

Boyses

Double up Leagues Rulebook



BOYSES

Double up Leagues Rulebook

All Riot Games Global Player Policy rules apply to the Double up Leagues Tournament, as well as the additional rules and regulations set out below.

All players who participate in the Double up Leagues Tournament are automatically under the jurisdiction of the Global Player Policy, the Esports Code of Conduct, and the Riot Games Terms of Service.

All Players will have to pay an entry fee of 20\$ or 40\$ per team to be eligible to play in the Leagues. It will need to be paid to this [Paypal](#) (IF NOT AMERICAN) or [Venmo](#) (IF AMERICAN).

1. General Terms

- 1.1. **Game.** An instance of competition on Teamfight Tactics that is played until a winner is determined by being the last remaining player alive.
- 1.2. **Match.** A set of games that is played where players with the most points will win the match to advance to the next round of the tournament.

2. Eligibility

2.1. Eligible Region

- 2.1.1. All players from every region are eligible to compete in the Double up Leagues Tournament.
- 2.1.2. Boyeses reserves the right to ask for proof of residence at any time.

2.2. Accounts

The Double up Leagues Tournament will take place on the North American Live servers. All players must have an eligible account to compete.

3. Competition Format

3.1. Double up Leagues

- 3.1.1. **Description.** The Double up Leagues Tournament will be a Double up League capped competition with a total of 5 weeks of competition as well

as a week-end of playoffs. Players will have to face 3 team of 2 players each week to play 3 games .

3.1.1.1. League Format

- The leagues will start on the week of September 7th. We will post the first lobbies on the same day. Each lobby will have their own channel to schedule the games. Admins will create a when2meet link to be completed by every player before Wednesday of the weekly match. All the teams will play each other for 3 games.
- If no times are working for the teams, Boyeses will fix the game times during the week end (excluding weekends of Riot competitions) and players will have to play their games then. Subs will be allowed to be used twice over the period of 5 weeks if a team member cannot make it to the games. Subs must be within the ranks of the leagues level (Cannot have a challenger sub in the diamond and below league)
- Snake seeding will be used to create the matches every week using total points accumulated by each team.

3.1.1.2. Playoff Format

- The top X teams on the leaderboard will qualify for the playoffs. The playoffs will have teams facing each other in a bracket and will be played on the first week of June.
- The seeding will be snake.
- All games will be the same format as the league.
- The Playoffs will have a minimum of 5 games instead of 3 with the same system as the rest of the league.

3.2. Timings and Dates. Below are the check-in and game start timings and date for each day of competition.

Sign ups are closing on September 5th. Entry fees due by the same day.

Week 1 | September 7th

Week 2 | Starts September 14th

Week 3 | Starts September 21th

Week 4 | Starts September 28th

Week 5 | Starts October 5th

Playoffs Week 1: October 12th

Playoffs Finals: October 19th

3.3. Tiebreakers. Any Teams that are tied on points for any of the following - Reseeding Lobbies, End of season cut offs, final tournament position - will be differentiated in the following manner:

- Team Total Points.
- Highest number of Top 2s+1st
- Lowest number of Top 4s.
- Latest Match Total Team Points.

3.4. Points

3.4.1. Tournament Point System. Points will be awarded as follows:

Placement	1	2	3	4				
Points	4	3	2	1				

3.5. POV Streaming

3.5.1. Players are free to stream their own POV of any games they play in the Double up Leagues Tournament. Players must have the name “Double up Leagues” in their stream title.

3.5.1.1. We recommend setting a delay on your stream, however this is entirely left to the discretion of the individual.

3.5.1.2. Any advantage from streaming, on any platform (e.g. Twitch, discord) such as coaching during the tournament will be investigated as a breach of the sportsmanship and fair play rules.

4. Match Process

4.1. Roles of Admins

4.1.1. Responsibilities. Admins are staff who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

- Checking the player lineup before a match.
- Announcing the beginning of each match.
- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and its results.

4.1.2. Admin Comportment. At all times, admins shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player.

4.2. Competitive Patch

Any unit, augment, or interaction may be disabled at any point at the discretion of Boyses admins. A list of restricted units, augments, and bugs will be provided to all players before the event.

4.3. Pre-Match Setup

4.3.1. Timeliness of Match Start. It is expected that players are ready to compete at the listed start time each day. Players are responsible for patching, updating, and/or configuring their game client prior to that time. Delays due to technical problems may be permitted, at the sole discretion of Boyses admins. Penalties for tardiness may be assessed at the discretion of the Boyses admins.

