TOURNAMENT RULES

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BETA VERSION

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GLOSSARY

Active Roster: The members of a team currently playing in a match. All other team members are considered subs.

Bans: Champions removed from play by both teams during the draft process.

Bye: When a team advances to the next round of a tournament without playing a match.

Game: One instance of League of Legends including picks and bans.

Game of Record (GOR): A tournament game that's progressed to the point that incidental restarts are no longer allowed except under extreme circumstances.

Match: A best-of series required to move on to the next round of a tournament. A match is often made of one, three or five games.
Example: A match made of one game is a best of one

Picks: The process of drafting champions.

Roster: A complete team lineup, made up of both the active roster and substitutes.

Substitutes (Subs): Any player who is on the roster but not part of the active roster.

Team: Players playing together under the same name.

WHAT IS ORGANIZED PLAY?

Organized Play is competitive League of Legends at local levels. Using this document and the tournament infrastructure Riot Games has created, anyone can organize online or offline tournaments. This document defines the standards of fair and consistent play as set by Riot Games and specifically governs the rules of Organized Play, which is separate from Pro Play, Challenger Circuit Play or Ranked Play. The English version of the tournament rulebook is the authority.

TOURNAMENT ROLES

The following roles are defined for tournament purposes and will be referred to throughout this handbook:

- Tournament Officials
    - Tournament organizers (TOs)
    - Referees (Refs)
- Venue Owners (VOs)
- Shoutcasters (Casters)
- Players
- Team Captains
- Spectators

Organizers and Refs are your tournament officials, while venue owners and shoutcasters are considered tournament support staff. A single individual can act as any combination of the first four roles.

Players are members of a team playing in the tournament, either on the active player roster or as subs.

A single player on the team is designated as the team captain.

Anyone that's not a player or tournament official is considered a spectator. Members of the media are also considered spectators. Participating as both an official and a player in the same tournament is prohibited. That's a pretty clear conflict of interest, so we've got to be sticklers about it. No exceptions.

TOURNAMENT ORGANIZER

Organizers are responsible for ensuring the tournament goes off without a hitch. This includes general tournament logistics as well as providing an excellent player experience for both competitors and spectators at the event. Here's what you need to do:

- Register the tournament with Riot Games
- Provide a suitable tournament location, whether online or at a live venue
- Advertise the tournament
- Staff up on tournament officials of various roles
- Provide all materials needed to operate the tournament

- Ensure that tournament results get reported to us (Riot Games) in a timely manner by submitting them to Player Support
- Learn the official rules in this doc to prevent any undue shenanigans or chicanery

Tournament organizers are the final authority for decisions involving tournament logistics. Logistics include, but are not limited to: venue selection, managing shoutcasters, ensuring tournament equipment is in working order, tournament registration, matchmaking, tournament length and timing, and prize structures.

REFEREE

For live events, refs need to be on site to adjudicate disputes, interpret rules and make other official decisions.

The referees' responsibilities include:

- Dealing with any game or policy rule violations he observes or are brought to his attention
- Issuing penalties when players break the rules and notifying the other officials of the ruling

Refs can call in another referee to assist if they need to step away for any length of time, so you may want to keep a few backups around to keep everyone comfortable. If there's no designated ref for a given tournament, the tournament organizer has to step in as the default referee.

For large-scale tournaments you may need quite a few referees to efficiently operate the competition. If you've got a ton of refs on staff for your event, one of the referees must be designated the head referee. Just be sure to announce the head ref to the players at the beginning of the tournament so they know who to contact in the event of a dispute. The head ref will step in any time the other referees can't come to an agreement.

Referees are the final authority for determining rules infractions and administering penalties. In addition, refs are the final authority for enforcing any tournament procedures. These include, but aren't limited to: administering penalties rules infractions, tracking teams' active rosters, enforcing first pick and side selection during games, ensuring champion drafting is correct, correctly guiding end of game procedures, and ensuring match outcomes are correctly recorded.

SHOUTCASTERS

Shoutcasters are tournament support staff charged with providing commentary to spectators. Shoutcasters need to work with tournament officials to ensure their casting doesn't jeopardize the fairness of tournament matches in progress.

PLAYERS

Players need to represent good sportsmanship at all times, so be sure everyone's brushed up on the Summoner's Code. Here are some additional rules:

- Behave in a respectful manner toward tournament officials, other players and spectators, and steer clear of any unsportsmanlike conduct during the event
- Arrive on time (in a live event setting, this means you need to be physically present!) and ready for the start of the tournament and at the start of each match
- Bring any infractions (rule or policy) you notice to a referee or tournament organizer's attention
- Bring any discrepancies in match record to a referee or tournament organizer's attention immediately
- Inform Riot of any discrepancies in the overall match history or rankings as soon as you become aware of it
- Have a League of Legends account geared up and ready to go on the appropriate regional server, including having any champions or runes you might want to use
- Refrain from enrolling in tournaments you're not allowed to participate in
- Be familiar with whichever rules the tournament organizer is using (especially these)
- Bring any equipment the tournament organizer lists as your personal responsibility to provide

Players retain these responsibilities even if a super nice tournament official offers extra assistance.

TEAM CAPTAIN

Each team must select a single player as team captain. Captains are the point of contact between the team and tournament officials. In addition to their normal player responsibilities, the team captain also needs to:

- Communicate with the tournament officials on behalf of the team
- Communicate with other teams on behalf of the team
- Act as the final authority for team decisions during the tournament
- Communicate all required information to the entire team
- Accurately represent the opinions of the team as a whole

Once a tournament's in progress, team captains can only be changed at the discretion of the referees, usually only in the case that the captain can no longer participate in the tournament.

