Purdue League of Legends Group Championship VI Tournament Rulebook

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Purdue League of Legends Group

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Introduction and Purpose

These official rules of the Purdue League of Legends Group apply to each of the teams who have entered to play in the Purdue League of Legends Championship VI. These rules apply only to official Purdue League of Legends Championship VI play and not to other competitions.

The Purdue League of Legends Group has established these rules for the Purdue League of Legends Championship VI in order to provide a standardized set of rules to follow for play.

These rules do not include the Purdue League of Legends Group's rules, the Summoner's Code, or Purdue University policies, although all players and teams are expected to follow those rules as well.

1. Player Eligibility

To be eligible to participate in the Purdue League of Legends Championship VI, each player on every team must satisfy the following conditions:

1.1 Player Age
All players must be at least 17 years of age by the day of the tournament.

1.2 Purdue League of Legends Group Officers
Officers of the Purdue League of Legends Group are ineligible to compete in the tournament.

2. Prizes

2.1 Claiming the Prize
Before entering the tournament, all teams must confirm that the entire team can be physically present at the venue during every match played for Purdue League of Legends Championship VI. Failure to do so will result in immediate forfeit.

3. Team Eligibility and Roster Rules

3.1 Team Eligibility
Any and all teams shall be accepted to play in the Purdue League of Legends Championship VI if they satisfy all the requirements needed for an official team. In addition to that, the chosen team name must be deemed appropriate by the current officers and faculty advisor. There is no maximum number of teams for the tournament, however a minimum of eight teams must participate for the tournament to run.

3.2 General Roster Requirements
All teams must consist of at least five players. Teams are also allowed a General Manager/Coach as well as one substitute player. Players may only play on one team in the tournament. Adjustments to the roster must be made before the start of the tournament.

3.3 Substitutions
Teams are allowed to have one substitute player on their team. If a substitution is made, please notify the opposing team and referee of the change. Failure to do so will result in disqualification. During a prized match (meaning the game that will determine who will win which prize) the five players in that particular match will receive the prize. Substitutes are also only allowed to be on one team in the tournament.

4. Player Equipment

4.1 Purdue League of Legends Provided Equipment
The Purdue League of Legends Group will provide the following equipment per team to any active game in Purdue League of Legends Championship VI:

(5) Cat5e Ethernet Cables
(2) Power Strips
(5) Chairs
(2) Tables

If any Purdue League of Legends Group equipment is broken or destroyed, the perpetrator must pay all associated fees to replace the broken and/or destroyed item(s).

4.2 Player Owned or Team Owned Equipment
The Purdue League of Legends Group is not liable for the loss, destruction, or theft of any of the player owned or team owned equipment. This equipment is the sole property of their owner and their owner only. They are responsible for their equipment's care. The Purdue League of Legends Group has no responsibility to prevent the loss, destruction, or theft of the equipment as well.

4.3 Computer Programs and Usage
Players are prohibited from using any computer programs that will give them a competitive advantage over the competing team. Any use of such programs will result in an immediate disqualification of the entire team.

4.3.1 Voice Chat
Use of voice chat is permitted for the tournament. However, the software must also abide by rule 4.3. Officers may monitor a team's audio as well.

4.4 League of Legends Client
Players MUST have their League of Legends Client updated to the most current version by the start of their match. Failure to do so within 5 minutes of the start of the match will result in an immediate disqualification from the tournament for the entire team.

4.4.1 Exceptions
If there is an update within an hour of a round, the aforementioned time may be extended.

4.5 Audio Levels
Players must keep volume levels below an acceptable level. This includes, but is not limited to: Audio produced by the players, audio produced by any equipment, audio produced by software, and audio produced by the team. Officers may require players or teams to adjust their volume if the officers determine that the volume levels are too high. Players are not guaranteed a comfortable volume level during the entire tournament, even if the volume level would give one team a competitive advantage over another team.

