

Complete Rules For LEAGUE OF LEGENDS: Winter Season 2021

17th October 2021

UNIVERSITY ESPORT Admin Team

We want games to go ahead as smoothly as possible for everyone, we try our best to make this happen but to ensure that everyone has a good experience we'd like to issue the following set of rules. Most of the time issues on the night can be resolved by talking to your opponent's team captain and informing a tournament admin of the situation, by communicating with each other we can try to keep everyone's experience positive without having to come down hard on enforcing rules. When there's a clear violation of the rules, respect for the tournament and the other players taking part, then we will enforce the rules appropriately. Tournament admins will always be present on the night if you would like to report an issue or require help.

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1.1. Player eligibility

1.1.1. Eligible Players

To be eligible to compete in UNIVERSITY ESPORT tournaments each player must have satisfied all of the following conditions at some point during the

2021/2022 academic year:

- 1.1.1.1. Be a registered student at an institution of Higher Education.
- 1.1.1.2. Have verified their university email address on their UNIVERSITY ESPORT account.
- 1.1.1.3. A player's account name must not be offensive and if the ADMINS considers this to be the case that player will be required to change their name.

1.2.2. Special cases

Players do not need to satisfy conditions 1.1.1 if they are either:

- 1.2.2.1. A student satisfactorily finishing their course of study between December and March or later until the end of the academic year provided his/her institution still classifies them as a registered student.

1.2.3. Ineligible Students

The following students are ineligible to participate:

- 1.2.3.1. UNIVERSITY ESPORT League of Legends tournament admins.
However other members of the UNIVERSITY ESPORT team for example casters are eligible to participate.
- 1.2.3.2. Externally registered students, as determined by the University's Registrar.

1.3. Team requirements

- 1.3.1. Each team must have a designated captain who will be the primary

contact for UNIVERSITY ESPORT admins as well as other teams captains. If the captain is not playing another player needs to be designated captain for that week's games.

1.3.2. A team must consist of between 5 and 10 players from mix Institution.

1.3.3. A team can only play with players registered to their team on the UNIVERSITY ESPORT website.

1.3.4. If a team splits up, the majority of the team has the right to ownership of the team and any seedings/qualification spots it has earned.

1.3.5. There may not be more than one member of a team with an in game name that is either visually or phonetically the same. I.e Fishing and Phishing or Flshing (uppercase "i") and Flshing (lowercase "l").

1.3.6. A team's name must not be offensive and if the UNIVERSITY ESPORT considers this to be the case the team will be required to change their name.

1.3.7. Teams are required to report ineligible players to admins before the match starts, failure to do so will result in the final score of the fixture being upheld.

1.4. Substitutions

1.4.1. Change of Captain

1.4.1.1. A captain may step down at any point during the season in order to do this they must appoint

1.4.1.2. If the majority of a team wishes to replace their current captain, they should contact a tournament admin.

1.4.2. Roster Lock

1.4.2.1. Rosters will be locked on the first day of the tournament.

1.4.2.2. Players may still be kicked from a team during roster lock without restriction.

1.4.2.3. After the final game of the season has been played rosters will be unlocked.

1.4.3. Substitutions in a Series

1.4.3.1. Teams may substitute players between matches in a series.

1.4.4. Emergency Substitutions

1.4.4.1. When a team's roster is locked they may request an emergency substitution from an admin. Said player will not be eligible to play until they are added to the roster on the website.

1.4.4.2. Emergency Substitutions must be requested at least 1 game before the start time of the game they wish to play in.

1.4.4.3. An emergency sub may not increase a team over the size limit of

10 players. However, by Rule 1.4.2.2. Captains can kick a player to reduce their team size to 9 before requesting a substitution.

1.4.4.4. Teams are not allowed to substitute in another player once the champion draft has started. If a substitute is needed for technical reasons then they may get in the new player, but the draft must be restarted.