SPECTATORS

Anyone physically present at a tournament, watching online or attending an event is classified as a spectator. Spectators are responsible for upholding good sportsmanship as well, and should never interfere or distract players or tournament officials during matches. If spectators believe they've observed a rules or policy violation, they're encouraged to alert a referee as soon as possible, so those in charge of infractions can sort things out with minimal interference to the tournament.

ELIGIBILITY

Anyone's eligible to play in a sanctioned tournament, with the exception of:

- Individuals specifically prohibited from participation by Riot Games policy
- Anyone prohibited by local laws, the Tournament Organizer rules or venue management
- Anyone (including temp and contract workers) employed by Riot Games. Tournaments specifically identified ahead of time as "play with or against Riot Employees" are an exception to this rule
- Tournament officials can't participate in events they're actively officiating

Anyone is eligible to participate as a tournament official for a tournament with the exception of:

- Individuals specifically prohibited from participation by Riot Games
- Individuals specifically prohibited from participation by the tournament's attendance policy
- Anyone planning to play in the tournament

Tournament officials and support staff can't arbitrarily prohibit anyone who is not in violation of the above from participating in a tournament.

TOURNAMENT MECHANICS

MAPS AND GAME MODES

All Riot-sanctioned tournaments must use official League of Legends maps supported by at least one in-game queue. Currently, this includes: Summoner's Rift, the Twisted Treeline, the Crystal Scar and the Howling Abyss. Standard victory conditions and rules apply for each map. Tournament organizers and participants aren't allowed to alter game/map rules or victory conditions to create a non-standard game type. We've already done extensive balance testing on each of our existing game modes so, in the interest of fairness, those are the only ones we can officially support. Feel free to host any kind of creative custom game type you can think up, but unfortunately we can only sanction tournaments that follow standard play as outlined in this rulebook.

Picks and bans must be conducted using the same format we support in the client (Normal, Draft, All Random or Tournament Draft).

Tournament organizers should only change maps three or more days before the start of a sanctioned event, and it's your responsibility to notify the competitors. Once you're two days out, it's game on. No swaps, substitutions, exchanges or otherwise careful reconsiderations. That wouldn't be fair to the players, so don't do it.

BRACKETS AND SEEDING

Riot-sanctioned tournaments should use one of the following bracket styles: Single-Elimination, Double-Elimination or Swiss. It is also acceptable to use round-robin groups that lead into one of these bracket styles.

Single-Elimination: Bracket style in which a team is eliminated after losing a match to single opponent.

Double-Elimination: Bracket style in which a team is eliminated after losing two matches.

Swiss: A tournament style where there are a predetermined number of rounds based on the number of teams and all teams compete head-to-head in each round (no one is eliminated). Final placement in the tournament bracket's based on the total points each team scored across all the rounds. For more info on scoring a Swiss bracket, see Appendix: Swiss.

Round-Robin: A style where each team will compete against all other teams.

Sanctioned tournaments should use random seeding. This removes the possibility of bias by either the tournament officials or players.

FOR RECOMMENDATIONS BASED ON THE PROS AND CONS OF THE VARIOUS BRACKET STYLES, SEE APPENDIX C: REPORTING TO RIOT

FEEDBACK AND QUESTIONS

If you want to provide feedback or ask a question, you have a few options depending on your goal. Many of your questions can be answered by your tournament organizer. For questions regarding rules or rulings at your tournament, you can contact your referee. If you have questions that are beyond the scope of your tournament organizer's responsibility (or if you want to let us know how your tournament was run) please contact us directly.

When reaching out to any of these contacts, please include the following info:

- Your name
- Your summoner name
- Your email
- The unique tournament ID for the competition that corresponds with your question or comment
- Your feedback/question

WHERE TO PROVIDE FEEDBACK

CONTACT YOUR TOURNAMENT ORGANIZER TO:
a. Provide feedback on a tournament
b. Ask questions about the specific tournament you participated in/watched
c. Ask questions about prizing

CONTACT YOUR REFEREE TO:

      a. Clear up any questions about rulings at your tournament
      b. Ask general questions about tournament rules

CONTACT RIOT IF:

      a. Your problem can't be fixed by the tournament organizer or referee
      b. You want to provide feedback about a tournament, referee or organizer
      c. You want to apply for tournament prizing
      d. You have questions about the rules and regulations your organizer can't answer

RIOT CONTACT LIST

League of Legends Player Support

https://support.leagueoflegends.com/home

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PRE-GAME PROCEDURES

It's important you have clear timing and procedures for all the tournament players and officials to ensure the competition's completed smoothly and on time. Tournament delays tend to cascade, causing delays in start times further down the line, so sticking to schedule is super important. Nobody wants to take part in the tournament-that-never-ends, and player/organizer fatigue is a very real thing that can have very bad effects on tournament proceedings. If you're at all skeptical, just remember our epic snafu during the World Elite vs. CLG.eu match of the Season 2 World Playoffs. Learn from our mistakes and try to keep your matches on schedule.

ROUND START TIMES

Round start time is set by the tournament organizer as either a designated time or the end of the previous round. All tournament officials and players have to be ready at their rounds' designated start time. It's the tournament officials' responsibility to ensure this info's publicly available. It is the team captain's responsibility to make sure the team is in on time and available at the round start time.

