UGL Rulebook

UGL Summer Season 2025

1. General Provisions

1.1. The entire season takes place **online** and consists of **three stages**.

1.2. All matches are played on the **Live EUW** server.

1.3. An **unlimited number of teams** are allowed to participate in the season.

1.4. The prize pool for the **UGL Summer Season 2025** is **51 000 UAH** and is distributed as follows:

First Stage

- **Qualification #1 — 5 000 UAH**
- **Qualification #2 — 5 000 UAH**
- **Qualification #3 — 5 000 UAH**

Second Stage

- **Group Stage** — advancement to the third stage (playoffs).

Third Stage

- **1st place — 20 000 UAH** and a spot in **Rift Legends 2026 Winter Promotion**.
- **2nd place — 10 000 UAH**.
- **3rd place — 3 000 UAH**.
- **4th place — 3 000 UAH**.

1.5. Communication between teams and organizers is carried out via the Discord server **Ukrainian Glory League | UGL** ([link](#)).

1.6. All participating teams are required to:

- Be present on the season's Discord server.
- Stay in their team's voice channel with the full lineup during matches.

2. Team Roster Requirements

2.1. Team registration for qualification is carried out by filling out **[Google Forms](#)** and providing all necessary data.

2.2. Each team must register **at least 5 players** in its roster.

2.3. Each team must have **at least three Rift Legends LTR players, at least two of whom must be Ukrainian citizens,** in the active roster at all stages of the season. Players who are citizens of or reside in an aggressor country **(Russia, Belarus)** are **not allowed** to participate in the season.

- *LTR - Locally-Trained Representatives (local players of the region).*
- *Rift Legends LTR **-** Poland, Ukraine, Lithuania, Latvia, Estonia, Georgia, Israel.*

2.4. If necessary, a team may add **a maximum of 2 substitutes** before the start of each qualification and each stage, provided they are not registered as part of another team at the time of registration.

2.5. A team has the right to register a coach, manager, or team owner as a substitute player. This information must be included in the team's application.

2.6. If a team has not registered any substitute players, the registered coach and/or manager automatically acquire the status of substitute players and are allowed to participate in matches. If at least one substitute player is registered in the team, the coach, manager, or team owner **may only participate** in matches if they are registered in advance as substitute players.

2.7. Each team is required to have a **Representative** responsible for organizational matters with the administration, opponents, and within the team.

2.8. The **Representative** can be any registered player, coach, manager, or team owner. The Representative can only be replaced by the current Representative at their own discretion.

2.9. In case of necessity to use a substitute player, the team's **Representative** is required to notify the administrators with the role **@ Суддя | Referee** in the team chat, as well as the Representative of the opponents in the 🏅 **| representatives-chat·чат-представників**, no later than **10 minutes** before the game starts.

2.10. A player who is already registered in one team may be re-registered in another after each qualification and after each stage of the tournament.

2.11. The team's **Representative** may change any player on their team at their own discretion, provided there have been no previous agreements between the player and the Representative regarding their participation in the next stages.

2.12. Participants of the season are prohibited from using offensive language or any other phrases in their nicknames that may cause offense to other participants of the season. The season administration with the role **@Суддя | Referee** reserves the right to require a participant to change their nickname if this rule is violated.

2.13. The minimum account level required to participate in the season is **level 30**.

2.14. All team members must request a role in the designated channel ✅ **| role-request·запит-ролі**. Obtaining a role is **a mandatory requirement** for participation in matches. The **UGL** administration is not responsible for any delays in role assignment if the request is submitted after the registration deadline. A role request must be submitted **no later than one hour before** the start of the respective stage.

2.15. Restrictions on Participation in Professional Leagues

Players are not allowed to participate in **UGL** if they:

● Actively compete in any of the listed below **professional leagues**.

● Have a contract with an organization participating in those leagues.

List of Professional Leagues and Tournaments

- **Major Leagues**
- **EMEA:**
  - **Middle East and North Africa:**
    - **AL (Arabian League)**
    - **Road to Arabian League**
  - **Balkan:**
    - **EBL**
    - **NA (Nexus Adria)**
    - **BCL (Bulgarian Challengers League)**
    - **BK (Baron Kupa)**
    - **DCPG (Digital Crusade: Proving Grounds)**
  - **Benelux:**
    - **ROL (Road of Legends)**
    - **BAS (Benelux Ascend Series)**
  - **Greece:**
    - **HLL**
    - **HCC**
  - **Czech and Slovak:**
    - **Hitpoint Masters**
    - **Hitpoint 2nd Div Challengers**
    - **Hitpoint 3rd Div**
  - **France:**
    - **LFL**
    - **LFL Division 2**
    - **NT (Nexus Tour)**

