

## **PICKUP IN HOUSE RULES**

All rules are tentative and subject to change at any time by community leaders. These rules are a frame of reference for moderation, and punishment is left to the community leader's discretion for extreme circumstances or appeal. Punishments are to be respected by players. If you want to appeal a punishment, contact a community leader.

### **- General:**

- Inhouses are hosted by community leaders on scheduled dates (see inhouse schedule). Additional inhouses may be hosted on other days if community members are asking for them and community leaders are available. If a community leader is in a **【Lobby Setup】** voice channel, then it means that they are currently hosting a pickup inhouse. (Note: the community leader does not have to play to host).
- To join a pickup inhouse, just join the hosted **【Lobby Setup】** voice channel. It is first come first serve.
- In the event of back to back inhouses, players will have to sit out to allow new players to rotate in based on the number of inhouse matches played that day. (Hosts must abide by this rule as well)
- We ask that you mute yourself at the beginning when a new lobby starts if you do NOT plan on participating in inhouses
- Inhouses are meant to be community events, yet competitive.
- If you want to report a player (See #code-of-conduct), DM the host of the game with evidence of the player you're reporting and why so community leaders can look into the report

### **- Eligibility:**

- In order to be eligible for inhouses you must meet RIOT's rank requirement (Summoners who have reached level 30 and purchased at least 20 champions in the Store)

### **- In-Game Rules/Player Conduct:**

- Each team is given 5 minutes of pause time for afks, disconnects, emergencies, etc. To unpaused the game, the team that paused must say "R" in all chat. The other team must say "R" back before the first team unpaused the game. This includes planning in the lobby.
- If a player disconnects, the game will be decided based on the time in game after pause time runs out. (Under 15 minutes: The game is remade. Over 15 minutes: The game is unpaused, and it will be played out or forfeited)

- Racial, homophobic, and toxic slurs have no place in this server. If you are seen communicating with such slurs, you will be muted at the very minimum and more punishment may follow for repeated offenses.
- Excessive targeted harassment against members here is not allowed. This server provides inhouses to give players a friendly while competitive environment where they can play the game peacefully.
- Results of inhouses will be posted in #Match Results by the host.
- Intentionally feeding will never be tolerated in this server. Each event will result in a punishment. Unintentionally performing poorly is not punishable.
- Playing off-meta champions is allowed if said player is genuinely trying to win, but picking said champion with a malicious intent to detriment their team is not allowed.

*Consequences will be enforced based on community leader discretion, repeat offenders will be addressed on a case-by-case basis.*

#### **- Drafting Rules:**

1. The captain has final say on roles of players and drafting bans. If the captain wishes to assign roles to the team, they are required to post the roles in chat during champion select. Captains are picked on a volunteer basis. In the event there are no volunteers, the host will select captains. In the event there are multiple volunteers, selection is at the discretion of the host. Being a captain in an inhouse will give you "autofill protection"; a guaranteed spot in the next game when players are rotated out. You may not be a captain in two back to back in houses.
2. All 10 players must be in the league of legends custom lobby before the drafting process begins.
3. If a mistake is made in the drafting process, the draft can be restarted up at that pick with permission of the host.
4. Captains are required to make their picks within 1 minute of the other captain's pick, or they will be dropped from the lobby. After the draft completes, players have 5 minutes to get ready in the league of legends lobby. If players are not ready by then, the game will be started anyway or a dodge may be issued. Before the game is started the captain of both sides must confirm they are ready by typing R in the chat.
5. The lower ranked captain on the leaderboard gets the choice of side pick/first pick or two picks in a row.

6. If a player needs to drop the lobby once each captain picks a player, it will count as a drop and the possibility of a punishment will be administered if needed, decided by the inhouse host.
7. If a team does not pick the correct champion, they are required to @ the enemy captain and notify them of a placeholder pick before the next pick is made. The draft will then complete, then the draft will be redone with the correct picks. If this procedure is not followed, no placeholder will be used and the mispick is final. Bans can not be placeholder unless it was a no ban!

#### 8. Voice Channel setup

*Note: All ten players are required to be in their respective voice channels throughout the entire game. You are allowed to mute yourself, but you may not leave your team's respective channel.*

Chill zone will be used as a queue/spot for the next inhouse game. There is no cap on the number of person(s) in the queue.

Lobby Setup will be used during the team draft phase with the participants and admin(s) only. The max person(s) cap for this channel is eleven. Ten for the players and one for the admin.

Team(1/2) will be used as voice channels for the appropriate teams. Back seaters are allowed but we ask that you mute yourself as a courtesy to the team playing. You are allowed to interact with the current in house team if a consensus is reached among its members. The max person(s) allowed per channel are nine. Five for the participating team, and a max of three backseaters. The ninth spot is for the streaming capability.

**The disconnected player or players who failed to abide by these rules will receive a warning, and if it is a repeated offense then it will be up to host discretion.**