If there is a widespread issue with the League of Legends client or server that's outside the tournament officials' control, refer to Appendix B: Technical Issues

To help calculate the length of time needed for each phase of your tournament check out Appendix B: Technical Issues.

SETUP TIMES

Setup time is the first ten (10) minutes of the round and the five (5) minutes between games. Teams should use this time to ensure they're fully prepared. During this time, players need to:

- Log into the client using their account on the correct server
- Join or create the game lobby and, if necessary, give the game name to the TO
- Set up runes and masteries
- Double-check and configure their equipment
- Let their team captain, the opposing team and the TO know they're ready to begin

Organizers don't need to wait the entire setup time if both teams in the match have indicated they are ready to start.

PICKS AND BANS

The tournament organizer has to announce which team gets the first choice of map side and bans. See Appendix A: Best Practices for suggestions on how to assign sides. If a match is more than one game, side selection must alternate each game.

TECHNICAL FAILURE OF EQUIPMENT

If a player encounters an issue with any equipment provided by the tournament organizer during the setup time, they must immediately notify the ref so that the official responsible for equipment can fix it. If it takes more than 30 minutes to solve the problem, the delay should be reported to Riot Games. Every 30 minutes, the tournament organizer also needs to update the affected players on their situation and the steps they're taking to resolve the issue.

IN-GAME PROCEDURES

GAME OF RECORD

A game of record (GOR) refers to a game where all ten players loaded onto the map and the game has progressed to a point of meaningful interaction (see below). Once a game reaches GOR status, no incidental restarts are permitted and the game is considered official from that point. After the establishment of GOR, game restarts will be allowed only under limited conditions with fresh picks and bans. Conditions that establish a GOR are:

- Either team lands an attack or ability on minions, jungle creeps, structures or enemy champions
- Line-of-sight is established between players on opposing teams
    - Exception: GOR can't be established through the summoner spell "Clairvoyance"
- Entering, scouting or casting a skillshot ability into the opponent's jungle, which includes leaving the river or entering brush connected to the enemy jungle
- The game timer reaches two minutes (00:02:00)

PLAY STOPPAGE

Players are allowed to pause if directed by a tournament official, or as part of their allotted pause time per game. During any pause or stoppage, players can't leave the match area unless they're officially authorized.

- **Directed pause:** Officials may pause a game at their discretion
- **Team pause.** Each team gets a total of five (5) minutes' pause time during a match for the following reason.
  - An unintentional disconnection
  - A hardware or software malfunction (e.g. monitor power or peripheral disability, game glitch)
  - Physical interference with a player (e.g., broken chair)

In an extraordinary circumstance, players may ask tournament referees for additional pause time after their five minutes have expired. In this case, the team must alert a referee and continue playing until the referee decides whether or not to grant the pause. At that point, granting the pause is at the sole discretion of the referee. If the official determines that a pause can't resolve the issue in a reasonable period of time, the player's team will have to continue playing.

- **Resuming the game:** the pausing team can't resume play until they get clearance from an official and all players are ready at their stations
- **Unauthorized pause:** If a player pauses or unpauses a game without permission outside of their allotted pause time, or doesn't resume the game within their allotted pause time, they'll be subject to penalties according to the tournament rules
- **Player communication during stoppage: Unlike the LCS,** players *are* allowed to discuss gameplay or strategy with their teammates during a pause

END OF MATCH PROCEDURES

In certain cases organizers may need to end a game or a match before its normal conclusion. Typical causes for this include logistical difficulties (such as venue closure). The organizers should use the following method to determine the match winners where a natural conclusion of the game is not possible.

Referees must give a 10-minute notice to players if they intend to use a forced ending to the game. Combined with the 10-minute notice to players, the game must last at least 20 minutes. This means that the earliest a referee may give the 10-minute notice to players in a game is when the game clock reaches 10 minutes.

After 10 minutes expire, the team with more gold, using in game rounding methods (typically via spectator mode) is the winner of the game.

If the gold differential is tied, the referees must use tiebreakers to determine the winner of the game in the following order:

- The team with the most towers killed
- The team with the most kills
- The team with the most gold earned from the topmost gold earner. If that is tied, compare the two next highest gold earners from each team. If that is tied, continue comparing the third, fourth and fifth gold earners from each team, in that order, until one of them is not tied.
- In the event of all of the above metrics are tied, the tournament organizer must randomly determine a winner of the game via a coin flip or another appropriately random method.

Some of the above stats used to determine the outcome of the game are not displayed in game for the teams to compare. As such, a tournament official must join the game in spectator mode to observe the stats necessary to determine the winner.

For matches that consist of more than one game, the referee may apply the above method to conclude the current game. Following the end of the game, the referee should determine the match winner using the below method.

The winner of the match is the team with the most game wins from games that naturally concluded. In the event of a tie, the winner of the match is the team with the most game wins (including the game that was ended early).

Tournament organizers must decide on a method for reporting wins and losses. Tournament organizers also need to inform players how match outcome will be reported before the competition begins.

Once a match is completed, the team captains from each team must inform the tournament officials of the results. Both teams must provide the specific game score if the match is more than one game.

Once the tournament organizer has received all reports from a round, he must update the bracket and inform players of their next round match as soon as possible.

You'll find best practices for match reporting in Appendix A: Best Practices.