- Italy:
  - LIT
  - BTL
- Portugal:
  - LPLOL
- Spain:
  - SL (Superliga)
  - Superliga 2nd Division
  - Circuito Tormenta (Liga Nexo, Hextech Series, Hextech Series 2nd Division)
- Northern Europe:
  - NLC
  - 4 Nations
  - LCD
  - FPL
  - Good Game-ligaen
  - Svenska Onlineligan
- Germany:
  - Prime League 1st Division
  - Prime League 2nd Division
  - Prime League 3rd Division
- Eastern Europe:
  - Rift Legends
- Turkey:
  - TCL
  - TCL Division 2

3. Format of the Season

3.1. Structure and Schedule

3.1.1. First Stage — Qualifications

3.1.1.1. Qualification Dates:

- **Qualification #1 — 02.08 [11:00 CEST] – 03.08 [13:00 CEST]**
- **Qualification #2 — 09.08 [11:00 CEST] – 10.08 [13:00 CEST]**
- **Qualification #3 — 16.08 [11:00 CEST] – 17.08 [13:00 CEST]**

3.1.1.2. Match Format:

- All matches are played in the **Double Elimination** format (elimination after two losses).

3.1.1.3. Match Regulations:

- The qualification lasts for two days.
- All matches are played in **Bo1** format, except for the following:
  - **Lower Bracket Semifinal — Bo3**
  - **Upper Bracket Final — Bo3**
  - **Lower Bracket Final — Bo3**
  - **Grand Final — Bo3**

Match Schedule:

- **Day 1 [11:00 CEST]** — All matches are played in **Bo1** format, with the **Upper Bracket Final** and **Lower Bracket Semifinal** played in **Bo3** format.
- **Day 2 [13:00 CEST]** — The **Lower Bracket Final** and **Grand Final** are played in **Bo3** format.

3.1.1.4. Prizes for Each Qualification:

- **1st place — 5 000 UAH and a pass to the second stage.**
- **2nd place — 100 points.**
- **3rd place — 70 points.**
- **4th place — 50 points.**
- **5th place — 30 points.**
- **6th place — 30 points.**
- **7th place — 10 points.**
- **8th place — 10 points.**

3.1.1.5. Distribution of Points and Advancement to the Second Stage:

- During each qualification, teams earn points for **2nd to 8th** places.
- The winners of each qualification, as well as the teams with the most points accumulated across the three qualifications, will advance to the second stage.
- Points are summed up.
- In case of a tie in the number of points, an additional match will be held to determine the team advancing to the second stage.

3.1.1.6. Roster Retention Conditions:

- Teams that advance from the first stage must **retain at least 3 players** from the last played qualification to participate in the second stage.
- A **player** is considered the one who has played **the majority of matches** in the last qualification on their designated position.

3.1.1.7. Restrictions on Participation in Subsequent Qualifications:

- Teams and players who have already advanced to the second stage are not allowed to participate in subsequent qualifications.

- If a player has not played any games with their team, they may change teams and participate in the next qualifications.

3.1.2. Second Stage — Group Stage

3.1.2.1. Participation Conditions:

- A team that has not retained 3 players from the previous stage cannot participate.
- The deadline for submitting the list of current players (main roster and substitutes) and staff members (coaches, managers, etc.) for the second stage is **19.08 [22:59 CEST]**. This information must be provided in your team's chat on the **UGL** server.

3.1.2.2. Match Format:

- 6 teams compete against each other once in a **Round Robin** format (**Bo1**).

- **Match Schedule:**
  - **23.08 [13:00 CEST] — 3 Bo1** matches.
  - **24.08 [13:00 CEST] — 2 Bo1** matches + tiebreakers **(Bo1)** (if necessary).

3.1.2.3. Advancement to the Third Stage:

- **The top 4** teams from the group stage will advance to the third stage.

3.1.2.4. Roster Retention Conditions:

- Teams that advance from the group stage must **retain at least 3 players** from the second stage.

- A **player** is considered to be the one who played the **majority of matches** in the second stage in their designated position.

3.1.2.5. Opponent Selection in the Third Stage:

- The 1st place team from the group stage selects an opponent from the teams that finished in 3rd-4th place.

- The 2nd place team will face the remaining opponent.

3.1.3. Third Stage — Playoffs

3.1.3.1. Participation Conditions:

- A team that has not retained 3 players from the previous stage cannot participate.
- The deadline for submitting the list of current players (main roster and substitutes) and staff members (coaches, managers, etc.) for the second stage is **26.08 [22:59 CEST]**. This information must be provided in your team's chat on the **UGL** server.

