

EAL Official Document

EAL Season 4: Rules, Format and Obligations (2nd edition)



Abbreviations

EAL	European Amateur League
UTC (CUT)	Coordinated Universal Time
BO3	Best of Three
BO1	Best of One

1. Table of Contents

Abbreviations	1
2. Introduction	3
3. Rosters	4
1. Requirements and Eligibility.....	4
2. Roster delivery.....	4
3. Substitutions	5
4. Legacy Players.....	5
4. Format	6
1. Season Structure.....	6
2. Matchday	6
3. Patch	7
4. Team requirements.....	7
5. Streaming Related	7
5. Playoffs	8
1. Playoffs Format	8
2. Two-Way Tiebreaker	8
3. Three-Way Tiebreaker.....	8
4. Four or More-Way Tiebreaker	9
6. Code of Conduct.....	10
1. Competitive integrity	10
2. Penalties	10

2. Introduction

We at the European Amateur League (EAL) try to provide an environment for lower rank players to experience competitive organized teamplay. This has been and always will be the primary goal of the league. All the official rules are designed in a way to facilitate this goal.

We will strive to optimize and balance these rules to strengthen the integrity of the entire system in the EAL, and make sure that the league promotes professionalism and equality among its players.

These rules are not yet set in stone. We at EAL believe that the players are the heart of our organization, and we want to give them a voice when it comes to rules. This is why any representative may appeal a rule or discuss specifics with an EAL official. Through this process we hope to achieve integrity and safety during the coming season.

3. Rosters

This chapter includes all the aspects surrounding Rosters and Substitutions. 3.1 will discuss the Requirements and Eligibility surrounding players and team rosters. 3.2 will discuss the rules of delivering the rosters and consequences thereof. 3.3 will discuss rules about substitutes.

1. Requirements and Eligibility

1. A team's roster must include at least 5 players, and a maximum of 8 players. If this cap has been reached, teams may request a temporary/permanent switch with a legitimate and unavoidable reason. This request will be granted at the discretion of the League on a case-by-case basis.

A team can also have a coach or management, but these will not be allowed to play.

2. All players must be at least 16 years of age.
3. **Main League:** A team's roster may include players from the following ranks: two Diamond 1 players and three Diamond 3 players, with the two Diamond 1 slots being available for a *legacy player* (see 3.4).

Underdogs: A team's roster may include players with ranks up to and including **gold 1**. Legacy player status does **not** apply to this league.

All ranks are determined by peak rank in either Solo/duo queue or Flex queue, throughout League of Legends official season 11 and 12. (Starting from 10-01-2021). All players are obligated to have finished their placements.

4. Every team will select one of their players or staff members to be their representative. This person will be the spokesperson for the team within the league. This representative will be responsible for relaying information to their team. They will also be responsible for any and all infractions incurred by teammates.
5. Summoner names must not contain any vulgar/obscene language or champion names/derivatives. The League retains the right to deny anyone from playing in the league based on their summoner name.

2. Roster delivery

1. The team representatives have to submit their roster two days before the start of their match (Thursday 23:59 UTC+1 for Underdogs and Friday 23:59 UTC+1 for the Main League). Failing to deliver an accurate team sheet within the deadline will result in a 1 ban loss **per day late** for both matches of the upcoming match-weekend. In playoffs this will only be for the 1st game.
2. The team roster has to include the following:
 - Account name of all the players playing that week.
 - Account names of any active alternate/smurf accounts.
 - Peak rank S11/S12 of all the players playing that week.
 - (*Recommended*) op.gg link.

3. For Playoffs, teams will be required to send in their roster (5-8 players). This roster will be active for the **entirety** of playoffs. Regulation around the roster cap will also be stricter. The main roster (5 player) has to have played a minimum of three games during the regular season.
4. Players on the roster are free to swap roles at any time.
5. Players are required to play on their **main** account. If a player is discovered to play on a smurf account during an official EAL match without their main account being provided to the league, the team will be forced to forfeit **ALL** games played with this player.
6. Players are allowed to play in scrims with any team of their choosing. Once you play in an official EAL match, this player is no longer eligible to play with another team during official EAL matches for the remainder of the season.

