

Nedbank Esports Arena

LEAGUE^{of}
LEGENDS



NEDBANK SUMMONER TOURNAMENT

Official Rulebook



ABOUT NEDBANK ESPORTS ARENA

What is the Nedbank Esports Arena?

The Nedbank Esports Arena is a gaming platform, built for South Africa's amateur gaming community. We exist to give local talent the stage, support, and recognition they deserve.

For too long, SA gamers have competed in the shadows, with limited opportunities to showcase their skills and earn from their passion. The Nedbank Esports Arena changes that. We're here to legitimise competitive amateur gaming in South Africa, creating a structured, professional ecosystem where players can build careers, fans can engage meaningfully, and the entire community can thrive together.

Our Mission:

- **Elevate SA Gaming:** Put South African Esports on the map with world-class tournaments and production value.
- **Create Opportunity:** Provide meaningful prize pools and pathways for competitive players to pursue gaming professionally.
- **Build Community:** Foster connections between players, fans, and brands in a vibrant, inclusive environment.
- **Make it Accessible:** Break down barriers to entry and give every gamer a fair shot at glory.

This is more than amateur gaming, it's about belonging. Whether you're grinding ranked, cheering from the sidelines, or discovering Esports for the first time, the Nedbank Esports Arena is your home. This is where South African gaming culture lives and grows.

Play. Earn. Win. Repeat.

The Mastercard Nedbank Summoner Tournament

The Mastercard Nedbank Summoner Tournament is the most prestigious amateur League of Legends competition South Africa has ever seen, featuring the largest prize pool in the country's history (R100,000). We're raising the stakes and giving amateur players the platform they've been waiting for.

The Path to Glory: Live Finals at rAge Expo

Every legendary team starts somewhere. For the Mastercard Nedbank Summoner Tournament, that journey begins in the group stages and culminates in something special, a LIVE Finals event at rAge Expo, South Africa's award-winning go-to mega event for video gaming, technology, esports, geek culture and digital entertainment.

Thousands of fans, live commentary, professional production, and your team fighting for the championship in front of the entire SA gaming community. This is about writing your name into South African amateur gaming history.

Prizes & Glory – Prizes to be paid out in cash (ZAR) within 7 working days:

- **1st Place** – Challenger: R50,000 (R10,000 per player)
- **2nd Place** – Master: R25,000 (R5,000 per player)
- **3rd Place** – Contender: R15,000 (R3,000 per player)
- **4th Place** – Rising Star: R10,000 (R2,000 per player)

But it's not just about the prizes. The winning team takes home the Official Championship Trophy, physical proof of your dominance. Your team name becomes immortalised, forever associated with South Africa's first amateur League of Legends tournament of this magnitude. This is your chance to cement your legacy.

Tournament Partners

The Mastercard Nedbank Summoner Tournament is hosted by Liquid Thought, in partnership with Mettlestate (our Gaming Platform Partner), on behalf of Nedbank Esports Arena.

Mettlestate brings years of competitive gaming expertise, robust anti-cheat systems, and a proven track record of delivering professional-grade tournaments to the SA gaming community.

OFFICIAL TOURNAMENT RULES & REGULATIONS

This rulebook establishes the guidelines that must always be followed when participating in the Mastercard Nedbank Summoner Tournament. Failure to comply with these rules may result in penalties as outlined.

Decisions made by tournament administrators are final, particularly when made to uphold fair play and sportsmanship, even if not explicitly detailed in this rulebook. We reserve the right to modify, expand, or remove rules as needed to ensure a fair and enjoyable competitive environment.

Only the latest version of the rulebook is valid; rules from previous events no longer apply. Our commitment is to provide an exciting, fair, and fun experience for all participants.

TOURNAMENT SCHEDULE

Registration 1

10 Nov – 14 Nov

Qualifier Weekend 1

15 Nov – 16 Nov

Registration 2

17 Nov – 21 Nov

Qualifier Weekend 2

22 Nov – 23 Nov

Finals (hosted at rAge Expo)

05 Dec – 07 Dec

LOGISTICS NOTICE

Nedbank will not cover flights, accommodation, or stipends for any finalists who need to travel to Johannesburg for the rAge Expo.

All travel and logistical arrangements for the live finals are the responsibility of each qualifying team.

This must be factored into your planning and budgeting ahead of the event.

TOURNAMENT FORMAT

There will be two qualifiers for the rAge finals. Both qualifiers will be played as single elimination brackets. The top 2 teams from each qualifier will qualify for the rAge Expo finals.

Format

- The finals will be a BO3.
- For rAge a double elimination bracket will be hosted.
- All games will be played as a BO3.

PLAYER ELIGIBILITY

Account Requirements

All players participating in the Mastercard Nedbank Summoner Tournament must have a valid RIOT Account with no active bans on their accounts.

