

DSL Academy LOL League Rulebook

[1] General Rules

[1.1] Lobby:

The team on the Left side or Top side of the bracket, depending on the matchup, is responsible for sending the opposing team an invite to the game Lobby.

[1.2] Admin:

The Admin always has the last word and decisions made by the admin are final. You should contact the admin through [Discord](#). All communications with the admin must be done in private and must not be shared without explicit permission.

[1.3] Screenshots:

A screenshot of the end game lobby must be shared after the match for verification so that the result can be certified. It must be shared through [Discord](#). In the case no screenshot is provided and the teams are in dispute over the result of a match, then both teams will be disqualified.

[1.4] Pauses & disconnects:

Time Outs may have a maximum duration of 5 minutes and may only occur twice a game. When a player disconnects the team captain should immediately pause.

[1.5] No show:

If a team is not present 15 minutes after the scheduled match start, they automatically forfeit. This has to be verified by an admin.

[1.6] Scores:

Scores have to be input on the tournament page under the "Results" tab on the website after match completion. If a team does not input their match results the bracket will not update.

[1.7] Tie-breakers:

• Point total

Teams get points for the results of their matches.

3 for a win.

1 for a tie.

0 for a loss

Standings during the group stage will be primarily determined by total points earned from results.

• Head to Head

The first tie-breaker mechanism compares the head-to-head score between two teams. Teams will be ranked by the number of wins against each team involved in the tie.

• Tie-breaker match

In the scenario the first tie-breaker mechanism cannot resolve standings between three or more teams a single tie-breaker match may be played between the two teams with lowest total game victory time.

[1.8] Account:

Players have to submit their summoner name on their profile. This account must be the account with the highest solo queue rank owned by the player (EUW servers). If a player wishes to play on a different account they must verify ownership of both accounts to an admin. If the summoner's name is changed in-game it must be changed on their profile on the website.

[1.9] Cheating:

Every form of cheating is banned. If a player or team is found to be cheating they will be immediately banned and subsequently may not be a part of the competition for at least the remainder of said competition.

The following is not considered cheating:

- Tools such as Blitz.GG that show camp timers or/and load in runes.

The following is considered cheating:

- Scripts or skins showing range indicators for enemy, ally, or your own spells.
- Scripts or skins showing ability Cooldowns of enemy, ally, or your own spells.
- Scripts or skins showing where an enemy champion is through fog of war.
- Account sharing or registering an account that is not owned by the player.
- Intentional abuse of known bugs or glitches that provide an unfair competitive advantage.
- A sixth player in coms telling the players what to do or playing along over their shoulder.
- Anything else an official of the Academy League deems as cheating during an investigation.

[1.10] Side selection:

The team captain at the left or top of the bracket, depending on orientation, must create and host the [rock paper scissor](#) game for Bo3 and Bo5 games. The winner hereof has side selection in the first game. For the games thereafter, the losing team of the previous game has side selection. For Bo2 games the left or top team gets the first side selection, with the opposing team getting side selection for game two.

[1.11] Banned Champions:

Recently released or reworked champions are not allowed to be played during the 2 weeks post release.

[1.12] Scheduling:

Matches are to be played on the scheduled default match days unless both teams agree to reschedule. Rescheduling matches is permitted, however, matches must be played before the end of the given week (Sunday 23:59). Rescheduling is the responsibility of the team captains. If teams agree to reschedule a match they must notify the admin at least 24 hours before the scheduled time. If the match is not played out before the end of the week both sides will receive a loss.

All teams reserve the right to play on the default day. Meaning that if the teams can't or don't reschedule, the match will be forfeited for the team not fully present in the match lobby. To claim a no-show in the case of a failed rescheduling, teams must be fully present within a game lobby and verified by an admin.

[2] General Format

The goal of this tournament is to create a competition for teams not playing in the main DSL league. To ensure that everyone gets to compete at their own level, teams are divided into pools of similar skill levels, with the opportunity to promote or relegate based on performance during the competition.