DROPPING FROM A TOURNAMENT

Dropping from the tournament indicates to the tournament officials that your team no longer wants to continue participating. Teams can drop from the tournament at any time by notifying a TO. If there's a previously established policy for dropping out, the team's still bound by the tournament rules.

Example: If there's a no refund policy, Gragas' Guzzlers aren't entitled to a refund if they decide to drop from the tournament. That's sad news for the Guzzlers; particularly if they've run up a big tab at the venue bar.

Dropping from a tournament doesn't prevent tournament officials from assigning any penalties to a player or remove any penalties a player may have already incurred.

If a team doesn't show up or isn't logged in and ready at the designated set up time, the tournament official may drop the team in order to keep things on schedule for the rest of the competitors. If both teams are no-shows, they might both get dropped from the bracket, so be punctual!

If an individual player leaves the tournament, he can't be removed from the team's roster until after the tournament's over and the prizes have been awarded. If the number of players on the team drops below the minimum required for a specific game mode, the tournament officials must drop the team from the tournament.

If a team wants to drop or if tournament officials need to drop a team during a match, the team has to forfeit the current match before they can officially drop out of the tournament. All drops have to be publicly announced to other competitors.

SPECATING AND BROADCASTING

IN-PERSON SPECTATING

In-person spectating is allowed as long as spectators don't interfere with the tournament proceedings. Spectators must obey the following rules:

- Anyone not currently participating in a match can watch other players in a game
- Spectators can't communicate with players currently in a match by any means
- If a spectator sees someone breaking the rules, they should report it to the tournament organizer or ref

IN-GAME SPECTATING

Anyone who isn't actively participating in the match can spectate in-game, provided he doesn't interfere with the tournament. Tournament Organizers could consider prohibiting this if they are broadcasting. The following rules apply to in-game spectators:

- Anyone who isn't participating in the current match is allowed to watch other players in- game via the spectator mode in PVP.net
- Spectators can't communicate with players in the match in any way
- If a spectator sees someone breaking the rules, he should report it to the tournament organizer or ref

BROADCASTING A TOURNAMENT

The tournament organizer can broadcast (or have someone else broadcast) the competition via live stream or other means, as long as the broadcast doesn't disrupt the tournament. Broadcasts must adhere to the following rules:

- Tournament broadcasts are allowed, including shoutcasters
- The broadcast can't interfere with the integrity of the tournament
- The broadcast can't interfere with start times or stoppage of play

Tournament organizers have to decide whether or not to allow participants to broadcast their games on private streams, and whether or not they can broadcast the games that aren't featured on the main tournament stream. If the broadcast interferes with the integrity of the tournament in any way, the organizer has the authority to stop the broadcast.

TOURNAMENT BEHAVIOR

Sportsmanlike behavior is the responsibility of all tournament participants and promotes healthy competition among players. Clear rules of conduct ensure a consistent tournament experience and proactively address any accusations of bias. You should really consider outlining an official code of conduct (if you don't already have one) for your tournament to head off any unpleasantness.

SUMMONER'S CODE

All tournament participants, including players, refs and the tournament organizer must read and adhere to the Summoner's Code, inside and outside the game. For the most part it's basic stuff aimed at encouraging people not to act like jerks, but here's a link if you want to brush up:

http://na.leagueoflegends.com/articles/The_Summoners_Code

Players in clear violation of the Summoner's Code during a tournament can incur penalties, in addition to the normal in-game sanctions that come from Riot Games or the Tribunal.

GUIDELINES FOR TOURNAMENT OFFICIALS

Tournament organizers & referees need to lead by example and adhere to the behavior guidelines outlined in this document. This ensures a fair and consistent experience for all players during the tournament.

Tournament organizers and referees must be impartial and transparent when making official decisions. They must communicate clearly with the players, especially when issuing specific instructions or penalties.

Tournament organizers and refs must communicate in good faith any tournament decisions they make. All tournament officials have the same goal: to provide a fair and consistent experience for all players participating in their tournament.

Referees are the final authority for determining rules infractions and administering penalties. In addition, refs are the final authority for enforcing tournament procedures. These include, but aren't limited to: administering penalties rules infractions, tracking teams' active rosters, enforcing first pick and side selection during games, ensuring champion drafting is correct, correctly guiding end of game procedures, and ensuring match outcomes are correctly recorded.

Tournament organizers are the final authority for decisions involving tournament logistics. Logistics include, but are not limited to: venue selection, managing shoutcasters, ensuring provided tournament equipment is in working order, tournament registration, matchmaking, tournament length and timing, and prize structures.

GUIDELINES FOR SPECTATOR

Spectators are welcome at tournaments as long as they don't interfere with players and officials. They must follow the rules and spectator guidelines outlined in this document. Spectators are encouraged to report any rule or policy violations they observe to tournament officials.

PLAYER COMMUNICATION

Players have a responsibility to follow the communication guidelines outlined below. Appropriate communication with the tournament officials, team captains and one another leads to a more transparent tournament experience for everyone involved.

All communication between players and the tournament officials has to go through the team captain. This reduces confusion and allows officials to efficiently disseminate instructions.

Players can communicate with teammates and players on the opposing team as long as they don't violate any of the rules outlined in this document.

Players in a match aren't allowed to communicate with other team's competitors, their team's alternates, or any spectators. If they need to, players can communicate with the TOs through their captain. Communicating with players or spectators outside the current match is a rules violation and may carry penalties.

TEAM IDENTIFICATION

Players are encouraged to represent their team in an appropriate manner. Team representation includes, but is not limited to, team name, jerseys, emblems, banners, etc.

