



Gamers Assembly 2021

Festival Edition

League of Legends

Rules



History of changes

DATE	VERSION	DESCRIPTION
08/03/2021	v1.0	Drafting of the rules
18/03/2021	v1.1	Edition "Gain" part
26/03/2021	v1.2	Edition "Tournament planning" part Edition "Check in" part Edition "Eligibility" part Edition "Equipment" part Edition "Minimum Age" part Edition "Play off" part Edition "Last hit" part
29/03/2021	v1.3	Edition "Game version" part



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I - General rules

I.1 - Application of the regulation

By registering for the Gamers Assembly 2021 tournament via the online ticketing system, you agree, without reservation or interpretation, to abide by these rules. The organization also reserves the right to make decisions on points not covered by these rules or even contrary to them in order to maintain the sportsmanship and fairness of the competition.

FuturoLAN reserves the right to change these rules at any time. It is the duty of the participants to make sure that they know the latest version of the rules. If changes are made to the rules, they will be listed in the change history on page 2 of the rules.

I.2 - Date and venue

The Gamers Assembly 2021 will be held from 3 to 5 April 2021 online on the :

- League of Legends Western Europe (EUW).

All practical information can be found on our website:

<https://ga2021.gamers-assembly.net/infos>

This is an "online" event, to participate in the tournament, your presence on the Gamers Assembly discords is mandatory.

[Click on the link to join the GA discord.](#)

[Click on the link to join the LoL tournament discord.](#)

The tournament will run from Saturday 03 09:00 am to Monday 05 06:00 pm.



I.3 - Tournament planning

The following times are subject to change as the competition progresses.

Saturday 3rd April

09:00 to 09:30 am	Check In
09:35 am	Captain Time Text
10:00 am	Start of the tournament
12:00 am	Lunch break
01:00 pm	Resumption of the tournament
08:15 pm	Diner break
09:15 pm	Resumption of the tournament (Challenger Series 09:00 pm)
10:15 pm	End of the first day

Sunday 4th April

9:00 to 09:30 am	Check In
09:30 am	Start of the matches
12:00 am	Lunch break (Challenger Series 12:30 am)
01:00 pm	Resumption of the matches (Challengers Series 01:30 pm)
08:00 pm	Diner break (Masters 07:00 pm)
09:00 pm	Start of the final phases (Masters 08:00 pm)
Midnight	End of the second day

Monday 5th April

9:00 to 09:30 am	Check In
09:30 am	Final phases and final rounds
01:30 pm	Challengers Series Grand Final
08:00 pm	End of the tournament

II - Eligibility

II.1 - Participation in the tournament

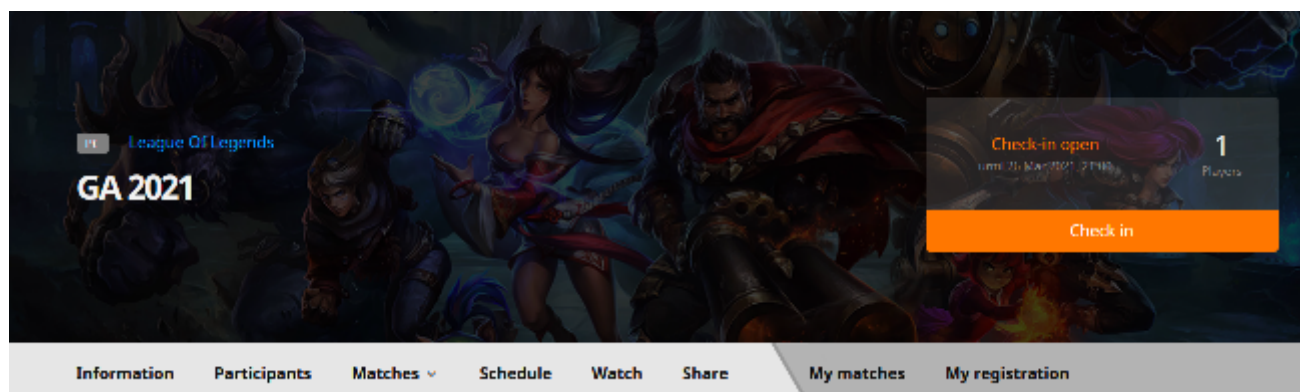
To participate in this tournament, you must not be banned from any official competition for cheating.

A player participating in a cash prize tournament must be at least 12 years old at the time of the tournament. The player's age must be within the PEGI of the tournament game (<https://pegi.info/>).

We remind the national league teams to ask their league and riot for permission to participate in the Gamers Assembly 2021 tournament.

