

LEAGUE OF LEGENDS

Regulation FER Spring 2022 Tournament



FROM ESPORTS
ROMAND —

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1 General

This regulation acts as a reference document during the entirety of the event FER Spring 2022 Tournament, unfolding online, from Saturday 26th to Sunday 27th of March 2022.

1.1 Recipients

This regulation applies to all players participating in the League of Legends tournament of FER Spring 2022 Tournament (from now on: "LoL" or "Game"), but as well to their organization and team, including their coaches, managers, owners, members and employees. The entirety of these people are called "participants" or "players" throughout the rest of this document. By participating in this tournament, every participant guarantees that they have considered the content of this regulation and commit to respect it in its entirety.

The participants accept that the matches can be broadcasted or commented on.

2 Information on the Tournament

2.1 Platform of Tournament's Management

The tournament's official management platform for the main tournaments will be Battlefly. Make sure that each of your members possesses an active and usable account.

2.2 Format of the Tournament

The tournament is played in two stages.

Stage 1 : Swiss pools with 6 rounds in Best-of-1 format with 32 teams.

Stage 2 : 2 double elimination trees in Best-of-1 format. A tree will be named "Arbre élite", or "Elite tree" in English, and the second "Arbre fun" or "Fun tree". The seeding of the tournament tree will be done accordingly to the results of the precedent phases of the swiss pools as so :

- Teams 1-16: Elite tree (everyone in the Winner Bracket)
- Teams 17-32: Fun tree (everyone in the Winner Bracket)

The teams play against each other in BO1 during every match, except for the matches below, which will be played in BO3 :

- Elite tree
 - Loser Bracket Finale Injector
 - Grande Finale
- Fun tree
 - Loser Bracket Finale Injector
 - Grande Finale

Tiebreaker :

In case of a tie after stage 1, the direct result counts. In case of a triple tie, the rapidity of the match between the three teams counts (if possible). If this doesn't allow to determine a result, a random draw will occur.

2.3 Schedule of the tournament

Every team must imperatively “Check-in” on the tournament Battlefy web page in order to confirm their presence between 7am and 9.40am Saturday morning of the tournament.

The first meeting for the team captain or manager (or player if none of the two is available) will be for a briefing on Saturday morning at 9.40am. The tournament itself will begin 20 minutes later (10am).

The approximative schedule of the tournament can be found on Battlefy in the description of the tournament or on the Discord of the event.

According to the number of participants, changes may occur.

2.4 Communication

2.4.1 General communication

All the tournament communication will be done via the FER Tournament Discord, League of Legends channel (<https://discord.gg/DJdcTaBpHh>).

2.4.2 Ingame communication

Communication between players/teams for each individual game will be done on the Battlefy web page of the match or Discord.

2.4.3 Presence during the tournament

Since this tournament is online, it is essential for its good execution that the captain or manager of each team, during the whole tournament, must be **reachable in a very short delay** on Discord. If a problem occurs and a team is not reachable in a reasonable delay, it will, **in any case**, be considered as faulty/losing.

2.4.4 Problem during a match

If a player encounters a technical problem making it impossible to continue the match, they must **immediately** contact an admin.

If a player encounters cheating, insults, etc... problems coming from the opposite team, they have to contact an admin **only at the end of the match**.

It is advised to take screenshots of the victory, chat, etc., in any case, for proof.

2.4.5 Decision problem

In cases where a player (or team) doesn't agree with a decision taken by an admin, the team's captain or manager (or player if none of the two is available) has the opportunity to review the problem and the decision with the SESF Arbitration Panel (see section *SESF Standards*).

2.5 Constitution of teams & signing up

2.5.1 Replacements

Each team is allowed a **maximum of 2 substitute players**.

2.5.2 Nationality of players

This tournament having its goal to privilege the swiss Esports scene, teams must imperatively be constituted with a minimum of :

- 2 Swiss players (minimum 2 Swiss players must play each match).
- 3 to 5 players from any country.
- A team's captain.

A swiss player is either someone living in Switzerland or having swiss nationality.

2.6 Game account

Each player has the **formal obligation** to play the matches of the tournament as a whole with the registered account during the signing up of the tournament.

