



**LEAGUE OF LEGENDS**

**RULESET**

**SEASON 5**

## Introduction

This manual consolidates the specified rules for participants, coaches, and/or organizations (Esports teams) involved in any of the disciplines played in the POST Esports Masters. Every individual engaging in the POST Esports Masters acknowledges having reviewed and endorsed the rules outlined in this manual.

The administrators of POST Esports Masters reserve the right to update and/or rectify sections of this manual as needed. In circumstances not explicitly addressed in the rulebook, administrators retain the authority to make conclusive decisions.

### **Good Luck & Have Fun!**

"Please ensure you are referring to the most recent version of the rulebook. In the event of any updates, we will promptly announce these changes on Discord in the designated channel specific to the rulebook. It is important to stay informed about these updates to understand the latest rules and guidelines.

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## REGISTRATION

The POST Esports Masters are open to all levels.

When registering for any phase of the POST Esports Masters, each Participant must validate their official account (Steam, Riot, Epic, etc.) If the participant is under an Esports team contract; and the team wants to be visible on the POST Esports Masters communication supports (Stream, Socials, Live Events), the participant must imperatively share all the data in the document given by the admins with their team.

The participant's in-game name must correspond to the name validated during registration. Any change of name without informing an administrator and without obtaining their confirmation, will be penalized.

At any time, administrators can oblige to obtain information necessary for the proper functioning of the competition.

### Registration Process

The registration is made by the team captain only.

- The team captain has to fill out the registration-form on the POST Esports Masters website.
- Participants are obligated to join the POST Esports Masters MAIN Discord. <https://discord.gg/S2s57YemB2>
- The registrations are validated manually by the POST Esports Masters administration team. It may take up to 72 hours until the validation process is over.
- After the validation process, you will receive an email from the POST Esports Masters organization validating your attendance of the open qualifiers. As Well as receiving the Discord role "Game – Qualifiers".
- Now you are registered for the qualifiers of your game.

**Please regularly check your emails and Discord messages. If there are any problems with the registration, the POST Esports Masters administration team will contact you on both these mediums.**

### Age

The minimum age for a POST Esports Masters player is 16. If the Participant is still a minor under European law (<18 years of age) the day of the Qualifier, an authorization to participate must also be signed by a legal guardian of the child.

If a 15-year-old receives his 16, at the latest 30 days after the start of the qualifier date, they may register for the POST Esports Masters with a special contract signed by their legal guardian.

# ROSTER CONSTELLATION

## Roster Sign-Up

As soon as you sign-up your roster, team captains are allowed to change the roster until 48 hours before the qualifiers. This is the lock in time for roster changes; therefore, the POST Esports Masters Organization recommends that you sign up the team with 2 substitutes. If the active roster is deemed invalid due to regional limitations or an insufficient number of players, teams may incur penalties ranging from fines to potential immediate disqualification.

## Regional limitations

The regional limitations are defined as followed:

- No limitations on players with their residence in one of the following regions:
  - Greater Region (Saarland, Rhineland-Palatinate, Lorraine, Moselle, Meurthe-et-Moselle, Wallonia, Luxembourg)
  - BENELUX Region (Belgium – Netherlands – Luxembourg)
- **Maximum 2** players with their residence in one of the following regions:
  - Europe

Substitutes may be from any region.

**IMPORTANT: While the regions may be enlarged, we still oblige all players to attend all offline media sessions and events. Therefore, please make sure you have the necessary time and financial resources to do so.**

**Official dates are listed under the "[SCHEDULE](#)" section.**

### Roster line-up

A team always consists of a minimum of 5 players and up to 7 players. The team can also sign up a manager and a coach. The team composition looks as follows:

- 5 active players
- Maximum of 2 substitutes (recommended)
- 1 managers (optional) (can also be team-captain)
- 1 coach (optional)

### Active Roster

The active roster/ players are defined as the 5 players playing the next upcoming match. This roster can be changed 24 hours beforehand by announcing it to the administration team. The active roster constellation must always comply with the regional limitations.

- No limitations on players with their residence in one of the following regions:
  - Greater Region (Saarland, Rhineland-Palatinate, Lorraine, Moselle, Meurthe-et-Moselle, Wallonia, Luxembourg)
  - BENELUX Region (Belgium – Netherlands – Luxembourg)
- **Maximum 2** players with their residence in one of the following regions:
  - Europe

# ORGANIZATION & TEAM REGULATIONS

## Multiple teams in a division

Organizations are not allowed to have multiple teams in a single division. If an organization owns 2 or more teams in a single division, it must choose one team and must put the other team to free agents. The free agent players can still play under their constellation however they cannot be part of any organization that already owns a team in the relative division.

