Telia Esports Series Rules

Season 1, 2020

2020-06-24 - Version 1.4

Table of Contents

Preface

This document describes the rules by which Telia Esports Series competitions are conducted. Breaking these rules may be penalized as documented in the rules. Please note that the administration has the final say in any issues and disputes regarding the competitions, regardless if the situation is described in the rules. Under extreme circumstances the administration reserves the right to make a decision against the rules to maintain fair play.

We strive to make the series a pleasant affair for all competitors and viewers. Our goal is to host a fair and fun tournament where everyone can feel respected and do their part to the best of their abilities.

Best regards,

1 Definitions

1.1 Range of Validity

Telia Esports Series is organized by Telia and operated Assembly Organizing Oy. This document is the sole valid set of rules for Telia Esports Series tournaments. Every participant is expected to read and understand these rules. The rules apply even if a participant is not aware of them or does not understand them. By participating, the participant confirms that they understand and accept these rules.

1.2 Participants

A participant is a team or a player that is participating in Telia Esports Series competition. All the players of a team participating in Telia Esports Series are participants of that team, and fixed to the team even if the player has not played for the team in competition. Each participant can only belong to one organization during one season of Telia Esports Series.

1.3 Time Zones

Each country in which Telia Esports Series operates uses the local current time zone. Daylight savings time also applies depending on the country.

1.4 Season

The season starts with the first qualifier tournament and ends with the final match of the playoffs, or the final match of the relegation tournament, whichever comes last. Each game title may have a separate start and end dates.

1.5 Regions

Telia Esports Series is a national competition based in Telia countries: Finland, Sweden, Norway, Denmark, Estonia and Lithuania. Each country is its own region.

1.6 Punishments

1.6.1 Definitions and Scope of Punishments

Rule violations in Telia Esports Series lead to punishments. Punishments include minor penalties, major penalties, monetary fines, and disqualification of a player or team. Warnings may be issued before using direct punishments. The punishment can also be a combination of the mentioned methods. The consequences of a punishment include but not limited to: deduction of prize money, loss of game or points, temporary ban of a player or team. The punishments are delivered to the affected parties by email. Each punishment may have an appeal period which is detailed along with the punishment. Punishments may only be appealed by the official representative of the participant or the holder of the participation licence themselves.

1.6.1.1 Minor Penalties

Minor penalties are given from minor rule violations such as failure to deliver required information in time. Each minor penalty deducts one percent (1%) of the overall prize money the team or player would earn in the season.

1.6.1.2 Major Penalties

Major penalties are reserved for major rule violations such as missing a match or lying to admins. Each major penalty deducts ten percent (10%) of the overall prize money the team or player would earn in the season.

1.6.1.3 Monetary Fines

Monetary fines will be issued if a participant does not fulfill their obligations detailed in their contract for the season. These may be incidents outside of the game such as planned media meetings.

1.6.1.4 Bans

Bans are issued for severe rule violations such as using a wrong lineup or violent behavior. A ban can be given for a team or a single player. A banned participant may not participate in the competition for the duration of the ban.

1.6.1.5 Disqualification

Disqualification is used for very serious rule violations. When a participant is disqualified they will lose all of their prize money from the season and will be banned for the rest of the season or longer.

1.6.1.6 Other Methods of Punishment

The tournament officials retain the right to use punishments not listed in this document in rare occasions.

1.6.2 Combining Punishments

The punishments listed in this document are not mutually exclusive. More than one punishment can be issued at once.

1.6.3 Punishments for Repeating Violations

Punishments and consequences listed in this document describe the situation for first-time violations. Repeatedly violating rules calls for more severe punishments than detailed in the correct section of a punishment in these rules.

1.6.4 Penalties and Bans Issued Outside of Telia Esports Series

Telia Esports Series does not generally apply penalties and bans handed in other tournaments. The only clear exception is punishments regarding cheating which, when sufficiently proven, will carry over to Telia Esports Series. Other punishments in external competitions might be applied as well depending on the severity of the act.

1.7 Live Match

A live match is a match that takes place in a location set by the tournament officials, or a match which will be broadcasted by an official broadcaster.

1.8 Game Titles

Games used in this season of the Telia Esports Series are:
- Counter-Strike: Global Offensive by Valve Corporation
- League of Legends by Riot Games

There may be side games or new games added over the span of the season.

1.9 Tournament Organization

Telia Esports Series is organized by Telia and operated by Assembly Organizing Oy.

Assembly Organizing Oy
Valimotie 13b B, 00380 Helsinki, Finland
https://assembly.org

1.9.1 Named Officials

Name	Role
Petri "Procyh" Hämälä	Tournament Director
Juho "Azhrak" Nieminen	Tournament Operations Manager
Jan-Kristian "spira" Herring	Head Referee CS:GO Finland
Juho "juaxE" Kirvesmäki	Head Referee LoL Finland
Atle "Faydas" Malmberg	Head Referee LoL Sweden
Christian "CPMH" Henriksen, leagues.gg	Head Referee LoL Denmark
Kevin "Eip" Mobekk, gamers.no	Head Referee LoL Norway

2 General

2.1 Rule Changes

Assembly reserves the right to change, remove and expand the rules. Assembly will also reserve the right to make judgements on situations that are not explicitly detailed in these rules so that fair play and could be maintained.

2.2 Validity of the Rules

In a case that a section of these rules becomes invalid, illegal, or unenforceable in any jurisdiction, it does not mean that the rest of the rules become invalid as well, or that the specific case would not still apply in other jurisdiction.

2.2.1 Local Laws

If a rule does not abide by a local law, the rule will be changed so that no conflict with the law exists but the meaning of the original rule should stay as intact as possible.

2.3 Confidentiality

All communication between the participants and tournament officials is confidential. This includes protests, discussions, help requests, and other form of correspondence. No party should publish confidential material without a formal approval from Telia Esports Series tournament director.

2.4 Additional Agreements

Telia Esports Series administration does not recognize any additional agreements made between participants.

2.5 Broadcasting

2.5.1 Rights

Unless explicitly stated otherwise, all broadcasting rights of Telia Esports Series are owned by Assembly Organizing Oy. The rights include but is not limited to: audio streams, video streams, game demos, game replays, GOTV, and TV broadcasts.

2.5.2 Waiving Broadcasting Rights

Assembly Organizing Oy may give broadcasting rights to a third party or the match participants. All broadcasting has to be approved by Assembly before the match takes place. Third party broadcasters must adhere to any game specific broadcasting rules detailed on this document.

2.5.3 Player Responsibility

Once Assembly has approved a broadcast, the match participants can not reject the broadcast. Match participants must take the broadcast into consideration and can not try to evade or hinder the broadcasting.

2.6 Communication

2.6.1 Email

Email is the main communication channel for Telia Esports Series. The officials will use the email provided by the participant in the preliminary info form. It is the sole responsibility of the participant to read their email and regularly so that no important emails are missed be it because of a spam filter or negligence.

2.7 Participation Requirements

The participants of Telia Esports Series must meet the following criteria.

2.7.1 Age Restriction

Participants must be over 16 years of age when the corresponding season starts. An exception can be made for players over 13 years of age if a written consent from their legal guardian can be acquired and the team has at least one participant over 18 years of age.