If an event prevents a player from playing with its account **before the beginning of the tournament**, they have to quickly inform one of the admins via Discord so that changes can be made as soon as possible.

If an event prevents a player from playing with its account **during the tournament**, they have to **immediately** inform one of the admins via Discord so that its case can be considered.

Any abuse or disrespect of this rule can lead to a **victory by default to the opposite team, even a ban to the tournament** depending on the case.

3 Game setting

3.1 Server

EU West

3.2 Match's Setting

Mode : 5v5

Game version : Last patch

Map : Summoner's Rift

Time of matches : 20 to 70 minutes

3.3 Scripts / External Software

Only software not giving advantages or any information in real time ingame are authorized.

4 Matches' conduct

4.1 Before the match

4.1.1 Time of matches

The players have to regularly verify the published schedule in case of adjustment and to ensure to not delay the tournament.

4.1.2 Beginning of delayed match

Every match must **begin 15min. at the latest after the beginning of the round** according to the official schedule (considering as well the eventual delays during the tournament). This time can be extended, to the discretion of the administrator, if the team encounters technical or unintentional/irreparable medical difficulties.

If a team doesn't present itself in the allotted time, an admin can, in its sole discretion and depending on the situation, confer a victory to avoid any delays on the tournament as a whole.

If no teams are present in the lobby before the match, 15min. After the beginning of the round, the match will be canceled (victory by default to one of the two teams) and the two teams will be penalized by a defeat (the team receiving a victory by default will automatically receive a defeat by default during its following match).

4.1.3 Side pick / Order of Pick&Ban

In case of BO1: A *#roll* on the Discord server must be done between the two team's captains in order to pick a side. The one with the highest score may pick its side. In case of a tie, a new *#roll* must be performed.

In case of BO3: The *#roll* only plays at the first match. For the following matches, the team that won the previous match has the advantage.

Grand finale: During the finale, the team coming from the Winner Bracket (not having lost any matches) automatically receives an advantage on their side.

Discord link of the channel #bot-rand: <https://discord.gg/dcjU9X4bNP>

4.2 During the Match

4.2.1 Pausing the Match

The length of any breaks in a match cannot exceed 10 minutes. When an admin intervenes to resolve problems, time given for the break is not limited.

It is forbidden to put the match in pause without a technical or valid medical reason.

4.2.2 Disconnection / Lag / Bug

In case of a disconnection, the player has to attempt to reconnect as fast as possible. If after multiple unsuccessful tries the player is still unable to join the game, the admins must immediately be prevented and the case will be studied.

4.2.3 Technical Problem / Medical Emergency

In case of a technical problem or medical emergency, the match is interrupted and an admin must immediately be prevented. Depending on the case, the admins can decide, to their own discretion, the outcome of the game depending on the current score or incapacity of the team in difficulty to continue the tournament.

4.3 After the Match

4.3.1 Submitting the Result

The results of the matches are normally automatically entered on the platform (without the intervention of the players) once the match is finished. It is the responsibility of the team to verify the score is rightfully submitted. If there may be any given problem or error, the result must be submitted by both teams. If there is a difference in the result, the teams have to immediately contact an administrator in order to solve the situation before the following match commences.

5 Terminology

5.1 Match, Sets and Round

A match is the encounter of two teams. A match generally consists of one or multiple rounds.

If it is useful, a match can be divided into multiple sets, which are respectively composed of multiple rounds.

5.2 Best-of-X

If a match is played in Best-of-X (BOX), a maximum of X rounds (or sets) are played. The match is considered won if a team wins more than half of the rounds (or sets). The remaining rounds (or sets) aren't played.

SESF STANDARDS REGARDING
THE ORGANIZATION OF ESPORT COMPETITIONS

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PREAMBLE

At the SESF, we believe that Esport should take place in a fair environment, implying amongst other elements, a safe atmosphere free from any discrimination, free from corruption and, which ensure fair-play from all the stakeholders, integrity, and respect between all involved parties.

In order to establish this safe environment, we decided to provide players, organizers, referees and every party involved in Esport competition with a corpus of basic rules, (the SESF Standards) meant to be applied during Esport related events, and Esport competitions.