3.1.3.2. Match Format:

- 4 teams compete in a **Single Elimination** format (elimination after one loss).

- **Mode:** Hard Fearless Draft

  - After each map, the champions selected by any team become unavailable for the rest of the series.

  - Bans work as usual, and champions remain available for selection in subsequent maps.

- **Match Schedule:**

  - **30.08 [13:00 CEST and 16:00 CEST] —** 2 Semifinals **(Bo3).**

  - **31.08 [13:00 CEST] —** Grand Final **(Bo5).**

3.1.3.3. Third Stage Prizes:

- **1st place** — **20 000 UAH** and a spot in **Rift Legends 2026 Winter Promotion**.

- **2nd place** — **10 000 UAH**.

- **3rd place** — **3 000 UAH**.

- **4th place** — **3 000 UAH**.

3.2. Game Rules

3.2.1. Side selection in the first and second stages is determined by a coin toss between the representatives of both teams using the **CoinFlip** website. The **representative** of the team listed higher in the match bracket must contact the opponent's representative, create a separate voice channel on the server, and conduct the coin toss there.

3.2.2. Communication between team representatives takes place on the UGL Discord server, in the section:
🏆**Tournaments | Турніри** → 🏅 **│ representatives-chat·чат-представників**. Team **representatives** must exchange the lobby name and password. Further communication between teams is in the lobby chat.

3.2.3. The *Blue Side* team creates a custom game with the following settings:

- **Name:** Team1 vs Team2

- **Team Size:** 5

- **Password:** 12344321

- **Game Type:** Blind Pick

- **Allow Spectators:** All

3.2.4. The *Red Side* team creates a draft on the **Drafter** website and shares the pick link with the *Blue Side* team, along with a spectator link, in the lobby chat.

3.2.5. All players must be positioned in the correct order — from **Top** to **Support** (top to bottom) — in the game lobby **before the draft begins on the website**. After confirming readiness (by clicking the *"Ready"* button on the draft site), **changing player order (i.e. roles) is strictly prohibited**.

3.2.6. Once both teams are ready for the draft, they confirm their readiness in the lobby chat and press the *"Ready"* button on the website.

3.2.7. If a champion was accidentally picked or banned, the team must **immediately** inform the opponents in the lobby chat and specify which champion should be selected instead.

3.2.8. Champions selected on the *Drafter* website must be picked in the custom game. Repeating champion bans in the game client is not mandatory.

3.2.9. Each player must lock in their champion in the game client according to the role they occupy in the lobby, **with no champion swapping allowed**. Lane swapping during the game itself **is not prohibited**.

3.2.10. Once all players have selected their champions, the game will start in 10 seconds.

3.2.11. In case of a dispute, the team must immediately pause the game (`/pause`) and contact the season administration, tagging **@Суддя | Referee**. The game may be resumed (`/resume`) once the issue is resolved and both teams confirm their readiness.

3.2.12. In the event of lags, a player disconnecting, or a power outage, the team must pause the game (`/pause`) and wait for the issue to be resolved. The game may be resumed (`/resume`) once the problem is fixed and both teams are ready.

- The administration is not responsible for power outages.
- Participants are advised to prepare backup options in advance, such as using an internet café or an alternative location.

- Each team is granted a maximum of **15 minutes of pause** time per match.
- Organizers may extend the pause time in exceptional cases.
- The opposing team may voluntarily share their pause time to maintain competitive integrity.

3.2.13. The team that destroys the Nexus must take a screenshot of the game results and send it to their team's Discord chat with the following format: `"Team1" WIN vs "Team2"`

A screenshot is required in all cases, even if the match was streamed on the official broadcast.

- If a team fails to submit the screenshot within **15 minutes** after the match ends, they will receive a warning.

- If the rule is violated again, the Referee may impose a penalty at their discretion.

3.2.14. Once the match result is confirmed, it will be recorded, and the teams will be moved forward in the tournament bracket.

3.2.15. As soon as your next opponent is determined, you must start the next game without delay. Unless otherwise stated in the schedule or decided by the tournament referees, teams may be granted additional time before the next match.

3.2.16. In **Bo3** and **Bo5** matches, the team that lost the map has **5 minutes** to select the side for the next game after the Nexus falls.

- The team must inform the administration in their team's Discord chat and notify their opponent in the representatives chat.

3.2.17. In the third stage, the team that placed higher in the second stage gains the **right to choose the side** in the first game.

