

LOL BENELUX CIRCUIT REGULATIONS

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LOL BENELUX CIRCUIT (LBC) is a competitive League of Legends circuit which operates over the span of two splits, it englobes the NATIONAL TOURS (BELGIAN/DUTCH/LUXEMBOURG TOURS) and the entirety of the secondary layer of competitions in the Benelux through which teams can qualify in several online open qualifiers. In each qualifier, teams will earn points depending on their ranking. At the end of said qualifiers, the 6 teams with the highest number of points from each tour advance to the respective regional tournament's group stage in which they will face each other in a double round robin. At the conclusion of this group stage, the top 3 teams advance to a final king-of-the-hill style bracket (with seeding based on group stage results). Depending on results, teams amass points over the duration of the Spring and Summer split to then qualify to a cross-league tournament which will decide the best teams within the circuit before pitching them against the bottom teams from the ELITE SERIES to compete for a chance at promotion into the Benelux ERL.

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 the LOL BENELUX CIRCUIT 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 respective NATIONAL TOUR 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 or play in several tours at once.
- Players participating in the group stage and playoffs of any NATIONAL TOURS are prohibited from playing in any other region's 2nd Division or any ERL 1st Division qualifying tournament.
- Each player must have attained a rank of Gold 1 or higher in this season or the most recent season.
- The same organisation cannot enter two teams into the competition without written approval from admins.
- A same organisation cannot participate in multiple tours at once without written approval from admins.

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- 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 Locally-Trained Representatives (LTR) starting in its roster for each game. Locally-Trained Representatives are individuals that can prove they have lived in Belgium, the Netherlands or Luxembourg for at least 36 out of the last 60 months and/or have played the majority of applicable matches in the Benelux region for two out of the last three EM-qualifying ERL splits.
- 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 National Tours. If a player is a minor (under 18), he or she will need to submit parental consent to the physical event organisers.
- A player committed to the active roster of an LEC team or in an ERL (European Regional League) cannot take part in National Tours.

3. SUBSTITUTIONS

- Each team is required to have at least 5 players in the competition at all times. A substitute is therefore recommended.
- 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:
 - o Due to local laws in force.
 - o Due to rules defined by the tournament's organiser.
 - o Employees, service providers and temporary workers who work for Riot Games.
 - o The tournament officials.

When taking part in the qualifier portion of the LOL BENELUX CIRCUIT, 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

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recommend you keep the same name throughout the duration of the qualifiers, 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** the players making up the original roster (including substitutes who have played at least one match). Teams may carry out **one free** roster swap between each qualifier (moving up a previously registered substitute does not count toward that count). Adding 2 or more members members will bring cumulating penalties:

- Two Roster Swaps: -20% off your total of points
- Three Roster Swaps: -40% off your total of points
- Four Roster Swaps: -60% off your total of points
- Five Roster Swaps: -100% off your total of points

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.

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.

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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 qualifiers points

1 st	2 nd	3-4 th	5-8 th	9-16 th
900	600	400	200	100

Qualifier points are only for the National Tour in which you have earned them and do not count to qualification in a different Tour.

National Tours Championship Points & Prize Pool incl. tax and VAT

Position	Spring Split	Summer Split	Prize Pool per Split
1	105	140	1050 €
2	75	100	750 €
3	60	80	400 €
4	45	60	150 €
5	30	40	100 €
6	15	20	50 €

For a total of €2500 per split, or €5000 per year.

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If multiple Teams are tied in Championship points at the conclusion of the Summer Split, then the Team which gained the most Championship points in the Summer Split will be considered the higher seed.

10. FINAL DECISION

The finality of the decisions which are taken as regards the rules are dependent on National Tours 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 National Tours.

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://play.beneluxcircuit.lol/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 that a referee intervenes via the 'Call Admin' button. They will then assist you via the tournament's Discord.

12. COMPETITION FORMAT

- The Competitive Season consists of Spring and Summer Splits which will end with respective split playoffs. Following these, a cross-tours playoffs will be played to decide on the circuit champions.

Tournament Proceedings

- Once the tournament has begun, the teams are frozen, no more changes are possible.

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- The officials will regularly communicate with the participants via private messaging, as such participants are required to check them regularly. These messages 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.

