

# OPEN TOUR BENELUX REGULATIONS

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# OPEN TOUR BENELUX REGULATIONS

OPEN TOUR BENELUX (OTBLX) is a competitive tour consisting of several online tournaments awarding points to the best teams. During each tournament, the 16 best teams will win points depending on their ranking. The total points awarded will be the basis for ranking the teams.

## 1. GENERAL REGULATIONS

The teams must meet the eligibility requirements listed hereafter.

These rules may be modified at any time by the officials in order to ensure the competition's integrity and fair play.

By participating in the tournament, each player/coach/manager commits to adhering to all of the terms and conditions of the rules and to respecting their application.

By participating in OPEN TOUR BENELUX each player / coach / manager accepts that his or her image may be used in the videos / photos / pictures to promote the competition.

You will be notified by an official if your match is being streamed live, in this case you will not be able to start the game before the go-ahead from the casters or a referee.

Streaming matches during the competition is allowed as long as the official OPEN TOUR BENELUX logo is used in the stream's overlay and authorisation is sought from the officials.

## 2. ELIGIBILITY AND REGISTRATIONS

- A player cannot belong to several registered teams.
- The same organisation cannot enter two teams into the competition.
- The teams shall be made up of five starting players and up to four substitute players. At least one substitute per team is strongly recommended.
- Each team must have a minimum of 3 local resident starting players in its roster for each game. Local residents are individuals that can prove they live in Belgium, the Netherlands or Luxembourg during the tournament in which they are participating.
- Each team must have at least 3 players able to prove they have been living in a European Union (EU) country for at least 48 months out of the last 72 months.
- Each team must appoint a captain (or manager) for the entire duration of the tournament (this person may be a player of the team).
- You must be aged at least 16 to take part in Open Tour Benelux. If a player is a minor, he or she will need to submit parental consent to the physical event organisers.
- The list of registered players will be considered as locked 7 days prior to the start of the tournament.
- A player committed to the active roster of an LEC team or in an ERL (European Regional League) cannot take part in Open Tour Benelux.
- A player cannot participate in 2 consecutive or simultaneous Open Tour events in 2 different regions.
- Every player must have a minimum rank of Gold 1 in Solo/Duo queue or Flex queue.

## 3. SUBSTITUTIONS

- Each team is required to have at least 5 players in the competition at all times. A substitute is therefore recommended.

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- No unregistered players shall be allowed to take part in the tournament.
- All the teams will be able to register up to 4 substitutes.
- In the event of an exceptional emergency, a team can request a substitute after the roster is frozen subject to approval by the officials. (The substitute player must not be a part of any roster already committed to the competition)
- If a team wants to make a substitution between two halves of the same match (Bo3), it must let the tournament referee know within 5 minutes following the end of the previous half (Nexus explosion).
- A substitution can only occur if the substitute is confirmed by the competition's referee.

## 4. EXCEPTIONS

The following individuals are not allowed to participate:

- Those subject to a ban by Riot Games.
- Anyone who is not allowed to participate:
  - Due to local laws in force.
  - Due to rules defined by the tournament's organiser.
  - Employees, service providers and temporary workers who work for Riot Games.
  - The tournament officials.

When taking part in OTBLX, you must not change Summoner name without letting the officials of the tour know before the next stage, otherwise your points may not be counted. We recommend you keep the same name throughout the duration of OTBLX, so you are easily recognised and create a public identity for yourself.

## 5. CHANGING ROSTER OR TEAM

When registering for a tournament, a team must register five starting players and up to four authorised substitute players as well as a team name in RIV4L. Please note, if the team disbands at any time, you will lose the points obtained with it.

The points acquired during the tournaments belong to the organisation / team **AND** 3 players making up the original roster (including substitutes who have played at least one match). If a player changes team, he does not carry over the points acquired with it.

- If an organisation / team does not keep at least 3 players from its initial roster (including substitutes who have played) for a tournament in the next, its points score is reset.
- If an organisation / team wishes to change name, it must request this from the officials to confirm or deny the change.

The preferred contact information for all changes associated with a team or any question relating to the tour is to ask @OTBLX Operations members in the BLDL Discord : <https://discord.gg/PRWz8CE>

## 6. PROHIBITED CONDUCT

The teams committed to the competition must play at their best at all times in order to maintain the competition's integrity and fair play. "Trolling" is banned in the competition.

Having the competition's stream is banned during its games.

Any external programme influencing the game is banned. Using bugs or actions which would change or distort the standard principle of the game is completely prohibited during a match and will lead to a disciplinary sanction.

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The following cases are considered as unsporting and will be subject to sanctions:

- Arrangement between teams/players regarding the result of a match
- Arrangement between teams/players to share the reward among each other
- Intentionally losing a game or asking a player/team to do so

For any complaint or claim / in the event of unsporting behaviour, the teams must do a screen grab and, at the end of the game, the team captain concerned must contact one of the referees responsible for their match and get in contact with the official in charge of the tournament.

