



PYRAMIDS CUP 2024 OFFICIAL RULEBOOK

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Disclaimer

By registering to these tournaments, each Team Member acknowledges and agrees to abide by the following rules as well as [Riot Games Terms of Service](#).

Wherever possible, Tournament Admins will interpret and apply these rules in accordance with these principles.

All players must as well Join [Wild Rift MENA Discord Server](#) , where the tournament will take place.

1.Player Eligibility

1.1 Player Age

In order to be eligible to participate in this tournament as a player, An individual must have reached 16 years of age or older as of the tournament start date.

In order to be eligible to win a prize, an individual must have reached 18 years of age or older as of the tournament's start date, or provide a parental agreement to the tournament Admins.

1.2 Ranking Requirement

There is no ranking requirement for this tournament.

1.3 Multiple Teams

A Team Member can only be registered with one Team at a time for the tournament. Breaking this rule may result in the disqualification of the Team Member and/or the Team.

Furthermore, a structure (organisation, association,...) can only be represented by one team at a time.

If a structure has several teams, the remaining teams must register separately (with their own identity).

1.4 Regional Requirements

1.4.1 Regional Roster Requirement

Each Team must maintain at all times during the competition at least three (3) players on its Starting Roster that are Residents of the following countries:

Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Saudi Arabia, Tunisia, United Arab Emirates

The winner of the Pyramids Cup 2024 will gain a slot for the WildCircuit: Rift Legends Group Stage.

The winning team must respect the residency rules of RiftLegends in order to join.

1.4.2 Regional Player Requirement

Moreover, All participants must be Residents of the EMEA Region.

Following is the list of countries considered in our tournament as part of EMEA region:

Albania, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Holy See (the), Hungary, Iceland, Ireland, Italy, Kazakhstan, Kosovo, Kyrgyzstan, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Türkiye, Turkmenistan, Ukraine, United Kingdom, Uzbekistan.

1.4.3 Resident Defined

A player is considered a "Resident" if he is either a lawful permanent resident for at least six months according to the country's jurisdiction or he is a citizen or national of the country.

1.4.4 Verification

Tournament Officials reserve the right to request legal proof to verify a player's age, residency or compliance with other eligibility requirements

1.4.5 Local Circuits

Players are allowed to play both local (Pyramids Cup 2024) and Rift Legends Season 3 Qualifiers.

Players are not allowed to compete in more than one local competition at a time.

If a team qualifies from Pyramids Cup 2024 and Rift Legends Qualifiers competitions, they will participate in the Group Phase of Rift Legends Season 3 as the local champions and their regional slot will be given to the next team in the regional rankings.

1.5 Player Names

A Riot ID and in Discord names must not include any word/phrase in any language that is offensive, toxic or hurtful.

Tournament Admins reserves the right to reject or ask to change any Riot ID in order to comply with the rules.

A player's Riot ID may not be changed at any time without the prior written approval of the Tournament Admins

2.Teams and Owners

2.1 Team Manager

A Team may designate a Team Manager during the registration process.

The Team Manager may be in charge of all Team Communications with Tournament Admins. A Team may not change its Team Manager without prior written approval of the Tournament Admins.

2.2 Team Captain

Each Team must designate one Player as its Captain while registering.

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The Team Captain must be responsible for all Team communications with the Tournament Admins, and may be assisted by The Team Manager if the latest is available.

For the avoidance of doubt, the Team Manager is eligible to serve as the Team Captain provided that he is also a player on the Team's Roster.

A Team may not Change its Team Captain during the tournament without the prior written approval of the Tournament Admins.

2.3 Roster Requirements

Each Team must maintain, at all times during the tournaments, a minimum of 5 players. A Team has the option of adding up to 3 additional players to act as substitutes. Tournament Admins reserves the right to disqualify any Team with an incomplete roster.

2.4 Submission of the Roster and Team Registration

To be fully registered and eligible to compete in the tournament, a Team must be registered on [Wild Rift MENA Discord Server](#)

2.5 Roster Changes

After the start of the tournament's qualifier stage, rosters will be locked, and the team will be able to make changes to it after the qualifiers stage is over.

Changes will be only between stages. 2 team members change maximum, while keeping 3 members from the starting roster (Qualified Roster, Registered Team members at the beginning of the tournament).

Roster changes may be requested by the players through a specific channel created by the Tournament Admin , and may be granted at the Tournament Admin discretion.

Roster changes include switching two players, adding a player, and removing a player.

2.6 Teams Names and Logos

The Team's name and logo will be selected at the time of registration and not be changed at any time during the tournaments without the prior written approval of the Tournament Admin.