The referee of the tournament has final authority over inappropriate team identification. Inappropriate team identification might include:

- References to any non-over-the-counter drug, tobacco product, brand name or other objectionable material (at the discretion of the organizer)

- Material related to any illegal activities in the your tournament region, such as a lottery or enterprise, service or product that abets, assists or promotes gambling
- Anything defamatory, obscene, profane, vulgar, repulsive, offensive or otherwise nasty that describes/depicts any internal bodily functions, symptomatic results of internal conditions or refers to things a reasonable person might consider socially unacceptable
- Advertisements for pornographic websites or products
- Anything containing a trademark, copyrighted material or some other element of intellectual property that's used without the owner's consent or might subject the tournament organizer and his affiliates to claims of infringement, misappropriation, or other forms of unfair competition
- Something that disparages an opposing team or player or any other person, entity or product
- Impersonating Riot employees is also a big no-no

Most inappropriate team IDs can be fixed by simply asking the offending team to change their identification. Always try to fix things amicably before you bust out the rulebook.

Tournament officials can also make slight adjustments to team names to identify teams with the same name during the course of a tournament.

Example: If two teams wish to enter the tournament as 'Team Awesome,' the organizer might rename the teams to 'Team Awesome 1' and 'Team Awesome 2.'

PRIZE SPLITTING

Prize splitting is when a team agrees to divide prizes in a manner different than outlined by the organizer. It's up to the tournament organizer to decide if players are allowed to split prizing they haven't yet received in the tournament. Organizers must make this decision before the start of the tournament and can't change it once the tournament has begun. If it's allowed, players may agree to split prizes at any time during the tournament, as long as the split doesn't happen in exchange for someone dropping or rigging a match. Any game or match result has to be determined through the normal gameplay, and can't be determined randomly or through collusion.

In cases where the organizer allows prizes splitting, the organizer should not facilitate the prize spilt and should instead award prizes based on final tournament standings. Players themselves must work out a way to split prizes. Riot will always award prizes based on final tournament standings.

TOURNAMENT FEEDBACK AND COMPLAINTS

Players can appeal a decision by any referee to the head referee or tournament organizer. The head referee (or tournament organizer if there's no head referee) will make a final ruling.

This doc provides a framework to help players and tournament officials run successful tournaments. When issues arise, we encourage everyone to first try and find a mutually-satisfying solution by discussing the problem, using this document as guideline. In addition, we encourage participants to provide event feedback for the organizers and referees.

We review feedback and complaints and may escalate especially exceptional violations to our internal Penalty Committee for follow up. If a ruling by the head referee or tournament organizer is egregious and you feel we need to be informed, reference Appendix C: Reporting to Riot

INFRACTIONS AND PENALTIES

Tournament violations generally fall into two categories: honest mistakes on the part of a player or team, and intentional violations aimed at securing advantage. While the first category is usually covered by a tournament infraction, intentional cheating is a much more serious matter.

PENALTIES

Refs who observe infractions during the course of the tournament should issue penalties based on the guidelines in this document. Venue owners, tournament organizers or any other tournament officials should inform a referee instead of issuing penalties themselves.

Referees should communicate the infraction, penalty and any other pertinent info to the offending player, their team and the team's opponent in a clear, concise manner. Referees may add additional pause time to a match in progress if they took longer than three minutes to issue a penalty.

Refs should always determine an infraction first and then apply the prescribed penalty. Never reverse-engineer a disciplinary situation by finding an infraction that goes with a penalty you think is appropriate to the situation. The rules are standardized for a reason, and going rogue's only going to cause complications in the long run.

Refs need to make unbiased decisions, so the player or team's skill level shouldn't hold any bearing on infractions and penalties.

Penalties can apply to the team as a whole, or to an individual within a team. Consequences can also apply to either a single match or persist for the duration of the tournament.

Teams can't waive penalties assigned to their opponents. Rules are rules, and they need to be enforced regardless of how confident or charitable the opposition may feel.

Penalties include the following:

Warning: an official, recorded notice to the player or the team for a minor tournament infraction. It is important to record warnings to ensure further infractions get assigned appropriately escalated penalties.

Ban loss: this penalty removes the offending team's ability to ban one champion during the draft phase of the next round.

Example: Gragas' Guzzlers committed an infraction that warranting losing a ban during round two. During the draft for round three they lose their ability to ban one champion.

To enforce this penalty, the ref should instruct the team not select their first ban and let the timer run out.

Side selection loss: this penalty automatically passes the decision for draft order and side of the map to the opposing team.

Game loss: severe infractions may force a team to take an automatic loss in a current or upcoming game.

Match loss: even more severe infractions might force a team to forfeit their current match

Disqualification: the most egregious infractions might warrant disqualification from the tournament. In most cases, the disqualification applies to the entire team. A team disqualified from a tournament forfeits any prizes they haven't already received, unless the disqualification was the result of a series of escalating penalties throughout the tournament. A team disqualified due to escalating penalties will still receive prizes based on their final standing.

In certain cases, the referee has the option to disqualify a single player on the team instead of the entire team. The referee has this option only when he can determine that a player's infraction did not affect the opposing team and the player committed the infraction without the involvement of the rest of the team. This typically happens when the player commits the Unsporting Conduct – Severe infraction. In this situation, the team may continue in the tournament if they have an available substitute player. If the team does not have a substitute player, the team may not continue in the tournament and must drop.