II.2 - Check In

The check-in will be done on Toornament at the beginning of each day by the person who registered the team for the tournament.



II.3 - Team Captain and/or Manager

A team captain should be chosen from your team in order to facilitate the organisation at the beginning of the tournament (especially for the "captain time", where only the captains/managers of each team should be present). Concerning the manager, it is only allowed to have one per team. However, if the team wishes, the manager can replace the team captain during a captain time

II.4 - Players

The tournament is played in teams of 5 players (possibility of having 1 substitute per team). Each player's account must be registered on the Western European server (EUW). There are no restrictions for international players.

II.5 - Minimum age

Participants in the tournament must be at least 12 years old.
Parental permission is required, the tournament organisers will send you the necessary form.

III - Equipment

To participate in this tournament, you will need :
Your computer, power supply, keyboard, mouse, headset and your internet connection. Remember to put your phone on standby if you have a mobile network. For reasons of stability, wifi is not recommended.



IV - Game & tournament format

IV.1 - Game version

Version active on Western European servers throughout the tournament (Live patch).

The Viego champion is forbidden for the duration of the tournament.

IV.2 - Match Format

The competition is between 128 teams in the game League of Legends.

The tournament will take place in 3 phases:

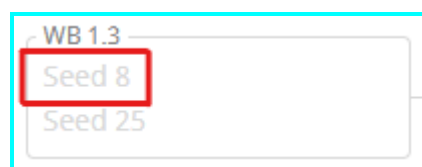
- The first one with the Opening Tours which do not cause any elimination, consisting of 16 pools of 8 teams.
- The second, called Playoffs, consists of playoffs in the form of double bracket trees with 32 teams.
- The third is the LAST HIT, which is a group extension set up at the end of each elimination stage of its tree.

IV.3 - Flow of match

Joining a game:

To join a game, the use of a tournament code is mandatory. The codes can be found on the tournament in the "Matches" tab.

Choice of side: During the whole tournament, the choice of side is decided by the team in the upper part of the match box on Tournament.



Players are placed in the lobby according to the side they have chosen.

In a Best of 3 or Best of 5 match, from the second round onwards, the side is chosen by the team that lost the previous round.

If the match is to be streamed, invite one of the streamers as a spectator before starting the match!



The selection of the champions is tournament draft.

The winning team is the one that destroys the opposing nexus.

Time out:

The break in a match is 30 minutes, the break is divided between the two teams, 15 minutes each.



IV.4 - Pool phase

16 Pools of 8 teams

Opening Tours : group stage, one match per opponent (7 matches) in BO1.

The teams are divided according to the information provided by the competitors and collected by the admins. Each victory earns 1 point and the losers receive no points.

The tiebreaker in the Opening Tours is as follows:

1. Highest number of points
2. In case of a tie, the ranking will be decided according to the results of the direct confrontation, if not possible the teams will be separated according to the time spent in play*

* The operation between all the time durations obtained during the matches played by each of these teams between them.

Defeats have a positive value and wins a negative value.

Example for a tie of 3 teams: Blue team, Red team and Green team

blue team > Victory against red team in 26'40

blue team > Defeat against green team in 32'18

Red team > Defeat against blue team in 26'40

Red team > Victory against green team in 30'50

Green team > Defeat against red team in 30'50

Green team > Victory against blue team in 32'18

Calculation of the time score :

Blue > $32'18 - 26'40 = 5'38$

Red > $26'40 - 30'50 = -4'10$

Green > $30'50 - 32'18 = -1'28$

Distribution is based on the highest to lowest value.

Ranking :

1er Blue

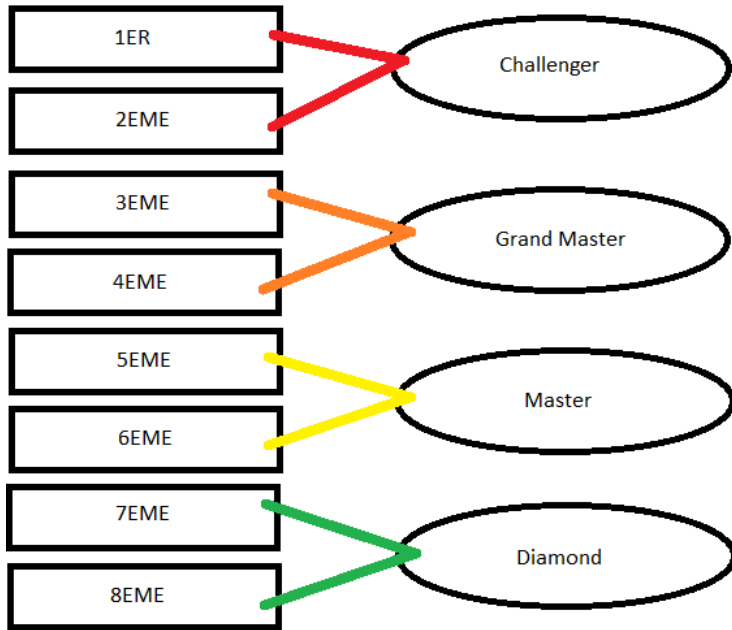
2e Green

3e Red

The time note favours a quick win and a hard-fought defeat.



