



SUMMER 2019 SEASON  
RULESET



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# 1 Eligibility

## 1.1 Definition

An Arena Clash participant is a player that is participating in the Arena Clash Season. Any member of an Arena Clash team is a participant of that team and locked to it regardless of whether or not the person has played for the said team. With their participation, the participant states that he understands and accepts all rules.

## 1.2 Player Eligibility

Each League of Legends Arena Clash team must consist of at least 5 regular/core team members. An additional nominated substitute may be included in the roster to be used in the case of a player not being able to attend or to substitute for a core member.

Players must be at least 16 years of age in order to be eligible to enter.

## 1.3 Additional Eligibility

Players must have their own League of Legends account, with at least 20 champions owned or available on it, so that there occurs no instance wherein the draft phase cannot be completed.

A player may submit a main account and a backup account to the roster form. The backup account is to be used in case the main account receives a ban. If both accounts are banned during the season the player will be ineligible to compete until either ban is lifted.

The accounts submitted in the roster form must be used for the entire tournament.

All matches and accounts should be on the EU West server.

# 2 Tournament Stages

## 2.1 Qualifying

The qualifier stage varies from arena to arena based on a number of factors, including but not limited to how many teams or players are in attendance, how much time is available and what the Arena Admin believes to be the best format in the context.

Coaches aims are to identify the best 5 players to represent the tribe in competition – whether that's selecting a team with good chemistry that play together or picking individual players that attend and perform best in their chosen roles.

The responsibility of deciding how to decide this fall solely upon the Admin.

Every player should be considered for the Arena Clash team, regardless of whether or not they competed in previous seasons. Once a season of Arena Clash has concluded the team is considered dissolved and all players must prove themselves in the qualifying stage.

Below are some example qualifier scenarios and how they will usually be resolved:

- 1 full team attending will automatically qualify upon attending and given free hours to play in the arena in lieu of the qualifier tournament.
- 2 teams in attendance will be a single match, made up of a best of three games.

- 3 teams in attendance will play a round robin system, wherein each team will play each other in a best of 1. in the event of a 3-way-tie the fastest victory will be victorious. this must be made clear to teams before draft begins.
- 4+ teams in attendance will result in a single elimination bracket (best of one, with a potential best of three final dependent on coach discretion)

The usage of “team” in the above is defined as a collection of 5 players, not necessarily pre-made teams that have attended, in the event of the bulk of attendees being un-assorted players a Admin will usually draft teams together and judge players on individual performance.

The winning team upon conclusion of the tournament will form the Arena Clash Championship team for that Tribe.

The runners up will form the Challengers team.

All other players should be invited to form Underground League teams

## 2.2 Group Stage

### 2.2.1 Group Stage Format

The group stage of Arena Clash is a round-robin format, teams are assigned to 4 separate groups and will play against every other team in their group.

The following scoring scheme will be in effect for this season of Arena Clash:

Win – 1 Point

Loss – 0 Points

### 2.2.2 Match Format

Teams will compete in best-of-three series of games.

The team that wins the series will be awarded the overall Win. The team that loses will assigned the Loss.

Match scores can only be: 2-0, 2-1, 1-2, and 0-2

### 2.2.3 Side Choice and Host

A coinflip will determine which team chooses team side.

The team that doesn’t choose side will host the map.

Between each map teams will alternate side and host.

### 2.2.4 Group Stage Progression

The top two teams in each group, based on points, once all matches have been completed will progress to the playoffs stage of the tournament.

The top two teams in each group after all games have been played will progress to the Playoffs.

If teams are tied in group position after all games are played, please refer to the Tiebreaker section below.

### **2.2.5 Score Reporting**

Admins are responsible for logging details of each game and recording these for future use in tiebreakers if necessary, Admins must record the details of both victories and losses to ensure there is a record at all results.

## **2.3 Playoffs**

### **2.3.1 Playoffs Format**

The Playoffs will be an 8-team Single Elimination tournament. Teams will be drawn against each other based on group position and original seed. Winning teams progress to the next round of the bracket, while losing teams are eliminated.

All matches will be played from the Arenas on set dates and times, which will be communicated ahead of time.

### **2.3.2 Match Format**

The playoffs format for the quarterfinals, semi-finals and position playoff games will be the same as the group stage format please refer to 2.2.2 Match Format

### **2.3.3 Playoffs Progression**

The playoffs will continue until only two teams remain, these two teams will then compete in the Grand Finals played at Insomnia64.