3. Substitutions

1. If a substitution is uncertain (original player may or may not be available), the team will have to notify the league **as well as** their opponent(s) within the roster deadline (Friday). Failure to do this will result in a 1 ban loss.
2. In the rare occurrence that a player has to leave after the roster deadline with a legitimate reason, their team will not be punished.

4. Legacy Players

1. A legacy player is a player that has exceeded the rank limit (diamond 1), while playing in the EAL. We don't want players to feel improvement will actively prevent them from playing in the league, which is why this rule has been implemented.
2. The legacy player(s) will take up a diamond 1 slot.
3. A player is eligible for the slot up to **Master 80LP**.

4. Format

This chapter will cover all of the general of EAL season 4. 4.1 will discuss the general structure of the season. 2.2 will discuss the match setup. 2.3 will discuss any rules regarding patches. Finally, 2.4 will discuss anything related to streaming.

1. Season Structure

1. Season 4 will be played in a double round robin setting.
2. Every team will play 2 games per week.
3. Playoffs will be comprised of a sequence of BO3/BO5 matches that only the top 6 teams at the end of the regular season can take part in.
See chapter 5 for a complete overview.
4. All matches will be played starting from 7pm UTC+1 to 11pm UTC+1. Draft will start on the hour (7pm, 8pm, 9pm or 10pm) unless otherwise stated through official EAL channels. If both teams and the league officials agree, the game may be rescheduled to a non-match day.
5. Standings will be determined by the wins and losses of a team.
6. Full schedule can be found in the Discord under Teams Only > Match Schedule.

2. Matchday

1. The games will be played in the following configuration:
 - Map: *Summoner's Rift*
 - Team Size: 5
 - Game Type: *Tournament Draft*Players will be sent tournament draft codes through their rep about 15 minutes before the game. **Don't** make your own lobby.
2. Draft will happen on the 3rd party website: <https://draftlol.dawe.gg>. Not every player in the EAL has access to all available champions, which would be a disadvantage when drafting in the client.
3. Players are required to be in the discord voice channel assigned to their team. Anyone that is not playing in your match is not allowed in the voice channel **during the match (ingame)**. If a non-player still wants to join a voice channel during the match, they can make a request to the staff. This request will be granted at the discretion of the League on a case-by-case basis.
4. If a team misses the scheduled starting time without contacting the organizers **and** their opponent, they will be handed a 1 ban loss.
5. If a team fails to show up 10 minutes past the scheduled starting time, they will be handed a 1 ban loss. This extends up to 3 ban losses (1 loss per 10 minutes).

6. If a team shows up 30 minutes past the scheduled starting time, the match will be forfeited by the incomplete party.
7. The lobby will start as soon as the draft ends.
8. After every game, the representative of the team playing on the **blue side** is obligated to post the result of the game in **match history**. This includes objectives taken and other game data available. It has to be posted with the following text:

Week 1, Game 1

Team A v Team B. **Team A Win**

Blue Side Screenshot taken from Match history
And add the replay File.

3. Patch

1. Matches during Season 4 will be played on the newest patch available.
2. There is a 2-week period where new champions will automatically be restricted. The same thing applies to champion reworks. This rule may change at the discretion of the league.

4. Team requirements

1. New teams are required to provide the league with a Logo. This logo may be any set of colors but must have black and white (or light and dark) variations. The logo must be at least 2000 by 2000 pixels in size. If you are unable to procure a logo, you may ask the league to provide you one.
2. Team names must not be more than 16 characters long and must not contain any vulgar/obscene language. The League retains the right to deny any team from playing in the league based on their name.
3. Team name abbreviations must be 2-3 characters and must not contain any vulgar/obscene language. The League retains the right to deny any team from playing in the league based on their name abbreviation.

5. Streaming Related

1. The games will be streamed on the twitch channel: https://www.twitch.tv/EAL_Esports.
2. Around half the games of each team will be streamed.
3. Players will not be allowed to stream their matches during the EAL broadcast.