Distribution of teams at the end of the pools :





IV.5 - Play off

Challenger Series:

A double elimination tree of 32 teams consisting of the 1st and 2nd place in each pool.

The teams that qualify for the Challenger Series are seeded according to their place in the final pool standings.

The tree starts in best of 1 and then develops into best of 3 starting with the winner bracket round 3.

The first 6 rounds of the Loser Bracket are in Best of 1.

A best of 3 is played in the 7th round and final Loser Bracket.

The grand final is Best of 5 with one win in advance for the team coming from the winner bracket, therefore, the choice of the side goes to the team coming from the loser; then respect the article IV.3 Flow of the match.

Seeding in round 1

1st Group 1 vs 2nd Group 15		1st Group 9 vs 2nd Group 7
1st Group 16 vs 2nd Group 2		1st Group 8 vs 2nd Group 10
1st Group 5 vs 2nd Group 11		1st Group 13 vs 2nd Group 3
1st Group 12 vs 2nd Group 6		1st Group 4 vs 2nd Group 14
1st Group 3 vs 2nd Group 13		1st Group 11 vs 2nd Group 5
1st Group 14 vs 2nd Group 4		1st Group 6 vs 2nd Group 12
1st Group 7 vs 2nd Group 9		1st Group 15 vs 2nd Group 1
1st Group 10 vs 2nd Group 8		1st Group 2 vs 2nd Group 16



Grand Masters Super Matches:

A double elimination tree of 32 teams consisting of the 3rd and 4th teams in each pool.

The teams that qualify for the Grand Masters Super Matches are seeded according to their place in the final pool standings.

The tree starts in best of 1 and then develops into best of 3 starting with the winner bracket round 4 (winner semi-final).

The first 7 rounds of the Loser Bracket are in Best of 1.

A best of 3 is played in the final of the Loser Bracket.

The grand final is Best of 5 with one win in advance for the team coming from the winner bracket, therefore, the choice of the side goes to the team coming from the loser; then respect the article IV.3 Flow of the match.

Seeding in round 1

3rd Group 1 vs 4th Group 15		3rd Group 9 vs 4th Group 7
3rd Group 16 vs 4th Group 2		3rd Group 8 vs 4th Group 10
3rd Group 5 vs 4th Group 11		3rd Group 13 vs 4th Group 3
3rd Group 12 vs 4th Group 6		3rd Group 4 vs 4th Group 14
3rd Group 3 vs 4th Group 13		3rd Group 11 vs 4th Group 5
3rd Group 14 vs 4th Group 4		3rd Group 6 vs 4th Group 12
3rd Group 7 vs 4th Group 9		3rd Group 15 vs 4th Group 1
3rd Group 10 vs 4th Group 8		3rd Group 2 vs 4th Group 16



Master Matches:

A double elimination tree composed of 32 teams gathering the 5th and 6th of each pool.

The teams qualified in the Masters Matches are distributed according to their place in the final ranking of the pools.

The tree starts in Best of 1 and then develops into Best of 3 in the winner bracket final.

The first 7 rounds of the Loser Bracket are Best of 1.

A Best of 3 is played at the Loser Bracket final.

The grand finale is Best of 3 with the side of the first two games chosen by the team coming from the winner bracket.

Seeding in round 1

5th Group 1 vs 6th Group 15		5th Group 9 vs 6th Group 7
5th Group 16 vs 6th Group 2		5th Group 8 vs 6th Group 10
5th Group 5 vs 6th Group 11		5th Group 13 vs 6th Group 3
5th Group 12 vs 6th Group 6		5th Group 4 vs 6th Group 14
5th Group 3 vs 6th Group 13		5th Group 11 vs 6th Group 5
5th Group 14 vs 6th Group 4		5th Group 6 vs 6th Group 12
5th Group 7 vs 6th Group 9		5th Group 15 vs 6th Group 1
5th Group 10 vs 6th Group 8		5th Group 2 vs 6th Group 16



Diamond Encounters :

A double-elimination tree of 32 teams consisting of the 7th and 8th teams in each pool.

The teams qualified in the Diamonds Encounters are distributed according to their place in the final ranking of the pools.

