



OFFICIAL RULES

INTRODUCTION

Cloud9's Training Grounds is designed to bring the pro player experience to you without having to be in the top percentile of players in the world. Our goal is to provide a space to learn your favorite esports game titles in a structured environment that mirrors traditional sports.

1. ACCEPTANCE OF OFFICIAL RULES

1.1. Acceptance. Each Participant must agree to these Official Rules to participate in Training Grounds League. You may accept these Official Rules by any one of the following methods:

- Registering to participate in Training Grounds League;
- Signing the Training Grounds Terms and Conditions digitally upon registration;
- Participating in any match that is part of Training Grounds.

2. PLAYERS

2.1. Eligibility. To be able to compete as a "Player," in Training Grounds League you must:

- 2.1.1. be in good standing with respect to any Riot accounts registered in your name, with no undisclosed violations of the Riot End User License Agreement;
- 2.1.2. be over the age of thirteen prior to the date of the first day of competition
- 2.1.3. reside in the United States, Canada, or Mexico and take whatever steps are necessary to comply with all laws of the jurisdiction in which they are a resident in order to participate in Training Grounds League;
- 2.1.4. agree to be bound by these Official Rules, Riot's End User License Agreement, and the decisions of Riot and the Tournament Administration;
- 2.1.5. agree to participate in Training Grounds League Selection Tryouts;

- 2.1.6. ensure that your participation in Training Grounds League is compliant with all laws of the jurisdiction in which you are resident, as well as the region you are competing, and represent and warrant that you will take all steps necessary to ensure such compliance;
- 2.1.7. have paid all associated fees and costs to participate in TG League.

2.2. General Eligibility

2.2.1. Riot shall have, in its sole and absolute discretion, the right to determine the eligibility of any and all Participants. Players acknowledge that the eligibility determination of Riot is final, and that the eligibility status of any Participant or player may change at any time.

2.3. Player Names. Players must use an acceptable name in Training Grounds League during all practices, competitions, and in Discord. Tournament Administration reserves the right to revoke the eligibility of any Player whose display tag in-game and/or in Discord is offensive, toxic, or is deemed to be inappropriate or unacceptable by Tournament Administration, to be determined in the sole discretion of the Tournament Administration.

2.4. Ringers. No player may use an account that belongs to another player in matches or practice. No player may allow another player to use his/her account in official matches.

3. TEAM SELECTION

3.1. Preselection. Upon registration close, you will be placed in a pool with all other registrants.

From this pool, TG League Coaches will select the most competitive group possible in increments of 10 players. TG League Coaches will use selection criteria such as: current rank, past season experiences, competitive experience, any TG experience, leadership abilities, the ability to play broadly (Champion/Agent pools). All players will be required to:

- 3.1.1. show proof of their current/peak rank along with game history through the registration process (www.op.gg for League of Legends and www.tracker.gg for Valorant). This will be used to determine the group size and select the largest pool of players to provide the best competitive experience;
- 3.1.2. show proof of age to determine your team placement
 - 3.1.2.1. While we accept all ages, we will not place any players under the age of 18 and players over the age of 18 on the same team. You may be asked to show proof of age if there is a reasonable dispute.

3.2. TG League Pool Announcement. Once Preselection has concluded, we will send an announcement to all players whether they've made it to the tryout phase or not.

- 3.2.1. You will be notified via the email address you used to register for TG League.
- 3.2.2. Refunds will be issued by TG League Administration to those that did not make it to the tryout phase within 48 hours of making selection. Due to bank processing times, refunding deposits back to your account may take more than 3-5 days. If you do not receive a refund into your account within that time period, reach out to [TGLeagues@cloud9.gg](mailto:TGLEagues@cloud9.gg)

3.3. Tryouts.

- 3.3.1. Tryouts consist of 4 days of play where you will be swapped around on different teams so that the coaches may evaluate you.
- 3.3.2. All Players must attend all 4 tryout days in the first week of practice for selection. If you are unable to attend, arrangements must be made with Tournament Administration in advance.
- 3.3.3. For your 4th and final day of tryouts, you will be assigned to a group of 10 players and

assigned your cohort coach. This coach will run you through scrimmages, and even the teams out as best as possible. Once the teams are evened out, you will be assigned to your group of 5 for the remainder of the season.

3.4. Team Names. Once your team is selected on the final day of tryouts, you will be required to select a team name no greater than 32 characters and must comply with all acceptable qualifications from section 2.3. regarding acceptable names.

3.5. Discord and Insight.gg. Once you complete your final day of tryouts, you will need to quickly be onboarded to our League Discord where you will be assigned your team roles. You will also need to register and log in to Insight.gg to get signed up on your team account. Your Coach and TG League Administration will provide you with more details on both.