Further information regarding Insomnia64 will be relayed when possible.

## **2.4 Finals**

### **2.4.1 Finals Format**

The finals will be between the two teams that have progressed to the end of the playoffs bracket.

All matches will be played at Insomnia64 on set dates and times, which will be communicated ahead of time.

### **2.4.2 Match Format**

Teams will compete in best-of-five series of games.

The team that wins the series will be awarded the overall Win. The team that loses will assigned the Loss.

Match scores can only be: 3-0,3-2, 3-1, 1-3, 2-3 or 0-3

### **2.4.3 Side Choice and Host**

A coinflip will determine which team chooses team side.  
Between each map teams will alternate side.

## 3 Tiebreakers

### 3.1 Group Position Tiebreakers

#### 3.1.1 Group Position Ties

In the event of a tie between teams with matching Win/Loss records at the end of the Group stage the following determinations will be used in order:

In the event of a two-way-tie the head-to-head record of the teams will be used, with the team that won in the matchup during the group stage regular season winning the tiebreaker. If the head to head record does not resolve this a single best-of-one game will be played to determine the winner.

In the event of three or more teams being drawn, the head-to-head records of all teams that are tied will be considered.

If there is an evidently more dominant team, they will be determined the winner of the tiebreaker and assigned the highest position within the tie (This is defined as being the only team that have won more than 50% of their matches on aggregate against every tied team). This process repeats until no tie remains.

#### 3.1.2 Group Position 2/3/4/5 Way Tie

In a three-way-tie a round robin will be played between affected teams and the length of each game recorded. Each game will be played as a single best-of-one game.

In the case of a team beating both opponents they will be awarded the highest position the tiebreaker allows, with the head-to-head records of the remaining teams dictating their respective positions.

Should this tiebreaker result in another three-way-tie the team with the lowest victory time in the tiebreaker games will be awarded the highest position in the tiebreak, and the head-to-head records of the remaining teams used to dictate their respective positions.

Should two teams be tied on victory time then their head-to-head record in the tiebreaker will be used to dictate the winner of the deadlock, and the head-to-head record of the two remaining teams used to dictate their respective positions.

In the case of a four-way-tie teams will be drafted into a Single Elimination bracket, seeded via Average Victory Time.

Average Victory Time will be the mean average in seconds of every victory for each team during regular group stage games.

Lower AVT values are considered "better" and the team with the lowest AVT will be given 1<sup>st</sup> seed in this tiebreaker bracket, second lowest 2<sup>nd</sup> place etc.

Higher seeded teams will be given their choice of side in the best-of-one games.

If a five-way-tie should occur, a Single Elimination bracket will be drawn in much the same way as the four-way-tie example above, however a play-in game will occur between the teams with the two highest AVT values.

Higher seeded teams will be given their choice of side in the best-of-one games.

Six-way-ties will be handled in the same manner, with a Single Elimination bracket seeded using each team's AVT value.

Higher seeded teams will be given their choice of side in the best-of-one games.

Due to time constraints playing out every tie may not be possible.

## 4 Game setups

### 4.1 Custom Lobby Settings

- Game-type: Custom
- Team size: 5
- Pick mode: Tournament Draft
- Spectators: Lobby Only
- Map: Summoners Rift

### 4.2 Coinflip Clarification

The coinflip will determine which team wins or loses the flip based on team name in alphabetical order.

Heads: Team with alphabetical priority picks

Tails: Team without alphabetical priority picks.

Alphabetical priority is determined in the following way:

Team A has priority over teams B, C, D etc.

Team Aardvark has priority over team Angel (Aa vs An) etc.

### 4.3 Champions

All Champions are allowed, unless tournament administration explicitly forbids it, or they are marked as banned. The tournament administration reserves the right to ban specific Champions at any time to guarantee that no advantage gets abused. Tournament administration will do their best to send any restrictions or rule changes to the teams as soon as possible.

All new champions and reworks that drop before the Semi-Finals will be banned for approximately one week from when they are available in game, the tournament administration will communicate when the character is available and reserves the right to extend the ban if necessary.

Players will be informed in advance should any new restrictions come into place regarding champion or skin restrictions.