2.7.2 Regional Limitations

A solo player or a team can only compete in one region per season. This includes qualifier tournaments and the main series. In team competitions, a player may leave a region and enter another during a season, if a player transfer is made according to the rules in 2.12.

2.7.3 Home Region

The home region of a player is determined by fulfilling one or more of the following criteria.

2.7.3.1 Citizenship

The player has citizenship in the region in question. If a player holds multiple citizenships their home region is the country in which they live permanently, or have lived most recently. The home region of a team is the country which holds majority in the team's actual lineup.

2.7.3.2 Residency

The player has legally resided and been primarily present in the region for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.

2.7.4 Regional Limitations within Players of a Team

In order to participate in a specific region, the home region of the team must match. The team roster may include an equal number of substitute players as actual players. The nationality of the substitute players is not restricted but note that the lineup nationality restriction in each match still applies.

2.7.5 Region of Qualifiers

Each qualifier for Telia Esports Series belongs to a single region. Solo players and teams may only participate in the qualifier of their home region.

2.7.6 Home Region on Team Matches

In each match the majority of a team's players must be from the home region of the team.

2.7.7 Physical Location During Online Matches

Players should reside in their home regions during online matches. If for some reason this is not possible even with the use of substitutes, participants can apply for a temporary exception for the rule from the tournament officials given that they provide a valid reason.

2.7.8 Game Accounts

Generally the participation in Telia Esports Series requires each player to own a personal game account for the game the tournament is for. The game specific rules may have additional requirements applied to the game account such as but not limited to account age, account level, number of unlocked content, absence of publisher bans, and account region.

2.7.9 Tournament Ecosystem Restrictions

If the competition is part of a multi-level tournament ecosystem, a solo player, a team, or a team member (including players, substitute players, coaches and managers) can only compete in one level of the ecosystem per season. An exception is made for the coaches and managers of organizations which are competing with different teams or solo players in different levels of the ecosystem.

2.8 Player Details

Players are required to send their information to the tournament officials. The details include but are not limited to full name, email, phone number, date of birth, home country, home town, picture, and game account.

2.8.1 Nicknames

Each player registers to Telia Esports Series with a nickname. The nickname must not contain offensive or foul words, racial slurs or be in bad taste. If a player wishes to change their nickname during a Telia Esports Series season, they must first contact the tournament officials before issuing the change.

2.8.2 Game Accounts

Each player registers to Telia Esports Series with a single game account. A game account is for example a Steam ID. Players are not allowed to use any other game account in the official tournament games except for the account they have announced and registered.

2.9 Team Accounts

2.9.1 Standards

Team account is the account registered to the tournament system (faceit.com, tournaments.assembly.org) used for team games in Telia Esports Series. The team account is only to be used for Telia Esports Series. When a team first enters the series, they must create a new team account. If a team re-joins the series later, they must use the same account they previously used. The team account should have the correct team name, team logo and one captain.

2.9.2 Team Names

Team names in Telia Esports Series should be unique and not in excessive length. When qualified to the season, teams are required to submit their official full name and also a unique short name with 6 characters or less. The name can include a sponsor name. The name can not be the same with another team in the same series. Names should not contain any offensive or foul words, racial slurs or be in bad taste.

2.9.3 Changes on the Team Accounts

If a team wishes to edit their team account, they should contact the tournament officials first. Changes include but are not limited to: changing team name, adding or removing players.

2.10 Licences in Telia Esports Series

2.10.1 Definition

For each season of Telia Esports Series, the participants make a seasonal event agreement with the organizing party. The agreement acts as a tournament licence for Telia Esports Series. The agreement is made between an individual or a team which has been invited to the competition, has qualified through qualifiers or has gained entry by other official and public means.

2.10.2 Duration

The duration of the licences in Telia Esports Series is one season.

2.10.3 Solo Game Licence

For solo games, the licence holder is always the player.

2.10.4 Team License

In team games the team licence is handed to the legal entity (official registered association or organization or company, and so on). One legal entity can only own one licence per tournament. Different entities under the same ownership can also hold only one licence per tournament. If the team does not have a legal entity behind them, the licence is handed to the team players collectively, and the captain is considered the official representative of the team, and the licence is valid only when the majority of the actual players that signed the seasonal agreement stay in the team. For each team the person or entity that is responsible for all actions of the team is the licence holder or the official team representative. The prize money won during the season is awarded according to the licence holder. Licence holders are required to notify the tournament official if their licence changes or if they are unable to fulfill the licence requirements.

2.10.4.1 Multiple Squads

A legal entity may not own more than one licence per tournament, including the qualifiers. This means that an entity may not participate with more than one squad for a single tournament. If a squad from the same entity has already qualified, has been invited to the tournament, or has signed up for a qualifier for the tournament, the squad in question may not enter the tournament or qualifier. In a case that a squad has permanently left the owning entity at least four weeks before the tournament or qualifier starts, and the squad has delivered a written confirmation of the separation to the tournament officials at least 48 hours before the tournament, the squad may enter the tournament as a standalone team.

Game specific rules may alter these restrictions.

2.10.4.2 Regional Squads

Tournament licences in Telia Esports Series are regional. A legal entity may own licences in multiple regions unless stated otherwise in the game specific rules.

2.10.5 Changing the Team License Holder

A licence holder may ask the tournament officials to change the holder of their licence, transferring the licence to another entity during a season. If the request is accepted, and the licence is transferred, the team must retain the majority of its lineup for the remainder of the season.

2.10.6 Cancelling the License

It is the right of Telia Esports Series to cancel the tournament licence from any participant in case that the licence holder has not fulfilled their part of the event agreement or they have not acted according to the rules outlined in this document.

2.10.7 Reviewing the License

If it happens that the licence holder does not have at least 33% of their original lineup under their organization anymore, Telia Esports Series will review the licence and decide whether to cancel or continue the licence.

2.11 Sponsor Restrictions

2.11.1 Mature Content

Telia Esports Series does not allow sponsors which are representing products or services of alcohol, tobacco or drugs. Sponsors related to adult entertainment are forbidden in general but may be allowed, if they are deemed to be appropriate and in good taste by the tournament management at least one week before the first appearance of the sponsor in Telia Esports Series.

2.12 Player Changes (Team competitions only)

Teams that do not have enough players for the competition they are in, lose their licence and are removed from the competition. Teams are encouraged to add enough substitute players in their lineup so that losing a player during a season does not pose a problem.

2.12.1 Adding a New Player

2.12.1.1 Restrictions for Adding New Players

For a single season, a team may add as many substitute players to their roster as is in their normal actual lineup. Only players that have not played in any other team during the season, excluding the qualifiers, may be added to a team. Players that have qualified for the season may not be added to other teams in the season or teams trying to qualify to the season, unless a formal permanent player transfer has been made. A player transfer can not be made if the player has already played in the target team during the season. A player may only belong to one team during a single qualifier. If the competition is part of a multi-level tournament ecosystem, players currently playing in a higher level of competition may not be added to the team.

2.12.1.2 Formal Requirements

When adding a player to their roster, the team must first notify Telia Esports Series officials by email about the player's details: name, nickname, game account, player's team history in the current season.

