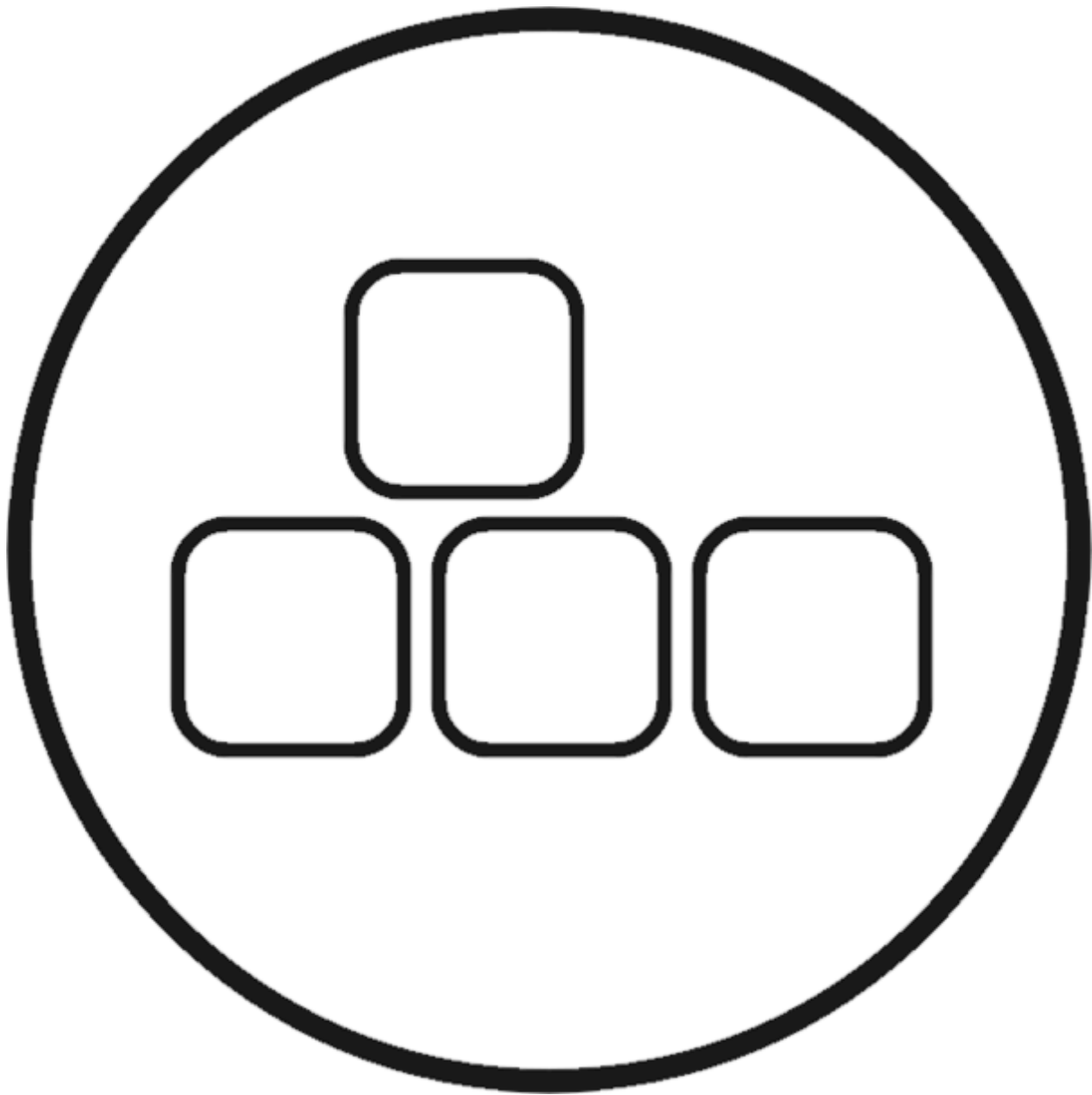


Link TFT Tourney Rules Document:



Discord: <https://discord.com/invite/VgdVD2gH5c>

Signup:

<https://play.dutchstudentleague.nl/nl/tournaments/link-tft-tourney/info>

For internationals:

<https://docs.google.com/forms/d/1U3dvQVVrK215ahadygPs9XrYIGPcPFpmNr8CbX8e5jl/edit>

Game: TFT

Platform: Riot Games EUW

Format: 3 Stages where the top 16 and top 8 go through

Communication: Through TSEA Link Discord:

<https://discord.com/invite/VgdVD2gH5c>

1. General Rules:

Case by case decisions

The rulebook acts as a general guideline. The organisers are free to make case by case decisions.