### 4.3.1 Restricted Skins

The following skins are unable to be used in Arena Clash,

Please familiarise yourself with this list to ensure you don't accidentally use a restricted skin:

- Alistar - Black Alistar
- Annie - Goth Annie
- Blitzcrank - Rusty Blitzcrank
- Corki - UFO Corki
- Elise - Victorious Elise
- Janna - Victorious Janna
- Jarvan - Victorious Jarvan IV
- Jax - PAX Jax
- Kayle - Judgment Kayle
- Kayle - Silver Kayle
- Maokai - Victorious Maokai
- Morgana - Victorious Morgana
- Rammus - King Rammus
- Riven - Championship Riven
- Ryze - Human Ryze
- Ryze - Triumphant Ryze
- Singed - Riot Squad Singed
- Sivor - Huntress Sivor
- Sivor - PAX Sivor
- Sivor - Victorious Sivor
- Twisted Fate - PAX Twisted Fate
- Twitch - Medieval Twitch
- Warwick - Grey Warwick
- Warwick - Urf the Manatee
- Draven - Draven Draven
- Ezreal - Arcade Ezreal
- Jayce - Forsaken Jayce
- Fizz - Super Galaxy Fizz
- Gragas - Vandal Gragas
- Kayle - Pentakill Kayle
- Kindred - Super Galaxy Kindred
- Kog'Maw - Battlecast Kog'Maw
- Kog'Maw - Hextech Kog'Maw
- Lux - Elementalist Lux
- Malphite - Ironside Malphite
- Malzahar - Battle Boss Malzahar
- Nautilus - AstroNautilus
- Nidalee - Challenger Nidalee
- Nunu - Zombie Nunu
- Shaco - Masked Shaco
- Shyvana - Darkflame Shyvana
- Syndra - Justicar Syndra
- Varus - Arclight Varus
- Vayne - Dragonslayer Vayne Chaos Green
- Veigar - Final Boss Veigar
- Viktor - Creator Viktor

- Vladimir - Soulstealer Vladimir
- Ziggs - Battle Boss Ziggs
- Anivia - Blackfrost Anivia
- Caitlyn - Lunar Wraith Caitlyn Chroma (Golden)
- Corki - Dragonwing Corki
- Corki - Dragonwing Corki Chroma (Golden)
- Corki - Red Baron Corki
- Gragas - Arctic Ops Gragas
- Garen - Warring Kingdoms Garen Chroma (Golden)
- Heartseeker Xayah
- Heartseeker Rakan
- Katarina - Warring Kingdoms Katarina (Golden)
- Kog'Maw - Lion Dance Kog'Maw
- Lux - Lunar Revel Lux
- Lux - Lunar Revel Lux Chroma (Amethyst)
- Lux - Lunar Revel Lux Chroma (Peridot)
- Lux - Lunar Revel Lux Chroma (Rose Quartz)
- Lux - Lunar Revel Lux Chroma (Ruby)
- Lux - Lunar Revel Lux Chroma (Turquoise)
- Nasus - Lunar Revel Nasus
- Nasus - Lunar Revel Nasus Chroma (Meteorite)
- Nasus - Lunar Revel Nasus Chroma (Pearl)
- Nasus - Lunar Revel Nasus Chroma (Ruby)
- Nasus - Lunar Revel Nasus Chroma (Turquoise)
- Nidalee - Headhunter Nidalee
- Rek'Sai - Pool Party Rek'Sai
- Renekton - Pool Party Renekton
- Riven - Dragonblade Riven Chroma (Golden)
- Sona - Guqin Sona Chroma (Golden)
- Warwick - Lunar Revel Warwick
- Warwick - Lunar Revel Warwick Chroma (Meteorite)
- Warwick - Lunar Revel Warwick Chroma (Pearl)
- Warwick - Lunar Revel Warwick Chroma (Ruby)
- Warwick - Lunar Revel Warwick Chroma (Turquoise)
- Rengar - Mecha Rengar
- Shyvana - Boneclaw Shyvana
- Volibear - Thunder Lord Volibear
- Xin Zhao - Warring Kingdoms chroma

## 4.4 Map pool

All games will take place on Summoners Rift.

## 5 Match Setup

### 5.1 Roster

Arena Admins must submit their starting roster to the opposing team at least 1 hour prior to the match starting. If there are any substitutions during the playoffs between games, then these must be communicated prior to the next game starting.

