



Connecting Esports

The modern way of competing



2021 Ruleset

Last updated: 13/05/2021

1. Teams

- 1.1. Teams/Players can play Solo/DuoQ and flex as they see fit during the Season after they have entered the tournament.
- 1.2. Team names can only be changed before or after a season.
- 1.3. Player name changes are allowed until playoffs and are to be reported to a League Official upon occurrence.
- 1.4. The main roster consists of 5 players and a maximum of 2 substitutes + manager or coach
- 1.5. It's important to get a full roster before playoffs because roster will lock right before the playoffs begin. You can only use your main roster from this point forward.
- 1.6. Your team is not allowed to have emergency substitutes.
- 1.7. Teams that actively participate in any official Riot League (ERL's), are not allowed to join.
- 1.8. Players are not allowed to 'hop' from team to team, unless there are internal matters that cannot be resolved.
- 1.9. Coaches are allowed to view and spectate the games from the discord channel with POV, but have to be muted. Failing to do so will result in a forfeit of that match.
A coach has to be attached to your challengemode team. This can only be done once per tournament, so make sure your coach sticks. We can not revert coach positions after they have been locked in at the **Challengermode**[DG1] lineup.

2. Team Captains

- 2.1. All teams need to assign one of the players to be the Team Captain for the season
- 2.2. Team-Captains are the representatives and held accountable for their teams' actions (punctuality, behavior, schedules... etc.) in the games AND in discord.
- 2.3. Point of contact can be changed once for the regular season if requested (manager or coach being point of contact for example).
- 2.4. Depending on the urgency of the matter, League Officials will generally respond between 15 and 20 minutes if they are **not** on Do not Disturb mode in Discord. If there is an urgent matter, you are allowed to ping the admins that **have** the @League Official role. Your case will always be resolved within 24 hours of the matter.
- 2.5. In addition to their normal player responsibilities, the team captain also needs to;
 - Communicate with the League Managers on behalf of the team
 - Communicate with other teams on behalf of the team
 - Act as the final authority for team decisions during the tournament.
 - Communicate all required information to the entire team.
 - Accurately represent the opinions of the team as a whole

3. Season

- 3.1. The teams will compete with each other in an aforementioned schedule, in 1 group stage with a single round-robin before advancing into the playoffs!
- 3.2. You encounter each team of your group once. Per default you have at least 3 matches scheduled per week. Your match can be schedule Monday – Saturday, between 19:15 and 21:45 CEST as start times.
- 3.3. The group stage matches will be a Best of One (Bo1). The playoffs will consist of a Bo3 Quarters, and a Bo5 Semifinals & Finals.
- 3.4. All matches have been pre-scheduled according to the stream schedule of Connecting Esports. Any matches that deviate from this due to personal issues / problems with matches at certain dates are exempt from the 100% stream guarantee.

4. Sign-Up

- 4.1. Your signup will be processed after the closing date and before the official start of the Season.
- 4.2. Your team will undergo a thorough check in order for it to be allowed to participate.
- 4.3. For a season to run, a minimum of 8 teams is required.

5. Toxicity

- 5.1. Toxic behavior is not tolerated. Offensive, foul and disruptive behavior includes but is not limited to;
- 5.2. Racism.
- 5.3. Death Threats.
- 5.4. Sexist comments.
- 5.5. Sexual Harassment.
- 5.6. Dox Threats.
- 5.7. Hacking Threats.
- 5.8. Witch-Hunting.
- 5.9. Politically Sensitive.
- 5.10. Taunting.
- 5.11. In case of any dispute regarding a toxicity issue, the final decision will be made by a League Official or Moderator.
- 5.12. The League Officials and Admins have the power to refute any rule depending on the situation at hand.
- 5.13. These Rules may be amended, modified or supplemented by Connecting Esports, from time to time, in order to ensure a healthy environment, fair play and to keep the integrity of the Season.

6. Player Communications

- 6.1. Players have a responsibility to follow the communication guidelines outlined below.
- 6.2. Appropriate communication between the League Officials, Team Captains and other Members leads to a transparent tournament experience for everyone involved.
- 6.3. All communication between players and the tournament staff must go through the assigned Point of Contact. This reduces confusion, and allows staff to efficiently disseminate instructions.

7. Streams

- 7.1. We are vouching for a 100% stream guarantee. This means that Connecting Esports is providing a stream for all games. These games will be streamed & casted on our official twitch channel: <https://twitch.tv/connectingesports>
- 7.2. Server rules apply to Connecting Esports Twitch channel chats and will hold the same punishments.
- 7.3. Personal streaming is allowed with a 3-minute delay and the watermark image provided on discord inside the channel #information (section Assets).
- 7.4. Connecting Esports allows streamers to promote their channel inside the discord channel #promotion.
You can do this by using the following command inside #commands:
`?promotetwitch <your twitch link here>`

8. Spectators

- 8.1. Anyone present at the season, watching online or attending an event is classified as a spectator.
- 8.2. Spectators are responsible for upholding good sportsmanship as well, and should never interfere or distract players or tournament staff during matches.
- 8.3. If spectators believe they've observed rules or policy violations, they're encouraged to alert a mod as soon as possible, so those in charge of infractions can sort things out with minimal interference to the tournament.

9. Player transfers

- 9.1. Transfers are allowed during the entire Season. They need to be approved by the assigned League Official.
- 9.2. Each team can have a maximum of 3 main roster changes.

