



ESPORT ADRIA RULEBOOK

This document outlines the rules that should at all times be followed when participating in an Esport Adria competition. Failure to adhere to these rules may be penalized as described. It should be remembered that it is always the administration of the tournament that has the last word and that decisions that are not explicitly supported, or detailed in this Rulebook, or even goes against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

1. GENERAL

1.1. Nationality of players

The nationality of all players competing in the Esport Adria tournaments has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

1.2. Team and player names, logos and avatars

Team and Player names, logos and avatars can't contain socially unacceptable and disrespectful words or images and must be changed at admins request. If any team or player fails to comply, the admin team can disqualify them.

1.3. Rule Changes

Esport Adria administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The Esport Adria administration also reserves the right to make a judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.4. The validity of the rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. Instead of the invalid or impracticable provision, an appropriate provision shall apply, which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

1.5. Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from the tournament directors.

1.6. Communication

All communication with the admins is expected to be in English or Croatian. All communication in-game and on the website is also recommended to be in English or Croatian.

1.7. Code of conduct

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, tournament officials, and tournament administration. Being role models is the occupational

hazard of being a Player or organizer, and we should behave accordingly. Any sort of harassment should be reported to the Esport Adria administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity, and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

1.8. Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game. Pre-arranging to split the prize money and/or any other form of compensation. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

1.9. Bribery

No Team Member may offer any gift or reward to a player, coach, manager, Esport Adria, or person connected with or employed by another Esport Adria team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

1.10. Association with gambling

No Team Member or Esport Adria Management may take part, either directly or indirectly, in betting or gambling on any results of any Esport Adria game, match or tournament.

1.11. Match broadcasting

Players are allowed to stream their matches during the tournament only if that match is not being streamed on official Esport Adria channels and with proper delay. Breaking this rule repeatedly might result in disqualification.

1.12. Prize money

All prize money should ideally be paid out 90 days after the League finals have been completed. If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

2. LEAGUE OF LEGENDS RULES

2.1. First stage: Open Qualifiers

The first stage of the league consists of two Open qualifiers. 32 Teams will compete in each qualifier in the SE BO1 bracket with BO3 decider matches. Top 8 from each qualifier will advance to the group stage.

2.2. Second stage: Group stage

Group stage will be played in BO1 double round robin format, 16 teams will be divided into 4 groups with 4 teams per group.

Top 2 teams from each group will advance to playoffs

2.3. Third stage: Playoff

Playoffs will be played in single elimination BO3 format with BO5 finals and third place decider.

2.4. Group stage schedule and flexibility

All group stage matches must be played during the 11 days period between open qualifiers and playoffs.

Teams will be provided with an official schedule with exact date and time when their match has to be played, but two teams can agree on playing their match at any time during the period of group stage.

All communication regarding match reschedule **HAS TO BE** conducted on official Esport Adria discord server.

- If a team doesn't show up on official playday, and there is no agreement for match reschedule, team will be awarded with defloss
- If a team doesn't show on rescheduled match, team will be awarded with defloss
- If a team doesn't show on a rescheduled match, but agreement for reschedule was not made on official Esport Adria discord server, both teams will get defloss

2.5. Group stage tiebreakers

If two teams end up with the same score after the group stage, following steps will be followed

- Team with better head-to-head score will advance to playoffs
- Tiebreaker match will be played

2.6. Group stage match creation

Team listed on the left side of the schedule will be the “home team” for that match. Home team will create a match and invite an opponent in the match lobby.

Home team can pick if they will start on the blue or red side.

Match settings:

- Summoner's Rift
- Game Type: Tournament Draft

2.7. Group stage results

All results have to be reported on Esport Adria discord server by providing a match history web link.

2.8. Playoffs seeding

Teams will be placed in playoffs as following:

- First team in Group A will play against second team in Group C
- Second team in Group A will play against first team in Group C
- First team in Group B will play against second team in Group D
- Second team in Group B will play against first team in Group D

2.9. Playoffs match creation

Quarterfinals (BO3): Team that finished group stage in the first place will create a match lobby and pick a side for the first game. After the first game, the team that lost in the previous game will create a match lobby and pick a side for the next game.

Semifinals (BO3): At the start of the match virtual coin will be flipped, the team that wins the coin flip will create a match lobby and pick a side for the first game. After the first game, the team that lost in the previous game will create a match lobby and pick a side for the next game.

Finals and third place decider (BO5): At the start of the match virtual coin will be flipped, the team that wins the coin flip will create a match lobby and pick a side for the first game. After the first game, the team that lost in the previous game will create a match lobby and pick a side for the next game.

2.10. Playoff results

All results have to be reported on Esport Adria discord server by providing a match history web link.

2.11. Prize pool distribution

Top 3 teams at the end of the league will receive prize money for their performance during the league. Money will be distributed as following:

- First place - €200
- Second place - €150
- Third place - €100