2.12.1.3 Player Addition Deadline

Teams should finalize their roster for the season a) two weeks before their first matches after qualifiers in the season begin, or b) three days after they have qualified to the season, whichever time-frame is the latest. A custom deadline may be set by the tournament officials, which will be stated in the qualifier rules, and sent to the qualified and invited teams. In qualifiers, teams can add players up to the check-in period, and the substitute player limit is two. Players may only be added later due to an emergency.

2.12.2 Multiple Contracts

Players can not hold a contract, written or oral, with more than one team in Telia Esports Series simultaneously. An exception is made if a player has been loaned to another team for a time, during which the player may not play for their original owning team.

2.12.3 Lineup Restriction During an Event

When a team or organization qualifies for Telia Esports Series, they must retain the majority of those players from the time of the qualifier until the end of the season they qualified for.

2.12.4 Lineup Changes

Teams must play their matches with the players included in their lineup. If a team wishes to change their lineup for an upcoming match, they must notify the tournament officials right after their previous match or at least six hours before the upcoming match. Later changes are allowed only in emergencies. In qualifier tournaments teams can alter their lineup without notice.

2.13 Prize Money

Telia Esports Series pays prize money within 60 days after the final match of the season for the specific game title has ended. Teams are responsible for delivering their information regarding the prize money payments on time.

2.13.1 Prize Deductions Due to Penalties

The penalties the team has gotten during a season are deducted from the final prize money. Each minor penalty reduces the prize money won by 1 %. Each major penalty reduces the prize money won by 10 %. Compensation for travel and accommodation expenses are not reduced.

2.13.2 Prize Deductions Due to Monetary Fines

Each monetary fine a team has gotten will be reduced from the total prize money the team has won. The remainder of the fine after deduction will be invoiced from the team.

2.13.3 Cancelling Prize Money

Telia Esports Series reserves the right to cancel a prize money payment if it comes to light that the recipient has committed a fraud or severe rule violations.

2.13.4 Transferring Prize Money

All prizes are paid with a single bank transfer against an invoice for each licence holder. Invoicing details are delivered to the licence holder via email upon completing the season. If the licence holder is unable to send invoices on their own, contact the tournament officials for help. If payment details have not been delivered to the appointed address within one year after the end of the season, Telia Esports Series reserves the right to cancel the payment.

2.14 Penalties and Consequences for Quitting Telia Esports Series

2.14.1 Quitting During the Season

Participants that quit Telia Esports Series during a season lose all their prize money and all the members of the participant are banned for the remainder of the season. This includes leaving after qualifying for the season, and leaving after accepting an invite to the season. Furthermore, if the participant enters the competition again in the next season, they automatically receive five minor penalties or up to one major penalty depending on the situation of the cancellation. Leaving the competition may also have other sanctions detailed in the event agreement and result in greater penalties such as temporary ban.

2.14.2 Deletion of Matches

If a match participant has left the season, the match will be cancelled and removed. In a playoffs stage the most recent or upcoming opponent of the participant will advance in their stead, depending on the situation.

2.15 Match Start

2.15.1 Punctuality

A match should start according to the time noted in the Telia Esports Masters website. When rescheduling is allowed (usually not live matches), changing the match time can be requested from tournament officials after the opponent has accepted the change. Players must be ready to play on the server at least 10 minutes before the scheduled start of the match.

2.15.2 Delaying the Match

If a participant is not ready to play at the designated match time, the team will receive a minor penalty for every 5 minutes that passes. After 15 minutes has passed from the match start while a match participant is still not ready, the match will be rescheduled and the participants not ready to play will receive a no-show penalty. Delaying a live match will be punished by three minor penalty points on top of the other possible penalties.

2.15.3 No-shows

A no-show is given to a match participant which is not ready to play after 15 minutes from the designated match start time. The match will be rescheduled if possible, and if not, the opponent which was ready to play will get a default win awarded by the tournament officials.

2.16 Match Procedures

2.16.1 Lineup

In team games the participants must inform the tournament officials before the deadline if their lineup is not the default lineup submitted to for the season. Without a notification the default lineup is accepted and no substitutes are allowed except in emergencies.

2.16.2 Determining the "Better Seed"

The match participant which has the better seed will get the designated better starting position for the pick & ban process, or depending on the game title, they get to decide if they themselves or the opponent will start the pick & ban process of maps, heroes, etc. The better seed is decided by various ways depending on the tournament phase. In the first phase of the tournament such as the group stage the better seed is determined by the preliminary seeding done by tournament officials. In the second phase of the tournament such as a playoffs stage the better seed is determined by the performance in the previous stage. If the seeding is not clear by performance such as group stage ranking, the better seed is decided randomly with a coin toss. In qualifier tournaments the seeding is either random, predetermined by admins, based on the performance on the tournament platform, or determined by position in the playoffs bracket where top has the better seed.

2.16.3 Match Result

After the match the result must be reported according to the game specific rules detailed in this document. The report is done by the participants directly on the tournament website or by contacting an admin. The report may require uploading of match media which is detailed in the game specific section of these rules. The participants may issue a protest even after the result has been reported. Please refer to the match protest rules for details.

2.16.4 Storing of Match Media

Participants are required to keep all match related media (screen shots, replays, demos, etc.) at least two weeks after the match has concluded. In case of a protest, the match media must be kept for two weeks after the protest has been resolved.

2.17 Match Protests

2.17.1 Definition

When a participant finds an issue with the outcome of the match, they may submit a protest about the match. For problems found during a match, the participant should first try to contact an admin about the issue, to see if a solution can be found at once. If no admin is available during the match, a protest can be submitted normally after the match.

2.17.2 Match Protest Rules

2.17.2.1 Deadline for Match Protests

The deadline for match protests is the earliest of the following times frames:
- 48 hours after the scheduled start of the match.
- Before the tournament officials leave the venue on the match day if the match is played at a live event.
- Before either of the match participants starts a new match which is 10 minutes at minimum.

2.17.2.2 Contents of a Match Protest

In order for a protest to be valid, the protest should contain detailed description why the protest is done, how and when the problem at hand happened.

2.17.2.3 People in a Match Protest

For teams, the protest should be produced by only one person.

2.17.2.4 Behaviour in Match Protests

A protest should be done in a polite manner with respect to all parties involved. Impolite or rude protests will be dismissed and may result in penalties.

2.18 Match Responsibilities

2.18.1 Online Matches

In online matches players are responsible for their own equipment, software and connection required to play the match. Technical issues may be tackled during pauses according to the game specific pause procedures.

2.19 Interviews

Live matches that are broadcasted by Telia Esports Series require one player from each participant to be available for remote or local interview before and after the match. The participants must deliver the contact details of their interviewee for the tournament officials. For solo games the player in question is naturally always the same.

3 Qualification

3.1 Qualification for Telia Esports Series Season

There are three possible ways to qualify for Telia Esports Series:
- Online and offline qualifier tournaments
- Online and offline lower divisions
- Direct invitations

The number of qualified participants varies depending on the season and the game being played.

3.2 Replacements

A participant that is unable to continue their attendance in Telia Esports Series will be replaced by another participant. The replacement will be selected and contacted by the tournament officials. When a replacement is done before the replacement deadline the new participant will receive the possible financial compensation intended for the original participant. By default, if the the tournament seeding has been done and released for the public before the replacement, the seeding is kept in place and the replacement will inherit the seeding. On some occasions to ensure fair and even tournament, the seeding can be changed.