ESCALATION PATH

Unless noted otherwise, successive penalties for the same infraction should follow the following escalation path: warning—warning—side selection loss—ban loss—game loss—match loss—disqualification.

Example: Gragas's Guzzlers are having a particularly off day, and commit an infraction that warrants losing a ban round one. During the following round, they commit the exact same infraction. As a repeat offender, they're now subject to the loss of game fortune in the next round. Learn from your mistakes to avoid getting hammered like the Guzzlers!

TOURNAMENT VIOLATION – TARDINESS

This infraction occurs when the team's not ready to play at the beginning of a game. Teams need to be on time and ready to play when each game starts. When teams are late, they delay the whole tournament.

Teams get a three minute grace period before they accrue one of two penalties. If the team is less than 10 minutes late to the round, they receive a side selection loss. If the team is more than 10 minutes late, they receive a game loss penalty.

Penalties for tardiness don't escalate over the course of a tournament. Unrepentantly late teams should be out of your hair soon enough without any help.

TOURNAMENT VIOLATION – OUTSIDE ASSISTANCE

Outside assistance occurs when a team communicates with spectators, opposing teams or anyone else during a game and, at a referee's determination, inadvertently gains an advantage over their current opponent.

This infraction assumes the offending player wasn't deliberately trying to cheat. Intentionally looking for any unfair advantage during the match is covered under Unsporting Conduct – Cheating.

The penalty for outside assistance is a warning.

TOURNAMENT VIOLATION – FAILURE TO FOLLOW TOURNAMENT ANNOUNCEMENTS

Every player has the responsibility to follow official tournament instructions and announcements. If officials have to repeat themselves over the course of running a tournament, it can cause delays and unwarranted disputes over the rules.

The penalty for failing to follow official tournament announcements is a first pick loss.

Failure to follow tournament instructions directed at the team or a specific player is a separate infraction that falls under Unsporting Conduct – Major Infraction.

UNSPORTING CONDUCT

Unsporting conduct is disruptive to the tournament and may negatively affect the safety, competitiveness, enjoyment or integrity of a tournament.

Unsporting behavior is different from competitive behavior. A super competitive team may strictly enforce technicalities against opponents or act standoffish towards the competition. Especially competitive behavior isn't automatically unsporting. The tournament referee has the final authority to determine if a player or team's behavior crosses the line into unsporting using the infractions below as a guide.

You don't have to be enrolled in the tournament to receive unsporting conduct penalties.

There are two level of unsporting conduct infractions: minor and major. All unsporting conduct violations fall into these two categories unless they're specifically identified.

UNSPORTING CONDUCT – MINOR

All players have the right to a safe and enjoyable tournament experience and a player or a team should be made aware they need to stop if their behavior infringes on those principals.

Minor unsporting conduct occurs when a player or a team does something disruptive to the tournament or its participants. Examples include, but aren't limited to:

- Excessive swearing or profanity
- Demanding that an opponent receives a penalty, even after a ref makes it clear he's rendered his decision
- Throwing trash on the floor or otherwise littering a venue
- Obnoxiously loud and disruptive conduct by a spectator

The penalty for a minor unsporting conduct infraction is a warning.

UNSPORTING CONDUCT – MAJOR

This infraction falls into three specific categories and occurs when a player or a team does one of the following:

- Fails to follow official tournament instructions aimed at a specific team or player
- Directly insults someone using hate speech that targets a specific group (race, religion, gender, disability, etc.)
- Aggressive or violent behavior during the course of the tournament that's not directed at another person

Tournament officials have a right to expect that their direct instructions are followed without having to issue warnings.

Instances of hate speech should be handled swiftly to ensure a safe, pleasant environment to all players and spectators.

Instances of aggressive or violent behavior, even if they are not directed at a specific individual, are disruptive and potentially dangerous. Take extra care when resolving these infractions to prevent things from escalating.

The penalty for major infractions is a game loss.

UNSPORTING CONDUCT – SEVERE

Severe unsporting conduct includes cases that are too outrageous to fall under unsporting conduct minor and major. Examples of severe unsporting conduct include, but aren't limited to:

- Intentionally breaking tournament equipment issued by the organizer
- Defacing the tournament venue

With any luck, you won't have to deal with any of these, but the official penalty for severe infractions is a disqualification. In addition, it is appropriate for the tournament organizer to ask the offender to leave the tournament venue and inform the police in extreme situations.

UNSPORTING CONDUCT – COLLUSION

Collusion is conspiring or cooperating with opposing teams in a tournament in order to deceive or cheat others.

Players can't intentionally determine the outcome of games or matches. That's not in the spirit of competition, and doing so negatively affects the other tournament participants.

The penalty for collusion is disqualification for both teams.

UNSPORTING CONDUCT – BRIBERY AND WAGERING

Teams can't drop from the tournament or concede a game or match to receive some outside reward or incentive. Offering or accepting an incentive (bribe) to rig a match goes against the spirit of competition.

Players and tournament officials are also prohibited from wagering or betting on matches. For tournament organizer in particular this creates a clear conflict of interest, so don't do it.

The penalty for bribery and wagering is disqualification.

UNSPORTING CONDUCT – AGGRESSIVE BEHAVIOR

Aggressive behavior has no place in the tournament setting, particularly when it's directed at a specific individual. Needless to say, the safety of all tournament participants is of paramount importance. Examples of this infraction include, but aren't limited to:

- Threatening a tournament official
- Threatening a spectator
- Violence toward any tournament participant or spectator

The penalty for any aggressive behavior is disqualification from the tournament. In addition, it is appropriate for the tournament organizer to ask the offender to leave the tournament venue and/or inform the police in extreme situations.

