

TFT Set 13 Northern Legends 2: Tactician's Cup#2 Qualifier

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1. Introduction

- 1.1. This ruleset applies to all players competing in the TFT Northern Legends Tactician's Cup qualifier tournaments. 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. Sign-ups for the tournament are done based on a raffle system. Players are given "tickets" based on their rank, as so: three (3) tickets for Master, two (2) tickets for Diamond, one (1) ticket for Emerald and below. If the number of sign-ups exceeds one hundred and sixty (160) players, the competing players will then be chosen at random by drawing tickets. The exception to this is all Challenger and GrandMaster players will be guaranteed a place in the tournament.

2. Format

2.1. Tournament Structure

The Northern Legends Tactician's Cup#1 Qualifiers will take place over three (3) days over two weekends, consisting of two (2) qualification days and a finals day. This qualifier will host up to one hundred and sixty (160) players.

The top eight (8) invited players will pass directly to the qualification finals day. The next eight (8) invited players will pass directly to Day 2. Invites will be based on ladder placement at 20:00 CET Friday 24th of January. Ladder placement for players that are Master+ will be sorted based on LP. Ties will be broken by Top 4 Rate then Win Rate.

Fourteen (14) of the slots will be given to the top ranked players on the EUW ladder with the remaining slots allocated to the top two (2) ranked EUNE players. See [8.2](#) for the distribution of invites.

Only players who are eligible to play in Northern Legends qualifiers ([See 3.1](#)) and have signed up to the qualifier will be considered for the ladder invites.

The following numbers for cuts are dependent on sign-up numbers and will be confirmed during the Player Meeting on Day 1. Please see the [appendix](#) for examples of possible alterations.

The top twenty-four (24) players after six (6) game rounds from the first

qualification day will qualify for the second day of competition.

Any players involved in a tie-break for the top twenty-four (24) cutoff will be added to the reserve list for day 2. In the event of a No Show ([see 4.3](#)) from a qualified (or invited) player for round 1 of day 2, players on this reserve list will be offered the spot in order of the day 1 standings. If there are no players involved in a tiebreak for the cutoff, the two next highest scoring players will be added to the reserve list. If there is only one player eligible for the reserve list, the next highest placing player will also be added to the reserve list.

On the second day of competition the points are reset from the first day of play but will be seeded based on day 1 results. After four (4) rounds of play, the bottom eight (8) players will be eliminated. After six (6) rounds of competitive play the top eight (8) will qualify for the qualification finals day. The reserve list will be populated using the same method as for Day 2.

In the event of a No Show from a qualified (or invited) player for round 1 of Day 3, players on the reserve list will be offered the spot in order of the Day 2 standings.

The qualification finals day involves the eight (8) qualified players from day 2 alongside the eight (8) Day 3 invitees. These sixteen (16) players compete over six (6) rounds for the top three (3) positions. The bottom eight (8) players are dropped after round five (5). 1st place will qualify directly to the Tactician's Cup whilst 2nd and 3rd qualify to Tactician's Trials. All of the top three (3) will be awarded direct invites to the Northern Legends Finals.

2.2. Seeding

The first round is seeded based on the players ranked matchmaking ratings, on either their account from their most played region, 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.

In a lobby of 8 players the fixtures will consist of the following:
2 players at random seeded in the top 25% of those competing.
2 players at random seeded in the 26 - 50% range of those competing.
2 players at random seeded in the 51% - 75% range of those competing.
2 players at random seeded in the remaining 25% of those competing.

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.

2.5. Tie-breakers

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

- a) Total Tournament Points
- 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

For W/T4 Score, the number of Top 4s includes wins as well. This means placing 1st adds 2 points to this tiebreaker whilst placing 2nd-4th adds 1.

Tiebreakers c) and d) operate in the sequence of the lists. I.E for c), the number of 2nd places is evaluated first, then if still tied, the number of 3rd places. This continues down the list if the ties continue.

For days involving invites, Total Tournament Points are not used as a tiebreaker.

2.6. Circuit Points

The Top 32 players from each Tactician's Cup qualifier will be awarded Circuit Points based on their performance:

1st=32pts,	7th=26pts,	13th=20pts,
2nd=31pts,	8th=25pts,	14th=19pts,
3rd=30pts,	9th=24pts,	15th=18pts,
4th=29pts,	10th=23pts,	16th=17pts,
5th=28pts,	11th=22pts,	17th=16pts,
6th=27pts,	12th=21pts,	18th=15pts,

19th=14pts,
20th=13pts,
21st=12pts,
22nd=11pts,
23rd=10pts,

24th=9pts,
25th=8pts,
26th=7pts,
27th=6pts,
28th=5pts,

29th=4pts,
30th=3pts,
31st=2pts,
32nd=1pt

In order to be eligible for circuit points, a player must complete a minimum of 6 games in the event for non-invited players and 4 games for invited players.