1.4.5. Playoff Substitutions

1.4.5.1. A player that is in a team in the playoffs may **not** substitute for another team in the playoffs.

1.4.6. The Spirit of Substitutions

1.4.6.1. Teams may replace any number of players between weeks of a tournament. However, teams are expected to manage their roster with the intent of trying to create competitive and enjoyable games for themselves and their opposition. If we believe rosters are being changed for unsporting reasons - for example, swapping all players between two teams to manipulate seeding - penalties will be placed upon participating players and teams. If unsure about this rule please contact tournament admins before making substitutions. 1.4.6.2.

1.4.7. Check-in

1.4.7.1. Teams are required to Check in on our website before each week's games or will not be able to compete in that night's Games.

2. Match Rules

2.1. Game Setup and Champion Select

2.1.1. All games are to be played on the Europe EUNE server.

2.1.2. Players must use the account associated with their UNIVERSITY ESPORT profile. If this account information is not up to date it will lead to a loss of ban in the first incident with an increasing penalty for repeat offenses.

2.1.3. For all matches the higher seed has the choice of side in the first game. If the second game is played the lower seed has the choice of side in that game. If a third game is played then the higher seed has the choice of side in that game.

2.1.4. If Tournament codes are provided they should be used by all players. If for some reason tournament codes are not available Either team may host the game and The game name and password should then be given to the opposing team.

The lobby should be set up as follows

2.1.4.1. The game mode tournament draft should be used for all games.

- 2.1.4.2. The map summoners rift should be used for all games.
- 2.1.4.3. Spectators are allowed. In the case of both teams wanting to have spectators i.e. casters, 2 spectator slots are allocated per team.
- 2.1.4.4. Team size should be 5.
- 2.1.5. Once both teams have joined the lobby and stated they are ready the lobby leader may begin champion select.
- 2.1.6. New champions or runes may not be used until they have been available for purchase for at least one week.
- 2.1.7. Champions or runes which have been reworked may not be used until a week has passed since the patch date.
- 2.1.8. If a player does not own a specific champion then they can pick a placeholder champion. In the event a team wishes to use a placeholder champion they must:
 - 2.1.8.1. Inform the opposing team captain and the casters must be told before the champion is locked in that you are using a placeholder and who the placeholder represents. This may be done by messaging the opposing captain or returning to the lobby.
 - 2.1.8.2. Once the champion select finishes, the game will be remade, still as Tournament Draft, with the same champions selected apart from the "placeholder".

2.2. Pauses and Regimes

- 2.2.1. If a player fails to connect to the game the game should be paused immediately. If this player fails to connect the game may be restarted. The new game must follow rules for a regame found in section 2.2.3.
- 2.2.2. Teams may use the pause command as follows
 - 2.2.2.1. It is forbidden to use the pause without an obvious reason like a player disconnecting.
 - 2.2.2.2. In the case a player disconnects or is having connectivity issues, the team is allowed to use a pause.
 - 2.2.2.3. In the case of hardware or software issues the team is allowed to use a pause.
 - 2.2.2.4. In the event of a pause the other team should be informed immediately why the pause has occurred and should be informed of any progress towards fixing the issue causing the pause.
 - 2.2.2.5. Before resuming games both teams should state they are ready to continue.
 - 2.2.2.6. Teams may only pause the game for up to 15 minutes. If after 15

minutes technical issues can not be solved the game should be resumed. If the game cannot be resumed then admins should be contacted.

2.2.3. Teams can agree to a regame, if they think it's needed to play a fair and balanced match or to solve technical problems.

2.2.3.1. A regame has to be played with the same picks and bans, champions cannot be changed once champion select has completed.

2.2.3.2. A regame has to be played with the same summoner spells, runes and masteries.

2.2.3.3. A regame is not permitted if a player forgets to change their runes and masteries.

2.3. No show

2.3.1.1. A default win will be given to the team that has all their players in the custom game, if a team hasn't joined the custom game 20 minutes after the stated start time.