3.2.1 Replacement Tiebreaker

In a situation where multiple possible participants are in identical positions to be called as replacements, the team which has retained most of its lineup since the invitation or qualifier will

be called first. If team compositions are the same, the choice is done by tournament officials based on other recent results of the team or at random.

3.2.2 Replacement Deadline

Each event will have a replacement deadline which is set by the tournament officials depending on the event. If no other deadline is set, the replacement deadline is considered the time the public announcement is made with all the original tournament participants. Crossing the deadline does not deny any further replacement but will mean different procedures will take place for the replacement. In a case that no replacement is acquired the event will start with an open spot.

3.2.3 Qualified or Invited Event

When the replacement deadline has not yet passed, the first replacement to be called will be the next in line from the same qualifier or invite list as the cancelled participant. If a replacement is not found this way, other qualifiers or invite lists will be next to be called. In an event that the replacement deadline has already passed, the tournament officials will try acquire a replacement by all reasonable means, first considering the participants involved with the qualifiers and invitations.

4 Tournament Structure

The tournament structure of Telia Esports Series may vary depending on the season and the game title being played. The most common structure consists of a single group stage followed by a final playoffs stage. The number of participants advancing to the playoffs stage may change from season to season.

The tournament structure used for the season is described in the game specific rules.

4.1 Group Stage

The group stage of the tournament is usually the first stage in which the participants are divided into one or multiple groups according to their seeding. The purpose of the group stage is to deliver a high amount of match-ups between the participants. The format of the group stage is usually forgiving where one or two lost matches does not automatically mean elimination. The most common group stage format used in Telia Esports Series is the single or double round robin format.

4.1.1 Single Round Robin Format

In a single round robin group the participants of the group will all play each other once. Each game is played until conclusion which means no game will end in a draw.

4.1.2 Double Round Robin Format

The double round robin format is similar to the single round robin format except that in a double round robin group the participants of the group will all play each other twice.

4.1.3 Round Robin Points

A win in a regular game will award the winning participant 3 points and the loser 0 points. If the game has overtime, a win in an overtime game will award the winning participants 2 points and the loser 1 points.

4.1.4 Round Robin Tiebreakers

After all the matches in the group have been concluded, and two or more participants have the same amount of points, a tie-breaking criteria will be used detailed in the game-specific section of these rules. Tie situations are solved one criterion at a time, until all tie situations are solved. If more than two participants are tied, and a certain criterion involves all the participants but only solves a part of the tie situation, that part is resolved and the resolution starts over from the 1st criterion for the remaining participants.

4.2 Playoffs

The playoffs stage is usually the last stage of the tournament. The number of participants in the playoffs stage is normally much less than in the group stage. The purpose of the playoffs stage is to set up multiple elimination matches and quickly advance the tournament to the point where only two participants remain for the final match of the tournament to decide the champion. The most common playoffs formats used in Telia Esports Series are king of the hill, single elimination, and double elimination playoffs.

4.2.1 King of the Hill

In a King of the Hill playoffs format each round has only one match where only the winner advances to the next round to face a new opponent. The participants who advanced to the playoffs are placed in the subsequent bracket rounds according to their group performance. For example, if there are four advanced participants, they are placed in the bracket as follows:
- The participants in the 3rd and 4th place will be placed in Round 1.
- The participant in the 2nd place will be placed directly in Round 2.
- The participant in the 1st place will be placed directly in Round 3, the final round.

4.2.2 Single Elimination

In a single elimination playoffs format after each round the number of participants is divided by two as only the winners will advance. The participants who advanced to the playoffs are placed in the bracket according to their performance in the group stage so that the best performing participant will meet the worst performing participant, the second best will meet the second worst, and so on.

4.2.3 Double Elimination

The double elimination playoffs format is similar to the single elimination format except that participants are not eliminated straight away if they lose one match. Instead, the losers will advance to the lower bracket where each alternating round they will meet either another participant from the lower bracket or a participant who just dropped from the upper bracket. Only the winners will advance to the next round in the lower bracket. The only exception to the lower bracket system is the grand final, where the upper bracket winner will meet the lower bracket winner, as the grand final is the last match and the upper bracket winner will thus not get a second chance if they lose the match. The upper bracket winner may be compensated in other ways to award them for not losing a single match so far.

5 Event Rules

These rules specify the proceedings in offline events held at any kind of venue.

5.1 Punctuality

Players should be at the designated tournament area at the time specified in their event info delivered by email prior to the event. Once at location, the players should proceed to do their personal setup, and handle any possible technical problems with the staff. If you find that you will be late, notify the tournament officials immediately. Being late might be punished by penalties and thus deduction of prize money.

5.2 Equipment

Telia Esports Series will provide only the gaming platform and a monitor unless explicitly stated otherwise. Participants are required to bring their own gaming paraphernalia (keyboard, mouse, mousepad, headset, in-ear headphones with at least 1.2m cable, PS2 to USB adapters). Tournament officials have the right to deny any player equipment that is deemed to give an unfair advantage.

5.3 Config and Drivers

If the tournament officials have set a deadline for equipment configuration and drivers, participants must comply with the deadline and submit the required files they need. If a player does not comply with the deadline they must use default drivers and software and apply their settings manually.

5.3.1 NVIDIA Freestyle

NVIDIA Freestyle is not allowed to be used in event PCs.

5.4 Clothing

Players must wear decent indoor attire. Shorts are forbidden. Team players must use a team uniform or clothes in a similar color and style. Hearware is not allowed during matches. If a participant has not brought appropriate clothes, Telia Esports Series will provide the participant with such an attire reducing the cost of the clothes from the prize money of the participant.

5.5 Officials

Participants should obey the tournament officials and address them in a polite and respectful way.

5.6 Player Brief

Before the event each participant will be sent a document outlining the specific additional rules and details about the upcoming event the participants should follow on top of the rules described in this document.

5.7 Technical Check and Confirmation

When a player has finished their setup, they will confirm to the tournament officials that their setup is done and working. Any further technical issues caused by the player may lead to penalties for delaying the game.

5.8 Team Communication Tool

Telia Esports Series will provide a local or remote TeamSpeak server for the participants. The communication on the server is monitored. Tournament officials reserve the right to record all communication on the server. Participants may not use their own communication tools without prior consent.

5.9 Media Obligations

Players can not reject any request done by Telia Esports Series for interviews, press conferences, autograph sessions, photograph or video sessions. If the event has a dedicated media day prior to the tournament start, the attendance to the media day is mandatory according to the schedule provided to the participants. Media obligations lasting longer than 10 minutes will be informed to the participants beforehand.

5.9.1 Missing Media Obligations

Violating the media obligations will lead to monetary fines. The fines depend on the severity of the violation. General violations can be: missing an obligation completely or partially, presenting an incomplete lineup, showing up late. The fines may be reduced if the participant can provide alleviating proof regarding the incident. The fines are further detailed in the event agreement signed by the licence holder.

5.10 Stage Matches

If a participant is set to play on stage, they can not forfeit the match.

5.11 Gaming Areas

5.11.1 Food, Drinks, Smoking and Behavior

Participants are not to eat or bring any food in gaming areas. Participants may have drinks but only from bottles provided by Telia Esports Series or other containers explicitly approved by the tournament officials. When not used the drink containers should be placed under the table unless instructed otherwise by the tournament officials. Smoking in gaming areas is forbidden. Extremely loud noises and foul language are forbidden.

