

PURDUE LEAGUE OF LEGENDS GROUP CHAMPIONSHIP V TOURNAMENT RULEBOOK

Fall 2014

Purdue League of Legends Group

President:	Erick Smith
Vice President:	Cameron Kachur
Treasurer:	Anna Chen
Event Manager:	Eric Lederer
Ass. Event Manager:	Treven Yeager
	Erich Fischer
Network Manager:	Chris Pastor
Community Manager:	Benjamin Milks
Ass. Comm. Manager:	Tim Treahy
	Andreas Watts
Web Designer:	Simon Smith
Faculty Advisor:	Jon Wright
Board of Directors:	Michael Yang
	Jessica Newman
	Billy Louie
	Anna Smith
Contact:	purduelolgroup@gmail.com
Internet:	www.purduelol.com

Affiliation: The Purdue League of Legends Group is a student run organization affiliated with Purdue University.

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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 V. These rules apply only to official Purdue League of Legends Championship V play and not to other competitions.

The Purdue League of Legends Group has established these rules for the Purdue League of Legends Championship V 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 V, 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 Purdue League of Legends Group Officers

Officers of the Purdue League of Legends Group are ineligible to compete (unless discussed by the President).

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 V. 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 V 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 Grand Council in order to be qualified to participate in the tournament. 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 any substitute players. 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 substitution(s) within 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.

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 Purdue League of Legends Championship V:

- (5) Cat5e Ethernet Cables
- (5) Power Outlets
- (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 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, 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 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" is composed of the area on the two sides of the room surrounding the competition tables used during match play. 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

Permitted officers (not participating in the tournament) 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 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 Grand Council

The Grand 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. 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 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. 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” but decide picks/bans outside of the game.

7.4.2 Map

The map will be the “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 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 a regulating officer or pausing, 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 regulating 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 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.

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 at least one of the following punitive actions:

Verbal Warning, Automatic Forfeit, Disqualification, Suspension, or Loss of Prize Eligibility determined by the Grand 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 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

PurdueLoL Championship V requires all participating players to pay club dues. (\$6 per Semester, \$10 per Academic Year, or \$5 per Person)

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 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
Eric Lederer	Version 2.1 (TT Ed.)	September 7, 2014
Michael Yang	Version 2.2 (TT Ed.)	September 8, 2014
Michael Yang	Version 2.3 (TT Ed.)	September 8, 2014
Eric Lederer	Version 2.4 (Championship V)	October 9, 2014
Erick Smith	Version 2.5 (Championship V)	October 12, 2014
Michael Yang	Version 2.6 (Championship V)	October 13, 2014