[2.1] Pool distribution

To ensure fair initial seeding into these groups, admins will use solo queue ranks to determine seeding. For each team, the average solo queue rank of the 5 best players in the submitted roster will determine their seeding in the competition. This average is taken using the cumulative LP needed to reach the given ranks from Iron IV 0LP. This average rank is then used to rank teams with respect to each other.

If a player's flex queue rank exceeds their solo queue rank by 2 entire tiers then this rank will be used for seeding instead.

Shown below are the pools along with the seeding distribution.

Pool 1	Pool 2	Pool 3	Pool 4
Seed#1	Seed#7	Seed#13	Seed#19
Seed#2	Seed#8	Seed#14	Seed#20
Seed#3	Seed#9	Seed#15	Seed#21
Seed#4	Seed#10	Seed#16	Seed#22
Seed#5	Seed#11	Seed#17	Seed#23
Seed#6	Seed#12	Seed#18	Seed#24

If the amount of sign-ups exceeds 24 a 5th pool might be made. However, this depends on the number of sign-ups.

[2.2] Competition structure

[2.2.1] Group stage:

Teams will be divided into 3-4 pools of 6 teams based on the team's average solo queue rank. The group stage will use a round-robin format, with all matches being Bo2. Points get awarded based on the result:

- 3 for a win
- 1 for a tie
- 0 for a loss

After the group stage is finished, the results of the group stage decide which playoffs/promotion tournament a team gets to play; the top 4 of the pool advances to the playoffs/promotion tournament, while the bottom 2 will be placed in the promotion tournament of the pool below to defend their spots in their current pool. Placement in the

group stage standings decides the seeding in the playoffs/promotion tournament, which also decides whether teams start in the winners or losers bracket.

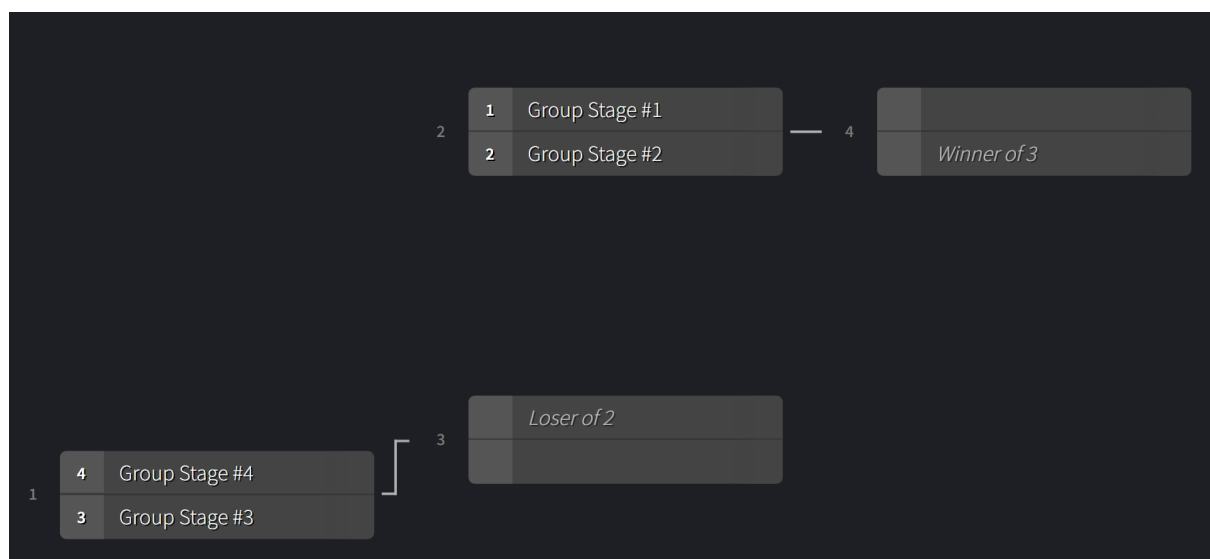
Displayed in the table below are the outcomes of group stage results. Green indicates that the team has qualified to play for promotion, red teams will have to play to avoid relegation. Yellow teams have qualified for playoffs. The 3rd and 4th results from the group stage will always start in the lower bracket in their respective tournament.