The tree starts in Best of 1 and then develops into Best of 3 in the winner bracket final.

The first 7 rounds of the Loser Bracket are Best of 1.

A Best of 3 is played at the Loser Bracket final.

The grand finale is Best of 3 with the side of the first two games chosen by the team coming from the winner bracket.

Seeding in round 1

7th Group 1 vs 8th Group 15		7th Group 9 vs 8th Group 7
7th Group 16 vs 8th Group 2		7th Group 8 vs 8th Group 10
7th Group 5 vs 8th Group 11		7th Group 13 vs 8th Group 3
7th Group 12 vs 8th Group 6		7th Group 4 vs 8th Group 14
7th Group 3 vs 8th Group 13		7th Group 11 vs 8th Group 5
7th Group 14 vs 8th Group 4		7th Group 6 vs 8th Group 12
7th Group 7 vs 8th Group 9		7th Group 15 vs 8th Group 1
7th Group 10 vs 8th Group 8		7th Group 2 vs 8th Group 16



IV.6 - Last Hit

A group extension is set up at the end of each elimination stage of its tree.

Example:

The first eight teams out of the same tree will play 7 matches between them.

The teams registered in the Last Hit are distributed according to the ranking of their tree.

V - Infringements of the rules

V.1 - Delay

This offense is for a team that is not ready to play when the inning begins. (Teams must be on time and ready to play when each round begins.

The times to be followed are primarily the times given by the tournament officials at the briefings.

Each delay may be penalized by a loss of one ban for every five minutes of delay.

Each delay may be penalized by the loss of a round for every 10 minutes of delay. This effect can be repeated. If a team is 20 minutes late, it will lose 2 rounds.



V.2 - Tournament penalties

The tournament team reserves the right to sanction a team for bad behavior towards the admins or runners and any breach of the rules stipulated in these regulations.

Players may not use any external software or any form of modification that alters the version of the video game or allows a player to perform more than one action at the same time, or any configuration file.

During matches, any use of a bug, script, cheat will result in at least the elimination and immediate expulsion of the player and his team.

Any person guilty of violent or aggressive acts will be subject to the same punishment.

Any abuse of the break will result in irrevocable defeat.

Lying or misleading a tournament official, refusing to follow the instructions of a tournament official, violating the rules of this regulation, will result in immediate disqualification of the team and a ban from participating in future editions of this event.

List of penalties :

Loss of banning rights: This penalty removes the team's ability to ban a champion(s) during the draft phase of the next round.

Loss of side: This sanction may change the side initially established, in the event that this sanction is applied to a team, it will be up to the opponents to decide whether to play blue-side or red-side.

Loss of round: Serious offences may result in a team losing the current round or the next round.

Loss of match: More serious offences may result in the team losing its current match.

Disqualification: The most serious offences may result in disqualification from the tournament.

V.3 - Disconnection management

Each team has **15 minutes available per game** to deal with their players' disconnection issues. If this delay is not sufficient, it is possible to ask the opposing team to share their 15 minutes with you.



If, at the end of the pause, the player(s) have not been able to reconnect, the team has the choice of forfeiting the game or continuing to play with the remaining players while its members continue to try to reconnect.

Any abuse of the pause will result in a forfeit of the game for the abusive team.

VI - Stream & replay

The official WebTVs are chosen by the organisation, and they have the choice to cover the matches they want, you cannot refuse to be streamed, under sanctions's penalty.

In order to stream your games, you must integrate the partner carousel and the official competition logo in the overlay.

- Link to the carousel : [1080p](#)
- [GA logo](#)

VII - Winnings

After consultation and approval of the players, the cash prize won by the team will be paid to a single player / entity. By default, the winnings will be paid to the legal or physical person registered when the slot was purchased.

A player participating in a cash prize tournament must be at least 12 years old at the time of the tournament.

The age of the player must respect the PEGI of the tournament game (<https://pegi.info/>).

Attention: If the player is between 12 and 16 years old during the tournament, the cash prize will be sequestered until the player turns 18. However, the player can receive gift cards or prizes (equipment, etc.).

From the age of 16 at the time of the tournament, the player can collect his cashprize directly.

Payment of winnings will be made within a maximum of **90 days**, however payment information will be collected at the end of the tournament on the official tournament Discord with one of the tournament referees, so please do not leave without informing the tournament officials.

A team failing to meet its match times or forfeiting or being disqualified from the competition may have its winnings withdrawn depending on the severity of the situation. In this case, the decision will be reported to the Tournament Director.

Furthermore, any winnings not claimed within 6 months after the end of the event, i.e. before **13 October 2021**, will not be paid out.