

TFT Set 12 Northern Legends Community Nights

Last Updated:20/08/24

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1. Introduction

- 1.1. This ruleset applies to all players competing in the TFT Northern Legends Community Nights. The ruleset focuses on: tournament structure, player conduct, player eligibility, and our general expectations for good sportsmanship. These rules adhere to RIOT's global player policy outlined in their [TFT Rising Legends EMEA rules & regulations document](#).
- 1.2. There are no limits to the number of signups for this event.

2. Format

2.1. Tournament Structure

The Northern Legends Community Nights are one day events consisting of 3 rounds of play. New lobbies are generated for each round.

This tournament will use two formats to generate fixtures (See 2.3). After round 2, the top 8 (eight) players will be placed into the Prize Lobby for round 3.

For the final round, only players placed in the top lobby (Prize Lobby) will be able to earn prizing. The top lobby will earn 10 additional points to separate the standings.

2.2. Seeding

The first round is seeded based on the players EUW ranked matchmaking ratings, with the highest ranked player receiving the highest seed and the lowest rank receiving the lowest seed. A snapshot of the players ranks will be taken once the sign-ups close.

2.3. Fixture Generation

Players in the tournament will be split into lobbies of up to 8 players each round. If there are not enough players to fill a lobby of 8 then players may be required to queue into matchmaking. The results of players not in the tournament will not be included when scoring the results of a fixture.

For the first two rounds, players will be placed into lobbies using the snake seeding system (See 9.1).

For the final round the Swiss system will be used. In this system the top 8 seeds are placed in one lobby, the next 8 into the next lobby and so on. (See

9.2)

2.4. Scoring

Points for a fixture are distributed as follows:

1st=8pts, 2nd=7pts, 3rd=6pts, 4th=5pts, 5th=4pts, 6th=3pts, 7th=2pts & 8th=1pt.

For the Prize Lobby in round 3, all players will be given an additional 10 points.

2.5. Tie-breakers

The tie-breakers for standings are applied in the following order:

- a) Placement in Final Game (Prize Lobby Only)
- b) Highest W/T4 Score (Number of Wins+Number of Top 4s)
- c) Number of 2nd/3rd/4th/5th/6th/7th places on the day
- d) Placement in the final/final-1/final-2/etc. game
- e) Initial seed on the day

3. Player Eligibility

3.1. Minimum Age

The minimum age to participate in the competition is determined at the national level and subject to both of the following:

- a) A player in the tournament must not be younger than 13 years of age.
- b) A player in the tournament must not be younger than the game rating requisite age for TFT in their country of residence.

All players who are younger than the age of majority in their country of residence must receive parental permission to participate in a TFT competition.

3.2. Ineligible Players

- a) Players must not be employees of: Riot Games, Inc. ("RGI"), The NUEL

Esports Ltd or GGTech Entertainment SL at the start of or at any point during the tournament. In addition The NUEL Esports Ltd or GGTech Entertainment SL agents, professional advisors, advertising and promotional agencies immediate family and household members of each are not eligible to participate in this tournament, win any prizes, or to have any share or interest of any competition player's prize

b) Players who are subject to an active competitive ban in any Riot esport are not eligible to compete in this tournament.

3.3. RIOT Accounts

a) Players must use an account on the Europe West server.

b) Players must only use one account during a competition.

c) Account names must not include any insulting, derogatory or otherwise inappropriate words or phrases.

d) If two players with identical account names are entering the tournament at approximately the same time, then players should work together with the league operations team to find a compromise. If no compromise can be found, then the account name shall be disallowed for both players, and both will be required to select a new account name that conforms with these guidelines.

4. Match Rules

4.1. Lobby Creation

a) The match lobby is to be on the Europe West server.

b) The match lobby is to be set to "Normal" mode.

c) The highest seeded player in a fixture will create the lobby and invite the other 7 players in the fixture.

d) If the highest seeded player of a fixture is a no show then a tournament official should be notified immediately, so that a new lobby host can be assigned.

e) All players, with the exception of the highest seeded player, must add the lobby host and request an invite to the lobby.

f) It is the responsibility of the lobby host to make sure all players in the lobby are the same as their given fixture.

4.2. Rehosts

a) Players can agree to a rehost, if they think it's needed to play a fair and balanced match or to solve technical problems. This must be approved by an admin.

b) If a player disconnects from the game before players are allowed to pick a champion from the carousel they may request a rehost.

4.3. No Shows

a) Players have 10 minutes after the official start time to request an invite to the lobby. If players are missing by this time a tournament official should be informed and the match may start without them.

b) If a player is late due to technical reasons, a tournament official must be informed before the no show time defined in 4.3.1. It is then at the tournament official's discretion as to how much extra time said player has to resolve their technical issues.

4.4. Result Submission

Result submissions need to be a screen shot of the final match standings. This only needs to be done by the two players who come 1st and 2nd in their fixture. It is recommended all players take a screenshot of the final result in case it is requested for by a tournament official. Results are to be sent to the #upload-results channel in the Discord server. Please state which lobby the screenshot is for.

5. Player Conduct

5.1. Competitive Integrity

Players are expected to play at their best at all times within the tournament, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play.