Those rules govern *inter alia* the conduct of the participants, the organization of the referee system, and its procedure. We expect this regulation to be respected by our members.

Besides, to help reach this goal we also intend to offer a basic training for referees, ensuring that Esport in Switzerland and beyond adheres to certain standards.

This effort is in line with the one initiated at a more global level by, notably, the ESIC, which aim at preserving the integrity of Esport. Hence, those standards are inspired from the different codes developed by the ESIC.

Part I Generalities

Article 1: Scope and application

- 1) The SESF Standards apply to all parties involved in an Esport competition (hereinafter participant). All parties are deemed to have agreed:
 - a) That it is, their personal responsibility to familiarize themselves with the requirements contained in this document.
 - b) To submit to the exclusive jurisdiction of the Referee present at the event regarding any matters that come under the present regulation.
- 2) All parties are bound by and required to comply with this regulation during the whole event, as well as later for matters that are linked to the said event, but in any case, no more than 3 months after the said event, starting from the following day of the day the event ended.
- 3) Without prejudice of 1.a) and 1.b), the members of the SESF, in concert with the organizer of the event, are responsible for promoting awareness and education amongst all parties regarding the present document.
- 4) It is acknowledged that certain participants may also be subject to other rules of Members that govern, discipline, and/or conduct, and that the same conduct of such participants may implicate not only the SESF Standards, but also such other rules that may apply. For the avoidance of any doubt, all parties acknowledge and agree that:
 - a) the SESF Standards are not intended to limit the responsibilities of any participant under such other rules; and
 - b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of the Referee to determine matters properly arising pursuant to the SESF Standards.

Article 2: Confidentiality

- 1) Discussions, content of protests, support tickets or any other internal document as well as reports written by Referees are deemed strictly confidential.
- 2) It is prohibited to make such material public without the permission of the SESF Referee Commission.

Part II Organization of the Referee system

Article 3: Principles

In order to achieve the goals laid down in the preamble, it is necessary that the organization of the referee system during an Esport competition prevents situations which could lead to an arbitrary decision.

Article 4: Referee System

- 1) The Referee system comprises 3 levels of decision, the Admins, the Referee Panel and the Referee Commission of the SESF (Referees).
- 2) The organizer of the competition is responsible for the establishment and the appointment of Admins, except for the representatives of the SESF.
 - a) The SESF can help the organizer in this task.

Article 5: Transparency and reporting obligation

- 1) Admins shall communicate to a SESF Referee all non-contractual benefits, for example gift, payment, hospitality, etc. when those benefits aim at getting them to do something that could harm the reputation of the event, another player or another participant.
- 2) In any case, Admins must disclose any benefits which exceed a value of 200.-, that are non-contractual, that are not from family, and that are not part of a competition.
- 3) Admins must also disclose to a SESF Referee any approach or invitation to engage in corruption that they receive.
- 4) Admins must also report to a SESF Referee any incident, fact or matter that comes to his attention which may evidence some sort of corruption.
- 5) These declarations will be treated by the SESF Referee with all the confidentiality that is required by the situation, the law is reserved¹.
- 6) All these obligations apply *mutatis mutandis* to SESF Referees, they should however report directly to the Referee Commission.

Article 6: Conflict of interest and independence

- 1) Referees shall be independent at any time.
 - a) Independence is assessed in light of the situation.
 - b) In particular, but not exclusively, attention shall be paid to commercial relations, contractual relations, employer-employee relations, etc.
- 2) Referees shall resign when a conflict of interest arises during a competition.
 - a) In particular, Referees shall not be appointed when their team or ex-team, their family, etc. is a participant in the competition.

¹ Cf. Regarding private corruption: Art. 322^{octies} et art. 322^{novies} [Swiss Penal Code](#)

Article 7: Admins

- 1) Admins are the first level of decision. They supervise the event and act as referees during rounds or matches of the competition.
- 2) One Admin is responsible for a match.
- 3) One Admin shall be elected to sit in the Referee Panel.