A Team's name or its logo may not include any word/phrase in any language that is offensive, toxic or harmful may not include any copyrighted product name/description.

Tournament Admin Reserves the right to reject any Team name/logo and require the Team to select an alternate name/logo in order to comply with the rules.

2.7 Owners

Qualifiers

A Team owns a slot provided that they present in every game at least 3 players of their Starting roster.

The starting roster refers to the list of players (main and substitutes) the Team submitted while joining the Pyramids Cup 2024.

3. Competition Format and Structure

Competition structure and the format are subject to change at the discretion of The Purge Tournament.

3.1 Competition Format

The competition format for the tournaments is outlined in [Appendix 1](#).

3.3 Prizes

3.3.1 List of Prizes

The list of prizes for the tournament is outlined in [Appendix 2](#).

3.3.2 Delivery of Prizes

The prizes earned by a Team will be delivered directly to a Team Member designated by the Team. In the event that Team Members could not agree on a choice, the prize would be delivered by default to the Team Captain selected during the registration process.

In order to be eligible to receive a Prize, the Team Member must have reached 16 years of age or older as of the tournament start date. If the selected Team Member is a minor, parental consent will be required.

In the event the Team would be contracted by an Organization, the prize can be delivered to the Organization.

The Team Member / Organization will be responsible for dividing the prize and paying it to the Team members. Tournament Admins will not interfere if internal issues among the Team Members occur.

4. Broadcast and Stream

While there will be no official broadcast, players will be allowed to stream POV, and there are 10+ Content Creators who will be streaming some of the games.

It is recommended that players and Content Creators make use of a delay when streaming, as the lack of it may cause competitive integrity issues. We recommend a delay of 120 seconds.

Tournament Admins will not act on ghosting complaints without the provision of clear evidence Content Creators have the right to stream any game by requesting to stream it in Discord Match Channel.

5. Match Guidelines

5.1. Game Lobby (server)

The host of the lobby must be from North Africa to respect the competitive integrity (Ping). **All Games will be Hosted On EU Lopyy,**

The winner of the Pyramids Cup 2024 will gain a slot for the WildCircuit: Rift Legends Group Stage.

The winning team must respect the residency rules of RiftLegends in order to join.

During the Open Qualifiers & Groups Stage, the Teams will create their own lobby and invite each other. During the Playoffs, the Tournament Admins will host the games.

Only the 10 players may be in the lobby. No spectators are allowed (except for content creators and they will use delay 120 secs on their streams).

Game mode will be Custom - Tournament Draft.

Once the lobby is created and all the players are ready, they should start the game after telling the Admin in their discord Channel.

5.2. Side Selection

For Game 1, the Higher seeded team (top bracket) will start on Blue Side. The lower seeded team will take the Red Side.

For Game 2 & above, the team who lost the previous game will pick their side first. Please indicate your selection in your match discord channel.

5.3. Attendance

If after 10 minutes since the starting time of the match, a team can still not present 5 players in the lobby, they will by default lose their first game, granting a point to the opposing team.

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(they have to send a screenshot while in the lobby and the other teams are not while showing the time).

If after 20 minutes since the starting time of the match a team can still not present its 5 players in the lobby, they will by default lose their match, granting the win to the opposing team.

Additionally, a tournament admin may decide to disqualify a team if the latter fails to answer requests.

Bo3/bo5 matches will have their maps played continuously, with a maximum of 5 minutes pause between maps. Any additional delay must be requested and will be granted at the Tournament Admins discretion.

Moreover, Tournament Administrators have the authority to alter the match schedule as they see fit to maintain the match flow.

5.4. Pauses and disconnects

As there is no pause feature in the game, disconnecting from the match will not result in any kind of stoppage of the match or the gameplay. Players must reconnect to the game as soon as they can.

5.5. Remake

Remakes (for reasons such as selection error, bug...) must be requested through the discord match channel as soon as the issue occurs with a screenshot as a proof. Late notifications will not be taken into account.

Tournament Admin reserve the right to allow or deny the request at their discretion if a remake happens, it will be done with the same pick/bans (until the error)

Players must not leave their game without prior approval from the Tournament Admins.

Additionally, Tournament Administrators reserve the right to restart any game if they deem it necessary for the well-being of the tournament.

5.6. Wins and Surrenders

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A team wins a game if the Nexus of the enemy team is destroyed or if the enemy teams forfeit.

Please note that surrendering officially broadcasted matches is forbidden. Breaking this rule may result in a disqualification and/or in a ban from future events.

5.7. Banned Champions

If necessary, a list of banned champions will be issued prior to the tournament start, or during the tournament based on newly released champions stats.