## 7. TEAM AND PLAYER NAMES AND TAGS

Players' names and tags are subject to the rules of League of Legends and approval from officials. Names or tags that are of a racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive or reprehensible nature will not be tolerated.

## 8. OFFENSIVE LANGUAGE

Players must apply the Summoner's Code: a player cannot use racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive or reprehensible language; promote/incite hate or engage in discriminatory behaviour. A player may be suspended for one or several matches or even banned from the competition if he or she breaks one of these rules.

## 9. PRIZES AND REWARDS

Awarding of tour points

1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5-8 <sup>th</sup>	9-16 <sup>th</sup>
1,000	500	250	250	125	50

To be able to acquire points, a team must name a manager who will be the spokesperson of the organisation (this person can be a player from the team).

Awarding of prizes (cash prize)

- Winning team: 800 euros incl. tax and VAT
- Team ranked 2<sup>nd</sup>: 400 euros incl. tax and VAT
- Teams ranked 3<sup>rd</sup> and 4<sup>th</sup>: 150 euros incl. tax and VAT

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## 10. FINAL DECISION

The finality of the decisions which are taken as regards the rules are dependent on Open Tour Benelux and adherence to the rules previously established. No claim or monetary compensation can be requested, through legal recourse or otherwise, following a decision taken by Open Tour Benelux.

The rules established here may be changed at any time, at the sole discretion of the organisers, in order to ensure the longevity, integrity and fair play of the competition.

The tournament officials shall always act with the necessary authority in order to maintain the interests of the tour.

This authority is not, under any circumstances, restricted by the choice of words used, or by the turns of phrase used in these rules.

## 11. TOURNAMENTS

The tournaments shall take place in RIV4L. Each player must be connected and use the tool provided for the proper management of the tournament.

You will find the tournaments at this address: <https://otblx.riv4l.com/en/tournaments>

From the RIV4L player interface, by clicking on your match, you have access to the lobby of your upcoming match as well as a tournament code for it. After the match you can look back over it to see your statistics from the game and the result.

If you encounter a problem during the qualifier, you can request assistance from an admin through the BLDL Discord in the #otblx-support channel by tagging an admin or @OTBLX Operations role.

## 12. COMPETITION FORMAT

- 5v5 (over season 9 for the first qualifier; from season 10 for the following ones).

### Tournament Proceedings

- Once the tournament has begun, the teams are frozen, no more changes are possible.
- The officials will regularly communicate with the participants via email, as such participants are required to check their inbox regularly. These emails will contain the procedures, contacts, tournament codes and useful links relating to the tournament.
- All the information on your matches to be played and the schedules will also be available on your RIV4L platform.

The Open Tour Benelux tournaments:

- Tournament is limited to 48 teams. If more teams register then teams will be selected based on average MMR of the team (highest MMR selected first). Number of teams selected will be either 8 or 16 or 20 or 24 or 32 or 40 or 48 based on number of registrations.
- The choice of side will be randomly drawn by the RIV4L tool.
- The tournament is played until its completion.
- Format based on number of teams:
  - **8 teams**
    - 2 groups of 4 teams. Seeding of all the teams.
    - RR BO1

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- First 2 teams of each group qualify for ½ finals. ½ finals and finals played in BO3 single elimination.
- **16 teams**
  - 4 groups of 4 teams. Seeding of all the teams.
  - RR BO1
  - First team of each group qualifies for ½ finals. ½ finals and finals played in BO3 single elimination.
- **20 or 24 teams**
  - 4 groups of 5 or 6 teams. Seeding of all the teams.
  - RR BO1
  - First 2 teams of each group qualify for ¼ finals. ¼, ½ finals and finals played in BO3 single elimination.
- **32 or 40 or 48 teams**
  - 8 groups of 4, 5 or 6 teams. Seeding of all the teams.
  - RR BO1
  - First team of each group qualifies for ¼ finals. ¼, ½ finals and finals played in BO3 single elimination.

## Tournament's schedule

- Saturday February 15 & Sunday February 16, 2020
- Saturday March 7 & Sunday March 8, 2020
- Saturday March 28 & Sunday March 29, 2020
- Saturday May 2 & Sunday May 3, 2020
- Saturday June 6 & Sunday June 7, 2020
- Saturday July 11 & Sunday July 12, 2020
- Saturday August 1 & Sunday August 2, 2020
  
- The Group stage will generally take place on Saturday as of 1pm.
- The ¼ finals, ½ finals and final will generally take place on Sunday from 1pm.

