

# **PURDUE LEAGUE OF LEGENDS GROUP TOURNAMENT RULEBOOK**

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**Fall 2014**

## **Purdue League of Legends Group**

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## **Table of Contents**

Introduction and Purpose .....	4
<b>1. Player Eligibility .....</b>	<b>5</b>
1.1 Player Age.....	5
1.2 No Purdue League of Legends Group Officers .....	5
<b>2. Prizes .....</b>	<b>5</b>
2.1 Claiming the Prize.....	5
<b>3. Team Eligibility and Roster Rules.....</b>	<b>5</b>
3.1 Team Eligibility .....	5
3.2 Purdue Affiliation .....	5
3.3 General Roster Requirements .....	5
3.4 Substitutions.....	5
<b>4. Player Equipment .....</b>	<b>6</b>
4.1 Purdue League of Legends Group Provided Equipment.....	6
4.2 Player Owned or Team Owned Equipment .....	6
4.3 Computer Programs and Usage .....	6
4.3.1 Voice Chat .....	6
4.4 League of Legends Client .....	6
4.4.1 Exceptions.....	6
4.5 Audio Levels.....	7
4.6 Equipment Handling .....	7
<b>5. Competition Area Layout.....</b>	<b>7</b>
5.1 Match Area .....	7
5.1.1 General Manager/Coach .....	7
5.1.2 Officers .....	7
5.1.3 Food and Drink Restrictions .....	7
5.2 Warm-up Area .....	7
5.3 Spectator Section .....	7
<b>6. League Structure.....</b>	<b>8</b>
6.1 Game.....	8
6.2 Grand Council.....	8

<b>7.</b>	<b>Match Process .....</b>	<b>8</b>
7.1	Changes to Schedule .....	8
7.2	Arrival at Tournament.....	8
7.3	Pre-Match Setup .....	8
7.3.1	Setup Time.....	8
7.3.2	Technical Failure of Equipment.....	8
7.3.3	Player Ready State .....	8
7.4	Game Setup.....	9
7.4.1	Tournament Format .....	9
7.4.2	Map .....	9
<b>8.</b>	<b>Game Rules.....</b>	<b>9</b>
8.1	Definition of Terms.....	9
8.1.1	Unintentional Disconnection .....	9
8.1.2	Intentional Disconnection .....	9
8.2	Stoppage of Play .....	9
8.2.1	Directed Pause .....	9
8.2.2	Player Pause.....	9
8.2.3	Unauthorized Pause .....	9
<b>9.</b>	<b>Player Conduct.....</b>	<b>10</b>
9.1	Competition Conduct.....	10
9.1.1	Unfair Play.....	10
9.1.2	Profanity and Hate Speech.....	10
9.1.3	Disruptive Behavior, Abusive Behavior, and Insults.....	10
9.1.4	Apparel.....	10
9.2	Unprofessional Behavior .....	11
9.2.1	Harassment.....	11
9.2.2	Sexual Harassment.....	11
9.2.3	Bribery or Gifts .....	11
9.3	Gambling .....	11
9.4	Penalties .....	11
<b>10.</b>	<b>Tournament Enrollment .....</b>	<b>11</b>
10.1	Team Sign Up .....	11
10.2	Team Fees .....	11
<b>11.</b>	<b>Spirit of the Rules.....</b>	<b>12</b>
11.1	Finality of Decisions .....	12
11.2	Rule Changes .....	12

## **Introduction and Purpose**

These Official Rules of the Purdue League of Legends Fall Tournament apply to each of the teams who have entered to play in the Purdue League of Legends Fall Tournament. These rules apply only to official Purdue League of Legends Fall Tournament play and not to other competitions.

The Purdue League of Legends Group has established these rules for the Fall Tournament 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 play in the Purdue League of Legends Group Fall Tournament, each player on the 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 No Purdue League of Legends Group Officers**

Official officers of the Purdue League of Legends Group are not permitted to compete in this tournament at any time.