3.3. Tiebreakers

3.3.1. If two teams have the same number of wins, the advantage is given to the team that won their head-to-head match.

3.3.2. If three teams have the same number of wins and their head-to-head results do not determine a leader (a "rock-paper-scissors" situation), tiebreakers are played in a Bo1 format:

- Each team plays one match against the other two.

- If one team wins both matches (2-0), it is declared the winner.

- If all teams finish with a 1-1 score, the winner is determined by the team that won their match in the shortest time.

3.3.3. Tiebreakers are **not played** to determine 3rd, 5th, or 6th place.

3.4. Broadcast Rules

3.4.1. The tournament organizers allow independent streamers and Discord servers to broadcast:

- All matches on Day 1 of the Qualifiers.

- Group Stage games that are not streamed on the official broadcast.

The list of matches to be streamed officially will be announced after the bracket is finalized.

3.4.2. Every streamer broadcasting tournament games must:

- Submit a link to their Twitch channel in the 📺 │ **tournament-streams·трансляції-турніру** chat.

- If the streamer is affiliated with a specific team (player, coach, analyst, ambassador, etc.), they must mention the team name**.**

Example: *Team T1 — https://www.twitch.tv/t1esports*.

3.4.3. The broadcast title must include:
- Tournament name.

- Tournament stage.

- Stream language.

Other details can be added at the streamer's discretion.

Example: *[ENG] UGL Spring Season 2025 Qualification #1 playing with the team.*

3.4.4. Stream Delay Rules:

- A minimum 3-minute delay must be set to prevent stream sniping.

- If this rule is violated, the streamer or their team will not be penalized.

- The administration is not responsible for possible stream sniping by the opponent.

3.4.5. Streaming is prohibited if any Russian language content is present in:

- Team voice channels.

- Twitch chat.

- Stream descriptions.

- Tags.

- Visual elements on the stream.

  Penalties for violations:

  - First offense → Team warning.

  - Second offense → Team disqualification.

3.4.6. The second day of the Qualifiers, as well as **select matches from the Group Stage** and **all matches of the third stage**, will be broadcast on the [official Twitch channel](#) of the UGL tournament operator.

- The list of matches for the official broadcast will be announced after the tournament bracket is formed.

- Streamers and Discord servers are prohibited from broadcasting these matches or restreaming the official stream unless they have received prior permission from the tournament referees.

4. Punctuality

4.1. Throughout the season, each team is required to be **fully present** in their team's voice channel on Discord at least **10 minutes** before the match starts.

4.2. At the scheduled match start time, the team must be fully present in their designated voice channel and **ready to begin the draft phase**. Failure to do so will result in the loss of **1 ban** in the first ban phase of the first game.

4.3. If a team is not fully assembled and ready to begin the draft phase within **10 minutes** of the scheduled start time, they will lose **2 bans** in the first ban phase of the first game.

4.4. If a team remains incomplete and is not ready to begin the draft phase within **15 minutes** of the scheduled start time, they will receive a **technical defeat**.

4.5. In matches where a **prize pool** is at stake, a team that, for any reason, cannot participate and receives a technical defeat will **forfeit the monetary prize** for their placement.

5. Penalties

5.1. The Season Administration (role: **@Суддя | Referee**) has the right to issue warnings, impose penalties, or disqualify a team for rule violations, depending on the severity and frequency of infractions.

5.2. The degree of punishment is determined solely by the Administration, and their decision is final and non-negotiable.

5.3. In case of disputes or conflicts between teams (or between a team and the administration), penalties will be assigned with priority given to maintaining the integrity and spirit of the season.

5.4. If the opposing team violates the rules, a team representative must tag **@Суддя | Referee** and provide evidence of the violation in the team chat.

6. Additional Information

6.1. If you have any questions that are not covered in the regulations, you can ask them in the Discord server chat (**❓ | questions-answers·питання-відповіді**). Do not message the administration in private chat.

6.2. Prize payments will be made within two weeks after the season ends to the team representatives.

6.3. The rules of the league's Discord server are an integral part of this Rulebook. Violations of the Discord server rules may result in disciplinary actions, including restrictions or a ban on participation in league events.

6.4. A player may not participate in matches if, at the time of the match, they are subject to an active restriction that prevents them from being present on the league's Discord server (including, but not limited to, a temporary or permanent ban, or a restriction from accessing voice channels). In the absence of such restrictions (e.g., a warning), participation in matches is permitted.

6.5. Every player must comply with Riot Games' Code of Conduct.

6.6. The season is not sponsored by Riot Games.