



RULEBOOK SUMMONERS' DANCE

1. INTRODUCTION

The Summoner's Dance: League of Legends Tournament is a competitive tournament which operates over the span of a weekend where players must compete in online games & offline/onsite games.

The event invites the local community and neighbouring countries to team up and compete for the title.

2. ELIGIBILITY REQUIREMENTS

To be eligible to compete in the competition, each player and team must satisfy all of the following:

1. Player Age

No Player shall be considered eligible to participate in any qualification or main event matches before having lived 16 full years.

Additionally, players younger than the age of majority in their country of residence (18 for Luxembourg) must receive parental permission to participate in any of the tournaments englobed within the Summoners' Dance. Please contact your designated tournament admin to receive a parental authorization form on discord.

Tournament Admins have the rights to ask for ID Verification.

2. Residency

Players must be of residency or nationality of one of the following countries:

- Luxembourg
- Belgium
- Germany
- France
- Netherlands

Tournament Admins have the rights to ask for ID Verification and/or a certificate of residency.





3. Team Eligibility

The rank restriction system works as following:

- Every Rank is attributed a certain number of points
- Teams have a maximum allowance of points
- Teams accumulated points **can not be more than 11 points**.

Iron / Bronze / Silver - **No points** / player

Gold / Platin - **1 Point** / player

Emerald - **2 Points** / player

Diamond - **3 Points** / player

Master - **4 Points** / player

Grand Master / Challenger - **5 Points** / player

Example:

If your teams consists of 1 Gold player (1 point), 2 Emerald players ($2+2 = 4$ points), 2 Diamond player ($3 + 3 = 6$ points) you have a total of $1+4+6=11$ points, which is the point cap. If you had a master player instead of a diamond player you would have 12 points and thus your team would not be eligible anymore.

4. Additional Exceptions

Players who are currently suffering from a competitive suspension from the Summoner's Dance Tournament are not allowed to play.

3. SPECIFIC REGULATIONS

The tournament is limited to 16 teams. If the total number of teams signed-up to the tournament is met, then the registration phase will end.

When registrations are locked, teams will be manually seeded into undisclosed tiers with the help of players' past results and current ranks in order to ensure fair group draws.





Qualifiers will always be played on the most recent patch currently in place. In the case of a new champion release or rework, said functionality will be forbidden.

Each participating player **MUST** always keep their LoL Launcher Summoner Name up to date for admins to properly parse their ranks and seed them within the tournament (Not to be mistaken with Riot IDs).

Players must inform tournament admins and other participants of the tournament in which they are participating if they intend on changing their summoner name during the tournament.

Teams may freely substitute players that are signed-up to their roster throughout their match day in between any of their games. Tournament admins and opposing teams need to be informed about substitutions at least 10min ahead of the indicated start time of the game.

Teams that wish to withdraw their registration to the tournament must contact their designated tournament admin and inform them of their decision in order not to be seeded accidentally with participating teams.

Teams or players not respecting the above regulations incur being severely penalized at their designated tournament admin's discretion.

4. BROADCASTING

Streaming the Summoner's Dance Tournament is open to all participants and aspiring broadcasting partners who may want to join our ecosystem under the condition that a tournament logo, as well as sponsor logos are shown on stream with assets provided by Tournament admin. We kindly ask you to contact the tournament admins ahead of time if you intend on streaming parts of the tournament.

In the case of a player point of view stream, please ensure to always include a four-minute delay for competitive integrity and to avoid any foul play.

It is requested that everyone streaming the qualifiers post their stream link in the dedicated Summoners' Dance Discord server for admins to verify the integrity of their broadcast and in order to potentially share feedback on their broadcasting methods.

5. PROHIBITED CONDUCT

When playing the tournament, teams agree to play the competition at their best throughout the tournament in order to maintain competitive integrity and fair play towards other teams. "Trolling" and behavior relating to match fixing is





strictly banned throughout our competitions. Players caught trying to willingly alter results of matches and make arrangements with opponents or other parties in order to achieve out of game goals will be instantly banned from our tournament and subjected to a permanent blacklisting of their name within the Summoners' Dance IP.

Opening streams and broadcasts of games in order to try and gain unfair advantages while playing is strictly banned and may ensue in strict punishment.

Usage of external programs such as scripts or in-game helpers are prohibited as per League of Legends Terms of Service. If you wish to use a specific program that you think does not impact your gameplay in a game changing manner, please inquire with your designated tournament admin beforehand.

If you have any suspicion of unfair sportsmanship happening in a team, may it be your own or a foe, please report it as soon as possible to your designated tournament admins along with screenshots and proofs in order for our staff to conduct an investigation.

6. OFFENSIVE LANGUAGE

Team and Player Names must abide by the rules set by the League of Legends Summoner's Code and Terms of Service. Any names that are judged racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive, or of reprehensible nature will not be tolerated.

Player toxicity will not be tolerated in and out of the game. May it be during a match, in a lobby, or in our official channels, all players participating in the Summoners' Dance Tournament accept to conduct themselves with sportsmanship and remain courteous with their opponents throughout their stay in the tournament. If a player displays condemnable behaviour, they will either receive warnings or direct suspensions depending on the degree of toxicity shown.

Player behaviour outside of the competition will also be monitored. If a player displays extreme toxicity on social media or any other public mediums, they will subject themselves to direct punishments within our event.