5.11.2 Removable Media

Participants are not allowed to use any removable media such as USB sticks at the gaming platform unless a tournament official has approved the use beforehand.

5.11.3 Mobile Phones, Tablets, Cameras or Similar Devices

It is forbidden to bring any electronic devices other than their personal gaming gear to the gaming area without the consent of a tournament official. Forbidden devices are to be given to the tournament officials for safe keeping prior to the setup of the initial match of the participant. On stage the participants are forbidden to take any photos or make any recordings.

5.11.4 Unused Items

Extra unused items participants may have on the gaming area are to be stored out of sight following the instructions of the tournament officials.

5.11.5 Internet Access

The tournament equipment provided by Telia Esports Series may have a limited or disabled internet connection.

5.12 Warm-up Period

Under normal circumstances the participants are given at least 30 minutes of warm-up and setup time before a live match. On rare occasions this time frame may be recused.

5.13 Demos and Replays

Participants must save all replays and demos of tournament matches at an event.

5.14 Demo and Replay Rights

Telia Esports Series withholds the right to distribute the replays and demos recorded at their events.

5.15 Photo and Other Media Rights

By taking part in the event all members of the participants give Telia Esports Series the right to publish and distribute any photographic, video and/or audio material where the participants may be included. Participants agree to these terms in writing as part of the seasonal event agreement.

5.16 Winners Ceremony

The participants included in the final match of the event must take part in the winners ceremony as they are instructed by the tournament officials.

6 Rule Violations and Punishments

6.1 Code of Conduct

Participants and the staff of Telia Esports Series must behave in a decent and respectful way towards other participants, spectators, the press, broadcasting crew, tournament officials and administration. Behavioral violations and harassment such as offensive language or actions should be reported to the tournament officials listed in this document. Offensive remarks regarding but not limited to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, race, religion are considered harassment and are forbidden. Actions including sexual images, deliberate intimidation, stalking, following, invasive photography or recording, sustained disruption of communication, inappropriate physical contact and unwelcome sexual attention are also considered harassment and forbidden.

6.2 First-time and Repeat Violations

The punishments detailed in this section are used for first-time violations. Repeating a rule violation leads to more severe punishments. In the case of a team, each offence is counted towards the whole team and not just the single member.

6.3 Cheating

6.3.1 Cheat Software

Any use of a software which provides an advantage in the game is considered cheating and is forbidden. Examples of cheat software are: wallhack, aimbot, texture hack, recoil hack, sound hack, multihack.

6.3.2 Information

Obtaining information outside of the game by any means to gain an advantage is considered cheating and is forbidden. During a match the participants in the match should only communicate with each other and the tournament officials.

6.3.3 Punishments for Cheating

Participants (solo player or team) which are found cheating will be disqualified from the current season and the previous and future matches and results including the participant will be voided. The consequences of disqualification are described in section 1.6. Additionally, the person(s) found guilty of cheating will be banned from Assembly organized events for 2-5 years depending on the circumstances.

6.3.4 Methods to Detect Cheating

Telia Esports Series may incorporate various methods to detect cheating. Participants may not reject these inspections. These methods include but are not limited to technical, mechanical, physical and visual inspections of the participants and their personal equipment without notice.

6.4 Doping

6.4.1 Rejecting testing

A participant may reject a test but that is the same as a positive doping sample.

6.4.2 Forbidden Substances and Methods

Telia Esports Series uses prohibition list by Esports Integrity Coalition (ESIC) located at: https://esic.gg/codes/esic-prohibited-list/. Using the listed substances is regarded as doping.

6.4.3 Prescription Drugs

Players with prescription medication including prohibited substances need to have proper proof of the prescription ready. If they are to be tested, they should inform the officials about the prescription and deliver the documents for review within 7 days of the test. The prescription has to be dated and valid before the tournament begins.

6.4.4 Punishments for Doping

If the doping usage is deemed insignificant, the punishment is 1-5 minor penalties. If the doping usage has been severe, the punishment is disqualification and a ban for 1-2 years. The matches played while doping will be nullified and the participant will lose all their prize money.

6.5 Using Alcohol or Other Psychoactive Drugs

During any match the participants may not be under the influence of alcohol or psychoactive substances.

6.6 Betting

The participants, including their players, coaches, managers and their other staff, must not be involved in betting for any matches in in the Telia Esports Series tournaments that they are participating. The participants must not directly or indirectly provide any information which may assist betting. Betting against themselves is punished by disqualification.

6.7 Competition Manipulation

Competition manipulation is actions which try to influence the outcome of a match with external ways such as bribes or threats.

6.7.1 Punishments for Competition Manipulation

The punishment for competition manipulation is disqualification of the guilty participant(s) from the current season. The previous and future matches and results including the participant will be voided. Additionally the person(s) involved in the violation will be banned from Assembly events for 1-2 years depending on the circumstances. Additional punishments may include monetary fines.

6.8 Match Fixing

Match fixing is actions which aim to manipulate the outcome of a match for other intents than competitive success. For example, deliberately losing a match, or part of the match, for a bet is considered match fixing. Participants should always try to play to the best of their abilities to win. If a participant has a conflict of interest which could affect their desire to win, they should notify the tournament officials prior to the match.

6.8.1 Punishments for Match Fixing

The punishment for match fixing is disqualification of the guilty participant(s) from the current season. The previous and future matches and results including the participant will be voided. Additionally the person(s) involved in the violation will be banned from Assembly events for 3-5 years depending on the circumstances. Additional punishments may include monetary fines.

6.9 Publisher Bans

Telia Esports Masters may enforce a valid ban issued by the game publisher and forbid the participant for entering the Telia Esports Series tournament. In terms of indefinite bans, such as Valve Anti-Cheat (VAC) bans, they will be enforced for 2 years (730 days) after the ban started. It should be noted, that participating in Telia Esports Series generally requires a valid game account which may not be obtained by a person with a standing ban from the game publisher.

6.10 Breach of Netiquette

Participants should always show good sportsmanship and have a fair-play mentality to ensure a pleasant competitive environment. Violations of section 6.1 are punished with single or multiple minor penalties depending on the severity. Below are listed some of the common breaches of these behavioral rules.

6.10.1 Public Behaviour

Participants must abstain from public behavior that in any way brings into disrepute, ridicules or reduces the public relations or commercial value of anyone involved with Telia Esports Series, including Telia Esports Series and its partners.

6.10.2 Insults

Insulting anyone in regards to Telia Esports Series will lead to punishment depending on the severity of the case. This includes insults occurring on all platforms of Telia Esports Series as well as third party platforms if the action can be sufficiently linked to Telia Esports Series. Serious insults may lead to a temporary ban.

6.10.3 Spamming

Sending excessive amounts of messages or characters, repetitive posting and harassing with messages is considered spamming. Spamming is forbidden and punished according to the nature and severity of the violation.

6.10.4 Spamming In-game

Spamming in game is considered more severe and will lead to at least three minor penalties.

6.11 Unsportsmanlike Behavior

Unsportsmanlike behavior is punished with single or multiple minor and major penalties. Below are listed some of the common breaches of these behavioral rules.

