

# FFCS Season 3 Rulebook & Information



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# 1 Respect Within the League

## 1.1 Toxicity Within Teams

Toxicity within teams is not allowed. They're your teammates!

## 1.2 Toxicity to Opponents

Any hostility towards your opponents will also not be tolerated. Please refrain from abusing people on the enemy. Friendly competition is a part of the league, but any insults will not be tolerated.

## 1.3 Banter

Friendly banter is allowed. However, it must be tasteful and both parties need to be okay with it. It is important to remember that there is a line between friendly banter and being abusive.

## 1.4 Be Respectful

If anyone lets you know that something you said made them feel uncomfortable (even if you meant it as a friendly joke), please refrain from making any more statements of similar nature.

## 1.5 In Summary

FFCS is meant to be a league where everyone has fun, win or lose. The rule of thumb is that everyone should try, to the best of their ability, to make others feel welcome and comfortable.

## 1.6 Violations

Situations that violate the above rules are subjective in nature and will be investigated and dealt with on a case-by-case basis.

# 2 Smurfing, Account Sharing, and Account Honesty

## 2.1 Rank Honesty

When participating in this league, you must be honest about your rank. There are a wide variety of differently skilled players in this league and it is our priority that teams are as balanced as they can be to ensure a positive experience for all involved. This is difficult when someone lies about their rank. This rule also applies to cases of smurfing (smurfing is just being dishonest about your rank!)

## 2.2 What Account May You Play On?

It is encouraged that you play on your main account. However, some exceptions can be made (Ex. If you don't have a certain champion on your main account and need to use an alternate account to play that champ).

## 2.3 Account sharing

You cannot have someone else play on your account for an FFCS game. Account sharing results in a negative experience for everyone in the game. If you cannot make it to one of your games, your team is responsible for finding a sub (which will be discussed in section 7).

## 2.4 Multiple Account Users

Many players in FFCS use multiple accounts for different reasons (ex. A "top only" account). These accounts must be made public knowledge, and players must be truthful about their other accounts. To

avoid any potential issues with this rule, please list all your accounts in the FFCS discord, in [#ffcs-multi-account-declaration](#).

This rule may seem a bit annoying, but if a player is secretly practicing a role/champion on an unknown account, it causes a few issues, such as an unfair draft advantage. This rule will be considered broken if a team acquires an unfair advantage due to a player utilizing an undeclared account.

NOTE: any accounts that have been inactive for longer than 1 year do not need to be declared.

## **2.5 Violations**

Any violations of this section will result in a loss for the offending team in affected games, and the offending player possibly being banned from FFCS.

# **3 Team Selection/Player Draft**

This season, players will have the option to sign up as draft captains and build their teams in a bidding system.

## **3.1 Draft Information**

Captains will be able to review who signed up for FFCS before draft day, along with the players' preferred role, rank, and other relevant information, to make informed decisions. On draft day, captains will all join a call with the auctioneer. Captains will bid on all the players who signed up for FFCS until all teams have 5 players.

Bids will be made in a predetermined chat with the captains and auctioneer (Bids will be typed out). Bids will be in full dollars (you cannot place a bid with cents). In the case of a tying bid (Ex. 2 players bid \$5 for a player at the same time), whichever captain placed the bid first in the chat will have priority.

Each "round" of the draft will have a single player as the player to be bid on. All captains will then bid on the player, with the highest bidder acquiring the player for their team.

Captains will not be able to bid an amount larger than their remaining dollars. Should a captain reach \$0, the remaining players at the end of the draft will be assigned to their team. If there are multiple captains with \$0 who still need players at the end of the draft, the remaining players will be assigned randomly between the \$0 captains.

Captains are encouraged to draft wisely and bid on players based on their team's role needs. This will result in a stronger team and a better in-game experience. Captains are also encouraged to create a group chat and add players *after* they have been successfully drafted to their team. This will allow players to provide to the captain their input on who to bid on.

## **3.2 Draft Order**

Players to be drafted will be ordered very roughly by rank/elo. This means that, very roughly, the higher elo players will be drafted first, while the lower elo players will be put up for auction later on. It is important to note that this order will not be 100% precise and may not be entirely indicative of player skill. The reason for ordering players by rank is the following:

Consider the draft order was chosen randomly, and very strong players happened to be the last to be drafted. As the draft went on, captains would cease bidding on any players, to make sure that their roster is open for the strong players. This would mean that certain players could potentially receive 0 bids, and would have to be assigned to a team randomly, even though captains could still have money. Then, a captain's team might fill up randomly, with players they did not choose; thus, the draft turns into a fight against randomness. Consider again if the draft were to be ordered roughly by rank, where the lowest rank is left until the end. There would be no case where "saving" player slots in a captain's team would be beneficial, as that would mean the captain would be left with the lowest-ranked players. Thus, players will be bid on as long as captains have money, and randomness is no longer a factor to worry about. And so, the draft will be ordered roughly by rank.

### **3.3 Starting Funds**

Captains will start with \$100. However, if there is a large rank/skill disparity between captains (for example, captain A is Diamond I, but captain D is Bronze III), starting money may be adjusted to account for such cases.