10. Substitutes

- 10.1. A game cannot be played with more than 2 substitutes.
- 10.2. You can bring substitutes outside of the Connecting Esports Discord server, but they will have to join the discord. League Officials will only approve members of the community at least 1 hour before game time.
- 10.3. Teams playing a game with a substitute that was not approved by a League Official will result in a strike and the match needing to be replayed at a date and time designated by the League Official.
- 10.4. Team captains need to inform the other team about using a substitute by providing the correct multi op.gg before game time.

11. Scheduling Games

11.1. Games are scheduled by Challengermode and will have the days based on the set schedule in Challengermode

All beforementioned days are tentative.

11.2. If a game is unable to be played, the team with the least number of players at game time will forfeit the game.

12. Games

12.1. Games must be played according to the official schedule on Challengermode

12.2. All games except for Semis and Finals are Best of One (Bo1)

12.3. Semifinals and Finals are Best of Five (Bo5).

12.4. In case of a tie in the standings of the division, we decide who goes through to the playoffs based on the wins against the tied team. Else there will be a tiebreaker.

12.5. Games can be delayed if streamed, to set up the stream properly and hand caster(s) the right information before game time.

12.6. All Streamed games have a 3–10-minute break.

- 12.7. Every match is played in Tournament Draft.
- 12.8. A team is allowed to request a virtual draft. This cannot be denied and should be used when requested. You can find a link for the virtual draft here: [LoL draft \(dawe.gg\)](#)
- 12.9. In the case of an incomplete team at the start of the game, the team with the most missing members from their roster (7 players) will have to forfeit the match.
- 12.10. Remakes are possible if both Team Captains agree.
- 12.11. Rematches follow the same rules as regular matches.
- 12.12. Sportsmanship is not only wished for but also required, as disqualification of a player or full team can happen based on the severity of the incident.
- 12.13. Any issues that come up before, during or after the game must be reported to staff for them to be processed.
- 12.14. Champions which have not been available on the live server for more than one patch will be automatically restricted. A champion will not be made available until then. Champions that have undergone reworks will be enabled at the sole discretion of CE.

13. Pre-game lobby/Champion Select

13.1. From the scheduled start time both teams have a maximum of 10 minutes to be in Champion Select or Pro Draft selecting. Unless otherwise agreed by both team captains or instructed otherwise by a League Manager.

13.2. You are set to your roles in the Lobby i.e.

1st Pick is Top Lane.

2nd Pick is Jungle.

3rd Pick is Mid Lane.

4th Pick is Bot Lane.

5th Pick is Support.

13.3. If a team does not contest any rule breaking” such as illegal pick/bans, foul language, unsportsmanlike conduct etc.” before loading into the game, the match is considered valid.

13.4. To report incidents of team rotations, screenshot the Champ Select before the game starts, and the Post Game Lobby and report it a League Official.

13.5. All teams must remain in their Team Channel Voice Communications throughout the game.

14. During the Game

- 14.1. Sportsmanship should be maintained at all times, zero toxicity, flaming or verbal abuse to team or opponents.
- 14.2. Pausing is allowed, up to a maximum of 10 minutes per team.

15. Post-Game Lobby

- 15.1. Screenshot of the post-game lobby must be sent in the screenshot channel by the winning team's captain in your respected league. This screenshot has to include the ban phase.
- 15.2. Failure to do so will invalidate the result of the game resulting in neither of the teams getting points.
- 15.3. Manipulating or in other ways trying to present a fake result will be punished with a strike for every player on the team.

16. Guidelines for Tournament Staff

- 16.1. The Admins, League Officials and Moderators need to lead by example and adhere to the behavior guidelines outlined in this document. This ensures a fair and consistent experience for all players during the tournament.
- 16.2. The Admins, League Officials and Moderators must be impartial and transparent when making official decisions.
- 16.3. Decisions made by The Admins, League Officials and Moderators of Connecting Esports are final and non-negotiable.
- 16.4. They must communicate clearly with the players, especially when issuing specific instructions or penalties.
- 16.5. The Admins, League Officials and Moderators must communicate in good faith any tournament decisions they make.
- 16.6. All of the staff has the same goal: to provide a fair and consistent experience for all players participating in the tournament.

Punishments

League Officials will negotiate punishments and will make the necessary adjustments. League Official decisions are final. This is to maintain a healthy environment for Casual & Competitive players. The strikes can apply to individual players but also an entire team. All strikes will however always affect the entire team. Refusing to follow the strike rules will result in another strike being added until they add up to disqualification. The system works as follows:

First Strike: 1 less ban next game.

Second Strike: 2 less bans next game.

Third Strike: Disqualification of the player or team for the rest of the League.

If you think a member of our staff is unfair, biased, etc. Or if you do not agree with their decision towards you or your team you can appeal for a case review. The Administration Staff will look through all the materials the member previously used to take action towards you but this time also taken with a perspective from your side. Asking for a case review will not guarantee a lighter punishment if you broke the rules.

Punishment(s) will still be enforced.

Final words

We appreciate any feedback and suggestions, as we take everything into consideration to optimize the Season in the future. You can let us know by using the following command in the #commands channel:

?feedback < your feedback here >

For all the latest news, updates and more make sure to follow our platforms:

<https://compiled.social/CE>

DISCLAIMER: All rules displayed are to be respected by the participants of the Season and members of Connecting Esports!

The entire Staff of Connecting Esports is at liberty to deviate from the rules in any given scenario, to guarantee the success of the Season.