

TUNISIAN ESPORTS SUPER LEAGUE (TESL)

LEAGUE OF LEGENDS – OFFICIAL COMPETITION RULEBOOK

Competition: Tunisian Esports Super League (TESL)

Discipline: League of Legends

Edition: 2026

Organized by: Tunisian Esports Federation (TUNESF)

1. GENERAL PROVISIONS

1.1 Purpose

The Tunisian Esports Super League (TESL) League of Legends competition is an official national competition organized under the authority of the Tunisian Esports Federation.

The competition aims to provide a structured and competitive environment for League of Legends teams while establishing a clear pathway toward the TESL Playoff Stage and Grand Final.

1.2 Authority

The Tunisian Esports Federation, referred to as the **Federation**, is responsible for:

- Organizing and supervising the competition.
- Approving participating teams and players.
- Appointing referees and competition officials.
- Establishing the competition schedule.
- Managing disciplinary matters.
- Interpreting and enforcing these regulations.
- Taking decisions in circumstances not explicitly covered by this rulebook.

Decisions taken by the Federation and the designated Referee regarding competition matters shall be final unless an official appeal procedure is specifically provided for.

2. PARTICIPATING TEAMS

2.1 Number of Teams

The competition will feature **10 participating teams**.

2.2 Team Registration

Each team must be registered through an eligible association/club recognized or accepted by the Federation.

A team must provide:

- Official team name.
- Starting roster.
- Substitute player(s).
- Coach, if applicable.
- Team captain.
- Official contact person.
- Required player identification and eligibility documents.

2.3 Roster Structure

The maximum registered roster shall consist of:

- **5 starting players**
- **Up to 2 foreign players**
- **2 additional substitute**

The registered roster may therefore contain up to **7 players**, subject to the applicable eligibility rules.

Important : A maximum of two teams per club is allowed !

2.4 Minimum Age

Players must be at least **16 years old** at the time of participation, unless the Federation establishes a different age requirement for the relevant edition.

2.5 Tunisian Player Requirement

At least **3 Tunisian players** must be present in the active lineup used for each game.

A team may use a maximum of **2 Imported players**, subject to the registration and eligibility requirements.

Note : To be eligible to participate in the TESL Finals, imported players **must** have played in **more than 55% of their team's matches** during the qualification phase. Otherwise, they will be considered ineligible for the Finals.

2.6 Player Eligibility

Only players officially registered and approved by the Federation may participate.

A player may not represent more than one team during the same edition of the competition unless expressly authorized by the Federation.

3. COMPETITION FORMAT

3.1 Competition Structure

The competition consists of two main stages:

- 1. Regular Season – Single Round Robin**
- 2. Playoff Stage**

The Playoff Stage will be played as a double elimination bracket

3.2 Regular Season

The Regular Season will be played using a **Single Round Robin** format.

Each team will face every other participating team **once**.

Therefore:

· 10 teams = 9 rounds

Each Round consists of one scheduled BO1 match between each pairing.

3.3 Weekend Scheduling

The Regular Season will be organized at a rate of **two rounds per weekend**:

Saturday

• 19:00 – Round X

Sunday

• 19:00 – Round X+1

Therefore, each standard weekend contains:

1 round on Saturday + 1 round on Sunday = 2 rounds per weekend.

Weekend	Saturday 19:00	Sunday 19:00
Weekend 1	Round 1	Round 2
Weekend 2	Round 3	Round 4
Weekend 3	Round 5	Round 6
Weekend 4	Round 7	Round 8
Weekend 5	Round 9	

3.4 Match Format

All Regular Season matches will be played as:

Best-of-1 (BO1)

The team winning the game receives the applicable standings points.

Example : (x)W,(y)L

4. REGULAR SEASON STANDINGS

The standings will be determined by the total number of points obtained during the Regular Season.

The final ranking will determine qualification and seeding for the Playoff Stage.

The **Top 6 teams** qualify for the Playoffs.

Teams ranked **7th and below** are eliminated from the competition.

5. TIEBREAKERS

If two or more teams finish the Regular Season with the same number of points, the following tiebreaking system will be applied.

5.1 Two-Team Tie

For two teams tied on points, the following criteria will be applied :

- **Tiebreaker BO1 Match.**

5.2 Three or More Teams

When three or more teams are tied, the Federation will first apply the applicable head-to-head and game-record criteria among the tied teams.