Article 8: SESF Referee

- 1) SESF Referees are referees specifically trained by the SESF.
 - a) They supervise the event from an educational point of view, hence they are in charge of making participants sensible to all issues regarding the present regulation in particular issues related to corruption, cheating, harassment, discrimination, etc.
 - i) In accordance with the organizer, a basic training can be provided to all participants.
- 2) At least 2 SESF Referees shall supervise a competition.
- 3) SESF Referees sit in the Referee Panel.

Article 9: Referee Panel

- 1) The Referee Panel is the second level of decision.
- 2) The Referee Panel is comprised of 1 representative of the Admins and 2 SESF Referees.
- 3) The Referee Panel takes a decision, if a decision made by an Admin is contested.

Article 10: SESF Referee Commission

- 1) The decisions made by the Referee Panel can be appealed to the SESF Referee Commission.
- 2) The Referee Commission is chosen by the SESF.

Part III Conduct of the participant

Article 11: General conduct

- 1) Every participant of the competition must show a spirit of fair play and respect towards all other participants². In particular, but not exclusively, discriminatory, sexist, defamatory, offensive, vulgar, obscene behaviours will not be tolerated in any circumstances.
 - a) In addition, any behaviour affecting the smooth running of the tournament, damaging others' property (it also includes, for example, participant's accommodation, as well as the journey to the event), or any unsportsmanlike conduct, can result, depending on the gravity, in the immediate disqualification of the player or the team.
 - b) Remains also reserved any legal action that could be taken according to Swiss law.

Article 12: Names, nicknames and aliases

- 1) In the case a team's name or a player's nickname is offensive, the organizer reserves the right to change it. Depending on the circumstances the team or the player can be prohibited from partaking in the event.
- 2) Also, names and nicknames violating other rights, as for example protected trademarks (without permission), personality rights, etc. are prohibited.
- 3) Alternative or wrong spelling in order to circumvent 1) and 2) are also forbidden.

Article 13: Transparency and reporting obligation

- 1) Players and player support personnel shall communicate to a SESF Referee all non-contractual benefits as for example gift, payment, hospitality, etc. When those benefits aim at getting them to do something that could harm the reputation of the event, another player or another participant.
- 2) In any case, Players and player support personnel must disclose any benefits which exceed a value of 200.-, that are non-contractual, that are not from family, and that are not part of a competition.
- 3) Players and player support personnel must also disclose any approaches or invitation to engage in corruption received by him.
- 4) Players and player support personnel must also report to a SESF Referee any incident, fact or matter that comes to his attention which may evidence some sort of corruption.
- 5) Those declarations will be treated by the SESF with all the confidentiality that is required by the situation, Swiss law is reserved³.

² Cf. ESIC code of conduct and the directives of the Federal Sports Department, which can be found [here](#).

³ Cf. Regarding private corruption: Art. 322^{octies} et art. 322^{novies} [Swiss Penal Code](#),

Article 14: List of substances considered as illegal drug-taking

The list of the substances considered prohibited unless the player has obtained a therapeutic use exemption is the one present on the website of the Esports Integrity Commission (ESIC)⁴.

Article 15: Prohibited behaviours and Prohibited actions

- 1) The following actions are strictly forbidden during any event:
 - a) To cheat by any means (exploitations, third party software, etc.).
 - b) To adopt an unfair behaviour (intentional disconnection, spam/flood, etc.).
 - c) To adopt a toxic behaviour.
 - d) To adopt an aggressive behaviour to the point the game has to be stopped.
 - e) To be violent.
 - f) To damage the equipment.
 - g) To violently contest an official's decision.
 - h) To repetitively refuse to follow the referees instructions.
 - i) To intentionally and consciously violate the rules mentioned in this document.
- 2) A player or the whole team will be sanctioned according to the table in the appendix I.

⁴ See the [ESIC PROHIBITED LIST](#) and the [ESIC ANTI-DOPING CODE](#).

Part IV Procedure

Article 16: General

- 1) The procedure is defined by the Referees according to the circumstances.
- 2) If no consensus can be found between the referees, all decisions of the present regulation are taken following the majority rule.

Article 17: Languages of the procedure

The languages of the procedure are English, French, German and Italian.

- 1) English is the language by default.
- 2) When agreed by the parties, French, German and Italian can be used instead of English.