Nationality and Residence

Each team may field one international player throughout the group stages and playoffs.

However, should the team qualify for the rAge Finals all team members must consist of local players.

Upon admin request, the full names of each member of a team must be submitted along with a photo of their IDs. Evidence will be submitted in Discord tickets by the team captain.

South African players can be paid their winnings via their South African bank accounts or PayPal accounts.

Mettlestate Names & IGNs

- Each Mettlestate account can only have one League account linked to it throughout the tournament.
- Your Mettlestate Name and your IGN MUST be the same.
- This will be linked to all other teams in the WhatsApp groups created at the beginning of the tournament.
- Using alternate accounts during a match will result in that match being forfeit.
- Further penalty may be issued to members and teams depending on the severity of the infraction.
- Profiles must also be 100% complete with all information added to each player's profile.

Linked Accounts

- The account that is linked on your Mettlestate profile is presumed to be your main account.
- Any variation or suspicion of smurf accounts will be questioned by admins and can result in disqualification with further penalty depending on severity.
- Admins reserve the right to remove any team not adhering to this rule at any point during the tournament.

Time Zones

- All game times posted will be in South African Standard Time (SAST).

GAME & PLATFORM

Game: League of Legends

Platform: PC

Format: 5v5

GAME SETTINGS

Fearless Draft Implementation

This Tournament will implement Fearless Draft.

- All matches must be played on Summoner's Rift.
- All games must be made in a custom lobby with Soft Fearless Draft and Spectate set to off.
- Teams are unable to reuse legends that their team has used in the same match set of 3 (BO3).

Fearless Draft Explained

- Teams are unable to select champions picked in the previous game while their opponent is free to use any champion used by their opponent and vice versa.
- Additionally, teams can only select a champion once for the rest of that match series.
- However, they are still free to use any champions that their opponents may have already used, which expands the competitive champion pool but does not fully force teams to play 50 unique champions in a five-game series.

Win Conditions

Each match is won once one team destroys the other's Nexus.

Side Selection

- A coin flip can be done in the Mettlestate Discord to choose sides.
- To do so, type the following command in channel chat: **?flip**
- This can be handled by a Mettlestate admin at request if required.
- Loser decides map selection from map 2 onwards.

ORGANISING GAMES

Match Scheduling

- Once a playtime is agreed upon, all three games must be played.
- Teams can and may play over multiple days if they both agree to it AND if it isn't the last day of the allowed scheduled time.
- If a team cannot continue all three games and an agreement cannot be reached by both teams to play later, then the original time must be stuck to and the forfeit win of the remaining matches will go to the team that can still play.

Match Start Requirements

- Once your match date/time has been provided by Mettlestate, or mutually agreed to by both teams playing the match, you are expected to be ready to play at the agreed time.
- The official match must start within 15 minutes of the scheduled match time. The offending team/player will forfeit the Match.
- If an official match is played after a team is more than 15 minutes late, the on-time team is effectively forgiving the team for being late and forfeiting any right to dispute the match for starting late.
- If an official match is played after a team disconnects and restarts, the team that didn't DC is effectively stating that they are happy to restart and play the match. Both teams must still select the same picks and bans from before the DC.

Rescheduling

- A match can only be rescheduled if the opposing team is given a minimum of **6-hour** notice before the scheduled match start time.
- If a match time cannot be organised between teams, a forced match time will be set for **08:00pm** on the last day before a round is scheduled to end.

Pro Draft

- Teams will now use Pro Draft to draft the team and blind pick to enter that draft, this is to help speed along the process of getting into games.
- Teams may request to use Prodraft/Ioldraft, but it remains optional.
- If a team has a clear disadvantage due to a limited player(s) champion pool, Prodraft will be mandatory as long as said team has requested it upfront and it has been clearly communicated ahead of time to the opposing team's captain or person(s) of contact.

IN-GAME RULES

Emoting

- Emoting is allowed.

Pauses

- Each team is permitted one "Pause" per match in the event of a disconnection or hardware/software malfunction.
- Pauses may last no longer than 5 minutes regardless of the status of the originally impacted player.
- Teams are required to ensure both sides are "Ready" in the chat prior to lifting the pause.
- Teams that use an unauthorised pause will be considered to be using an exploitable bug and will forfeit that game.

MATCH RESULTS

Reporting Requirements

- All participants are responsible for reporting the result once a winner has been determined for a match on the matching page.
- Screenshots need to be submitted on the match page along with the total matches won and lost.
- The tournament table will be updated automatically once all your scores for the match have been submitted.

COMMUNICATION & DISCORD

All participants must add themselves to the Nedbank Challenger [Discord](#), as ALL team communication and important tournament announcements will be made there.

Mettlestate will not be held liable due to any participant's failure to know of updates made to the tournament due to not being on our Discord.