Act Accordingly

All players are expected to act according to these rules and be nice to all other players. Should evidence of any sort of harassment or unpleasant behaviour be discovered, players may receive a warning or otherwise may be immediately disqualified. All players are expected to follow the summoner code

Language

The official language of this tournament is English. Please communicate with each other only in English. The game leaders can be contacted in either language

Admin

The admins are allowed to change the rules during the tournament. If this occurs, the participants will be notified. If in any shape or form there is a problem and the admins solution differs from the rulebook, the admin will always have the final say!

2. Competition Rules:

Player:

Each contestant can only play on one account at a time.

Lobbies:

The games will be played in a normal teamfight tactics lobby

Server:

The games will be played on the Europe-West server.

Team:

There will be no teams, everyone plays for themselves.

It is allowed to communicate with other players, however trying to reach an advantage by playing together is forbidden and frowned upon.

Schedule:

The schedule of the tournament will be as follows:

Group stage: July 1st 19:00-22:30h

Semi-finals: July 2nd 19:00-22:30h

Finals: July 3rd 19:00-22:30h

Check in

Participants are required to be there within 15 minutes of the scheduled start of the tournament. The matches are expected to start within 5 minutes of everyone (that is online) being in the lobby. Should a player not show up in time, the player may be punished through either not receiving points for the missed match or immediate disqualification from the tournament. The tournament will be played online. When a player does not show up the match will start with 7 (or less) players. Through normal matchmaking a random player will replace this player. You still get points based on your final rank as if the random player would be playing in the tournament. For example if the random player would get 1st place, no one would get 10 points. Also see 'Less than 8 players'.

Streaming:

Streaming of your own match is allowed.

TSEA Link will try to host a stream for some of the group stages, the semi finals and finals at twitch.tv/tsealink

Bug abuse, exploits and 3rd party software

The use of a bug, exploit or 3rd party software to gain a significant advantage in the tournament is not allowed. Upon discovery of evidence suggesting the use of any of these, the player using them may be immediately disqualified. QOL programs are allowed things like: Blitz, TFT tactics etc.

Lobby Creation

Due to technical limitations, the current first player of every lobby must invite all other competitors of the lobby to a new match.

Result submission

After the conclusion of a match, the winner must submit a screenshot of the result screen in the relevant "results" discord channel. Then the points for the match will be distributed. This should be a screenshot from the postgame screen including the placements every other player ended up in.

Disconnection

If a player loses their internet during the event the player will receive points based on what rank he or she ended up in at the end of the normal round. Games will not be remade.

3.Format:

General competition format

The competition will be held in 3 installments:

- A group stage
- A semifinal
- A final

Each installment is played with 3 matches, in the group stage the poules will be mixed up in between the matches in a way that no poule is identical. The game leaders will announce the new poules before every match. The 16 highest scoring participants will move on to the semifinals.

The semifinals will be played in 3 matches, in these matches the poules will also change and the 8 highest scoring participants will move forward to the finals.

The final will be played in 3 matches, the highest scoring player respectively will be the winner. Prizes are earned by the top 3 best performing players in the finals.

Point system:

You will gain points for each place you end up in the matches. These are distributed as follows:

- #1 - 10 Points
- #2 - 8 Points
- #3 - 7 Points
- #4 - 6 Points
- #5 - 5 Points
- #6 - 4 Points
- #7 - 2 Points
- #8 - 0 Points

The point total at the end of each round (group stage, semi finals and finals) will determine whether you advance to the next round or not. The points do not carry over from round to round.

Tiebreaker:

In the case of a tie in points the following will be looked at for a tiebreaker:

- Comparison of every tied player's best-performing match based on awarded points, favoring the higher point total for their best performing match. If this is equal then:
- Comparison of every tied player's most recent match based on awarded points, favoring the higher point total for their most recent match. If this is also equal then:
- A coin toss for every tied player.

Less than 8 players:

In the event that less than 8 players will be present in a single lobby(due to not enough participants or a cancellation of sorts), the last spot(s) will be filled by one of the tournament organisers if that is possible. If none of the tournament organisers can fill in, a random person will join the game. If the tournament organisers or a random player would earn points, these points will simply not be earned by a participating player and not be distributed at all.

4. Prize Pool:

The current prize pool exists of 150 euros of rp, which will be distributed among the finalists. The prize pool may be expanded depending on the number of players who applied for the tourney. There is a participation prize! Everyone who will play all their games will also win something! Some Kit Kat boxes will also be thrown in for the highest ranked Dutch players.

Good luck and have fun everyone!

TSEA Link

