

# LoL Rules Spring 2014



## Official Event Rules League of Legends 5v5 Tournament

Please refer to the LANFest Competition Guide and Waiver for additional rules.

### General & Game Settings:

- Max Teams: 32
- Channel: Use 'LANFest' as the official channel to communicate and organize games
- Competition Method: 5 vs. 5
- Maps allowed: Summoner's Rift (summer)
- Mode: Tournament Draft
- Tournament Mode: Single Elimination
- Bans per team: 3
- Game Length: Until the winner is determined
- Game Winner: The team who completely destroys their opponent's nexus or forces their opponent to surrender.
- Champion Selection: Draft mode will be used. Players may only select champions that are unlocked via any means. Players need to have a minimum of 14 champions available for draft mode.
- Restrictions: There are no item/champion restrictions at this time. At the discretion of the Head Admin, restrictions may be added. Teams may converse with other teams to get an agreement for bans, this should be brought to the Head Admin's attention to be made official.
- Match Setup: Top or Home Team Captain will create matches and provide game names/passwords to both teams. In Finals, which will be a Best of 3, winners will create the match.

### Requirements:

- All players must be ready to play at the start of the event! This includes having the game, patched to latest, if you need a patched copy of the game (you forgot to patch prior to the event, etc) there will be a patched copy on the Head Admin's computer or on the LAN wide \\patch\ server.

- All results must be reported on LANHub by both teams or to the respective Referee right after the match.
- No 3rd party program or any trace of scripts will be allowed. This includes personal map textures and player exploits. It will be considered a violation of the rules. 3rd Party communication software (LAN Server Mumble) will be allowed as the only exception.
- Team members are fully allowed to communicate verbally, even when 'dead'.(Ghost Talking)
- Players are responsible for their actions in regards to known map or game bugs/exploits. Any Player or Team utilizing ANY exploit or bug in a map or game, unintentional or otherwise are breaking the rules.

## **Draft Rules:**

- Draft Options: Tournament will be using the draft mode feature. Team will only have 5 members, subs can be used but may only play for one team throughout the tournament.
- Draft Order: The team with the better ranking (or listed as the home team) will have the choice to select their side as blue (first pick) or purple (second pick). In a multiple game series, the loser of a game will receive first pick for the next game.

Draft mode proceeds in a snake draft format as follows:

Blue Team= A; Purple Team = B

Bans: ABABAB

Picks: ABBAABBAAB

## **Stoppage of Play:**

- A player, who is experiences technical issues, on any team may call for a game restart prior to first blood within the first 5 minutes of the game (i.e. before the timer shows 5:00). The player must be experiencing a hardware malfunction (e.g. monitor, peripheral, etc), a physical disruption (e.g. fan interference, table or chair breakage), or a configuration issues (e.g. runes, masteries, or summoner spells are not properly applied). The player must declare the issue in public chat or to a tournament administrator and then intentionally disconnect. Once the player disconnects, the game is considered null and void and should be restarted unless a tournament administrator determines that the conduct represents unfair play.
- If an unintentional disconnection occurs within 5 minutes from the start of the match & before first blood –OR– a player's client crashes or fails to load after champion selection, then the match must be restarted. Otherwise if the unintentional disconnection occurs after those milestones, the game will continue as normal. The crashed player may reconnect into the game as soon as they are able.
- If a player intentionally disconnects without specifying a reason, then the game will continue as normal.
- If a server crash occurs, then the tournament director or head referee will decide either between (a) restarting the game or (b) awarding the game to one of the teams. As a guideline, a game victory will only be awarded in a situation where one team was on the verge of certain defeat (e.g. A nexus was about to be destroyed).

## **Unfair play:**

The following actions will be considered unfair play:

1. The use of any cheat program and/or map hack program.
2. An intentional disconnection without a proper and explicitly stated reason
3. The use of any settings exceeding the standard and permitted settings

4. Intentionally allowing an opponent to win a game.
5. Unsportsmanlike or disruptive behavior such as inappropriate and/or unprofessional actions directed towards another player or tournament official.
6. The use of a game bug that is determined by the board of referees as being unfair.

Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the tournament director or a group of referees, may receive a warning, a forfeit loss, disqualified from the tournament. During the course of the event, the tournament director or group of referees may determine other actions to embody unfair play.

### **Substitutions:**

- The tournament officials or referees must be informed if any substitutions are to be done.
- Teams are allowed to substitute twice only in the tournament.
- Substitutions can only be done before or after a match is done and not during.
- The substitute player for the team must not be playing for any other team in the tournament.
- Players may not substitute for another team if they are participating on another team. This includes if your team has been defeated and you've been knocked out of the tournament.

### **Rule Changes:**

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Players are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Players must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.