2020 SQ1 Championship Rulebook

This is the official SQ1 Championship Rulebook. These rules apply to each of the teams in the league and their members.

DISCLAIMER: The rules outlined here are subject to change at any time on SquareOne discretion. At the end of the day, SquareOne will run things the way we see fit regardless of outside opinion.

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1 General

In this section, you will find the rules regarding what a player is expected to follow.

1.1 Account Requirements

- You need an EUW account with a SoloQ rank from the previous season to participate.
- All Players on a Team's Roster must have held a peak rating of Diamond 4 or above in Summoner's Rift Ranked Solo/Duo at the end of the last ranked Season or in the current Season.

1.2 Summoner Name

The following is not allowed:

- Summoner names that suggest hate speech, slurs or profanity, either implicitly or explicitly.
- Most names that invoke or refer to historical, ethical, or political contexts.
- Names containing insults, grotesque imagery, and strong vulgarity.

In any case, a player's IGN is found to violate the above, a name change will be required before (further) participation is allowed.

1.3 Account Sharing & Usage

- A player is bound to use one account in all official SQ1 Championship matches. This account will be declared on sign-up through Toornament. If this account is banned or you lose control of the account, the player will not be able to participate until they've regained control of the account/until the split is over. Exceptions may be made.
- A player is prohibited from using a shared account in official SQ1 Championship matches.

1.4 Player Transfer and Roster Movement

- A player is only allowed one transfer during a split, to represent a maximum amount of 2 teams. This limit is not applied in the off-season (ie. in between splits).
- A player may not represent more than one team in playoffs.

1.5 SQ1 employees

- Any player cannot hold a role with administrative power within SQ1 (admin, management, etc.)

1.6 Team and Player Suspensions

Certain violations of our rules will result in either a temporary or permanent ban from playing in the SQ1 Championship - or worst case, team disqualification. This is handed out by our administration and is a punishment administered with discretion for any violation warranting such a reaction. The severity of punishment is worked out on a case by case basis.

1.7 Prizing

The prizepool amount for the Summer Split is €500.
1st Place: €250
2nd Place: €150
3rd Place: €100

Prizing is paid through Paypal, and we will collect the payment details for the eligible players when playoffs are concluded. The team owner reserves the right to distribute the prizing amongst his players as he sees fit.

2 Ownership

2.1 Definition of Ownership

All teams must have an Owner. The Owner holds all accountability and rights to the teams spot in SQ1 Championship, as well as the power to sign and release players at his discretion. This role can be filled by both a player (in which the player will also be assigned the Team Captain) or a non-player.

Entry fee: €35 (35 EURO) - reserves the Team Owner a spot for both Spring Split and Summer Split.

2.2 Ownership Rules and Restrictions

2.2.1: In order to preserve the integrity of official SQ1 Championship play, a team owner can not have an interest in more than one (1) team or organisation participating in the SQ1 Championship, as defined below:

An "interest" in or with a SQ1 Championship team means any of the following (i): ownership, contractual obligations to, a direct or indirect financial interest in and/or control or power of a team; or (ii) status as an officer, coach, employee, agent, manager, owner, affiliate, representative, consultant or advisor of any kind.

2.2.2: No Owner/Player who participated in SQ1 Championship may attempt to own/control another team than the one they're playing with in the SQ1 Championship without a complete SQ1 Championship split having taken place since their last point of participation in the SQ1 Championship.

2.2.3 An Organization may only own one SQ1 Championship team. A breach of this limitation leads to immediate disqualification.

2.2.4 Change in ownership may only occur outside of Splits. Team Ownership requests will be handled on a case by case basis, and require SQ1 permission to be finalized. Exceptions *may* be made in extreme cases within splits, on SQ1 discretion.

2.2.5 Changing the name of an Organization may only occur outside of Splits. SQ1 retains the discretion to approve and deny Org. names, as well as force a name change on the same basis. Petitions to change name will be handled on a case by case basis, and SQ1 rulings on the subject are final and non-disputable.