UNSPORTING CONDUCT – THEFT

While players are responsible for keeping their own possessions safe during the tournament, there's a certain expectation that other tournament participants won't steal their stuff. In addition, tournament organizers should have reasonable expectations that materials they provide aren't subject to theft. Stealing's against the law pretty much everywhere: intentionally taking other people's stuff won't be tolerated in a tournament setting.

The penalty for the theft is disqualification from the tournament. In addition, it is appropriate for the tournament organizer to ask the offender to leave the tournament venue and/or inform the police at their discretion.

UNSPORTING CONDUCT – CHEATING

Players have a right to expect fair and balanced treatment during a tournament. Those players who knowingly do something against the rules to gain an advantage are cheating. Cheating doesn't need to be successful to qualify as a violation. Examples of cheating include, but aren't limited to:

- Ghosting, or any general attempt by a player to spectate his own match or get information from a person spectating the match
- Any attempt to modify the League of Legends client, play on an unofficial *League of Legends* client or play with software that grants extra information not normally provided by the game client, such as:
  - Adjusting the in-game zoom
  - UI overlays to improve last-hitting or indicate turret range
  - Automatic jungle spawn timers

  Some third party software programs aren't considered cheating. They include:
  - Teamspeak, Ventrillo, Skype and other VOIP solutions
  - Keyboard/equipment drivers and software
- Impersonating another player in the tournament, playing under false name, playing using another player's summoner name or account sharing
- Attempts to damage or alter equipment to trigger a pause, delay the tournament or gain any other advantage
  Exploiting or intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of the referees.

  The penalty for cheating is a disqualification from the tournament.

APPENDIX A: BEST PRACTICES

TOURNAMENT ORGANIZERS

As a tournament organizer you want to run a fun, smooth, successful tournament so your players, spectators and referees all enjoy themselves. To make this happen there are some tenets you should bear in mind:

- **Talk to the players:** it's important to communicate frequently to keep players informed of both good and bad news that might have an impact on the competition
- **Be prepared:** you can't foresee everything that'll happen over the course of a tournament, so you'll want to stay more prepared than a pint-sized yordle scout with a blowgun and ensure you have a backup plan for anything that might go awry
- **Put players first:** think about what information players have and maintain transparency into how the tournament's run and how you resolve issues. As the organizer, you have a lot more information than a participant, so you may need to work hard to ensure information's readily available to avoid player confusion.

ASSIGNING SIDES

There are many ways to assign sides, but the most important thing is to make your method clear to the players beforehand.

- **Randomly**: this method's fair and offers little room for favoritism or bias.
- **Past performance:** offering the choice to the team that placed higher (or lower) in either past events or a qualifying round is another fair, easy way to assign sides and give a bonus to players for winning or for being the underdog
- **Ranked placement:** using the teams' ranked league standing is another fair way to offer the higher or the lower ranked team a bonus.

REPORTING MATCHES

One of the most important things your tournament needs is a clear, simple way for players to report results that's fair and easy to verify. Here are some tried and true methods:

- Have both the winners and the losers report the results, so that you can check them against each other
- Have teams submit information that's hard to forge, such as screenshots of the end game lobby
- Have a process in place in case the information doesn't check out, or there's a dispute over results

APPENDIX B: TECHNICAL ISSUES

1. Ensure all network connections are working
   a. Wifi and Ethernet network connections

2. Game is installed and currently patched on every tournament computer
   a. If it's not installed, make sure to install the latest version and set it to the correct region

3. Disable automatic update services
   a. Java
   b. Flash
   c. Windows
   d. iTunes

   Reason: many of these services can interrupt play by minimizing the game window. They may also update on their own, which can eat up bandwidth and RAM.

4. Disable unnecessary startup applications
   a. Ctrl-Alt-Del -> Start Task Manager -> Navigate to processes

   Reason: many applications begin running at startup and may use up unnecessary processor power and RAM.

5. Change computer settings to "High Performance"
   a. Control Panel\System and Security\Power Options

   Reason: the computer will use more energy, but will favor higher performance.

6. Disable Windows Action Center Alerts
   a. Control Panel\System and Security\Action Center\Change Action Center settings

   Reason: Windows Action Center Alerts may minimize the game window and interrupt play.

7. Perform a Disk Cleanup and a Disk Defragmentation

   Reason: this will help ensure the computer's running at peak performance.

8. Perform a computer stress test

   Reason: Test to ensure that the GPU's running at full capacity under the stress of the game.

9. Make sure any audio devices and VOIP are ready to run
   a. Test the mic input and audio output
   b. Install the usual VOIP solutions (Skype, Mumble, Ventilo, TeamSpeak, etc.)
   c. Ensure these don't affect game latency

   Reason: players may need to speak with one another over a VOIP system.

APPENDIX C: REPORTING TO RIOT

FEEDBACK AND QUESTIONS

If you want to provide feedback or ask a question, you have a few options depending on your goal. Many of your questions can be answered by your tournament organizer. For questions regarding rules or rulings at your tournament, you can contact your referee. If you have questions that are beyond the scope of your tournament organizer's responsibility (or if you want to let us know how your tournament was run) please contact us directly.