### **3.4 Streaming the Draft**

Finally, the draft results will be streamed on the FFCS twitch channel. However, the auction itself will not be streamed. The streamer(s) will be in a separate call from the draft, and will not broadcast the specifics of the draft, such as the value each captain is bidding, and the value players were acquired for. The auctioneer will simply relay the result of each round to the streamer(s) (for example, "Captain B just acquired Quan Jovi"). We feel as though broadcasting values players get bought for might cause players (and captains) to feel uncomfortable, so we decided to just display results.

## **4 Player Roles**

### **4.1 Captains**

Each team will elect a captain. This is different from the captain role for the team/player drafting phase of FFCS. Captains will be in charge of coordinating with their team as well as the other team to book games for the regular season and playoffs.

### **4.2 In-Game Roles**

For in-game roles (such as top, mid, etc.), admins will not be assigning roles to the players. Instead, teams will be responsible for who is playing what role in the game. Hopefully, during the drafting and team-building phase of FFCS, captains will draft players based on role needs.

### **4.3 Role Flexing**

Role flexing is allowed in games (with some exceptions, such as Ethan in the jungle role). However, *after* the draftlol and *before* the client draft, players must be in pick order in the lobby (Top>Jg>Mid>Bot>Sup). This is mainly to ensure the website automatically detects the players' roles properly. This does *NOT* block you from switching lanes in-game, or anything of the sort. You are allowed to play the game unrestricted. Just make sure to order yourselves in the intended order for the lobby.

## 5 Scheduling Games

### 5.1 Scheduling

Games will be scheduled by captains based on their teams' availability. A helpful tool to use to check player availability is <https://www.when2meet.com/>. Captains are encouraged to use this tool to check their team's availability (although is it not mandatory to use this) and schedule their games accordingly.

### 5.2 Default Game Date & Time

During the regular season, the weeks will start on Saturday and end on Friday. Teams need to play their games during this period. The default time and date for a game is on Friday at 8:00 PM EST. If teams cannot agree on a date and time, the game must be played during the default time and date. Whichever team cannot play during the default time and date will forfeit the game.

## 6 Lobby, Draft/Champion Select, and In-game

### 6.1 Punctuality and Repercussions

All players of a team must be in the lobby by the agreed-upon time. Any team that does not have all its players in the lobby by the agreed-upon time will face the following penalties:

- 10 minutes past the deadline - 1 ban will be lost during the first ban phase of the draft
- 20 minutes past the deadline - 2 bans will be lost during the first ban phase of the draft
- 30 minutes past the deadline - The team forfeits the game

### 6.2 Side Selection

Side selection will be determined via coin flip before the game. Admins or streamers will be doing the coin flip with both captains as witnesses.

### 6.3 Champion Draft

For the draft, teams will use <https://draftlol.dawe.gg/>. The blue side captain will be responsible for making the draftlol lobby and sending out all the required links to their team, enemy team, and streamers'

### 6.3 Failure to Lock in on Time in Draft

Should the timer run out, draftlol will randomly select a champion for the team (or result in a no-ban, if it's during the ban phase). If this happens, teams will be forced to go along with draftlol's selection.

### 6.4 Client-Draft Mirroring

As explained in section 4.3, after the draftlol phase, but before the client champion select, teams must go in order of intended roles in the client lobby. This means that each team must be in the following order in the League of Legends client's custom game lobby:

1. Top
2. Jungle
3. Mid
4. Bottom
5. Support

In champion select, the bans must also match the bans in draftlol. This is to ensure the website gets the correct lobby data automatically.

## **6.5 In-Game Pausing**

Each team will be allowed to pause for up to 10 minutes in the game and must be for good reason. Enforcing pauses to be for “good reason” is impossible to enforce, so we’re employing the honour system for this one.

# **7 Player Substitutes**

## **7.1 Using Substitutes**

Teams are allowed to use substitutes in their FFCS games only if their main player is absolutely unable to play. Substitutes can only be selected from the pool of players actively participating in the FFCS league. Anyone not currently playing in the league cannot be used as a substitute. Substitutes must be within the same skill level as the player they are replacing. The other team has the option of declining a sub if they feel that the skill disparity between the main player and substitute is too high. Admins will have final say about the matter if both teams cannot come to an agreement.

## **7.2 Informing The Opponent**

If a team is using a sub for their game, they must inform the opposing team 24 hours before their planned game. This is to ensure that the opposing team has enough time to change their draft strategy based on the roster changes. If a team does not inform their opponent 24 hours before their game, they will lose 1 ban during the first ban phase of the draft.

## **7.3 Substitute Limits**

A team is only allowed to use a maximum of 2 subs per game. The rules in section 7.1 and 7.2 apply to both of the subs. If a team requires more than 2 subs for their game, they must forfeit the game.

# **8 Season Format**

## **8.1 Regular Season**

The regular season will be a single-round robin, with one match every week. This means that if there are 6 teams, the regular season will last 5 weeks.

## **8.2 Playoffs**

As of v1.0 of the rulebook, the playoff format has not yet been finalized, due to the number of teams not being known. This section will update once we know how many teams there will be. Expect the format to be similar to seasons 1 & 2; each round will be a best of 3 series, and double elimination is a possibility.

# **9 Additional Information & Seeking Assistance**

If any of the above rules are unclear, or further explanation is required, please reach out to either Andrew (Fenryn on Discord) or Luc (Luc on Discord). Please do the same if there are any uncertainties about anything, or if you feel uncomfortable about any situation regarding FFCS. We are here to make sure the season goes as smoothly as possible, and want nothing more than for everyone to have fun, so please don't hesitate to contact us!