6.11.1 Faking Match results

Reporting a false match result will lead to four minor penalties.

6.11.2 Faking Match media

All media reported along with the match score is regarded as match media. Providing fake match media will lead to 1-4 minor penalties.

6.11.2.1 Cheat Suspicion

In a case where cheating is suspected, providing fake match media will lead to six minor penalties.

6.11.3 Faker or Ringer

All participants who are included in faking a player or bringing in a ringer will be banned for two matches and awarded one major penalty for each occasion.

6.11.4 Playing with Forbidden Player

Participants that use players not registered to their team will be awarded with one major penalty point. The unregistered player will be banned until the participant has played two matches or the season ends, whichever happens first. The match in question will have a rematch unless the tournament officials conclude that the schedule does not allow it, in which case a default win will be awarded for the opponent.

6.11.5 Misleading Officials or Players

Deceiving or misleading the tournament officials of other participants may be punished with 1-5 minor penalties depending on the circumstances. Misleading behavior is for example intentionally disconnecting from a match or faking a technical issue.

7 Game Specific Rules Counter-Strike: Global Offensive

7.1 Game Version and Platform

The latest available game client version will be used throughout the tournament. If the latest version is deemed unplayable due to bugs or big balance changes right before the start of the tournament, a previous game version may be used if possible. All the games are played on PC.

7.2 Tournament Structure

The tournament structure consists of a group stage followed by a final playoffs stage.

7.2.1 Group Stage

The group stage of the tournament is played with a single round robin group stage. The matches in the group stage are best-of-1.

7.2.1.1 Round Robin Tiebreakers

These are the round robin tie-breaking rules for Counter-Strike: Global Offensive. General rules for tie-breaking in round robin format are found in section 4.1.4.

Tie-breaking criteria in priority order:
1. Mutual match score / head to head (applied for two participant situation only)
2. Round score difference in all games in the group
3. Round score difference in mutual games between tied participants
4. Won rounds in all games in the group
5. Won rounds in mutual games between the tied participants
6. Tiebreaker games (bo1)

7.2.2 Playoffs

The playoffs of the tournament are played in king of the hill format. The matches in the playoffs are best-of-3.

7.2.3 Number of Participants

A maximum of eight participants will enter the group stage. A maximum of four participants will advance to the playoffs stage. The participants in positions 7th and 8th in the group stage will move to the relegation matches to fight for their spot in the series for the next season. The participants in positions 5th and 6th will retain their spot in the series for the next season if the participant is otherwise eligible upon the next season.

7.3 Anti-Cheat

FACEIT Anti-cheat is required for all players.

7.4 Map Selection Procedures

The worse seeded participant will start the pick & ban process. If a clear seeding is not possible, such as in the grand final, the loser of a coin toss or similar randomization will start the process.

7.4.1 Map Pool

The current Valve Active Duty Map Group will be used:
- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Train (de_train)
- Vertigo (de_vertigo)

7.4.2 Qualifiers and Online Matches

The map selection is done in the match room on the faceit.com website.

The admin may instruct the players to conduct the veto in the match room chat 15 minutes before the designated match start time. In this situation each side has 3 minutes in total to decide their band and picks. If the time expires, the remaining decisions are made randomly.

7.4.3 Offline Matches

The map selection process is done with assistance of a tournament official. The process must be concluded at least 10 minutes before the designated start of a best-of-one match and at least 30 minutes before the designated start of a best-of-three match. Only one person from each participant may participate in the process. Ban and pick statements given in the map selection are final and non-reversible. Each side has 150 seconds in total to decide on their picks and bans for the match. If the time expires, the remaining decisions are made randomly.

7.4.4 Best-of-One (Bo1) Matches

The participant which is seeded better is Team B. The Team A will start the map selection process. The selection is done in A-B-B-A-A-B fashion where:
1. Team A first bans one map
2. Team B bans two maps
3. Team A bans two maps
4. Team B bans one map

The map which remains will be played. The starting sides are decided with a knife-round.

7.4.5 Best-of-Three (Bo3) Matches

The participant which is seeded better is Team B. The Team A will start the map selection process. The selection is done in ban-ban-pick-pick-ban-ban fashion where:
1. Team A bans one map
2. Team B bans one map
3. Team A picks one map, Team B decides starting sides
4. Team B picks one map, Team A decides starting sides
5. Team A bans one map
6. Team B bans one map

The map which remains will be played last if needed. The starting sides in the last map are decided with a knife-round.

7.4.6 Best-of-Five (Bo5) Matches

The participant which is seeded better is Team B. The Team A will start the map selection process. The selection is done in ban-ban-pick-pick-pick-pick fashion where:
1. Team A bans one map
2. Team B bans one map
3. Team A picks one map, Team B decides starting sides
4. Team B picks one map, Team A decides starting sides
5. Team A picks one map, Team B decides starting sides
6. Team B picks one map, Team A decides starting sides

The map which remains will be played last if needed. The starting sides in the last map are decided with a knife-round.

7.5 Match Settings

The following game settings will be used:

- Rounds: Best out of 30 (mp_maxrounds 30)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: $800 (mp_startmoney 800)
- Freeze time: 15 seconds (mp_freezetime 15)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: $16,000 (mp_overtime_startmoney 16000)
- Overtime sides: Teams stay, swap on half-time
- Overtime max count: Unlimited
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time: 15 seconds (mp_halftime_duration 15)
- Break during half time in overtimes: disabled.

7.5.1 Live Match Settings

Live matches may prolong the timings related to freeze time and and half-time to ensure room for ads.

7.6 Match Server

All the matches are played on game servers provided by Faceit or Assembly. Players must check the status of their connection to the server including network and client assets before the start of the match. After the match have started, both participants have accepted the conditions and the game will be played out as is.

7.7 In-Game Chat

The in-game chat is to be used purely for competition and match related communication. The chat is regarded public communication. The chat is not to be used for discussing technical problems, such conversations should be done with the admins.

7.8 Coaching

7.8.1 Online Matches

Each team is allowed one person to act as a coach during a match. The coach role is assigned to one of the team members before joining the match room on faceit.com.

7.8.2 Offline Matches

In offline matches a team is allowed to have one person act as a coach behind the players. Coaches are allowed to join the voice communication. Coaches can communicate to the players only during half-time, during timeouts and when issuing a timeout call to a player. Violations may result in removing the coach from the match without the right to a substitute.

7.9 Pause and Timeout

A pause refers to a break in gameplay due to a problem, while a timeout is a break in gameplay reserved for tactical discussion among the teams. Players may use issue a pause or timeout call at any time but the pause will not take effect until the next freeze time unless the call is done during freeze time which triggers it immediately.

7.9.1 Online Qualifiers

Players may issue and remove a pause by typing "!pause" to the chat. Each team is given one pause per half. A pause may last a maximum of 5 minutes. After a pause has been issued, the participant who called the pause should announce the reason for the pause. A pause is to be used only for technical issues.

7.9.2 Online Stage

7.9.2.1 Technical Pause

Players may issue and remove a pause by typing "!pause" to the chat. Each team is given one pause per half. A pause may last a maximum of 5 minutes. After a pause has been issued, the participant who called the pause should announce the reason for the pause. A pause is to be used only for technical issues.

