

Règles et formats

E-bou Cup 2024

LoL

English version below

Seule la version française fait foi.

Le comité organisateur se réserve le droit de modifier le présent règlement en tout temps, y compris lors du déroulement d'un événement, à la condition que chaque participant soit informé immédiatement d'un changement.

Jeu / Game: League of Legends

Support(s) utilisé(s) / Medium used: PC

Nombre de joueurs par équipe / Number of players per team: 5

Date de l'événement / Event Date : 19.10.24 - 20.10.24

Responsable / Responsible: Théo Collet, Akitory

theo.collet@e-bou.pese.ch and Elias Waechter, Tweazy,

elias.waechter@e-bou.pese.ch

I. Informations générales

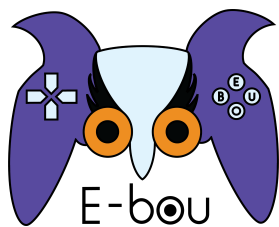
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The purpose of these rules is to describe the format of the event and the rules used during a game. Any questions should be directed to the event manager via the contacts provided.

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L'inscription à l'événement correspondant au présent règlement implique l'acceptation dudit règlement. Ce règlement est appliqué à tous les joueurs d'une équipe qui participe à l'événement.

Le présent règlement vise à décrire le format de l'événement ainsi que les règles utilisées lors d'une partie de jeu. Toute question est à poser au responsable de l'événement via les contacts fournis.

L'ordre des parties et leurs résultats sont à suivre sur un tableau Excel [Bracket E-Bou Cup 2024 LoL](#) et sont mis à jour par les responsables. Pour tout autre format, les procédures à suivre seront spécifiées dans la suite du règlement. Il est conseillé de prendre des captures d'écrans du jeu à chaque fin de partie pour éviter les cas de triches. En cas de litige, merci de contacter immédiatement le responsable.

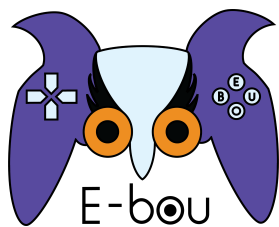
Lors d'une phase en distanciel, aucun matériel ne sera fourni par E-bou. Tous les joueurs d'une équipe sont tenus d'utiliser leur propre matériel, connexion internet et copie du jeu. Lors d'une phase de présentiel, le matériel sera fourni par E-bou sauf indication contraire. Le matériel spécifié comme non fourni par E-bou devra être fourni par les joueurs.

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Il est obligatoire d'être respectueux de son adversaire, sous peine de sanctions, incluant une disqualification immédiate. Toute insulte ciblée est interdite. Jouer de manière fair-play est vivement demandé par le comité pour assurer le bon déroulement de l'évènement. Le comité se réserve le droit de sanctionner une équipe en cas de problème de fair-play lors d'une partie.

Un remplaçant peut être enregistré à condition d'en communiquer la demande aux organisateurs ou responsables du tournoi. Le remplaçant doit alors communiquer son nom d'invocateur et son Discord aux organisateurs et jouera sur le poste du joueur absent. Les changements de joueurs ne pourront s'effectuer en cours de partie sous peine d'élimination de l'équipe.

Toute forme de triche est interdite sous peine de disqualification immédiate et d'interdiction de participation à des événements futurs organisés par E-bou. Le comité se réserve le droit de modifier le résultat de parties complétées après la découverte de triche.

Tout arrangement entre équipes est totalement interdit afin de garantir une compétition saine et juste pour toutes les équipes. Deux équipes coupables d'un arrangement non-autorisé seront immédiatement disqualifiées et le comité se réserve le droit d'interdire pour une durée la participation des équipes à des événements futurs organisés par E-bou. Cependant une demande peut être effectuée au responsable si les deux équipes jugent qu'un

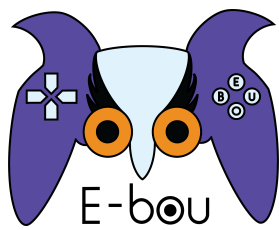
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arrangement respecte la justice de l'évènement (ex: jouer un match plus tôt que prévu).

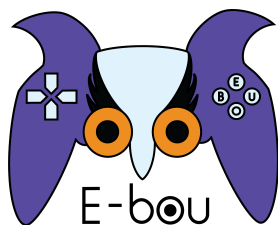
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II. Format de l'évènement

Swiss Stage (qualifications) :

- En ligne
- Format de Ronde Suisse en 5 round Bo1
- Les équipes ayant obtenues 3 victoires sont qualifiées
- Ces matchs de qualification ont lieu le week-end des **5 et 6 octobre**. Le 5 de 14h à 19h et le 6 de 14h à 16h

Phase finale:

- En présentiel au SOS2 du *Centre Sportif de Dorigny, CH-1015 Lausanne*
- 8 équipes s'affrontent dans un arbre à élimination directe.
- Quart de finale en Bo1, 19 octobre à 9h
- Demi finale en Bo3, 19 octobre à 12h
- Finale en Bo3, 20 octobre à 12h
- Les éliminés en Quart de finale s'affrontent dans un tournoi de consolation le 19 octobre à 10h

III. Règles du jeu utilisées

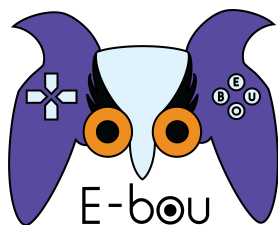
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Tous les matchs seront en mode “draft”.

- 10 min avant le début du match, les joueurs devront être présent dans la “room” / custom game
- Après la fin du match, les équipes devront envoyer une capture d'écran de la fin de la partie pour montrer et vérifier le gagnant du match.

Le mode du jeu étant “Draft”, tous les joueurs doivent avoir au moins 20 champions, et un niveau minimum de 15.

Pour les matchs en présentiels, les joueurs sont encouragés à prendre leur matériel (souris, clavier, casque, ordinateur, écran...).

English version

Only the French version is binding.

The Organizing Committee reserves the right to modify these rules at any time, including during an event, provided that each participant is informed immediately of any changes.

I. General Informations

II. Event format

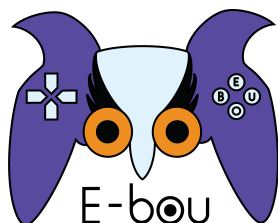
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Swiss Stage (qualifications) :

- Online
- Swiss stage in 5 round Bo 1
- Teams with 3 wins are qualified
- These qualifying matches take place on the **weekend of 5 and 6 October**. The 5th from 2pm to 7pm and the 6th from 2pm to 4pm

Phase finale:

- In-person at SOS2 of *Centre Sportif de Dorigny, CH-1015 Lausanne*
- 8 teams compete in a direct elimination tree
- Quarter-final in Bo1, 19 October at 9am
- Bo3 semi-final, 19 October at 12pm
- Bo3 final, 20 October at 12pm
- Those eliminated in the quarter-finals play each other in a consolation tournament on 19 October at 10 am

III. Game rules

All the matches will be in “draft” mode.

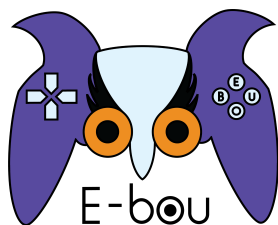
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- 10 min before every match, the players will have to be present in the room / custom game.
- After the end of the match, the teams will have to send a screenshot of the end of the match to show the winner of the match.

All the players must have at least 20 champions and a level of 15 (runes).

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