Washington University in St. Louis League Championship Series (WashU LCS) Official Rules for the 2013-2014 Season

Introduction and Purpose

These Official Rules of the Washington University in St. Louis League Championship Series (WashU LCS) apply to each of the teams participating in the 2013-2014 tournament, including coaches, managers, and players. These Rules are designed for the purposes of enriching the tournament experience of all parties involved and to create a fair and balanced playing field for all competitors.

Player Eligibility

To participate in the WashU LCS, players must satisfy the following conditions:

1.1 Washington University in St. Louis Affilitation

All participants must either currently be affiliated with the University or have been affiliated with the University at some point in their lives. This includes current students, alumni, faculty, and other staff members.

1.2 Have a minimum of 16 available champions

Tournament Draft regulations require that all participants have access to at least 16 champions before entering picks and bans.

Roster Rules

2.1 Roster Requirements

Each team is required to designate, at the time of registration, five players that will be members of their starting line-up (starters). In addition, each team may have up to two players as substitutes/reserves (subs). These seven players collectively constitute the team's active roster. No individual may hold positions on two teams simultaneously (e.g. players may not be a starter on two teams and players may also not be a starter on one team and a substitute on another).

2.2 Substitutions

A team may at any point elect to use a registered substitute in place of a starting player. The captain of the team wishing to use a substitute must notify the captain of the other team of the substitution.

2.2.1 Non-Registered Substitutes

Due to the nature of the tournament, there cases may arise in which a team finds itself short of five members capable of playing. In this situation, the captain of the team lacking a full five members (shorthanded team), may conference with the captain of the team with five members present (full-strength team). The captain of the full-strength team, at his/her discretion, may allow the shorthanded team to call upon an unregistered substitute to fill the missing spot. The unregistered substitute does not need to meet the eligibility requirements listed in Section 1.1 of this document. The captain of the full-strength team may also elect to NOT allow such a substitution to be made and require that the short-handed team either play with members of their active roster or forfeit the match. Regardless of the captain of the full-strength team's choice, the outcome of the match will be a part of the official tournament results and determine end-of-season rankings.

League Structure

3.1 Schedule

3.1.1 Group Stage

Group Stage matches will take place from November 1st, 2013, until March 9th, 2013. All matches during the group stage will be played through the Official League of Legends Client

3.1.2 Playoff/Bracket Stage

Playoff/Bracket Stage matches will take place from March 9th until the end of the academic school year. Matches up until either the quarter-finals or semi-finals will be played through the Official League of Legends Client. Quarter-final or semi-final matches and beyond will be played in College Hall through the same Client.

3.2 Phase Details

3.2.1 Group Stage

This phase consists of three pools, designated Baron Nashor, Ebonmaw, and Vilemaw Conferences. The former two pools will play on Saturday evenings will the latter pool will play matches on Friday evenings. All teams will be first assigned to a Friday or Saturday group based off of the team's expressed date preferences. Teams that have been placed in the Saturday pool will be randomly sorted into either the Baron Nashor or Ebonmaw Conferences.

All Group Stage teams will play the other teams in their conference in quadruple round robin format. Each team will play on the blue side for two of their games and the purple side for their two remaining games.

At the end of the regular season, teams will be given a ranking based off of their performance and the strength of their conference. **ALL** teams will be seeded into the playoff bracket; seeding positions will depend on the results of the aforementioned ranking.

Teams will be awarded for actively participating in the tournament. Showing up and losing a match will be much more favorable than failing to show up (e.g. winning a match may earn you three points while losing a match earns you one point and failing to show up earns you zero points). It is understandable that there are some weeks where teams will be unable to play due to a variety of reasons, but habitual failure to show up to scheduled matches will be investigated and teams may be punished with lower seeding or expulsion from the tournament.

3.2.2 Playoff Stage

This phase consists of a double elimination bracket in which all group stage teams compete. Seeding into the playoff stage will be dependent on the team's performance in the group stage with the strength of the team's conference factored in. The official bracket for the playoff stage will be hosted on challonge.com and will be posted and announced during mid-March.

Game Rules
4.1 Game Setup
Players must be logged onto the official League of Legends Client at least fifteen minutes prior to when matches are scheduled to start. The blue-side team captain should create the game and invite the members of both teams to the pre-game lobby.

> Game/Map Settings should be the following:
> Map: Summoner's Rift
> Team Size: 5
> Allow Spectators: Lobby Only
> Game Type: Tournament Draft
> Game Name: WULCS <Team 1 Name> vs. <Team 2 Name>

4.2 Game of Record
A Game of Record (GOR) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. A GOR is established by any of the following:

> An attack or ability is landed on minions, monsters, structures, or enemy champions
> Line-of-sight is established between players on opposing teams.
> Walking into, establishing vision, or targeting skillshot abilities into the opponent's jungle, which include brush connected to enemy jungle.
> Game timer reaches 00:02:00 (two minutes)

A game may be restarted before it obtains GOR status. Once a game has obtained GOR status, then the game will be considered official and restarts will only be allowed under the following specific conditions:

> If the server experiences problems (i.e. crashes)
> If there is an on-campus emergency (e.g. power outage, inclement weather, etc.)

4.3 Stoppage of Play
Players may pause the game under the following circumstances and only under the following circumstances:

> An unintentional disconnection
> A hardware or software malfunction
> Physical injury to the player(s)
> External events that require the game to the paused (e.g. if the team is playing in a seminar room and a faculty member asks that they relocate)

Each team is allowed up to fifteen (00:15:00) minutes of pause time. After this, the opposing team may elect to either use their pause time until issues are fixed or continue the game.

4.4 Reporting Game Results
The captain of the winning team is responsible for taking a screenshot of the results screen and emailing that screenshot to christopheryang@wustl.edu. Failure to send a screenshot of the results screen will result in penalties to the team.

If a team fails to show up for a scheduled match, the captain of the team present should send a message to "Shynigamii" over the Official Client explaining the situation. If for some reason Shynigamii is not present, then the captain should send an email to christopheryang@wustl.edu stating that the opposing team failed to show up (the captain of the opposing team should be cc'd in the email).

Player Conduct

5.1 Don't be a dick.

Player Conduct should be pretty self-explanatory. Players are asked to be polite and respectful towards their teammates, their opponents, and tournament referees/directors.

Suspicions of collusion or lack of competitive integrity will be handled severely by tournament officials. This means that teams may not collaborate with each other to obtain better seeding results or otherwise manipulate match outcomes.

Please note that picking "non-meta" champions or strategies (e.g. a tri-lane) does not constitute a violation of competitive integrity. An example of a violation of competitive integrity would be intentionally feeding the enemy team.

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the WULCS, and penalties for misconduct, lie solely with WULCS tournament administrators, the decisions of which are final.

Portions of this document (specifically 4.2) have been created by referencing Riot's Official World Championship Rules.