The criteria will be applied in the following order:

1. Head-to-head record
2. Strength of Victory
3. Additional BO1 tiebreaker match(es), if required

5.3 Tiebreaker Matches

If the ranking cannot be determined through statistical criteria, the Federation may schedule additional BO1 tiebreaker matches.

The Federation will communicate the exact timing and format of any required tiebreaker matches.

6. PLAYOFF QUALIFICATION

At the conclusion of the Regular Season, the six highest-ranked teams qualify for the **Playoff Stage**.

The seeding will be:

Seed	Qualification
1st	Upper Semi Final 1
2nd	Upper Semi Final 2
3rd	Upper Semi Final 2
4th	Upper Semi Final 1
5th	Lower R1
6th	Lower R1

6.1 PLAYOFF UPPER BRACKET

The Upper Bracket will consist of :

Semifinal 1

- 1st Seed vs 4th Seed

Semifinal 2

- 2th Seed vs 3th Seed

The loser of each series advances to Round 1 of the Losers' Bracket.

Upper Final

- Winner of SF 1 vs Winner of SF 2
- The winner advances to the **Grand Final**.
- The Loser advances to the **Lower Final**.

The Upper Bracket playoff rounds will be played as:

- **Best-of-3 (BO3)**

6.1 PLAYOFF LOWER BRACKET

The Lower bracket will consist of :

Round 1

- L1 : 5th Seed vs Loser of SF 1
- L2 : 6th Seed vs Loser of SF 2

Round 2

- Winner of L1 vs Winner of L2

Lower Final

- Winner of Lower Round 2 vs Loser of Upper Final
- The winner advances to the **Grand Final**.

The Lower Bracket playoff rounds will be played as:

- **Best-of-3 (BO3)**
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7. GRAND FINAL

The Grand Final will be played between both winners of Upper & Lower Finals Locally.

The Grand Final's exact Time and Venue will be announced by the federation.

The Grand Final will be: **Best-of-5 (BO5)**

The first team to win three games will be declared the winner.

The winner of the Grand Final will be crowned:

TESL League of Legends Champion

8. CHECK-IN PROCEDURE

Teams must complete the official check-in procedure before their scheduled match.

Unless otherwise communicated:

- Check-in must be completed at least **45 minutes before the scheduled match**.
- Players must be present in the official competition Discord/server.
- The team captain must confirm the active lineup.
- Any required verification must be completed before the match begins.

Failure to complete the check-in may result in disciplinary action or a forfeit.

9. LINEUP MANAGEMENT

The lineup submitted during check-in is considered the official lineup for the match.

Changes after submission are only permitted in exceptional circumstances, including:

- Technical problems
- Medical emergencies
- Force majeure
- Other circumstances accepted by the referee

The final decision belongs to the referee or the Federation's admin.

10. PUNCTUALITY AND DELAYS

Teams are expected to be ready at the official match time.

A maximum delay of **15 minutes** may be tolerated where justified and communicated to the referee.

Failure to appear within the authorized delay period without an acceptable reason may result in a **forfeit**.

The Federation may apply additional disciplinary measures in cases of repeated lateness.

11. INTERNET AND TECHNICAL ISSUES

Teams are responsible for ensuring that their players have a stable internet connection and suitable technical equipment.

Technical problems must be reported immediately to the referee.

Where a player experiences a connection problem immediately before or at the beginning of the match, the referee may allow a reasonable period for the issue to be resolved.

The final decision regarding whether a technical issue justifies a delay, pause, restart or forfeit rests with the referee.

12. GAME PAUSES

12.1 Tactical Timeouts

Each team may be granted tactical pauses according to the competition's technical procedures.

Unless otherwise specified by the referee, the standard tactical timeout allowance is:

10 minutes per team.

12.2 Technical Pauses

Technical pauses may be requested in the event of:

- Hardware problems
- Connection problems
- Game client issues
- Player disconnection
- Other technical circumstances

The reason for the pause must be communicated to the referee.

12.3 Pause Abuse

Repeated or intentional pause/unpause actions intended to disrupt the match may be penalized.

If a team repeatedly activates or cancels pauses more than **three times within the same minute** without a legitimate reason, the referee may award an **automatic game loss**.

13. CHAMPION SELECT

The official League of Legends champion selection system must be used.

A team may not intentionally leave champion select without a legitimate technical or referee-approved reason.