Article 18: Assumption of innocence

- 1) A participant accused of a violation of the present regulation is innocent until the opposite is proven.
- 2) It follows from the previous paragraph that the proof must be brought by the person alleging the violation.

Article 19: Right to be heard

- 1) All participants have the right to be heard and to defend themselves before a decision is made about them.
- 2) It includes the right to bring evidence, call witnesses, explain themselves, etc.

Article 20: Standards of evidence

- 1) Referees shall use the evidence at their disposal to assess the situation before them.
- 2) Each proof is given an appropriate weight considering the circumstances of the alleged violation.

Article 21: Hearings and reports

- 1) The procedure is mostly oral; however, a referee shall be designated to take a written transcription.
 - a) Referees shall also make a report including their interventions.
 - b) In particular, if protestations can be expressed verbally a written transcript must be established soon afterwards.
- 2) Digital documents and emails are admitted.
- 3) Each document must include names, time and date, motives, and a summary of the

discussions and of the circumstances.

Article 22: Confidentiality

- 1) All the documents above-mentioned are strictly confidential, shall not be made public, unless it is required by Swiss law.
- 2) Anonymized version of those documents could be used for educational purposes.

Part V Other

Article 23: Recognition and application of the decisions

- 1) The organizer, the participants and the members of the SESF recognized and respect any decisions taken according to the present regulation, without the need for further formality.
- 2) In addition, the organizer, the participants and the members of the SESF shall take all steps legally available to give effect to such decisions.

Article 24: License

- 1) The organizer of the event grants the SESF a free license for the coverage of the event.
 - a) This includes all forms of transmission.
 - b) This licence should not impair the rights of the organizer regarding its own coverage of the event.
 - c) The SESF can assign the coverage rights to a third party or to the players themselves if neither the organizer nor the SESF is using their rights.
- 2) Participants also agree that the SESF takes pictures, videos, and footage of their gameplay and uses them for the promotion of Esport.

Article 25: Amendment

- 1) This regulation may be amended at any time by the Referee Commission.
- 2) Such modification comes into effect on the date specified by the Referee Commission and after being communicated to and approved by the Board of the SESF.
- 3) For each modification, transitory effects and retrospective applications shall be considered in the communication made to the SESF Board.

Article 26: Interpretation

- 1) If any article or provision of this regulation is held invalid, unenforceable or illegal for any reason, the SESF Standards shall remain otherwise in full force apart from such article or provision which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.
- 2) In the event of a gap in this regulation, Referees shall decide in accordance with general principles of law and in equity, based on the rules they would establish if they had to act as a legislator.
- 3) The SESF Standards are governed by and shall be construed in accordance with Swiss law.
 - a) Any dispute arising between the present regulation and Swiss law comes within the competence of Swiss tribunals.

APPENDIX I: SANCTION TABLE

Gravity	Violation	Sanction	Application	Miscellaneous
Very High	Physical harm	Disqualification		Police
	Threats			
	Theft			
	Corruption			
	Collusion			
	Damage others' property			
High	Discriminatory Insult			
	Cheat			
	Ringer/Faker			
	Deception			
Medium	Fake result			
	Wrong account			
	Unregistered account			
	Repeated Insult	Match loss	>2 times	
	No show		>15 min	
	Abort Match	Game loss		
Deception				
Low	Pausing	Game specific sanction		
	Be late	Game loss / Warning	15> min / <15min	
	Excessive protestations	Warning		
	Insult			

APPENDIX II:GLOSSARY

- Admins: Persons appointed to manage a competition.
- All-parties: Organizers, referees, teams, players, coaches, managers, or any other people involved in a way or another in the competition which are not part of the public.
- Competition: Any kind of Esport tournament, online or offline. A competition is organized by one or multiple organizer(s).
- Event: An offline Esport public occasion managed by a/multiple organizer(s).
- Decisions: The three different tiers of decisions defined by the Standards :
 - Admin's decision: the first decision, made by officials.
 - Referee Panel's decision: the second decision, made by the Referee Panel.
 - Referee Commission's decision: the final decision, made by the Referee Commission.
- Match: A single stage of the tournament, where teams or players face each other.
- Organiser: An organization and/or person that organizes Esport competitions.