2.3 Recognition of Ownership

The SQ1 Championship has the right to make final and binding determinations regarding team ownership, issues relating to the multiple team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the SQ1 Championship. Any person that petitions for ownership into the SQ1 Championship can be denied admission at the sole discretion of the SQ1 Championship. Team Owners agree that they will not contest any final determination of the SQ1 Championship in connection therewith.

3 Format

3.1 Regular Split

- Eight (8) teams will play each other twice (double round-robin)
- Teams will play two (2) matches per week, both played on either Saturday or Sunday.
- The Regular Split will run for seven (7) weeks with a total of fourteen (14) game days.
- The full match schedule will be provided before the start of the Regular split. Reschedules are not permitted.

3.2 Tiebreakers

- In the event that two Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record the tied Teams are measured by the Buchholz system. If this comes out identical, game times are measured for fastest average win times.

3.3 Playoffs

- The top six (6) placed teams at the end of the Regular Split will go to Playoffs.
- The top two (2) placed teams at the end of the Regular Split will receive a Quarter Final bye and go straight to the Semi-Finals.

- The teams placed 3rd - 6th will play Quarter Finals. 3rd Place will play versus 6th Place and 4th Place versus 5th Place.
- Playoffs are Best of 5.
- The winner of the Regular Split will get to choose their opponent out of the Quarter Final winners.
- In the 3rd-place decider and the Finals, the highest seed is given side selection in games 1,3 and 5 of the Bo5.

3.4 Side selection

- The team that is listed at the top in the matchup on Toornament gets side selection. Teams have to let the admins know via the contact admins bot which side they want to pick 15 minutes before game start.
- For Playoffs the highest seeded team picks the first side and must, therefore, submit their side selection to an admin 30 minutes before the start of the first scheduled Match. If no decision is submitted in time, selection for the highest seed will default to the blue side. For games after the first, side selection is alternated between the two teams.

4 Rosters

4.1 General Rules and Limitations

- A team can have a maximum of 10 players. If a player is removed from the roster, the player is also removed from the team (unless a role in the staff is assigned) and is therefore defined as a Free Agent.
- A team can fill up their roster to the maximum of 10 players (e.g. If a team signs up with 6 players, they can sign 4 more players to get to a maximum of 10), after the initial 10 players have been registered, teams then have up to 5 player transfers during the Regular Split. (as defined by the Transfer Deadline in 4.3.1). Exceptions *may* be made on an individual basis. This is judged case by case, on the merits of necessity, circumstance and premeditation.
- SQ1 has to be notified of every transfer through the Contact Admins Bot.
- A team cannot sign more than 2 players in one week
- A team cannot change their roster during Playoffs.
- After the last roster lock prior to playoffs, you cannot bring in any new players.

4.2 Roster Continuity

An SQ1 Championship team is required to maintain & keep an Owner and at least six (6) players across their active & substitute rosters during the entirety of each SQ1 Championship split.

4.3 Roster Lock

4.3.1 Transfer Deadline is on the First Week Roster Lock.

4.3.2 Weekly Roster Lock for Games, Eligibility:
All teams must submit an initial 6/7 man roster on Friday February 14th 11.59pm CET. The roster will be submitted through the team's Roster Submission Sheet. Any IGN changes must be specified alongside this submission. After the first roster submission (at the start of the split), only changes to said 6/7 man roster needs to be submitted.

4.3.3
- Starting lineup must be submitted through the Roster Submission Sheet for Game 1, at the latest 12.59pm CE(S)T on game day.
- Substitutions for Game 2 of the day must be announced to admins in the Match Day Discord no later than 15 minutes before Game 2 starting.

4.3.4 Attempts to start a game with ineligible players (as described) will result in a loss of bans (one per player not on the submitted 6/7 man roster).

4.4 Roster Modification

4.4.1 Team Owners are authorized to make changes to the roster using one of the following methods: (1) Trading players with other teams; (2) Signing Free Agents; (3) Releasing players from the roster; (4) Moving players between the active, substitute and reserve roster.

4.4.2 If a request for roster modification is submitted after the Roster Lock (outlined in 4.3), the player in question will not be eligible for the upcoming games, regardless of whether the player was submitted with another team.