7.9.2.2 Timeout

Each team has a maximum of four timeouts per match, including overtime. Each timeout can last a maximum of 30 seconds. Timeouts are issued via the CS:GO client Call Vote section using the Call Tactical Timeout option. Timeouts can be chained together but they must be called individually.

7.9.3 Offline Stage

7.9.3.1 Technical Pause

Players may issue and remove a pause by typing "!pause" to the chat. Each team is given one pause per half. A pause may last a maximum of 5 minutes. After a pause has been issued, the participant who called the pause should announce the reason for the pause. A pause is to be

used only for technical issues. During a pause the participants are not allowed to communicate amongst themselves in any form and must leave their headsets on.

7.9.3.2 Timeout

Each team has a maximum of four timeouts per match, including overtime. Each timeout can last a maximum of 30 seconds. Timeouts are issued via the CS:GO client Call Vote section using the Call Tactical Timeout option. Timeouts can be chained together but they must be called individually.

7.9.4 Admin Pause

The tournament officials may pause the game when needed. If a participant wished to issue a pause but is unable to do so, they may ask an admin to pause the match.

7.10 Player Settings

7.10.1 Configuration Files

Changing the settings in configuration files is allowed unless the change gives an unfair advantage similar to cheating. Having forbidden settings in a file may be punished even if the setting was not used. Forbidden commands are:
  ● cl_showpos 1 – the required and default value is 0.
When in doubt about the use of a setting and its value, players are required to ask the tournament officials about the setting prior to the match.

7.10.2 Scripts

All scripts (excluding buy, toggle, demo, jumpthrow script) are forbidden. If you're not sure if a script is permitted to use, contact admins before playing matches. Having forbidden scripts in a file may be punished even if the script was not used.

7.10.3 External programs

External programs or graphics solutions which affect the game state, game visuals, or perform in-game actions are not allowed and might be considered cheating.

7.10.4 Overlays

Using overlays which display the diagnostics of the system in any way on top of the game (for example Nvidia SLI display, Rivatuner Overlay) is forbidden. Overlays showing only the frames per second (FPS) are allowed.

7.10.5 Custom Data

The use of custom game files is forbidden during tournament matches.

7.10.6 Custom Models

Custom player models are not allowed during tournament matches.

7.10.7 Device Macros

Installing macros or scripts to gaming devices used in the competition is forbidden.

7.10.8 In-Game nickname

Players must use their official nickname without any additional characters or words throughout the tournament. Each player registers to the season with a single nickname.

7.10.9 In-Game item's name tag

In-game item name tags must follow the code of conduct.

7.11 Match Procedures

7.11.1 Match Breaks

There is a minimum of 10 minute break for both teams after each match. There is a minimum of 8 minute break between each map. There is no break at half times.

7.11.2 Number of Players

The default match format is exactly five players per team, 5 vs 5.

7.11.2.1 Online Qualifiers

Online qualifier matches may start with a minimum of four players per side. If there are not enough players a no-show is issued for the shorthanded participant.

7.11.2.2 Online and Offline Stage

During the online and offline stage of the seasonal tournament, only 5 vs 5 match format is allowed. If there are not enough players a no-show is issued for the shorthanded participant.

7.11.3 Player Changes

A team may change their lineup for each match with the following conditions:
- Only substitute players assigned to the team can be used
- A maximum of two substitute players are used simultaneously
- The tournament officials are notified according to the deadline set in section 2.12.4

7.11.3.1 Player Changes in Online Matches

Lineup changes in online matches are allowed at any point if there is a valid reason such as network issues. The change must not violate the pause rules outlined in section 7.8.2.1.

7.11.3.2 Player Changes in Offline Matches

In offline matches the lineup may only be changed between maps. No additional setup time is provided.

7.11.4 Match Interruptions

If the match happens to be interrupted during a round by a technical issue not caused by the players, such as a server or player disconnect, either the round will be concluded despite the issue, the round will be restored using the backup & restore function, the round will be played again, or the whole match is started over. Rounds will not be restored for reasons caused by the players.

The round will be restored if the interruption happens
- before any non-friendly damage has been made by the affected team and the opponent or admin has been promptly informed.
- after damage has been done but the outcome of the round cannot be ruled for example due to server crash.

The round will not be restored if the interruption happens
- after damage has been done and the round can still be concluded with at least four players on either side.
- after the round outcome is absolutely clear, which will also award the round win regardless if the round can be continued.

If the round can not be restored and the issue affects at least three players
- The match will be restarted if the 3rd round has not started.
- The match will continue from the current score with start money 6500 $.

7.11.5 Use of Bugs and Glitches

Players are not allowed to abuse any bugs or glitches in the game. The tournament officials decide if a particular use of a mechanic is abusive and has an effect on the match. If a considerable effect is determined, the faulted team may be awarded rounds, or the win of the match, or the match might be replayed. The following mechanics are especially listed as forbidden:
- Passing through sections of the map where the movement is not by design (walls, ceilings, floors etc).
- Planting the bomb so that it cannot be defused.
- Planting the bomb so that its beeping cannot be heard.
- Boosting in such a way that solid textures, walls, ceilings or floors become transparent or penetrable.

- Pixel walking.
- Defusing the bomb without a direct line of sight except when the view is obstructed by a movable or temporary object on the map.

7.11.5.1 New Positions

Prior to using new positions in tournament matches it is recommended that the participant confirms the validity of the position from the tournament officials.

8 Game Specific Rules League of Legends

8.1 Game Version and Platform

The latest available game client version will be used throughout the tournament. If the latest version is deemed unplayable due to bugs or big balance changes right before the start of the tournament, a previous game version may be used if possible. All the games are played on PC.

8.2 Tournament Structure

The tournament structure consists of a group stage followed by a final playoffs stage.

8.2.1 Group Stage

The group stage of the tournament is played with a double round robin group stage where each participant faces each other twice. The matches in the group stage are best-of-1.

8.2.1.1. Round Robin Tiebreakers

These are the round robin tie-breaking rules for League of Legends. General rules for tie-breaking in round robin format are found in section 4.1.4.

Tie-breaking criteria in priority order:
1. Mutual match score / head to head (applied for two participant situation only)
2. Round score difference in all games in the group
3. Round score difference in mutual games between tied participants
4. Amount of round wins in all games in the group
5. Amount of round wins in mutual games between the tied participants
6. Tiebreaker games between all tied participants (bo1)
7. Shortest total game length in tiebreaker matches
8. Coin toss

8.2.2 Playoffs

The playoffs of the tournament are played in king of the hill format. The matches in the playoffs are best-of-3.

8.2.3 Number of Participants

A maximum of eight participants will enter the group stage. A maximum of four participants will advance to the playoffs stage. The participants in positions 7th and 8th in the group stage will move to the relegation matches to fight for their spot in the series for the next season. The participants in positions 5th and 6th will retain their spot in the series for the next season if the participant is otherwise eligible upon the next season.

8.3 Game Account

Qualifier tournaments require each player to have a Riot game account in the Europe West region with a minimum of 20 champions unlocked. Main series requires a personal Tournament Realm account to play. The accounts are provided by the Organizer.

8.4 Draft Procedures

8.4.1 Allowed Champions

All champions available to the players are allowed. The tournament officials may ban certain champions in case of bugs, novelty or imbalance before the draft begins.