## **2. Prizes**

### **2.1 Claiming the Prize**

Before entering the semi-finals, all teams must confirm that the entire team can be physically present at the venue at the conclusion of the Fall Tournament. 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 Group Fall Tournament if they satisfy all the requirements needed for an official team. In addition to that, the chosen team name must be deemed appropriate in order to be qualified to participate in the tournament. There is no maximum number of teams for the tournament, however 4 teams must participate for the tournament to run.

### **3.2 Purdue University Affiliation**

All members of the team must currently be enrolled as a Purdue University student unless stated otherwise by the Grand Council.

### **3.3 General Roster Requirements**

All teams must consist of five players. Teams are also allowed a General Manager/Coach. Players may only play on one team in the Tournament. Adjustments to the roster must be made before the start of the Tournament.

### **3.4 Substitutions**

Teams ARE allowed to have substitution(s) within their team. If a substitution is made, please notify the opposing team 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 5 winners in that particular match will receive the prize.

## **4. Player Equipment**

### **4.1 Purdue League of Legends Group Provided Equipment**

The Purdue League of Legends Group will provide the following equipment per team to any active game in the Purdue League of Legends Fall Tournament:

- (5) Ethernet ports
- (5) Power Outlets
- (5) Chairs
- (2) Tables

At the request of a player, the Purdue League of Legends Group will provide the following equipment only if all financial obligations have been paid:

- (5) Cat5 Ethernet Cables

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 the 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 software 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, this rule 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 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.

### 5. Competition Area Layout

#### 5.1 Match Area

The "match area" is composed of the area on the two sides of the room surrounding the competition tables used during match play. 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 match.

##### 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

The warm-up area is designed for teams to practice for their upcoming match. These are located in the center areas of the room surrounding the spectator area. However, the Purdue League of Legends Group does not guarantee the availability of this space or any warm-up area.

#### 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 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 8.5).

### **6.2 Council**

The Council is a group of individuals made up of the current President, Vice President, Treasurer, Event Manager, and Advisor of the Purdue League of Legends Group. These individuals will make judgments on the rules laid out in this rule book.

## **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 setup prior to their match in order to ensure the match runs smoothly. Each team will have 10 minutes to setup 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, and 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 mode. If this is not possible, teams will instead pick Blind Pick but decide picks/bans outside of the game.

### 7.4.2 Map

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.

## 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 player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player, and are eligible for punishment.

### 8.2 Stoppage of Play

If a player intentionally disconnects without notifying an Officer or pausing, an 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 an Officer.

#### 8.2.1 Directed Pause

Officers 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 an 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 grand council.

## **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 Officials.

##### **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 action 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 other game function that, determined by PurdueLoL 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 may 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 an Officer or opposing player without the sole discretion of the President.

## 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 violations of the rules in this rulebook will result in the following punitive actions: Verbal Warning, Automatic Forfeit, Disqualification, Suspension, or Loss of Prize Eligibility determined by the Council's discretion.

# 10. Tournament Sign-Up

### 10.1 Team Sign Up

Teams can sign up for the tournament by either emailing [purduelolgroup@gmail.com](mailto: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

Teams must pay a fee of \$25.00 USD total or \$5.00 per player. Players who have paid their dues need not pay the \$5.00 fee, and for each player who has paid their dues, the team fee will be reduced incrementally by \$5.00.

## **11. Spirit of the Rules**

### **11.1 Finality of Decisions**

All decisions regarding the interpretation of these rules lie solely with 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 Purdue League of Legends group at any time, in order to ensure fair play and the integrity of the Purdue League of Legends Group, the Summoner's Code, and Purdue University Policy.

## **APPENDIX**

### Appendix A

#### Authors:

Michael Yang .....	Version 1.0.....	October 15, 2013
Michael Yang .....	Version 1.1.....	February 6, 2014
Michael Yang .....	Version 1.2.....	March 3, 2014
Cameron Kachur.....	Version 1.5.....	March 29, 2014
Eric Lederer.....	Version 1.8.....	July 19, 2014
Michael Yang .....	Version 2.0.....	July 20, 2014