## Role of the referees

The referees are the officials of Open Tour Benelux and are responsible for applying the rules throughout the competition. They have full authority to take a decision in the event of a dispute or incident. Their decision-making authority includes, but is not limited to:

- Checking the make-up of the teams is compliant
- Announcing the start of games
- Ensuring the legitimacy of a pause in the game
- Giving penalties in response to a violation of the rules
- Confirming the result of matches

The referees are responsible for behaving in a professional and impartial way. No favours must be given to a player, team, manager, coach or any other individual.

If the decision of a referee is questioned, the judgement may be subject to a review. The principal referee will be able to evaluate the decision during or after the match and determine its appropriateness. If it was not appropriate, the principal referee may invalidate the referee's decision. If the principal referee is called upon, his or her decision shall always be definitive with no appeals for the whole duration of the competition.

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### 13. MATCH FORMAT

The matches will be played in tournament draft mode on Summoner's Rift.

During group stages, sides are drawn randomly by RIV4L.

During playoffs, side selection is granted to the higher seeded team for Game 1 and alternates after that.

Seeding is given from #1 to #8 for groups A to G respectively. If a team beats a higher seeded team, they then take over that higher seed for the purpose of side selection. As a rule of thumb, side selection for Game 1 is held by the team that is above the other team as displayed in the RIV4L bracket.

The picks/bans take place in competitive "draft" mode:

- Blue side = A; Red side = B
- Bans: A-B-A-B-A-B
- Picks: A-B-B-A-A-B
- Bans: B-A-B-A
- Picks: B-A-A-B

In the event of a disconnection or bugsplat when loading, the game must be paused immediately until the 10 players are connected.

The players are required to use their own League of Legends account. It is impossible to use another account than the one given during registration.

In the event of a 2-way-tie during the group stages, this tie will be broken with the head-to-head score of the teams involved in the tie, with the team with the better head-to-head score receiving the higher position in the standings.

In the event of a 3-way-tie, the head-to-head score of all teams involved in the tie will be considered, and the team with the best head-to-head score will receive the higher position in the standings and a new tie will be declared between the remaining teams. If the head-to-head score is equal, a single elimination bracket will be played between the teams with the highest seeded team receiving a BYE into the finals.

### 14. PAUSES

A team encountering a problem can choose to pause the game if no combat between players is going on (exception in the event of a critical issue). The team must systematically justify its pause with an official.

- The use of a pause without a valid reason is liable to lead to a sanction for the team at the discretion of the officials.
- A referee can request a pause at any time.
- The teams must systematically notify their opponent before resuming the game.

A player can ask for a pause if he or she feels ill / is ill / is injured, but must let his or her opponent know. The pause must not exceed 10 minutes. If the player is not able to resume the game, his or her team is therefore withdrawn from the match.

### 15. GAME REMAKES

The reasons which may justify a game remake are at the sole discretion of the competition's referee. When remaking a game, the picks/bans remain the same except in the event of a remake due to a bug turning out to be from a champion. In this case, it is the whole game (picks/bans included) which is remade and the champion in question banned.

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The referee may request a game remake if:

- A player notices that his or her runes/abilities are not being applied correctly due to a bug, within the first 15 seconds of match gameplay.
- The referee notices a known and significant bug capable of disturbing the smooth running of the game.

If a player encounters a critical bug he or she must pause the game and notify the referee as soon as possible. If the player waits to indicate this bug (which would cause the game to be remade) then the game remake will not be allowed and it must continue.

## 16. LATENESS

Lateness of over 10 minutes means the team in question is automatically withdrawn. Please note: the members of the team present must remain together in the lobby to confirm a victory via forfeit. If fewer than 5 players are present in total, it will constitute a no-show from the two teams, a null score and the elimination of the two teams.

## 17. FORFEIT AND DISQUALIFICATION

In the event a team forfeits, the result is a null score for the eliminated team. Players guilty of the following will be disqualified:

- Using any kind of hack, trick, etc.
- Behaving poorly / contrary to the Summoner's Code
- Using a player that is not part of the registered team
- Using the account of another player registered on the team (account sharing)
- Intentionally losing the game (feeding/throwing)
- Profiting from game bugs / using bots, etc.

In the event of a no-show from a team for a match, the team in question will lose it. A disqualified team cannot claim any prize for taking part in the tournament.

## 18. STREAMING

Streaming a competition match is not allowed without the organisation's permission.

Streamers can host the official stream and stream their own games subject to requesting permission at [opentourfrance@riotgames.com](mailto:opentourfrance@riotgames.com), and using the OTBLX logo in their overlay (which will be provided with the permission which is a simple formality).

We impose a delay of at least 3 minutes.

The teams will be notified by an official if their match will be broadcast and must wait for the casters and their go-ahead before starting the game.

Players are required to respect the usual pick order (TOP, JUNGLE, MID, ADC, SUPPORT) to place themselves in the lobby in order to have an ordered selection in the stream.