4. SEASON STRUCTURE AND SCHEDULE

4.1. The Season is 10 weeks long, start to finish and will have 5 weeks of in-season play with a break in the middle, a playoff break, and 2 weeks of playoffs. All teams are guaranteed a place in the first round of playoffs and will continue to progress based on your team's success.

4.2. Practice and Match Attendance. Regular participation in practice and matches is required to maintain access to Training Grounds League. If you are unable to attend a session, you must notify your coach ahead of time so they can make relevant adjustments to their practice plan. League Administration reserves the right to remove players who do not regularly attend practice or match sessions. All Players:

4.2.1. are expected to participate in one weekly practice with their team on Tuesday evening;

4.2.2. are expected to participate in one weekly match over the course of the 5 week regular season.

4.2.3. are expected to participate in all playoff matches that can take place on Tuesday/Thursday/Friday of the final two weeks

4.3. Full Schedule.

During the regular season, you will have one practice day and one match day. Your match day will be assigned on either Thursday or Friday and will be determined by the end of tryouts. Both playoff weeks, you'll be expected to play on Tuesday/Thursday/Friday if you continue to progress deeper into the postseason.

- February 14th at Midnight PST – League registration closes
- February 15th at Midnight PST – League pool will be determined
- February 16th at Midnight PST – All necessary refunds will be processed (*it may take a number of days for the refund to be processed and passed back into your account*)

REGULAR SEASON

- Week 1 (tryouts)
 - February 22nd, 4:30 PM – 7:30 PM PST – Tryout Day 1
 - Feb 24th, 4:30 PM – 7:30 PM PST – Tryout Day 2

- Feb 25th, 4:30 PM – 7:30 PM PST – Tryout Day 3
- Feb 26th, 1:00 PM – 4:00 PM PST – Tryout Day Final
- Week 2
 - March 1st, 4:30 PM – 7:30 PM PST – Practice Day
 - March 3rd, 4:30 PM – 7:30 PM PST – Match Day*
 - March 4th, 4:30 PM – 7:30 PM PST – Match Day*
- Week 3
 - March 8th, 4:30 PM – 7:30 PM PST – Practice Day
 - March 10th, 4:30 PM – 7:30 PM PST – Match Day*
 - March 11th, 4:30 PM – 7:30 PM PST – Match Day*
- Week 4
 - March 14th – 18th – Mid-season break
- Week 5
 - March 22nd, 4:30 PM – 7:30 PM PST – Practice Day
 - March 24th, 4:30 PM – 7:30 PM PST – Match Day*
 - March 25th, 4:30 PM – 7:30 PM PST – Match Day*
- Week 6
 - March 29th, 4:30 PM – 7:30 PM PST – Practice Day
 - March 31st, 4:30 PM – 7:30 PM PST – Match Day*
 - April 1st, 4:30 PM – 7:30 PM PST – Match Day*
- Week 7
 - April 5th, 4:30 PM – 7:30 PM PST – Practice Day
 - April 7th, 4:30 PM – 7:30 PM PST – Match Day*
 - April 8th, 4:30 PM – 7:30 PM PST – Match Day*
 - Week 8
 - April 11th – 15th – Playoff Break

PLAYOFFS

Week 9

- April 19th, 4:30 PM – 7:30 PM PST – Knockouts
- April 21st, 4:30 PM – 7:30 PM PST – Knockouts
- April 22nd, 4:30 PM – 7:30 PM PST – Knockouts

Week 10

- April 26th, 4:30 PM – 7:30 PM PST – Quarter Finals
- April 28th, 4:30 PM – 7:30 PM PST – Semi Finals
- April 29th, 4:30 PM – 7:30 PM PST – Grand Finals

4.3.1.

5. MATCH RULES

5.1. Competitive Patch. All games will be played on the live NA League of Legends/Valorant servers. As such, all games will be played on the patch currently live on the NA League of

Legends/Valorant servers.

5.2. Newly Released Champions/Agents. It will be at the discretion of the TG League Coaching Staff and determined ahead of time which Champions/Agents will be viable for selection during the game. The Champion/Agent pool may be updated by Tournament Administration at any time.

5.3.

5.4. Challengermode. Training Grounds League uses the platform Challengermode to administrate, run and log all matches. All players will join their assigned team on Challengermode and will receive a game code from their Coach for every match.

5.5. Drafting. All matches will consist of a champion draft (League of Legends) or a map draft (Valorant)

5.5.1. League of Legends

5.5.1.1. At the beginning of each match a coin will be flipped and the winner will select who gets to pick Blue side or Red side. For each subsequent game, the loser of each game gets to pick the next side.

5.5.1.2. [Draft Lol](#) will be used to replicate tournament draft using the standard drafting order in League of Legends.

