviour code infringement by players, they can also receive a warning or a ban. These punishments will have an impact on the slot assignation process for a 2019 competition.

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.

APPENDIX: DETAILED CALENDAR

Preliminary tournament 1

June 22nd – July 5th

Stage 1 (Open)

| <u>Round</u> | <u>Day</u> | <u>Time</u> |
|--------------|---------------------------------|-------------|
| Round of 128 | Friday, June 22 nd | 19:00 |
| Round of 64 | Friday, June 22 nd | 20:00 |
| Round of 32 | Saturday, June 23 rd | 19:00 |
| Round of 16 | Saturday, June 23 rd | 20:00 |
| Round of 8 | Sunday, June 24 th | 18:00 |
| Semi-finals | Sunday, June 24 th | 19:00 |
| Final | Sunday, June 24 th | 20:00 |

Stage 2 (Scoring)

| <u>Round</u> | <u>Day</u> | <u>Time</u> |
|---------------------|----------------------------------|----------------|
| Round of 16 | Tuesday, June 26 th | 19:00 |
| Round of 8 | Wednesday, June 27 th | 17:30 (stream) |
| Round of 8 (cont'd) | Thursday, June 28 th | 17:30 (stream) |
| Semi-finals | Wednesday, July 4 th | 17:30 (stream) |
| Final | Thursday, July 5 th | 17:30 (stream) |

Preliminary tournament 2

July 6th – July 19th

Stage 1 (Open)

| <u>Round</u> | <u>Day</u> | <u>Time</u> |
|--------------|--------------------------------|-------------|
| Round of 128 | Friday, July 6 th | 19:00 |
| Round of 64 | Friday, July 6 th | 20:00 |
| Round of 32 | Saturday, July 7 th | 19:00 |
| Round of 16 | Saturday, July 7 th | 20:00 |
| Round of 8 | Sunday, July 8 th | 18:00 |
| Semi-finals | Sunday, July 8 th | 19:00 |
| Final | Sunday, July 8 th | 20:00 |

Stage 2 (Scoring)

| Round | Day | Time |
|---------------------|----------------------------------|----------------|
| Round of 16 | Tuesday, July 10 th | 19:00 |
| Round of 8 | Wednesday, July 11 th | 17:30 (stream) |
| Round of 8 (cont'd) | Thursday, July 12 th | 17:30 (stream) |
| Semi-finals | Wednesday, July 18 th | 17:30 (stream) |
| Final | Thursday, July 19 th | 17:30 (stream) |

Preliminary tournament 3

July 20th – August 2nd

Stage 1 (Open)

| Round | Day | Time |
|--------------|---------------------------------|-------|
| Round of 128 | Friday, July 20 th | 19:00 |
| Round of 64 | Friday, July 20 th | 20:00 |
| Round of 32 | Saturday, July 21 st | 19:00 |
| Round of 16 | Saturday, July 21 st | 20:00 |
| Round of 8 | Sunday, July 22 nd | 18:00 |
| Semi-finals | Sunday, July 22 nd | 19:00 |
| Final | Sunday, July 22 nd | 20:00 |

Stage 2 (Scoring)

| Round | Day | Time |
|---------------------|-----------------------------------|----------------|
| Round of 16 | Tuesday, July 24 th | 19:00 |
| Round of 8 | Wednesday, July 25 th | 17:30 (stream) |
| Round of 8 (cont'd) | Thursday, July 26 th | 17:30 (stream) |
| Semi-finals | Wednesday, August 1 st | 17:30 (stream) |
| Final | Thursday, August 2 nd | 17:30 (stream) |

Preliminary tournament 4

August 3rd – August 16th

Stage 1 (Open)

| Round | Day | Time |
|--------------|----------------------------------|-------|
| Round of 128 | Friday, August 3 rd | 19:00 |
| Round of 64 | Friday, August 3 rd | 20:00 |
| Round of 32 | Saturday, August 4 th | 19:00 |
| Round of 16 | Saturday, August 4 th | 20:00 |
| Round of 8 | Sunday, August 5 th | 18:00 |
| Semi-finals | Sunday, August 5 th | 19:00 |
| Final | Sunday, August 5 th | 20:00 |

Stage 2 (Scoring)

| Round | Day | Time |
|---------------------|------------------------------------|----------------|
| Round of 16 | Tuesday, August 7 th | 19:00 |
| Round of 8 | Wednesday, August 8 th | 17:30 (stream) |
| Round of 8 (cont'd) | Thursday, August 9 th | 17:30 (stream) |
| Semi-finals | Wednesday, August 15 th | 17:30 (stream) |
| Final | Thursday, August 16 th | 17:30 (stream) |

Grand Finals

August 22nd – September 6th

Grand Finals

| Round | Day | Time |
|--------------------------|--------------------------------------|----------------|
| Round of 8 | Wednesday, August 22 nd | 17:30 (stream) |
| Round of 8 (cont'd) | Thursday, August 23 rd | 17:30 (stream) |
| Semi-finals in Barcelona | Wednesday, September 5 th | 17:30 (stream) |
| Final in Barcelona | Thursday, September 6 th | 17:30 (stream) |