5.8. Game Results

The winning Team must upload in their discord match channel a screenshot of their end-of-game screen, with the summoner names visible.

In the event of a team not indicating the result of the match or in the event of a protest, the match will be marked as a Conflict. In this case, a tournament Admin will make a decision as soon as possible.

6. Break of rules

If your opponent breaks any of the rules, please report it in the discord channel of your match. Reports submitted in any other places (such as Discord DMS) will not be taken into account. Reports that are made after time has passed will not be actionable.

7. Code of Conduct

Each Team Member must abide by the Code of Conduct (8.) of the

 [EN] Wild Rift Esports — 2022 Global Competition Policy.pdf

7.1. Disciplinary actions and sanctions

The Tournament Admins will have the right to monitor compliance with the rules and investigate possible breaches. By Agreeing to the rules, each team Member agrees to cooperate with the tournament admins in any internal or external investigation conducted by or for the tournament admins and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

Sanctions

If the Tournament Admins determines that a Team Member or a Team has committed a violations of the rules, the Tournament Admins may issue any or all of the following disciplinary actions: (a) verbal or written public warnings, (b) Prize forfeiture, (c) game forfeiture, (d) tournament forfeiture, forfeiture of a slot,(f) suspensions, and(g) disqualification, and ban, including from any future tournament hosted by The MENA Region Server.

8. Interpretation and Construction

Any matters relating to the tournament that are not covered by the rules shall be subject to an interpretation made by the Tournament Admins and provided to the Teams from time to time in the form of an update. All decisions made by the Tournament Admins regarding interpretations of the rules are final and binding.

APPENDIX 1 - Competition Structure

Competition structure is subject to change at the discretion of the Tournament Officials.

- **1st Qualifiers (not broadcasted)**

The 1st Qualifiers will consist of 40+ Teams playing 6 Rounds (Single Elimination)
Each Team will play 2 Bo3 Games per day.

Top 4 will Qualify to Playoffs, Top 1 Team will get 5 Wild Pass

Dates & Time	Round Number	Format
April. 24th 6 PM - 9 PM CEST	1 & 2	Single Elimination
April. 25th 6 PM - 9 PM CEST	3 & 4	Single Elimination
April. 26th 6 PM - 9 PM CEST	5 & 6	Single Elimination

- **2nd Qualifiers (not broadcasted)**

The 2nd Qualifiers will consist of 40+ Teams playing 6 Rounds (Single Elimination)
Each Team will play 2 Bo3 Games per day.

Top 4 will Qualify to Playoffs, Top 1 Team will get 5 Wild Pass

Dates & Time	Round Number	Format
May. 1st 6 PM - 9 PM CEST	1 & 2	Single Elimination
May. 2nd 6 PM - 9 PM CEST	3 & 4	Single Elimination
May. 3rd 6 PM - 9 PM CEST	5 & 6	Single Elimination

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- **Playoffs (final day broadcasted)**

The playoffs will consist of a 8 Teams Single Elimination bracket, with Semi-Finals, 3rd-place match and Grand Finals.

All matches will be Bo3 except for the Finals Bo5

Dates & Time	Number	Format
May. 8th 6 PM - 9 PM CEST	1 & 2	Single Elimination
May.9th 6 PM - 9 PM CEST	3 & 4	Single Elimination
May. 10th 6 PM - 9 PM CEST	3rd Place, Finals	Single Elimination

Specific rules of the Swiss System / Single Round Robin

- **Point System**

2 Points will be awarded per match win.

0 point will be awarded per match loss.

- **Tie Breakers**

In case two or more teams obtain the same overall score (Points) after the end of all Swiss Rounds, the Tournament Admins will use the following Tie Breakers to determine a winner.

Here, a match refers to an entire series.in order of application:

1. *Tie Breaker: Match score difference (overall)*

The participant with the highest match score difference (game wins - game losses) wins the tie.

2. *Tie Breaker : Match score difference (head-to-head)*

The participant with the highest match score difference (game wins - game losses) Win the tie, only taking into account the matches played against tied opponents.

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3. Tie Breaker : Additional Matches

In case the previous TieBreakers do not allow the Tournament Admins to determine a winner, additional matches may be played on the following day if deemed necessary by the Tournament Admins.

In this event, Tournament Admins will create a Single eliminations bracket with tied opponents all matches Bo1, until a proper ranking is determined. The seeding will be random.

APPENDIX 2 - List of Prizes

200 Euro of Prizes will be awarded through the tournament as follows:

Prize Pool Distribution	
1st place	100 Euro
2nd place	60 Euro
3rd place	40 Euro
1st Place (1st Qualifiers)	5 Wild Pass
1st Place (2nd Qualifiers)	5 Wild Pass