For pools 2-4, the group stage results decide the amount of tournament series points awarded to the teams. While for pool 1 prizes get distributed based on playoff results.

Pool 1	Pool 2	Pool 3	Pool 4
Group stage#1	Group stage#1	Group stage#1	Group stage#1
Group stage#2	Group stage#2	Group stage#2	Group stage#2
Group stage#3	Group stage#3	Group stage#3	Group stage#3
Group stage#4	Group stage#4	Group stage#4	Group stage#4
Group stage#5	Group stage#5	Group stage#5	Group stage#5
Group stage#6	Group stage#6	Group stage#6	Group stage#6

[2.2.2] Playoffs:

The top 4 teams of the 1st pool qualify for the playoffs. The playoffs are a 4 team double elimination tournament where the 3rd and 4th results from the group stage start the tournament in the lower bracket and the 1st and 2nd results start in the upper bracket. This is to give more weight to group stage results. Shown below is the bracket with respective seeding. All matches played in playoffs are Bo5s



[2.2.3] Promotion Tournament:

After the regular season has been played the teams that didn't qualify for playoffs will get seeded into the promotion tournament. The promotion tournament is a double elimination 6-team bracket with the lowest 2 seeds starting in the losers bracket. 1st and 2nd place get promoted to/remain in the higher pool while the 3rd-6th gets demoted to/remain in the lower pool. Matches in the promotion tournament are Bo3s except for matches that qualify for top 2, these are Bo5s



[2.3] Schedule

The competition takes place over an 11-week span. With group stage and playoffs taking 5 and 3 weeks respectively, a 3-week break (calendar week 43-45) is also included to account for exam weeks. The competition uses Tuesday as the standard match day. All matches during the group stage will be played on this day. During playoffs/promotion a single match will be played during the first weekend in order to finish the bracket in 3 weeks.

Shown below is the weekly schedule for the entire competition with match dates. Match times are divided into 2 blocks: 19:30-21:30 and 21:30-23:30 allocation of these match blocks for all matches will be published at a later date.

Finally, the grand finals for promotion tournaments are not scheduled, since the result of this match has no effect on qualification or prize earnings. We, however, encourage teams to still play these matches by scheduling them themselves. Tournament organisers should be contacted after these matches have been scheduled so they can provide staff and a broadcast for these matches.

Group Stage			
Date	Time	Round	Format
11/10/2022	19:30 & 21:30	Group Stage Round 1	Bo2
18/10/2022	19:30 & 21:30	Group Stage Round 2	Bo2
15/11/2022	19:30 & 21:30	Group Stage Round 3	Bo2
22/11/2022	19:30 & 21:30	Group Stage Round 4	Bo2
29/11/2022	19:30 & 21:30	Group Stage Round 5	Bo2
3/12/2022	19:30	Tie-breaker Match	Bo3

Playoffs			
Date	Time	Round	Format
6/12/2022	19:00	Playoffs Match 1&2	Bo5
13/12/2022	19:00	Playoffs Lower Final	Bo5
17/12/2022	14:00	Playoffs Finals	Bo5

Promotion Tournaments			
Date	Time	Round	Format
6/12/2022	19:00	Promotion Upper semi-finals (Game 1 & Game 2)	Bo3
10/12/2022	19:00	Promotion lower bracket round 1 (Game 3 & Game 4)	Bo3
13/12/2022	19:00	Upper bracket final & lower round 2 (Game 5 & Game 6)	Bo5 & Bo3
20/12/2022	19:00	Lower bracket Finals (Game 7)	Bo5
		Grand finals (Game 8)	Bo5

[3] Teams

The following section pertains to all rules a team or any individual in a team may be subject to. Everything from what kind of username is acceptable to substitutions.