National Tour Qualifiers:

- Tournament is limited to 48 teams. If more players register, teams will be selected based on the average MMR of the team (highest MMR selected first).
- When registrations are locked, teams will be manually seeded into tiers to ensure fair groups. Seeding will be decided through a mix of the team's average MMR and through external advisors' input.
- The choice of side will work as follows:
 - For the group stage, the choice of side will be drawn randomly by the RIV4L tool.
 - For the playoffs, teams with higher seeding will obtain side selection in game 1 of the bracket's first round. Side selection then alternates until the conclusion of the BO3. Following the first round, the first side selections of each encounter are randomized.
- Matches will be played simultaneously on live servers (EUW).
- Format based on number of teams:
 - **24 or less teams**
 - 4 groups of 6 (or less depending on registrations) teams.
 - RR BO1
 - First 2 teams of each group qualify for quarterfinals.
 - Single Elimination
 - All matches are BO3
 - **32 or less teams**
 - 8 groups of 4 (or less depending on registrations) teams.
 - RR BO1
 - First 2 teams of each group qualify for the round of 16.
 - Single Elimination
 - All matches are BO3
 - **40 or less teams**
 - 8 groups of 5 (or less depending on registrations) teams.
 - RR BO1
 - First 2 teams of each group qualify for the round of 16.
 - Single Elimination
 - All matches are BO3
 - **48 or less teams**
 - 8 groups of 6 (or less depending on registrations) teams.
 - RR BO1

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- First 2 teams of each group qualify for the round of 16.
- Single Elimination
- All matches are BO3

Time scheduling:

- The Group stage will generally take place on the qualifier's day 1 as of noon (12:00pm) CET.
 - In the case of a 16 teams playoffs bracket, the Ro16 will be played following all group stage games on the first day.
- Quarterfinals onward, series will take place on Day 2 as of noon (12:00pm) CET.

National Tour Group Stage

- The Group Stage is made up of the 6 teams
 - 2 Invited Teams
 - 4 with the highest number of points after all qualifiers.
- The Group Stage features a double round robin played over 4-6 weeks.
- Every match is BO1 and is played on tournament realms.
- Matches are played one after the other on each game day.
- Top 3 teams from the group stage advance to a king-of-the-hill single elimination bracket.
 - First place team is seeded straight into finals.
- Bottom 3 teams are eliminated from the tournament.
- Only the top 2 teams from the playoffs receive a seed into the following split's competition

Time scheduling:

- Each round is set to start as of 1pm CET.

National Tour Playoffs

- Top 3 teams from the Closed Circuit Group Stage.
- King-of-the-Hill Bracket
- Single Elimination
- Semifinals are BO3 while Finals are BO5.
- The choice of side is decided by group stage results:
 - The second place team from the group stage has side selection over the third place team in game 1 of their confrontation. Side selection then alternates for the rest of the series between the two teams.
 - In the finals, the first place team from the group stage has side selection for game 1. Side selection then alternates for the rest of the series between the two teams.

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Inter-Split Pause

After the Spring Split, the bottom 4 teams will need to re-qualify through open qualifiers for the Summer Split and will be allowed to change their entire rosters. All teams that have participated in the first split of the competition will retain championship points moving into the next split unless they fail to requalify.

Role of the referees

The referees are the officials of LoL Benelux Circuit 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.

13. MATCH FORMAT

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

The sides are drawn by RIV4L.

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 bug/splat 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.

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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 20 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.

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 15 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. Please note that these timings are not absolute and may be discussed depending on the situation at hand with admins.

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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.

Repeat offenses and frequent forfeiting during qualifiers or the closed circuit will lead to organisation-wide suspensions, blacklisting for further events, and potential loss of cash prize. Teams are expected to consistently be able to field a starting roster through the usage of substitutes.

18. STREAMING

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

Permission to become a Community Broadcaster and stream the LoL Benelux Circuit matches can be requested informing an LBC official and filling in the application form. Your application will then be evaluated and you may receive the rights to broadcast the matches.

Streamers can host the official stream and stream their own games subject to requesting permission to admins in charge of the tournament, and using their respective national tour 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.