2.3.1.2. If neither team has created or joined a custom game within 20 minutes both teams will receive a loss. For calculating pairing the higher team will be considered the winner but the game will still count as a loss for calculating final standings.

2.3.1.3. If a team is late due to technical reasons an admin must be informed before the no show time defined in 2.3.1.2. It is then at the admins discretion as to how much extra time said team has to resolve their technical issues. This may result in teams losing their technical pause in game.

2.4. Submitting results

2.4.1. After each game both team captains should report results before joining the lobby for the next game.

2.4.2. Results should be submitted through the tournament page of the website.

2.5. Casting of Games

UNIVERSITY ESPORT reserves the right to cast any games played as part of the national championship.

2.5.1.1. UNIVERSITY ESPORT tournament admins and people that are explicitly allowed to spectate by a tournament admin (e.g. shoutcasters or streamers) may ask to spectate. You can't refuse to invite an official UNIVERSITY ESPORT caster, if a UNIVERSITY ESPORT tournament admin asks you for an invite.

2.5.1.2. If you have casters spectating your game they should be made

- aware of any placeholder champions being used.
- 2.5.1.3. Players must wait for casters to declare they are ready before starting champion select.
- 2.5.1.4. If the game is being cast, players must join the lobby in the following order Top, Jungle, Mid, ADC, Support.

3. Spirit of the Game

3.1. Sportsmanship

- 3.1.1. Teams are expected to play at their best at all times within any UNIVERSITY ESPORT game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.
- 3.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the UNIVERSITY ESPORT.
 - 3.1.2.1. Hacking. Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.
 - 3.1.2.2. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
 - 3.1.2.3. Cheating Device. The use of any kind of cheating device and/or cheat program.
 - 3.1.2.4. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.
 - 3.1.2.5. UNIVERSITY ESPORT Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of UNIVERSITY ESPORT officials, violates these Rules and/or the standards of integrity established by UNIVERSITY ESPORT for competitive game play.
- 3.1.3. The following actions will be considered poor sportsmanship play and will be subject to penalties at the discretion of the UNIVERSITY ESPORT.
 - 3.1.3.1. Flaming. This shall be considered any comments in all chat or game lobby that may be considered negative or hurtful.
 - 3.1.3.2. Use of racist or discriminatory language.
 - 3.1.3.3. Intentional disconnects. This does not include restarting the client in order to bug fix.

3.2. Penalties

- 3.2.1. Any person found to have engaged in or attempted to engage in any act that the UNIVERSITY ESPORT believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the UNIVERSITY ESPORT.

- 3.2.2. If any team or player is suspected of breaking any rules, admins should be informed at which point they may ask for screenshots or other evidence of misconduct.
- 3.2.3. Upon discovery of any team member committing any violations of the rules listed above, UNIVERSITY ESPORT may in its sole discretion issue penalties up to and including lifetime bans from UNIVERSITY ESPORT competitions. The following document includes guidelines which will inform - but not determine - tournament admins' judgement of rule violations:
(<https://docs.google.com/spreadsheets/d/17gsKwfgBN8hR4iLZvxgzjkeAo0-E6cfWHnPrYZA5HkQ/edit?usp=sharing>).

3.3. Code of Conduct

- 3.3.1. By participating in the tournament you agree to abide by the rules laid out in our code of conduct
(<https://docs.google.com/document/d/1b49vEssB3-aOzaZu55A-KoMaH6VkMLbgm0sntW9zxdo/edit>).

4. Playoffs and end of season Prizes

- 4.1. To play in the semifinals teams must be able to attend the live final or will forfeit their spot.
- 4.2. To receive end of year prizes further proof of study/identity must be provided this will be requested by admins before semi-finals.

5. Spirit of the rules

- 5.1. These Rules may be amended, modified or supplemented by the UNIVERSITY ESPORT, from time to time, in order to ensure fair play and the integrity of the UNIVERSITY ESPORT.
- 5.2. All decisions regarding the interpretation of these rules lie solely with UNIVERSITY ESPORT, the decisions of which are final.