A maximum of **three champion-select exits** may be tolerated.

Exceeding this limit may result in an **automatic game loss**.

14. INCORRECT RUNES OR SUMMONER SPELLS

If an incorrect rune or Summoner Spell configuration is discovered before the game starts:

1. Players must not leave the base.
2. The issue must be reported immediately.
3. The game must be paused within the first **10 seconds** where applicable.
4. The team captain must notify the referee.
5. The referee will determine whether the game should be restarted.

Once substantial gameplay has occurred, the referee may refuse a restart.

15. SURRENDER AND ABANDONMENT

A team that intentionally exits or abandons a game without authorization may be sanctioned.

Depending on the circumstances, the Federation may impose:

- Game loss
- Series loss
- Additional disciplinary sanctions
- Financial penalties
- Suspension
- Disqualification

Any specific in-game penalty, including champion bans in a subsequent game, may be applied by the referee where provided by the competition's technical regulations.

16. SIDE SELECTION

Side Selection Procedure:

For both Phases, the side selection procedure for each game will be communicated by the referee.

- **Regular Season** : Side selection will be determined by a **coin toss** before the series.
- **Playoffs** : The **higher-seeded team** will have the privilege to choose its side for the first game. Side selection for subsequent games will follow the procedure communicated by the referee.

17. WATCH PARTIES AND SPECTATORS

Spectators and Coaches

No spectators are allowed in the official competition Discord channel, including substitute players or other team members.

The **coach is the only additional team member permitted to join the Discord channel.**

The coach may join **only between games** and must **leave the channel before the next game begins.**

Coaches are **not permitted to communicate with players during active gameplay.**

Any unauthorized presence or communication may result in **penalties against the team**, as determined by the referee or competition administration.

The referee may remove or restrict any participant who violates these rules.

18. PLAYER CAMERAS AND VERIFICATION

Players may be required to activate their cameras for identity and eligibility verification.

The Federation and referees may conduct verification checks at any time before or during the competition.

Players must cooperate with reasonable verification requests.

Failure to comply may result in disciplinary action.

19. ACCOUNT CHANGES

Players may only use an approved competition account.

An account change may be authorized where:

- The player does not have access to a required champion;
- The account presents a legitimate technical problem;
- The referee approves the change.

Any unauthorized account change may result in penalties.

20. FOREIGN PLAYERS / IMPORTS

Teams using foreign players must comply with the maximum number of foreign players permitted by the competition regulations.

If an imported player meets the minimum number of games required for eligibility (55% of qualification dates) and the Federation requires their physical attendance at a LAN event, **the player must attend the LAN event in person.**

Failure to comply may result in:

- Disqualification;
 - Forfeiture;
 - Financial penalty;
 - Other disciplinary measures.
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21. PROFESSIONAL COMPETITION CONFLICTS

Official conflicts with recognized professional or federation-level competitions may be considered legitimate grounds for a schedule adjustment.

Examples may include:

- Official international competitions
- National team commitments.

Community tournaments or unofficial competitions will generally not constitute sufficient grounds for postponement.

Any schedule change requires prior approval from the Federation.

22. LAN FINAL

The Grand Final's exact Time and Venue will be announced by the federation.

Both finalists must attend with their eligible registered players.

22.1 Equipment

Players must use the equipment provided or approved by the Federation.

Players may not:

- Change competition PCs without authorization;
- Change monitors without authorization;
- Handle central units by themselves;
- Connect unauthorized USB devices or cables;
- Install unauthorized software.

Only authorized technical staff may modify competition equipment.

22.2 Unauthorized Software

Players may not install or use third-party applications that provide competitive information or assistance.

Examples include, but are not limited to:

- Blitz
- Mobalytics
- Porofessor
- Professor
- Similar overlays or third-party competitive tools

Only software approved by the Federation and technical staff may be used.

23. DISCONNECTIONS

If a player disconnects during a match, the team must immediately notify the referee.

The referee may:

- Pause the game;
- Allow reconnection;
- Review the technical situation;
- Restart the game where justified;
- Continue the game;
- Apply penalties where appropriate.

The decision will take into account the game state and circumstances of the incident.

24. REFEREE AUTHORITY

Referees are responsible for enforcing the competition rules during matches.

They may:

- Pause games;
- Request information;
- Verify players;
- Reject unauthorized actions;
- Issue warnings;
- Apply match penalties;
- Award forfeits where justified;
- Escalate cases to the Competition Manager.

