League of Legends 5v5 Summoner's Rift Standard Ruleset (v.S2020)

1. Prizes

Tournament Prizing listed on affiliated site.

2. Roster Rules

1. Roster Requirements

Each team is required to have five players in the starting lineup prior to the start of the start of the tournament. No changes to the roster are allowed once the tournament begins. If a player must leave due to personal/health reasons, Free Agents will be allowed to join on a case-by-case basis after initially contacting an Admin.

2. Substitutions

Substitutions must be declared to the head admin before the start of the next game. No substitutions may occur during games.

3. Tournament Structure

1. Schedule

Tournament will begin Friday at 1:00PM and is set to conclude by 11:00PM Saturday.

2. Style

We will be running Mixed Format. Teams will play matches to determine the lineup. Final 8 will be best of 3, until the semi-finals, which will be best of 5. The bracketing will be conducted on challonge.com where all results will be recorded.

4. Match Process

1. Role of Administrators

1. Responsibilities

Administrators are officials who are responsible for making judgments on game-related issue, questions, and other situations which occur before, during, and immediately following match play. Their oversight includes, but is not limited to:

1. Announcing the beginning of a round
2. Ordering pause/resume during play
3. Issuing penalties in response to a rules violation during the game
4. Confirming the end of the match and its results
5. Deciding the results in the event of foul play

2. Finalities of Judgments

If an administrator makes an incorrect judgment during a match, the judgment cannot be reversed, as the decision of the administrator is absolute and final and there is no appeal process. Players are free to ask the Admins (there will be up to two (2) Admins during this tournament) to make a consensus decision, if they feel that a single Admin's decision may carry risk. Admins retain the right to refuse that option if needed.

2. Pre-Match Setup

1. Timeliness of Match Start

To ensure rounds continue at a reasonable pace and so the tournament ends in a timely manner, it is expected that a match will begin at most fifteen (15) minutes after the announcement of a round starting. If a match has not begun by that time, the waiting team (if any) will notify an Admin, who will search for the missing team. If the missing team is not found after searching all League of Legends Tournament Play Rooms, the Team(s) that is not ready will forfeit that game. For example, if a round is posted and announced at 10:00 pm, every match should attempt to begin before 10:15 pm.

2. Game Lobby Creation

The tournament draft game lobby will be created by the higher seeded team and be named <TEAM 1 NAME> vs. <TEAM 2 NAME>, where TEAM 1 NAME and TEAM 2 NAME are the respective team names. If help is needed in creating a game lobby, talk to an Admin.

3. Game Setup

1. Start of Pick/Ban Process

Once all ten players (and any official spectators if needed) are in the game lobby and both Team Captains confirm that they are ready, the lobby owner may start the game.

2. General Settings

The game will be created using the following custom game settings:
Map: Summoner's Rift
Team Size: 5
Allow Spectators: Lobby Only
Game Type: Tournament Draft

4. Pick/Ban Phase & Side Selection

1. Tournament Draft

The game will be played in the Tournament Draft format. There will be 30 seconds per champion ban, 60 seconds for champion pick, and 60 seconds for champion swaps.

2. Side Selection

Team's sides will be determined by their seed. Higher seed will be on blue side and lower seed will be on red side.

3. Selection Error

In the event of an incorrectly or erroneously-selected Champion pick or ban, the team in error must notify the enemy team, take note of current picks and bans, quit, and rejoin the lobby. The process will the restart with identical picks and bans up until the point of error. The process will then continue as normal until completion. If the next selection is locked before the team in error gives notification, the incorrect selection will be irrevocable. Contact a Staff member if issues occur.

5. Game Rules

1. Game of Record (GOR)

Game of Record is established when one of the following events occurs:

1. Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
2. Line-of-sight is established between players on opposing teams.

1. EXCEPTION: GOR is not established if line-of-sight is established through use of the Summoner Spell "Clairvoyance" within the opponent's base. This rule may not apply in instances when Clairvoyance no longer is applicable.

3. Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
4. Game timer reaches two minutes (00:02:00).

2. Stoppage of Play

1. Player Pause

Players may pause the game for up to 10 minutes. After 10 minutes of pause time has gone by, the game must be resumed with all available players. Pausing beyond this time will be considered unfair play and subject to penalties applied at the discretion of tournament officials.

3. Game Restart

1. Restarts Before GOR

If any player's runes or mastery settings have not applied correctly between the game lobby and match in a way that cannot be adjusted within the game, then a game may be restarted with the agreement of both teams.

2. Restarts After GOR

If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics, then a game may be restarted.

4. Post-Game Process

1. Results

Winning team will update their match with scores on the bracket. They will also take a screenshot of their end-game screen and upload it to the match attachments on the bracket site as needed.

2. Break Time

There will be a 10 minute break after a round fully completes. After 10 minutes, the next round will be announced.

3. Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match. No other statistics will be recorded for forfeited matches.

4. Screenshot

The winning team of each match should provide a screenshot to the respective bracket site as needed, displaying the result of their match.

5. Next Match

After all matches are completed in a round, the match for the next round will be posted. Standings will also be updated at the end of a round.

6. Player Conduct

1. Competition Conduct

1. Unfair Play

The following actions will be considered unfair play and will be subject to penalties at the discretion of tournament officials.

1. Collusion

Collusion is defined as any agreement among two or more players and/or confederates to disadvantage opposing players. Collusions includes, but is not limited to, acts such as:

1. Soft play
2. Pre-arranging to split prizes
3. Sending or receiving signals from a confederate to/from a player
4. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
5. Deliberately failing to play in any manner inconsistent with the principles of good sportsmanship, honesty, or fair play.

2. Hacking

Hacking is defined as any modification of the League of Legends game client by any player, team, or person.

3. **Exploiting**

   Exploiting is defined as intentionally using any in-game bug to seek an advantage.

4. **Spectator Monitor**

   Looking at or attempting to look at spectator monitors. This includes having non-players relay spectator information.

5. **Ringing**

   Playing under another player's account or soliciting, inducing, encouraging, or directing someone else to play under another player's account.

6. **Cheating Device**

   The use of any kind of cheating device and/or cheat program. This includes assist-scripts, automated AI, and other systems not provided by the game.

7. **Event Discretion**

   Any other act, failure to act, or behavior which, in the sole judgment of officials, violates these rules and/or the standards of integrity established by officials for competitive gameplay.

2. **Overall Player Conduct**

   Be nice! No insults, hate speech, or abuse will be tolerated.

2. Penalties

Upon discovery of any team member committing any violations of the rules listed above, officials may issue the following penalties:

3. **Verbal Warnings**
4. **Loss of Ban**
5. **Game Forfeiture(s)**
6. **Match Forfeiture(s)**
7. **Disqualification(s)**

7. Spirit of Rules

1. **Finality of Decisions**

All decisions regarding the interpretation of these rules of the tournament lie solely with the tournament administrators, the decisions of which are final. The decisions cannot be appealed.

2. **Rule Changes**

These rules may be amended, modified, or supplemented by the administration at any time or place in order to ensure fair play and the integrity of the tournament.