5.5.1.3. Challengermode will generate a game code which will be administered by TG League Coaches.

5.5.2. Valorant

5.5.2.1. TG Team Coaches will flip a coin prior to a match either in a call or via Challengermode.com. Winning team decides whether they want to ban first or second.

- Team A Bans Map
- Team B Bans Map
- Team A Picks Map / Team B picks side
- Team B Picks Second / Team A picks side
- Team A Bans 5th Map
- Team B Bans 6th Map, deciding the last map.
- Team A picks side

5.5.2.2. Once maps are determined, TG League Coaches will invite their teams to the lobby.

5.5.2.3. Once all Players are ready, the map can be started

5.6. Pausing/Unpausing. All pauses will be on a case-by-case basis as determined by TG League Coaches running the matches.

5.6.1. 15 minutes maximum of technical timeouts per game

5.6.2. **Valorant only**, there will be three one minute tactical timeouts allowed.

6. PLATFORM AND COMMUNICATION

6.1. Discord. All players will be onboarded to the Training Grounds League Discord the week before tryouts begin. Anyone who does not join the server will be removed from the League at the discretion of the League Administration. All:

6.1.1. players will use Discord as your sole communication channel for official communication with your teammates, coach, and other community members;

6.1.2. coaches should not solicit invites to other private Discord servers or chat/communication programs

6.1.3. unwarranted communication or harassment should be reported to your TG Coach and League Administration.

6.2. Email. Some official League communication will be sent to and all participants are expected to regularly check for these updates.

7. PAYMENT/REFUNDS

7.1. All payments must be made prior to participating in TG League

7.2. Refunds are available upon request up to 48 hours prior to TG League registration close (2/12/2022 at 11:59 PM PST). An email must be sent to [TGLeagues@cloud9.gg](mailto:TGLEagues@cloud9.gg)

7.3. Any Player that is removed from TG League due to disciplinary actions will not be eligible for a refund.

7.4. Any player that does not make it from Preselection to the Tryout phase will be issued a refund in full within 48-hours of the decision. They will also receive a 10% discount on a future Training Grounds experience.

8. CONDUCT

8.1. Collusion. Any agreement among two (2) or more players, coaches, teams, etc., to disadvantage opposing players will be considered unfair play and be subject to penalties.

8.2. Exploitation. Intentional use of an in-game bug, such as glitches in ability interactions, item interactions, or any other game function that is, in the determination of TG League Administration, not intended by game developers, will be considered unfair play and be subject to penalties.

8.3. Representation. All players in official matches must have appropriate summoner names and club tags. Inappropriate or offensive summoner names will be determined at the discretion of

the TG League Administration.

8.4. Abusive Behavior. Communication in-game which is vulgar, obscene, or otherwise offensive or objectionable will be subject to penalties at the discretion of the TG League Administration..

9. PRIZING

9.1. Prize Pool.

9.1.1. **NZXT Custom PC.** The MVP winner from Valorant and the MVP winner from League of Legends will both receive a custom built NZXT Computer. Computer specs vary based on the time of ordering.

9.1.2. **\$5,000 cash prize.** The 1st place teams for Valorant and League of Legends will each receive \$5,000 split evenly between each member of the team.

9.1.3. **Cloud9 Edition Secret Lab EVO XL Gaming Chair.** The 2nd place teams for Valorant and League of Legends will all receive a custom C9 Secret lab chair.

9.1.4. **HyperX Peripheral Bundle.** 1st - 3rd place winners will all receive a Hyper X peripheral bundle consisting of: Silver RECERT headset, Hyperx Pulsefire mouse, Pulsefire RGB keyboard

9.1.5. **\$100 Puma Gift Cards.** We will be awarding a weekly \$100 Puma Gift Card for clip of the week (only for the 5 weeks of regular season, not during playoffs).

9.1.6. **Training Grounds Swag.** Through the course of the League, we will be giving away Training Grounds custom mouse pads/hats/mugs to high performing players.

9.1.7. **RP and Valorant Points.** These will be issued out in small denominations weekly by coaching staff to high performing team players.

10. DISCIPLINARY ACTION

10.1. Infractions. All players are expected to abide by the general code of conduct from Training Grounds and are subject for removal from TG League if found in violation include:

10.1.1. any conduct deemed unsportsmanlike by TG League Administration;

10.1.2. anything offensive, toxic, or is deemed to be inappropriate or unacceptable by Tournament Administration, to be determined in the sole discretion of the Tournament Administration;

10.1.3. any racism, sexism, homophobia and bigotry.

10.2. Disciplinary Measures. Any of the infractions listed in 10.1 are grounds for removal from the league at the discretion of TG League Administration. Other punishments may include:

10.2.1. Issuing a team loss/forfeit for 1 or more games

10.2.2. Excluding a member or team from a prize pool