The Competition Manager has final authority over match-related rulings.

For circumstances not explicitly covered by this rulebook, the referee may consult the Competition Manager and Federation officials before making a decision.

25. COMPLAINTS AND APPEALS

25.1 Initial Complaint

A team wishing to contest a match-related incident must first communicate the issue to the referee or competition supervisor as soon as possible.

25.2 Official Complaint

Formal complaints must be submitted through the official complaint procedure established by the Federation.

The complaint must include:

- Team name;
- Match information;
- Description of the incident;
- Relevant evidence;
- Date and time;
- Contact information of the authorized representative.

25.3 Deposit

Where applicable, an official complaint may require a **100 TND deposit**.

The payment receipt must be submitted to the Federation within **24 hours** of the incident.

The Federation may determine whether the deposit is refundable according to the validity of the complaint.

25.4 Authorized Persons

Appeals and formal complaints may only be submitted by:

- The authorized association representative;
- Team manager;
- Official team leader;
- Other person formally designated by the team.

Individual players may communicate with referees during matches but may not independently submit an official institutional appeal unless authorized.

26. PENALTIES

Depending on the nature and severity of a violation, the Federation may impose the following penalties:

1. **Verbal Warning** – A verbal notice issued for minor or first-time violations.

2. **Official Warning** – A formal warning recorded by the Federation for repeated or more serious violations.
3. **Match or Weekend Forfeit** – The team may be required to forfeit a match or, in serious cases, the entire competition weekend.
4. **Disqualification** – The team or player may be disqualified from the competition in cases of severe or repeated violations.

The appropriate penalty will be determined by the Federation based on the **severity, circumstances, and recurrence** of the violation.

27. WITHDRAWAL

A team that withdraws after officially registering for the competition may be subject to disciplinary measures.

Possible consequences include:

- Removal from the competition;
- Forfeiture of remaining matches;
- Financial penalties;
- Suspension from future competitions;
- Other measures established by the Federation.

The Federation may determine how previous results are treated following a withdrawal, depending on when the withdrawal occurs.

28. COMPETITIVE INTEGRITY

All participating teams and players must respect the principles of:

- Fair play;
- Competitive integrity;
- Respect for opponents;
- Respect for referees;
- Respect for organizers;
- Anti-cheating;
- Anti-match-fixing;
- Anti-collusion.

Any attempt to manipulate the outcome of a match or competition may result in severe disciplinary action.

29. CHEATING AND UNAUTHORIZED ASSISTANCE

The use of cheats, exploits, unauthorized software, scripts, external assistance or other methods that provide an unfair competitive advantage is strictly prohibited.

Any suspected violation may be investigated by the Federation.

Evidence may include:

- Game data;
- Screenshots;
- Video recordings;
- Replay files;
- Referee observations;
- Technical logs;
- Other relevant evidence.

The Federation may impose sanctions following its review.

30. COMMUNICATIONS

All official competition communications will be distributed through the channels designated by the Federation.

Teams are responsible for monitoring:

- Official Discord/server;
- Federation announcements;
- Competition channels;
- Official email or communication channels.

A team cannot claim lack of awareness of an official announcement if it was properly communicated through the designated channels.

31. MEDIA AND BROADCASTING

The Federation retains the right to:

- Broadcast matches;
- Record matches;
- Publish results;
- Publish standings;
- Publish player/team statistics;
- Produce promotional content;
- Use competition footage for communication and promotional purposes.

Teams and players participating in the competition acknowledge these media provisions subject to applicable Federation regulations.

32. Conclusion

The TESL 2026 League of Legends Competition Rulebook establishes the framework governing participation, competition formats, match procedures, player eligibility, technical requirements, and disciplinary matters throughout the competition.

All participating teams, players, coaches, and staff are expected to respect these regulations and the decisions of the Federation and its appointed officials. By participating in TESL 2026, all participants acknowledge and agree to comply with the rules, procedures, and principles set out in this Rulebook.

The Tunisian Esports Federation reserves the right to clarify or amend competition procedures when necessary to ensure the proper administration, fairness, and competitive integrity of the TESL 2026 League of Legends competition.

All participants are encouraged to familiarize themselves with the complete Rulebook before the beginning of the competition.

Good luck to all teams, lock in, and see you on the Rift!