4.6 Equipment Handling
Players may not touch or handle any of the Purdue League of Legends Group's owned or provided equipment at any time without the _explicit_ permission from a Purdue League of Legends Group Officer. Any violation of this rule may result in immediate disqualification for the player's team.

5. Competition Area Layout

5.1 Match Area
The "match area" will consist of two rooms adjacent to, and on opposite sides of the main tournament room. Any changes made to the "match area" will be announced prior to the start of the tournament. During match play, the match area is restricted solely to the following:

5.1.1 General Manager/Coach
These may be present during the match preparation process, but must leave prior to the pick/ban phase and may not return until the match has been declared over.

5.1.2 Officers
Officers may be present in the match area at any point in time to monitor the matches.

5.1.3 Food and Drink Restrictions
No food is allowed in the match area. Drinks are permitted only if they are in a spill-proof container.

5.2 Warm-up Area
There is no guaranteed warm-up area for teams to practice for their upcoming match. The Purdue League of Legends Group reserves the right to prioritize any/all equipment for the teams currently playing in a tournament match.

5.3 Spectator Section
The spectator section is reserved only for those wishing to spectate the game. Any use of this area for purposes other than to spectate the game will be moved elsewhere.

6. League Structure

6.1 Game
An instance of competition on the "Summoner's Rift" map is played in "Tournament Draft" game type until a winner is determined by one of the following conditions, whichever occurs first:

(a) Completion of the final objective (Destruction of a Nexus), (b) Team surrender, (c) Team forfeit, or (d) Awarded game victory (See Section 8).

6.2 Current Officers and Faculty Advisor
The current Purdue League of Legends Group officers and faculty advisor are noted at the beginning of the rulebook. These individuals will make judgements on the rules laid out in this rulebook. In the event that any individual is not present, they will abstain from voting.

7. Match Process

7.1 Changes to Schedule
The Purdue League of Legends Group may, at its own discretion, change the schedule of matches at any time during the match as it sees fit. In the event that the schedule is modified, the Purdue League of Legends Group will notify all teams at the earliest convenience.

7.2 Arrival at Tournament
All members of a participating team must arrive at the tournament no later than 10 minutes before the start of their match.

7.3 Pre-Match Setup

7.3.1 Setup Time
Players must set up prior to their match in order to ensure the match runs smoothly. Each team will have 10 minutes to set up their area before the match starts. Failure to do so may result in the disqualification of the team.

7.3.2 Technical Failure of Equipment
If a player has any equipment problems with any of the Purdue League of Legends Group's equipment, the match will be delayed until the problem can be solved. However, any problems with the player's own equipment will NOT result in a delay. They must resolve their problem within the setup time.

7.3.3 Player Ready State
Once all ten players have confirmed readiness, the pick/ban process will begin and players may not return to the setup time.

7.4 Game Setup

7.4.1 Tournament Format
The tournament will be in the "Tournament Draft" game type. If this is not possible, teams will instead choose "Blind Pick" and decide picks/bans outside of the game.

7.4.2 Map
The map will be "Summoner's Rift" with a team size of 5. The Name and Password of the match will be given by the referee/officer in charge of the match, should it be necessary.

8. Game Rules

8.1 Definition of Terms

8.1.1 Unintentional Disconnection
A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

8.1.2 Intentional Disconnection
A player losing connection to the game due to a player's action (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual if the player, and are eligible for punishment.

8.2 Stoppage of Play
If a player intentionally disconnects without notifying a regulating officer or pauses, a regulating officer is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area or discuss strategy with each other unless authorized by a regulating officer.

8.2.1 Directed Pause
A regulating officer may order the pause of a match or execute a pause command on any player station at the sole discretion of the Purdue League of Legends Group, at any time.