- 4.3.1.1. For the first game of each day players will be given 10 minutes after the designated match time before they are subject to disqualification.
- 4.3.1.2. For subsequent games, players will be given 5 minutes before they are subject to disqualification.
- 4.3.1.3. In the event a player is missing after the designated grace period, the lobby leader must contact Boyses admins for further instructions.
- 4.3.1.4. Players must play **ALL** games in a given day. Failure to do so without valid reasoning may result in a potential removal from the tournament.

4.3.2. Game Lobby Creation. The player listed on the top of each group on the official sheet is designated as the “Lobby Leader”. They are responsible for creation of the lobby, and inviting the other 7 players during each game.

4.4. Post-Match Process

- 4.4.1. Match Reporting.** Players placing 1st or 2nd in a given game are required to post a screenshot of the post game scoreboard in the designated #match-results channel in the discord, alongside their lobby letter (Ex: Lobby C).
- 4.4.2. Post-Game Interviews.** Players may be requested to participate in a pre-recorded/live, post game interview during the event.

Prize Distribution

4.4.3. Double up Leagues Tournament

Total: TBD via entry fees

Payment Method. All payouts will be paid via PayPal/Venmo or Revolut App **only**. Payments will be made between 1-2 days after the conclusion of the tournament.

Boyses Player Policy

1. Introduction

- 1.1. This Player Policy applies to all players and provides a baseline for all Boyses Teamfight Tactics (“TFT”) competitions. This Player Policy focuses on player conduct, player eligibility, and our general expectations for good sportsmanship.

2. Applicability of Policy

- 2.1. The terms contained in this Player Policy apply to TFT Competitions run by Boyses.
- 2.2. Participation in any Boyses TFT competition is subject to this Player Policy, and Riot’s Legal, the Esports Global Code of Conduct, and Terms of Service.
- 2.3. Failure to adhere to this Player Policy is subject to game or match forfeitures, disqualifications from competitions, prize forfeitures, and other disciplinary action.
- 2.4. Boyses reserves the right in its sole discretion and at any time to update or modify this Player Policy.

3. Player Eligibility

3.1. Residency

3.1.1. Some TFT tournaments may require participants to be residents of a specific region. To be eligible to compete in a given region, the player must qualify as a legal resident in one of the listed countries or territories in the region for at least one year prior to the tournament date.

3.1.2. Players may not be the resident of two or more regions at the same time. Any player who relocates to a new region, will remain a resident of his or her prior region until the one-year anniversary of their relocation.

3.1.3. Riot Games recognizes the following twelve (12) competitive geographic “regions”, and Riot Games defines residency as follows:

3.1.3.1. North America. The North America (NA) region consists of the following countries and territories:

- USA, Canada

3.1.3.2. Latin America. The Latin America (LATAM) region consists of the following countries and territories:

- All Caribbean Islands, Argentina, Belize, Bolivia, Chile, Colombia, Costa Rica, Ecuador, El Salvador, French Guiana, Guatemala, Guyana, Honduras, Mexico, Nicaragua, Panama, Paraguay, Peru, Suriname, Uruguay, Venezuela

3.1.3.3. Brazil. The Brazil region consists of the following countries and territories:

- Brazil

3.1.3.4. Europe. The European (EU) region consists of the following countries and territories:

- Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia,

Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See)

3.1.3.5. CIS. The CIS region consists of the following countries and territories:

- Azerbaijan, Armenia, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Mongolia, Russia, Tajikistan, Turkmenistan, Uzbekistan, Ukraine

3.1.3.6. MENA&I. The Middle East, North Africa and India (MENA&I) region consists of the following countries and territories:

- Afghanistan, Algeria, Bahrain, Djibouti, Egypt, India, Iraq, Israel, Jordan, Kuwait, Lebanon, Libya, Mauritania, Morocco, Oman, Pakistan, Palestine (UN observer state), Qatar, Saudi Arabia, Somalia, Sudan, Syria, Tunisia, United Arab Emirates, Western Sahara (Sahrawi Arab Democratic Republic), Yemen, Bangladesh, Sri Lanka, Nepal and Maldives.

3.1.3.7. Turkey. The Turkey region consists of the following countries and territories:

- Turkey

3.1.3.8. Oceania. The Oceania (OCE) region consists of the following countries and territories:

- Australia, New Zealand, Guam, New Caledonia, French Polynesia, Fiji, Northern Mariana Islands.

3.1.3.9. South Korea. The South Korea region consists of the following countries and territories:

- South Korea

3.1.3.10. South East Asia. The South East Asia region consists of the following countries and territories:

- Chinese Taipei, Hong Kong, Indonesia, Macau, Malaysia, Philippines, Singapore, Thailand, Vietnam.