[3.1] Team Rules

[3.1.1] Game Tags

Players' names and tags are subject to the rules of the game developers and approval from officials. Names or tags that are of a racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive or reprehensible nature will not be tolerated. The Academy League has the right to request a player or team to change their name. If the team or player in question does not comply with this request, they may be penalized.

[3.1.2] Team Captain

Every team must assign a Team Captain, this player will have the responsibility to not only set up the in-game lobby with the other team captains but also to make sure communication between the different teams goes well.

[3.1.3] Players

Besides the team captain, there will be other main players active within each team. All these members must be enrolled at an officially recognized Dutch esports study association for the school year 2022-2023. A player can also be the coach, but a coach cannot always be a player.

[3.1.4] Substitutes & Substitutions

Not only does a team have a main roster, we also highly recommend that you bolster your roster with substitute players, as when someone can't play they can be replaced by another player and the match can therefore still be played.

A team is allowed up to 5 substitute players in their roster.

If a team chooses not to add substitutes to their roster, and because of this they are unable to field a complete roster for a scheduled match, they are responsible for any resulting penalties risked.

[3.2] Coaches

Coaches are allowed in the Academy league. They may even be substitutes as long as they are legal according to requirements we have set for players. Other than that any level of player may coach a team.

[4] League Of Legends

[4.1] Game settings:

Map: Summoner's Rift

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Tournament Draft

[4.2] Spectators

Spectators are only allowed if both teams agree. Academy league admins or authorized observers are an exception to this rule.

[4.3] Pick & Ban phase

During the competition, the sides are chosen by doing [rock, paper, scissors](#) between the team captains.

[Draftlol](#) will be used for the draft. The in-game draft must match the draft the teams made on Draftlol. Teams must send the link to the draft page to an admin.

The picks/bans take place in competitive "draft" mode: Blue side = A; Red side = B

Bans: A-B-A-B-A-B

Picks: A-B-B-A-A-B

Bans: B-A-B-A

Picks: B-A-A-B

Swapping champions with less than 15 seconds until game start is forbidden.

In the event of a disconnection or bug splat when loading, the game must be paused immediately until the 10 players are connected. The players are required to use their own League of Legends account. It is impossible to use another account than the one given during registration.

[4.4] Pauses

Teams are allowed to pause the game twice each for a maximum of 5 minutes. Players may only pause a game immediately following an unintentional disconnect, hardware/software malfunction or physical interference and must notify the other team immediately and identify the reason. The game must only be paused if no combat between players is going on. (Exception in the event of a critical issue).

[4.5] Remakes

When remaking a game, the picks/bans remain the same except in the event of a remake due to a previously unknown champion bug providing a competitive disadvantage. In this case, it is the whole game (picks/bans included) that is remade and the champion in question may not be picked.

If any other significant bug or glitch is noted, players must immediately pause the game and notify an admin who will determine whether a game needs to be remade. In the scenario the game is not immediately paused and an admin notified, a game will not be remade.

[4.6] Post-game process

After each Academy League match, both team captains must fill in or accept the score in the "Results" tab on the tournament page. If you do not fill in or accept the match score, the system will not be able to add your score to the league table, or push you through to the next stage of the bracket. It is mandatory that teams take a screenshot of the post-game lobby as valid proof in case of disputes, and upload it to the Discord when submitting the game score.

[4.7] Penalties

In the event a team forfeits a match, this results in a loss for the forfeiting team. Players guilty of the following will be penalized accordingly depending on the severity of the offense:

- Abuse of any kind of hack, bug, or glitch etc.
- Behaving poorly / contrary to the Summoner's Code
- Using a player that is not part of the registered team
- Using the account of another player registered on the team (account sharing)
- Intentionally losing the game (feeding/throwing)

In the event of a no-show from a team for an agreed upon scheduled match, the team in question will forfeit the match. A disqualified team cannot claim any prize for taking part in the tournament. Repeat offenses and frequent forfeiting during the Academy League will lead to team-wide suspensions, blacklisting from future events, and potential loss of prizes. Teams are expected to consistently be able to field a starting roster through the usage of substitutes.