8.4.2 Placeholder Picks

Placeholder picks are allowed in qualifier tournaments. Placeholder picks must be stated to the opposing teams before locking them in. In-game messages or Discord are the approved ways of informing the opponent of placeholders.

8.4.3 Bans

Both teams have 5 bans each.

8.4.4 Spectating

In games played on the Tournament Realm, only admins or broadcast team observers are allowed to spectate. On live servers each team has one spectator slot available for them.

8.5 Side Selection

8.5.1 Determining the Home Team

Home team is the upper or leftmost team on the official tournament bracket or match page.

8.5.2 Lobby Creation

The home team is responsible for creating the lobby at least 15 minutes before the scheduled start time of the match.

8.5.3 Choosing the Side

The home team chooses their side in the first game. The loser of each game chooses their side in the consequent games until the match series is concluded. In best-of-one matches the home team is the blue side by default.

8.6 Surrendering

Surrendering a game is allowed.

8.7 Match Settings

The following game settings will be used:

- Gametype: 5v5, Custom Game, Tournament Draft
- Map: Summoner's Rift

8.8 Match Server

Each game is played in Europe West or Tournament Realm server.

8.9 In-Game Chat

The in-game chat is to be used purely for competition and match related communication. The chat is regarded as public communication. The chat is not to be used for discussing technical problems, such conversations should be done with the admins.

8.10 Coaching

Each team is allowed one person to act as a coach during a match. Coaches can communicate to the players only during the draft phase of a game.

8.10.1 Offline Matches

In offline matches a team is allowed to have one person act as a coach behind the players during the draft phase. Coaches are allowed to join the voice communication. General coaching rules stated above apply. Violations may result in removing the coach from the match without the right to a substitute.

8.11 Pause

A pause refers to a break in gameplay due to a problem.

8.11.1 Player Pause

Players may issue a pause only when they or their team is having technical issues, or when an unforeseen emergency occurs. The pausing team must state the reason for the pause immediately after pausing. The game can only be resumed after both teams are ready. Each team has 10 minutes of pause time during a game.

8.11.2 Admin Pause

The tournament officials may pause the game when needed. If a participant wished to issue a pause but is unable to do so, they may ask an admin to pause the match.

8.12 Player Settings

8.12.1 External programs

External programs or graphics solutions which affect the game state, game visuals, or perform in-game actions are not allowed and might be considered cheating.

8.12.2 Custom Data

The use of custom game files is forbidden during tournament matches.

8.12.3 Device Macros

Installing macros or scripts to gaming devices used in the competition is forbidden.

8.12.4 In-Game nickname

Players must use their official nickname without any additional characters or words throughout the tournament. Each player registers to the season with a single nickname.

8.13 Match Procedures

8.13.1 Match Breaks

There is a minimum of 10 minute break for both teams after each match. There is a minimum of 5 minute break between each map.

8.13.2 Number of Players

The default match format is exactly five players per team, 5 vs 5.

8.13.2.1 Online Qualifiers

Online qualifier matches may start with a minimum of four players per side. If there are not enough players a no-show is issued for the shorthanded participant.

8.13.2.2 Online and Offline Stage

During the online and offline stage of the seasonal tournament, only 5 vs 5 match format is allowed. If there are not enough players a no-show is issued for the shorthanded participant.

8.13.3 Player Changes

A team may change their lineup for each match with the following conditions:
- Only substitute players assigned to the team can be used
- A maximum of two substitute players are used simultaneously
- The tournament officials are notified according to the deadline set in section 2.12.4

8.13.3.1 Player Changes in Online Matches

Lineup changes in online matches are allowed only between games if there is a valid reason such as network issues.

8.13.3.2 Player Changes in Offline Matches

In offline matches the lineup may only be changed between games. No additional setup time is provided.

8.13.4 Match Interruptions

If a match happens to be interrupted during a game by a technical issue not caused by the players, such as a server or player disconnect, either the game will be concluded despite the issue, the game is started over, or the match is rescheduled by tournament officials.

The game may be restarted if either of the following conditions are met:
- Creeps have not spawned, there are no champion kills, and all summoner spells are unused.

- Both teams agree to restart the game.

8.13.5 Use of Bugs and Glitches

Players are not allowed to abuse any bugs or glitches in the game. The tournament officials decide if a particular use of a mechanic is abusive and has an effect on the match. If a considerable effect is determined, the faulted team may be awarded rounds, or the win of the match, or the match might be replayed.

8.14 Broadcasting

All broadcasting of the tournament games requires a prior permission from the Organizer.

8.14.1 Online Matches

Online games must be broadcasted with a minimum of 3 minutes of delay implemented in the video or game stream.

8.14.2 Offline Matches

Offline games may be broadcasted locally without a delay.

8.15 Multiple Squads

An exception is made for League of Legends, where a squad from a single legal entity may enter the qualifiers, even if a squad from the same entity has already been invited or qualified for the season. If two squads from the single entity manage to qualify for the tournament, the entity must release one of its squads immediately if they wish to enter the tournament.

8.15.1 Regional Squads

An exception is made for League of Legends regarding regional squads. A single legal entity may only own one squad across all regions of Telia Esports Series.

8.16 Ecosystem

Telia Esports Series League of Legends series are part of a multi-level tournament ecosystem which include Telia Esports Series in Denmark, Finland, Norway and Sweden, UK League Championship (UKLC), the Northern League of Legends Championship (NCL), and all tournaments directly leading to the Telia Esports Series Masters event.

8.16.1 Telia Esports Series Masters

Telia Esports Series Masters is an event held after the Telia Esports Series season where different TES regions and other leagues' representatives meet to compete for a chance to move upwards in the tournament ecosystem towards the NCL.

8.16.1.1 TES Masters Restrictions

A team in any TES region must retain the majority of its actual players in order to advance to the TES Masters. If there are multiple claims for a single slot in the TES Masters event, the slot is awarded to the team which can field the highest number of its actual players. If the number of actual players is equal between those teams, the team which has retained the highest number of substitutes listed by the end of the team's last game in the season will be granted the slot. If the number of substitutes is also equal, the team which played most games in the season between the tied participants will be awarded the slot.

8.16.2 NCL

The Northern League of Legends Championship, NCL for short, is a higher level league into which teams in Telia Esports Series have a path to advance. The path goes through the Telia Esports Series Masters event and the NCL Relegation tournament.

8.16.2.1 NCL Restrictions

A single organization is not allowed to have more than one team in the NLC including the NCL Relegation tournament. If an academy team of an organizer advances to the NCL Relegation tournament, the team must be released from under the organization or transferred to a new organization. The release or transfer must happen before the team's first match in the Relegation tournament.

If a transfer is not made and the players in the Relegation tournament are unable to secure a new organisation until the Relegation tournament is completed, the players will be given an additional two weeks starting from the last match in the Relegation tournament to find a new organisation. If the players are unable to secure a new organisation before the end of the two week deadline, their potential spot in NLC will be forfeited.

9 Copyright & Legal

10 Change log

This section covers the most important changes made to the document after its publication.

2020-06-09 - Version 1.3

Added section 8.16 about League of Legends ecosystem.

2020-06-24 - Version 1.4

Added section 8.2.1.1 about round robin tie-breaker criteria for League of Legends.