After both Tactician's Cup Qualifiers, the Top 6 players with the highest accumulation of Circuit Points (who have not already qualified through a Top 3 Tactician's Cup Qualifier placement) will be invited to the Northern Legends Finals. In the event of a repeat direct qualifier, an additional circuit point slot is added.

Tiebreakers for Circuit Points will be applied in the following order:

- a) Average placement in Northern Legends TC Qualifiers
- b) Number of games won in Northern Legends TC Qualifiers
- c) Number of Top 4 placings in Northern Legends TC Qualifiers

*For the average placement calculation, only the events entered by a player are used. Average Placement = (sum of all placements/number of events entered).

3. Player Eligibility

3.1. Residency

Players in the tournament are required to be legal residents of one of the following countries for at least four (4) months prior to the tournament date:

Bouvet Island, British Indian Ocean Territory, British Virgin Islands, Denmark, Faroe Islands, Finland, Gibraltar, Guernsey, Iceland, Ireland, Isle of Man, Jersey, Malta, Norway, Saint Helena, Ascension and Tristan da Cunha, Svalbard and Jan Mayen, Sweden, United Kingdom (UK) and Åland Islands.

A player may also be eligible if they have lived within the competitive region for 13 years or more even if their current residence is not within the region.

3.2. Proof of Residency

- a) Players may be required to provide proof of residency prior to, during or

following the tournament. Players may prove residency by submitting Government-issued documentary evidence of eligibility to the league operations team (e.g., driver's licence, government benefits records, military/draft registration papers).

b) If required minors must have a parent or guardian prove residency on their behalf by first, providing documentary evidence of the parent-/guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

3.3. 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.

3.4. 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 have competed in another regional competition during this set are not eligible to compete in this tournament.

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

3.5. 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.

c) Dropping from a tournament early without legitimate reason will disqualify you from the next tournament cycle in the calendar. I.e. If you were to leave the Northern Legends Tactician's Cup#1 Qualifier, you would be disqualified from the Northern Legends Tactician's Cup#2 Qualifier.

d) Tournament officials may allow a No-Show player to rejoin the tournament in the following round if there are open slots available in the next round of fixtures.

4.4. Pausing

Fixtures that are played on the Tournament Realm can be paused at an admin's discretion. If a player needs to get in contact with an admin, the player can pause the game by typing `"/pause"`. In certain cases an admin may reach out to a player through the in-game client to initiate a pause. Abuse of the pause feature will result in disciplinary action.

The maximum pause time per player is 10 minutes per game, but cumulatively 25 minutes max per player for the entire duration of the tournament (Tactician's Cup Qualifier Finals Day).

The maximum pause time per game is 30 minutes. For clarity, this would translate to a maximum of 3 player pauses at 10 minutes each.

Tournament officials have full discretion and authority to adjust pause timers on a case-by-case basis.

4.5. 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. Appendix

8.1. Alternate Formats

In the event fewer players than listed in the example in 2.1 participate within a qualifier, the format may be adjusted. Here are some examples of potential changes for different numbers of participants:

Number of Participants	160 > x > 129		128 > x > 65		64 < x	
	Rounds	Cut	Rounds	Cut	Rounds	Cut
Day 1	3+3	160->96->32	6	128->24	6	64->16
Day 2	4+2	40->24->8	4+2	32->24->8	4+2	24->16->8
Day 3	5+1	16->8->(3)	5+1	16->8->(3)	5+1	16->8->(3)

If invites are not used for a qualifier, the number progressing from Days 1 and 2 may be increased.

8.2. Ladder Invites

Seed	Regional Slot	Invite Type
1	EUW#1	Day 3 Invite
2	EUW#2	Day 3 Invite
3	EUW#3	Day 3 Invite
4	EUW#4	Day 3 Invite
5	EUW#5	Day 3 Invite
6	EUW#6	Day 3 Invite
7	EUW#7	Day 3 Invite
8	EUNE#1	Day 3 Invite
9	EUW#8	Day 2 Invite
10	EUW#9	Day 2 Invite
11	EUW#10	Day 2 Invite
12	EUW#11	Day 2 Invite
13	EUW#12	Day 2 Invite
14	EUW#13	Day 2 Invite
15	EUW#14	Day 2 Invite
16	EUNE#2	Day 2 Invite