## Upcoming seasons

The organization is the owner of a team spot of any division. An exception can be made if the organization puts the team to free agent. In this case the team captain will own the spot for the season until they join a new organization. This change must be announced to the POST Esports Masters administration

In any case contact the POST Esports Master administration if you need any help regarding these regulations.



## SCHEDULE

- ❖ Registration Phase
  - 18.12.2023 – 11.01.2024
  
- ❖ Open Qualifiers
  - 13.01.2024 – 14.01.2024
  
- ❖ MEDIA DAYS
  - 20.01.2024
  
- ❖ SEASON
  - 05.02.2024 – 03.03.2024
  
- ❖ FINALS
  - 06.04.2024 – 07.04.2024

## RUNDOWN

### Open Qualifiers

The open qualifiers will be played in a swiss system format. The number of rounds will be announced right before the tournament depending on the number of teams playing in the qualifiers. (4 rounds for 16 Teams or less, 5 rounds for 32 Teams or less, 6 rounds for 64 Teams or less)

Top 1-6 Teams will enter division 1.

Top 7-12 Teams will enter division 2.

The others are eliminated and may have a chance for upcoming Seasons to enter Division 2.

**IMPORTANT: TIE BREAKS ARE NOT PLAYED OUT. TIES WILL BE DETERMINED BY THE BUCHOLTZ SYSTEM!**

**This system adds up the scores of each opponent a participant has faced, excluding the participant's worst-performing opponent. The idea is that facing stronger opponents should be rewarded.**

### SEASON PLAY

The season will last 4 weeks. All games are predetermined and are announced by the POST Esports Masters administration team before the Season begins. Each Team will face each other twice during the season. Side-selection will be pre-determined as well.

Every match-up will be a best of 1.

### RELEGATIONS

The bottom 2 teams of division 1 will face the top 2 teams of division 2 in a best of 5 series to fight for the division 1 sports.

The bottom 3 teams of division 2 will lose their spot for the upcoming season; however, they are allowed to play in the qualifier for that season.

### FINALS

The top 2-3 teams of division 1 will face each other in a best of 5 series. The loser of that series locks in as third of the season, while the winner then faces the top 1 team of division 1 to determine which is the best team in the POST Esports Masters.

**IMPORTANT: After the finals is where we determine the official ranking.**

### **\*\*\* TIEBREAKERS \*\*\***

Tiebreakers will be handled in the following order:

- Direct confrontation
- Winner of the 2nd match
- fastest game

# GAME SETTINGS & RULES

## Lobby settings

- Custom game
- Mode: Tournament draft
- Allow spectators: lobby only
- Password: lobby must have a password which must be announced to all contenders

(In division 1 admins are responsible for the lobby)

**Spectators are only allowed if the POST Esports Masters administrators allow them.**

## Coaching

It is not allowed for the coach to interfere in an active match. The coach can help the teams with the draft but is not allowed to spectate or give them instruction during the game or while the game is paused. If teams break this rule, the coach will be disqualified for the current season and the game will be counted as a forfeit.

## Pausing during the game

Each team can pause up to 3 times during a game and/or a maximum of 15 minutes total.

### Lobby & draft bugs

If there is a bug occurring during the lobby or draft, the concerned player must immediately announce it to the admins and the opposing team.

If there is a need to redo the draft, the same picks and bans must be taken.

**IMPORTANT: If the draft gets canceled or bugged due to locking in a champion too late or at 0 seconds, the responsible team will be warned once and penalized starting from the second time on.**

**By default, the administrators will conclude that it was the players fault until you can prove it with video evidence. The video evidence must also have the team's voice in it.**

## CASH PRIZE

The Total cash prize for League of Legends Season 5 is 7500€. The cash prize will be distributed as followed:

Division 1:

Rank	Cash Prize
1 <sup>st</sup>	3500€
2 <sup>nd</sup>	1500€
3 <sup>rd</sup>	800€
4 <sup>th</sup>	500€
5 <sup>th</sup>	300€
6 <sup>th</sup>	150€

**MVP: 150€**

**IMPORTANT: Rank 1 to 3 are determined after the finals. Rank 4 to 6 will be determined after the season play.**

## Division 2:

<b>Rank</b>	<b>Cash Prize</b>
1 <sup>st</sup>	250€
2 <sup>nd</sup>	150€
3 <sup>rd</sup>	100€
4 <sup>th</sup>	-
5 <sup>th</sup>	-
6 <sup>th</sup>	-

**IMPORTANT: In division 2 all ranks are determined after season play.**

## Payment

The payment can take up to 60 days after the end of the season. Teams who qualify for the finals will receive their cash prize after the finals. This payment can take up to 60 days after the finals.