5. Playoffs

This chapter will focus playoffs and tiebreakers at the end of the regular season. 5.1 will discuss the format of playoffs. 5.2 will discuss a two-way tie and 5.3 will discuss a three-way tie. In the rare case a four or more-way tie occurs, it will be discussed in 5.4.

1. Playoffs Format

1. This playoffs bracket consists of a three-round tournament including the top **six** teams from the season. Teams are seeded according to the regular season standings.
2. **Round one:**
 - **Match 1:** The 3rd seed will face the 6th seed in a BO3
 - **Match 2:** The 4th seed will face the 5th seed in a BO3
3. **Round Two:**
 - **Match 3:** The 1st seed will face the winner of **match 1** in a BO3
 - **Match 4:** The 2nd seed will face the winner of **match 2** in a BO3
4. **Round Three:**
 - **Match 3:** The winner of **match 3** will face the winner of **match 4** in a BO5
5. The higher seed will always have side selection during playoffs.

2. Two-Way Tiebreaker

These will be ranked in descending priority.

1. The Head-to-Head record (previous matchups against the same team)
If a team is ahead in this record, that team will win the tiebreaker.
2. If the two teams are tied in the Head-to-Head, they will face of in a tiebreaker game.
The team with the fastest game time (between the two teams) gets side selection.

3. Three-Way Tiebreaker

These will be ranked in descending priority.

1. The Head-to-Head record (previous matchups against the teams involved)
If a team is ahead in this record, that team will win the tiebreaker.
2. If all teams are tied in the Head-to-Head, the fastest wins will be considered. The two teams with the slowest wins will face off against each other in a BO1. The winner of this BO1 will fight the team with the fastest win in another BO1. The winner of this wins the tiebreaker.
The team with the fastest win gets side selection in both matches.
3. If two teams are tied in the Head-to-Head record, it resolves into a two-way tie (see 3.1).

4. Four or More-Way Tiebreaker

These will be ranked in descending priority.

1. The Head-to-Head record (previous matchups against the teams involved)
If a team is ahead in this record, that team will win the tiebreaker.
2. If all teams are tied in the Head-to-Head, the order of the teams will be decided based on the fastest time in the matches involving the matchup between 2 teams in the head-to-head. The two teams with the slowest wins will face off against each other in a BO1 for 3rd or 4th. The two fastest teams will also face off against each other in a BO1 for 1st or 2nd. The team with the fastest win gets side selection in both matches.
3. If two teams are tied in the Head-to-Head but their individual record is 2-0 in favor of a team despite the Head-to-Head record in the 4-way tie being equal, the 2-0 team wins the tie.
4. If two teams are tied in the Head-to-Head record and have a 1-1 tie between them, they will play a tiebreaker match. The team with the fastest win (between the two teams) gets side selection.

6. Code of Conduct

This chapter will discuss the player code of conduct. This ensures (or tries to ensure) that the league keeps its competitive integrity and provides every team with an equal and safe environment to learn and grow in. 6.1 will discuss the rules around competitive integrity and consequences for breaking it. 6.2 will discuss in bigger detail the penalty system and rights pertaining to the league, teams, and individual players.

1. Competitive integrity

1. Players are expected to play to the best of their ability. Players are also strongly advised against doing anything that may potentially threaten the competitive integrity of the league. Failing to do so may result in a penalty at the discretion of league officials.
2. This includes but is not limited to: Hacking, Exploitation, Stream sniping, External communication with team members, intentionally disconnecting, colluding.
3. Players are also prohibited from breaking any of the discord rules at any time. This can also lead to penalties.

2. Penalties

4. Any team or person found to have broken the rules or found to have done anything that constitutes as unfair play, will be subject to penalties. The league retains the right to penalize any team/player it deems to have broken the rules.
5. Penalties include but are not limited to:
 - A verbal warning
 - Loss of bans for upcoming games
 - Game and/or match forfeiture
 - Suspension
 - Disqualification
6. Repeated infractions will lead to escalating penalties. Any penalty may be appealed by talking to an EAL board member. This however does **not** guarantee the removal of a penalty and in many cases won't change the outcome.