GAME ACCOUNTS

Account Verification

- Players must play using the same League of Legends Summoner name registered in their Mettlestate profiles. This is both to protect you from smurfing accusations and to help teams catch those who attempt to play in the name of other registered players.
- ALL PLAYERS in a team must verify their game registered accounts with Riot Games.
- This can be done by navigating to GENERAL settings by clicking on your profile and verifying your account.
- Transferring Game Accounts is strictly prohibited and will result in both the transferor and transferee being removed from the competition.

Profile Requirements

- Game Accounts must be entered in the Player profile before the Match is played.
- A Player who has no Game Account on his/her profile will be given a final warning.
- If the Game Account is not updated and the Player is fielded in a match, that match will be forfeit, and the Player will attract a 2-match ban.
- Repeated offenses will result in continued forfeiture of the Matches the Player takes part in, until the Game Account is updated on the Player's profile.
- Teams are entitled to check their opponent's Game Account.

DRAWS & TIEBREAKERS

- If 2 teams have the exact same scores at the end, then admins will look at who won between the 2 tied teams when they faced each other during the group stages to determine the higher seed.
- If there is still time in the group stages to have a playoff match (determined by an admin), then one will be held to determine the winner. Otherwise, the above rule will stand.

FORFEIT

- Participants can choose to forfeit a match if they wish. Forfeiting will result in 0 points from the match and possible penalty points.
- If a game is attempted to be cancelled under an hour before the scheduled match starts, it will result in a forfeit.
- There is a 15-minute grace period for teams to arrive. If this time is exceeded, a map will be lost every 5 minutes after.

RESTART

The tournament admins will only force a match restart if there are complications. Should this happen in your game, please contact an admin immediately to resolve the issue.

TECHNICAL REQUIREMENTS

Game Version

All participants must install the newest version of the game to participate in the Mastercard Nedbank Summoner Tournament. Ensure that updates are installed before your match starts, so delays will be at a minimum.

Technical Issues

Teams are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played regardless.

BANS & PENALTIES

The following violations will result in penalties or bans:

- **Account swapping:** Lifetime ban to the player caught and the team will lose the match they were playing.
- **Stream sniping:** Player/Team will lose all matches in the tournament.
- **Playing in multiple teams:** Player will be removed from the event and ban length decided by admins. If team Captains knew about this, they and their team may also be removed and ban length decided by admins.
- **Playing on a Smurf in the same event.**
- **Deceiving admins intentionally.**

FAIR PLAY & SPORTSMANSHIP

We are committed to maintaining the integrity and prestige of the Mastercard Nedbank Summoner Tournament. All participants are expected to compete with honour, respect their opponents, and uphold the spirit of competitive gaming.

Good luck, and may the best team claim the championship title!

FANS COMPETITION RULES

Overview

Don't just watch, play along! The Mastercard Nedbank Summoner Tournament Fan Competition lets you earn tickets by completing daily challenges, predicting match outcomes, and proving your game sense throughout the tournament. Each correct answer or prediction earns you **tickets**, your entry to win weekly prizes.

Fan Competition opens: 14 November 2025

Overall Total Prize Pool: R90,000

Weekly Prizes (Total = R40 000):

- Draw 1: 15 winners × R1,000 each = R15,000 (winners announced 21 November)
- Draw 2: 15 winners × R1,000 each = R15,000 (winners announced 28 November)
- Draw 3: 10 winners × R1,000 each = R10,000 (winners announced 4 December)

Grand Prizes

The 40 winners from the previous phases will enter the **Final Grand Prize Draw**.

There will be 5 winners of R10 000 each (Total R50 000)

- Only weekly winners from the earlier phases qualify for the Grand Prize Draw.
- Grand Prize winners will be announced during the Grand Finale at the **rAge Expo (5–7 Dec)**.

How to Earn Tickets and Enter for a Weekly Prize

All fans must register and play via Nedbank Esports Arena to earn tickets, track progress, and qualify for weekly draws. All weekly winners will be entered into the Grand Prize Draw at the Finals at rAge Expo.

- Log in daily on **nedbankesportsarena.co.za/competition**.
- Answer tournament questions, predict matches, and call top champions.
- Each correct answer earns you a ticket.
- The more tickets you earn, the more entries into weekly prize draws you get.
- Weekly winners can only win once and will not be eligible to win subsequent weekly prizes but will be entered into the Grand Prize Draw taking place at the Finals at rAge Expo.
- Winners from this phase will be entered into the Final Prize Draw at rAge Expo.

General Rules

- Open to South African residents aged 16 or older.
- Participants must join the community on Nedbank Esports Arena.
Registration and participation must take place on nedbankesportsarena.co.za/competition to earn tickets and be eligible for prizes.
- Prizes are non-transferable.
- Winners will be contacted via email or on social channels within 7 days of announcement.
- Nedbank Esports Arena reserves the right to verify eligibility and disqualify fraudulent entries.