When reaching out to any of these contacts, please include the following info:

- Your name
- Your summoner name
- Your email
- The unique tournament ID for the competition that corresponds with your question or comment
- Your feedback/question

WHERE TO PROVIDE FEEDBACK

CONTACT YOUR TOURNAMENT ORGANIZER TO:

d. Provide feedback on a tournament
e. Ask questions about the specific tournament you participated in/watched
f. Ask questions about prizing

CONTACT YOUR REFEREE TO:

c. Clear up any questions about rulings at your tournament
d. Ask general questions about tournament rules

CONTACT RIOT IF:

e. Your problem can't be fixed by the tournament organizer or referee
f. You want to provide feedback about a tournament, referee or organizer
g. You want to apply for tournament prizing
h. You have questions about the rules and regulations your organizer can't answer

RIOT CONTACT LIST

League of Legends Player Support

https://support.leagueoflegends.com/home

APPENDIX D: RECOMMENDATION FOR DIFFERENT BRACKET STYLES

SINGLE ELIMINATION

A single elimination bracket is a tournament structure where teams are placed head to head and only the winning team advances to the next round. In this format the losing team is eliminated from the tournament.

Advantages of single elimination brackets include:

- They're easy to organize
- They're the fastest, lowest maintenance way to determine a winner
- They're easy to explain to players

Disadvantages include:

- Teams eliminated early may feel unsatisfied with the tournament
- Random seeding may knock out a favorite team early
- Random seeding puts more emphasis keeping a tight schedule than player skill

Single elimination brackets work in powers of 2 (8, 16, 32, 64 and so on). If an organizer has less than the full number of teams, they'll assign byes (automatic wins) to the appropriate number of teams in the first round. This ensures that subsequent rounds always match two teams against each other.

The first round (the seeding) of the bracket can be random, or based on some previous criteria explained by the organizer. Most stand-alone tournaments use random seeding. Some tournaments use predefined criteria to determine the seeding order for a single elimination bracket. The criteria usually involve the relative placement of teams in the previous tournament (or previous portion of the tournament), or the relative skill rating of the players (as determined by some other system prior to the start of the bracket).

There are three different methods to seed players. They're typically designed to ensure the first seed and second seed only meet in the finals, so favorites don't get eliminated early. For example, in a group of eight players with seeds 1 through 8, the following order ensures that the highest seeded teams only play as late in the tournament as possible unless an underdog pulls off something epic:

Seed 1 vs. Seed 8
Seed 4 vs. Seed 5

Seed 3 vs. Seed 6
Seed 2 vs. Seed 7

DOUBLE ELIMINATION

A double elimination bracket is a tournament structure that pairs teams head to head, with the winning team advancing and the losing team dropping into a losers' bracket. Once a team is in the losers' bracket, they continue to play against other teams that were defeated in the winners' bracket. The final

place in the bracket pairs the undefeated team from the winners' bracket with the last team remaining in the losers' bracket. If the losers' bracket finalist loses a match (their second loss in the tournament) they're eliminated from the tournament.

Advantages of double elimination brackets include:

- They're easy to organize compared to Swiss and Group Play
- They're easy to explain to players

Disadvantages include:

- Longer tournament times then single elimination

Double elimination brackets work in powers of 2 (8, 16, 32, 64 and so on players). If an organizer has less than the full number of players, they'll have to assign byes (automatic wins) to the appropriate number of team in the first round. This ensures that subsequent rounds always match two teams against each other. Byes should be assigned randomly throughout the bracket.

SWISS

A Swiss-system tournament is a structure where teams compete in a predetermined number of rounds. During the first round, teams are paired with one another at random. In subsequent rounds the teams are paired randomly but against teams with a similar record. Unlike single or double elimination, there is no specific point where a team is eliminated from the tournament. Instead the teams may choose to remove themselves at any time, or participate in all rounds of play until the tournament's over.

Advantages of Swiss-system include:

- All participants get to play for the full tournament
- Teams are paired against similarly skilled opponents in every round but the first
- They produce a fairly accurate final standing for players ranked second and below at the end of the tournament

Disadvantages include:

- They're difficult to execute without software assistance
- They're more difficult to explain than single or double elimination brackets

A Swiss-style tournament, given enough rounds, produces a single, undefeated team with the teams below ranked using a set of tiebreakers. As such, without a supplemental playoff bracket, the tournament essentially becomes a single elimination bracket. To avoid the irrelevance, Swiss-style tournament play is typically paired with a single elimination playoff. Typically, Swiss-style play resolves with the top eight teams entering a playoff bracket using an elimination method.

GROUP PLAY

Group play is a tournament structure where teams are segmented into groups and play every other team in the group a set number of times. The top teams within the group advance to another tournament bracket—typically single or double elimination.

Advantages of Group Play include:

- Multiple matches within the group provide better skill testing and make for less random seeding

Disadvantages include:

- This format takes the longest to execute.
- Planning a group stage might require software to manage and produce accurate standings
- Players may feel they don't have the chance to play everyone in the tournament during group play

The size of the groups directly affects the amount of time the tournament will take. Assuming a team has to play every other member of the group, the number of rounds this takes is always N -1, where N is the number of teams in the group. On the other hand, the teams' experience may be negatively affected by a small group size, as they may feel they don't have the chance to play most of the tournament competitors.

Groups can be randomly determined, or formed using predetermined seeding criteria announced by the tournament organizer. This criteria should use the teams' relative placement in the previous tournaments (or a previous portion of the tournament), or the relative skill rating of the players (as determined by some other system) prior to the start of the group play portion of the tournament.