### 5.2 Breaks

After each map a player may take a maximum of five minutes to join the next game.

### 5.3 Pausing

Each team has the right to pause the game for a short duration, if a player announces it at least three seconds in advance and calls a coherent reason. The game must not be resumed before both teams agree with it. A team is seen to agree when any one of the players from that team states that they are ready. The absolute longest a game can be paused is 10 minutes, at which point the game MUST be resumed, except at the discretion of the Tournament Officials

### 5.4 Equipment

Players are provided with a full setup of hardware and peripherals to use during the tournament.

Players have the option of using their own peripherals during each match. Player-owned equipment must be compatible with Belong-provided competition equipment. Belong is not responsible for ensuring Player-owned equipment is in working condition. Belong reserves the right to inspect all Player-Owned equipment to ensure compliance with Arena Clash rules.

## 6 Bugs and Glitches

It is up to the tournament administration discretion whether the use of any bugs had an effect on the match, and what penalty they will incur. Admins should pause the game and report these to the representative as soon as possible.

### 6.1 Rehosting

Rehost rules are specified below, including the conditions in which they will be allowed:

- Any issue before the game starts (game, software or hardware related)
- Player can't move (unless it's done on purpose) - rehost in the first 30 seconds of the game, if no players have taken damage
- Game mechanic not working as intended (shooting, reloading, abilities, etc) - rehost up to the first 30 seconds of the game, no damage taken by anyone
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the game
- Observer issue - rehost up to the first 30 seconds of the game, no damage taken by anyone

Each team can receive up to 1 rehost per map maximum.

In case the above conditions are met, players should instantly request a rehost to their Arena Admin and by writing in the in-game chat "rehost", followed by the reason. Players should continue playing until the rehost is confirmed by an Arena Admin. Once confirmed, everyone should instantly leave the game.

If a match is interrupted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same heroes, same map, and same sides.

## 7 Title Specific Infractions

Definitions for all penalties can be found in the Arena Clash Infractions and Penalties Guide.

### 7.1 Failure to Attend

#### Penalty: Game Loss

Teams must be ready to play at the scheduled times on the fixtures master document.

Up to 15 minutes may be used if difficulties occur in regard to getting players in-game. If it is likely a team is either going to be late or miss the scheduled start time, then the team's coach or arena staff must report the fact to the representative via pre-approved discord channels (DMs or other platforms of communication are not acceptable).

If a fixture has not started 30 mins after the schedule start time due to a team or player not being in attendance on time, then that team will receive a game loss.

Teams will continue to receive a game loss every 30 mins until they have either lost the match or they can play the remaining games.

In the case of technical issues, the representative will decide and relay the decision to each tribe. Teams will not be forced to forfeit any games due to technical issues.

### 7.2 Using Banned Skin

#### Penalty: Warning

A list of banned character skins is available to all players. If a player uses a banned skin, the opposing team must raise the issue to their Team Admin before Minions spawn and ask for a pause in game. Arena Admins from both teams must communicate, once it has been verified that the skin being used is banned, the offending Player's Team will receive a Warning and the game will be restarted, with the same picks being used (using legal skins). If minions have already spawned, the game will not be restarted, but the offending player will still receive a warning.

### 7.3 Using Banned Character

#### Penalty: Game Loss

A list of banned characters is available to all players. If a player uses a banned Character, the opposing team must raise the issue to their Arena Admin and ask for a pause in game.

Arena Admins from both teams must communicate, once it has been verified that the Character being used is banned, the offending Player's Team will receive a Game Loss.

This penalty only applies if the Game is paused and the issue resolved. If the Game is completed the result is final and cannot be retroactively forfeited.

### **7.3 Use of Bugs and Glitches**

#### **Penalty: Game Loss**

Using a game mechanic that is classed as a bug or glitch will lead to instant game loss to the team that uses it.

### **7.4 Rehosts**

#### **Penalty: Game Loss**

Giving an invalid reason for a rehost, or leaving the match before having approval to do so will lead to instant game loss to the team that uses it.

### **7.5 Unlisted Punishments**

If an admin or player believes a rule has been broken and there is no assigned punishment for it, they must contact the representative as soon as possible with details and evidence. The representative will judge the case and assign a punishment if required