INTRODUCTION

The Summoner's Online : League of Legends Tournament is a competitive Tournament which operates over the span of a day where players must compete in Online games.

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

ELIGIBILITY REQUIREMENTS

To be eligible to compete in the Summoner's Online, 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 must receive parental permission to participate in any of the tournaments engulfed within the Summoners' Dance Circuits. Please contact your designated tournament admin to receive a parental authorization form on discord.

2. Team Eligibility

A player may only be registered to one team at a time within the Summoners' Online Tournament.
Teams must oblige to the rank restriction system (specified in 3.).

Additionally all teams accept to share an up to date op.gg of their MAIN Accounts and not to change their account names & op.gg data (except for natural changes due to the game/website systems beneath).

Regional limitations :

The regional limitations are defined as followed:

No limitations on players with their residence in one of the following regions:

- Greater Region (Saarland, Rhineland-Palatinate, Lorraine, Moselle, Meurthe-et-Moselle, Wallonia, Luxembourg)
- BENELUX Region (Belgium – Netherlands - Luxembourg)

Maximum 2 players with their residence in one of the following regions: **Europe**

Substitutes may be from any region, but the playing roster must at any given time oblige to the rules above.

3. Team Rank Restrictions

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.

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

SPECIFIC REGULATIONS

The tournament will be played in a **Double Elimination format**.

Games 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 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, 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.

REGISTRATION PROCESS

The registration is made by the team captain only.

The team captain has to fill out the registration-form found on the Summoners' Dance website.

Participants are obligated to join the Summoners'Dance MAIN Discord: https://discord.gg/kXFPAgQ2N3

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 any sponsor logos are shown on stream with assets provided by Tournament admin and that a screenshot of the streams stats is shared with the tournament organizers.

In the case of a player point of view stream, please ensure to always include a three-minute delay at all times 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.

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.

OFFENSIVE LANGUAGE & HATE SPEECH

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' Online Tournament accept to conduct themselves with sportsmanship and remain courteous with their opponents throughout their stay in the tournament. If a player displays condemnable behavior, they will either receive warnings or direct suspensions depending on the degree of toxicity shown.

Player behavior 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.

Any form of "Hate Speech", which is defined as abusive or threatening speech or writing that expresses prejudice on the basis of ethnicity, religion, sexual orientation, or similar grounds, will be reported to the Bee Secure Stopline and players will face consequences within the rights of the tournament admins discretions.

We kindly ask that all players who witness any form of behaviour that might be considered offensive, hateful or calling for hate, to report said behaviour immediatley to the tournament admins with proof if possible (screenshots, audio recordings, etc.). Unfortunately as tournament admins we cannot monitor every game & every chat and thus rely on your collaboration.