

Official Rulebook



1. Introduction & General Regulations

- This rulebook serves as the game-specific supplement for League of Legends competitions organized by On Student Grounds.
- By participating, players agree to both this document and the  OSG Official Rulebook and the Code of Conduct.
- In game-specific situations, this rulebook takes precedence, but On Student Grounds officials always retain the final say.



2. Tournament Format & Schedule

Phase	Date	Format Details
Registration	Ends October 28 23:59 CEST	
Qualifiers	October 31 & November 3	Best-of-1 (Bo1) Double Elimination
Group Stage	November 7 - 22	Best-of-3 (Bo3) Single Round-Robin Fearless
Semifinals	November 23 - December 2	Best-of-5 (Bo5) Single Elimination Fearless
Grand Finals	December 5	Best-of-5 (Bo5) Fearless

2.1 Standard Tournament Format

A. Qualifiers

- **Format:** Both qualifiers are played as a Double Elimination bracket with Best-of-1 (Bo1) matches.
- **Advancement:** The top 4 teams from each qualifier advance to the Group Stage (8 teams in total).

B. Group Stage

- **Setup:** The 8 qualified teams are drawn completely at random into 2 groups of 4 teams.
- **Format:** Single Round Robin, played as Best-of-3 (Bo3) series utilizing the Fearless Draft format.
- **Advancement:** The top 2 teams from each group advance to the Playoffs (4 teams in total).

C. Playoffs

- **Format:** Single Elimination bracket played as Best-of-5 (Bo5) series utilizing the Fearless Draft format.
- **Grand Finals:** The final match will be played offline on December 5.
- **Bracket Structure:**
 - The bracket starts directly in the Semifinals.
 - Matchups are fixed:
 - 1st place Group A vs. 2nd place Group B
 - 1st place Group B vs. 2nd place Group A

2.2 16+ Teams Expansion Clause (Exceptions & Alterations)

Clause: If **both** Qualifier 1 and Qualifier 2 each exceed 16 participating teams, this expansion clause takes effect. Under this clause, the following modifications replace the standard format

- **Qualifier Advancement:** The top 8 teams from each qualifier advance instead of 4, resulting in 16 teams in total reaching the Group Stage.
- **Group Stage Setup:** The 16 teams are drawn completely at random into 4 groups of 4 teams (instead of 2 groups).
- **Playoff Size & Additional Round:** The top 2 teams from each of the 4 groups advance, creating an 8-team playoff bracket that introduces a Quarterfinals stage (played from November 23 – November 28). Consequently, the Semifinals scheduling will be altered to November 29 – December 2 to make room for the Quarterfinals.
- **Playoffs Draw:** Matchups are determined via a live draw show utilizing two seeding pools:
 - 1st place finishers will always be paired against a 2nd place finisher from another group.
 - Teams that qualified from the same group are placed on opposite sides of the bracket to ensure they cannot face each other until the Grand Finals.

3. Game & Match Rules

3.1 Team Size & Substitutions

- **Team size:** 5v5.
- **Substitutes:** Using a substitute during an active series is allowed, but this may exclusively happen between games (never during an active game). The team making the substitution is required to notify the opponent before the start of the next game.

3.2 Account Eligibility

- **Requirements:** All participating accounts must be at least Level 30 and own a minimum of 20 champions. This is a strict technical requirement in order to access the Tournament Draft game mode. Players failing to meet this requirement will not be permitted to play.

3.3 Lobby Creation & Side Selection

- **Host Responsibility:** The team positioned at the top of the bracket is responsible for creating the in-game custom lobby.
- **Lobby Settings:**
 - Map: Summoner's Rift
 - Game Type: Tournament Draft
 - Spectators: Lobby Only
 - Lobby Name: OSG: [Team 1] VS [Team 2]
 - Password: LOLSG
- **Game 1 Side Selection:** Side selection (Blue vs. Red side) for Game 1 is determined by a Best-of-5 (Bo5) Rock-Paper-Scissors match played via <https://www.rpsgame.org/>. The winner of the Rock-Paper-Scissors match chooses their starting side.
- **Subsequent Games:** In a multi-game series (Bo3 / Bo5), the losing team of the previous game receives side selection for the next game.

3.4 Drafting Tool & Fearless Format

- **External Drafting:** All official drafts must be conducted using the external tool drafter.lol. The final picks and bans recorded on drafter.lol are absolute and binding for the in-game lobby.
- **Drafting Errors:** If a player accidentally locks in the wrong champion in the drafter.lol, the drafter must be stopped immediately. The draft must then be recreated, and both teams are required to replicate the exact draft (picks and bans) up until the point of the error, after which the correct champion must be selected.
- **Fearless Draft Definition:** During a Best-of-3 (Bo3) or Best-of-5 (Bo5) series, once a team picks and plays a champion, that specific champion becomes unplayable for both teams for the remainder of the series.

3.5 Pauses & Disconnects

- **Pause Allowance:** The game may be paused in the event of disconnects, hardware issues, or other emergencies. Each team is permitted a maximum of two (2) pauses per game.
- **Time Limit:** A single pause may not exceed 10 minutes. If a team exhausts their maximum pause limit or time allowance and the issue remains unresolved, the game must be resumed immediately, or the affected team must forfeit the game.
- **Communication:** The team initiating the pause MUST immediately communicate the specific reason to the opposing team in all-chat.

3.6 Tiebreakers

If teams are tied at the end of the Group Stage, the following tiebreakers will be applied in order:

1. Total Points
2. Head-to-Head record
3. Win/Loss differential (Total Wins minus Total Losses)

3.7 Champion Restrictions

- **New & Reworked Champions:** Any newly released champions, or champions that have undergone a major gameplay rework, are globally banned from tournament play for a strict period of two (2) weeks following their release on the live servers.

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4. Match Procedures & Evidence

- **Check-in & Attendance:** Teams must be present and ready to play 15 minutes before the scheduled start time.
- **No-Show:** If a team is not fully present in the lobby 15 minutes after the official start time, the opposing team wins the match by forfeit.
- **Submitting Results (Screenshots):** Screenshots of the post-game scoreboard AND the corresponding drafter.lol link must be submitted in the designated Discord channel after each game. This is mandatory and serves as primary evidence for the result.
- **Technical Break:** In the event of a disconnect or technical issue, a team can request a technical break between games of up to 10 minutes. If the issue is not resolved after the 10-minute delay, a substitute must enter, the team must start with fewer players, or the team must forfeit the remainder of the games.

5. Prize Pool

- TBD

6. Additional Competitive Rules

- **Coaches & Spectators:** Coaches are permitted in the in-game lobby, but they MUST have a 3-minute delay enabled on their spectate/stream view. Spectators are strictly forbidden unless the opposing team has explicitly given prior approval.
- **POV Streaming:** Players are allowed to live stream their own Point of View (POV) during the tournament. It is mandatory to include "OSG" in the stream title. A stream delay is allowed, but not required.
- For the full Code of Conduct and an overview of possible penalties, please refer to the general [OSG Official Rulebook](#).