5.2. Unfair Play

Players are prohibited from engaging in any behaviours that constitute unfair play, as defined herein.

5.2.1. Collusion

Collusion is defined as any agreement among 2 or more players to disadvantage opposing players. This includes behaviour among players who are part of the same esports organisation or otherwise affiliated outside of the competition. Collusion includes, but is not limited to, acts such as:

- a) Soft play, which is defined as any agreement among 2 or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- b) Pre-arranging to split prize money and/or any other form of compensation (except as otherwise permitted under the rules of the competition).
- c) Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

5.2.2. Hacking

Hacking is defined as any modification of the League of Legends game client by any player, or person acting on behalf of a player.

5.2.3. Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Champion ability performance, or any other game function that, in the sole determination of the tournament officials, is not functioning as intended.

5.2.4. Ringling

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Additionally, a player may not have others provide advice to them during tournament play.

5.2.5. Association with Gambling

No player or tournament official may take part, either directly or indirectly, in betting or gambling on any results of any TFT game, match or competition.

5.2.6. Match-Fixing

No player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or this Global Player Policy.

5.2.7. Gifts

No player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a player by a team's official sponsor or owner.

5.2.8. Unauthorised Devices

a) Players are prohibited from using any kind of cheating device and/or cheat program.

b) Add-ons are not considered a cheating device and may be used in the tournament.

5.2.9. Intentional Disconnection

An intentional disconnection without a proper and explicitly-stated reason.

5.2.10. Unsportsmanlike Conduct

Any other further act, failure to act, or behaviour which undermines the competitive integrity of the competition or otherwise violates the Global Player Policy and/or the standards of integrity established by Riot for competitive game play.

5.3. Unprofessional Behaviour

5.3.1. Profanity and Hate Speech

A 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, in or near the match area, at any time. A player may not use any facilities, services or equipment provided or made available by Riot or the tournament organiser to post, transmit, disseminate or otherwise make available any such prohibited communications.

5.3.2. Disruptive Behaviour / Insults

A player may not take any action or perform any gesture directed at an opposing player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.

5.3.3. Abusive Behaviour

Abuse of tournament officials, opposing players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.

5.3.4. Harassment

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 ostracise a person and/or affect the dignity of the person.

5.3.5. Sexual Harassment

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.

5.3.6. Discrimination and Denigration

Players 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 colour, 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.

5.3.7. Disparaging Remarks

Players may not give, make, issue, authorise or endorse any statement designed to undermine the perception of a competition or tournament officials, or have any other effect prejudicial or detrimental to the best interest of Riot Games or the tournament organiser, or TFT, as determined in the sole and absolute discretion of Riot.

5.3.8. Criminal Activity

A player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

5.3.9. Moral Turpitude

A player may not engage in any activity which is deemed by Riot or the tournament organiser to be immoral, disgraceful, or contrary to conventional standards of proper ethical behaviour.

5.3.10. Non-Compliance

Players are not to refuse or fail to comply with the instructions or decisions of the tournament officials.

6. Penalties

Upon discovery of any player committing any violations of the rules listed above, the tournament organiser may issue the following penalties:

- a) Verbal Warning(s)
- b) Prize Forfeiture(s)
- c) Game Forfeiture(s)
- d) Match Forfeiture(s)
- e) Suspension(s)
- f) Disqualification(s)
- g) Any combination of the above

7. Spirit of the Rules

7.1. Finality of Decisions

Unless expressly prohibited under regional law, all decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with Riot and the tournament organiser, the decisions of which are final. Riot decisions with respect to this Global Player Policy cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

7.2. Rule Changes

This rules document may be amended, modified or supplemented by the tournament organiser, in order to ensure fair play and the integrity of the competition.

8. Prizing

8.1. Prizing Structure

The total prize pool for the tournament is £200 which will be distributed to the tournament winners as follows:

1st - £125

2nd - £50

3rd - £25

8.2. Prizing Transaction

Players will be paid via a bank transfer to the account(s) that they have provided the tournament organiser. In the event this is not possible, the tournament organiser may pay out the prize in any alternate method such as but not limited to: Gift cards or in-game currency.

9. Appendix

9.1. Snake Seeded Lobbies

When snake seeding N lobbies the first N seeded players are placed in lobbies 1-N from lowest to highest. The next N players will then be placed in lobbies 1-N from highest to lowest. This pattern keeps alternating until all the lobbies are populated. See the below table for an example of how this

would work for N=4 lobbies.

Lobby A	Lobby B	Lobby C	Lobby D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
25	26	27	28
32	31	30	29

9.2. Swiss Seeded Lobbies

For Swiss seeded lobbies the top 8 seeds are placed into lobby 1, the next 8 seeds into lobby 2 and then the next 8 into lobby 3 and so on. See the table below for an example of how this would work for 32 players:

Lobby A	Lobby B	Lobby C	Lobby D
1	9	17	25
2	10	18	26
3	11	19	27
4	12	20	28
5	13	21	29
6	14	22	30
7	15	23	31
8	16	24	32

In the event players can not be evenly divided into lobbies of 8, multiple lobbies of 7 or fewer may be used. The priority will be given to having the top seeded lobbies full with the lobbies of 7 being distributed among the bottom lobbies first.