8.2.2 Player Pause
Players may only pause the game following an unintentional disconnection, a non-player provided equipment or software failure, or interference with a player. The player must signal a Purdue League of Legends officer immediately following the pause and identify the reason. Any other reason is not an appropriate reason for pausing unless deemed necessary by the sole discretion of a regulating officer.

8.2.3 Unauthorized Pause
Use of the pause function without permission from a Purdue League of Legends Officer or not in guidance with the rules will result in disqualification pending a decision from the current Purdue League of Legends Group officers and faculty advisor.

9. Player Conduct

9.1 Competition Conduct

9.1.1 Unfair Play
The following actions will be considered unfair play and will be subject to immediate disqualification at the discretion of Purdue League of Legends Group officers.

9.1.1.1 Collusion
Collusion is defined as any agreement among two or more players and/or confederates to disadvantage opposing players.

9.1.1.2 Hacking
Hacking is defined as any modification of the League of Legends game client or any property of the Purdue League of Legends Group by any player, team, or person acting on behalf of a player or a team.

9.1.1.3 Exploiting
Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, actions such as: glitches with items, glitches with minions, glitches with champions, or any game function that, determined by Purdue League of Legends officers, is not functioning as intended.

9.1.1.4 Proxy Playing
Proxy playing is defined as playing under another player's account.

9.1.1.5 Cheating Device
The use of any kind of cheating device and/or cheat program.

9.1.1.6 Intentional Disconnection
Any intentional disconnection without the authorization of a Purdue League of Legends officer.

9.1.2 Profanity and Hate Speech
All players must not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, disrespectful, or offensive towards another player. They may also not promote discriminatory conduct or racial beliefs at any time during the event. Players using any form of communication to perform the above actions will also count as breaking of this rule.

9.1.3 Disruptive Behavior, Abusive Behavior, and Insults
All players may not take any action or perform any gesture directed at any player that is insulting, mocking, disruptive, antagonistic, or offensive. Abuse of Purdue League of Legends officers, players, or audience members will not be tolerated.

9.1.4 Apparel
Any inappropriate apparel containing any objectionable or offensive apparel must not be worn.

9.2 Unprofessional Behavior

9.2.1 Harassment
Harassment is completely forbidden. These are defined as hostile, repeated, or systematic actions taking place over a period of time which are meant to antagonize a player.

9.2.2 Sexual Harassment
Sexual harassment is completely forbidden. Sexual harassment is defined as unwelcome sexual advances. There is a zero tolerance rule for any sexual harassment and any player committing any acts of sexual harassment will be immediately reported to law enforcement.

9.2.3 Bribery or Gifts
Players may not bribe or give gifts to any Purdue League of Legends Group officer or opposing player.

9.3 Gambling
Any form or mention of gambling will be taken with a zero tolerance rule and the perpetrator will be immediately escorted off the premises.

9.4 Penalties
Any violation of the rules in this rulebook will result in at least one of the following punitive actions: Verbal warning, automatic forfeit, disqualification, suspension or loss of prize eligibility by the current Purdue League of Legends Group officers and faculty advisor.

10. Tournament Sign-Up

10.1 Team Sign-Up
Teams can can sign up for the tournament by either emailing purduelolgroup@gmail.com or by signing up at the door on the day of the tournament. Teams must consist of 5 or more players, have an appropriate team name, and elect a team captain. Failure to do so will result in that team not being officially registered for the tournament.

10.2 Team Fees
Purdue League of Legends Championship VI requires all participating players to pay club dues in order to participate in this tournament. All participants not meeting this requirement can pay a $5 entry fee, counting as both their entry fee and semester dues.

11. Spirit of the Rules

11.1 Finality of Decisions
All decisions regarding the interpretation of these rules lie solely with the Purdue League of Legends Group and are final. Decisions made with these rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

11.2 Rule Changes
These rules may be amended, modified, or supplemented by the Purdue League of Legends Group at any time in order to ensure fair play and integrity of the Purdue League of Legends Group, the Summoner's Code, and Purdue University policy.