4.5 Emergency Substitutions

4.5.1 In the event of an emergency, a team *may* be granted the use of an emergency substitution. Note that all pre-match procedures and limitations of §5.1 apply to this.

4.5.2 An emergency substitute can be requested up until, but not later than, the starting time of the game in question.

4.5.3 When the emergency substitute is found, a buffer of 10 minutes is applied to allow teams to adjust to the new player.

5 Match Procedure

5.1 Pre-match

- Matches will be played on the live patch
- Teams will have to join a custom lobby, using the Tournament Code from Toornament and have to be in the following order: Top, Jungle, Mid, Bot, Support.
- If the team is not present 5 minutes prior to game time; the team will suffer a ban loss. Not being present and in LCS order at game time results in loss of first ban

rotation (first 3 bans), not being present five minutes after game time results in complete loss of bans. 10 minutes post-game time results in a forfeit. **Exception:** See 4.5 for Emergency Substitutions.

5.2 Pick-&-Ban Phase

5.2.1 P&B will be executed through the clients Tournament Draft feature. It is allowed to use a program like Prodraft before P&B, but whatever is drafted in the client's Tournament Draft counts. Using Prodraft is at your own risk and doesn't give you any rights in champ select.

5.2.2 Game Settings
Map: Summoners Rift
Team Size: 5
Allow Spectators: Lobby Only
Game Type: Tournament Draft

5.2.3 Draft restrictions may be added at any time before or during a match if there are known bugs with any champions.

5.2.4 Placeholder picks are not allowed. Furthermore, missclicks are not grounds for remaking the P&B, therefore games must proceed as normal, with the miss-clicked champion and/or rune page, and under no circumstances may you leave the game lobby (exception: you may leave if P&B client breaks). Gameday runs on a tight schedule, meaning teams are held accountable for any errors made in P&B.

5.2.5 Teams are allowed one (1) coach on comms during P&B. The coach must leave comms as soon as the P&B is over. A substitute is allowed to function as a coach/hold the role as a coach.

5.3 Pauses

5.3.1 In the event of connection issues, technical issues or IRL emergencies, teams are allowed to pause the game. Each team has a total of 10 minutes of pause time per game. Before un-pausing, confirm that the other team is ready. Failure to adhere to this limit might result in an immediate forfeit.

5.4 Post-game Process

5.4.1 Match Results will be automatically pulled by the Toornament Platform. An SQ1 Official *may* contact either of the team captains for manual submission in case of technical issues with Toornament.

5.4.2 In case of a delay as a result of client issues, players will inform SQ1 Championship officials of any technical issues and the specifics thereof.

6 Code of Conduct

6.1 Competitive Integrity

6.1.1 Teams are expected to play at their best at all times within any SQ1 Championship match and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty or fair play. Violating this rule will be subject to penalties at the discretion of SQ1 Championship Officials. All decisions in regard to violations are at the sole discretion of SQ1 Championship.

Examples below are listed for illustrative purposes only:
- Collusion; defined as cooperation or conspiracy to cheat or deceive others. It can occur among players, teams and/or organizations, and can be done to the sole benefit of the parties involved. Collusion includes, but is not limited to, acts such as: Soft play; which is defined as any agreement between players and/or teams to not play at a reasonable standard of competition in a game. Deliberate throwing; losing a game on purpose. Is judged contextually, but harshly.
- Hacking, which is defined as any modification of the LoL game client.
- Ringing, which is defined as using another player's account or solicitation to do so.
- DDOSing, which is defined as disrupting a person's internet connection, targeted.

6.1.2 As long as at least one of the teams in a match has something to play for, both teams are required to approach the match as such. SQ1 retains the discretion to force a rematch if there are reasons to believe a team didn't adhere to this standard.

6.1.3 A Team Manager/Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, during a scrimmage between SQ1 Championship teams or during official SQ1 Championship matches.

6.2 Responsibility under Code

6.2.1 Unless expressly stated otherwise by the rule set, offences and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offences or infringements are also punishable.

6.2.2 Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

6.2.3 Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

6.2.4 Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on

account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.