3.1.3.11. China. The China region consists of the following countries and territories:

- China

3.1.3.12. Japan. The Japan region consists of the following countries and territories:

- Japan

3.1.4. Proof of Residency

3.1.4.1. Boyses may require a player to provide proof of residency prior to, during or following a competitive tournament. Players may prove residency by submitting Government-issued documentary evidence of eligibility to their regional Riot office (e.g., driver's license, government benefits records, military/draft registration papers).

- Minors may also 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.

3.2. Ineligible Players.

3.2.1. Competition participants may not be employees of Riot Games, Inc. ("RGI") or any of their respective affiliates at the start of or at any point during a TFT competition.

3.2.2. In addition, all official staff members of Boyses are not permitted to compete in certain qualifying events that have prizes.

4. Player Accounts

4.1. A player must only use one account during a competition.

4.2. Account and Discord names should not include any insulting, derogatory or otherwise inappropriate words or phrases.

4.3. If two players with identical account names are entering the same competition at approximately the same time, then the players should work together with the competition organizer to find a compromise. If no compromise can be found, then

the account name shall be disallowed for both players, and both shall be required to select a new account name that conforms with these guidelines.

- 4.4.** Boyses reserves the right to deny or revoke the use of an account name for any reason.

5. Player Conduct

5.1. Competition Conduct

- 5.1.1. Competitive Integrity.** Players are expected to play to the best of their ability at all times within any Boyses TFT match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. The following categories deemed to violate competitive integrity are prohibited:

- Failure to show up for a game
- Griefing/consistently targeting a player
- Trolling
- Anything else deemed to be violating competitive integrity will be at the sole discretion of Boyses admins.(such as remake lobbies)

- 5.1.2. Collusion.** Collusion is prohibited. Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players.

Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

-
- 5.1.3. Leaving / AFK.** Within their control, players must not forfeit or afk any game unless it is clear they are eliminated in the current, ongoing round. Additionally, even if it is clear a player will be eliminated in the current, ongoing round, that player must ensure that doing so would not affect the placement of another player. This is to prevent potentially skewing matchups, causing someone else to lose placement due to points, carousel priority, etc., whether it was intentional or not.
- 5.1.4. Abusive Behavior.** Any act of verbal, mental, or physical abuse that makes another player or staff member feel uncomfortable is prohibited. Players must treat all individuals participating in or spectating a game with respect. If asked to stop, repeated etiquette violations will be subjected to this rule.
- 5.1.5. Harassment.** Any act of harassment is forbidden. Harassment is defined as systematic, hostile and/or 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. This includes, but is not limited to, actions such as spam pinging or emoting in front of another player over the course of a match.
- 5.1.6. Threatening.** Any act of threatening is forbidden. This includes, but is not limited to, written threats, implicit threats, stalking, blackmailing, or exhibition of violent behavior that makes any person feel uncomfortable or unsafe.
- 5.1.7. 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 favors.
- 5.1.8. Discrimination & 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 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 additional reason deemed of similar scope by staff.

5.1.9. Obligation to Report. ALL players have an obligation to report any/all forms of Rule violations with evidence of misconduct. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Knowledge of any rule infringement and failure to report any such offenses or violations is also punishable.

5.1.10. Perjury. If an Admin contacts a player to discuss an investigation, the player is obligated to tell the truth. This involves players withholding information or misleading staff to create an obstruction of the investigation.

5.1.11. Miscellaneous. To the extent a conduct is not addressed or contemplated, the admins are empowered to enforce a miscellaneous violation not addressed by the rulebook or [Riot's Terms of Service](#).

5.2. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act or rule violation that Boyeses believes, in its sole and absolute discretion, constitutes unfair play will be subject to penalty according to the Boyeses Player Policy and any other applicable rules. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of Boyeses.

5.3. Penalties

Upon discovery of any Player committing any violations of the rules, Riot may without limitation of its authority under Section 5.2, issue the following penalties:

- Verbal Warning(s)
- Final Warnings(s)
- Disqualification from Tournament
- Permanent ban from Boyeses TFT Events

It should be noted that penalties may not always be imposed in a successive manner. Boyeses, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by Boyeses admins..

5.4. Right to Publish

Boyses shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against Boyses.

6. Spirit of the Rules

6.1. Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, and penalties for misconduct, lie solely with Boyses, the decisions of which are final.

6.2. Rule Changes

This Player Policy may be amended, modified or supplemented by Boyses, from time to time, in order to ensure fair play and the integrity of TFT competition.

6.3. Best Interests of Boyses

Boyses admins at all times may act with the necessary authority to preserve the best interests of Boyses. This power is not constrained by the lack of any specific language in this document. Boyses admins may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of Boyses.