

Campus Legends Handbook

League of Legends (PC) – Updated 6th June 2019

1 Definitions

1.1 Game: As established in the World's Championship, an instance of competition on Summoner's Rift map that is played until a winner, by one of the following methods (whichever comes first);

- A) Completion of final objective, destruction of enemy nexus
- B) Team Surrender
- C) Team Forfeit

1.2 Match: A set of game that is played until one team wins a majority of total games. Either; winning one match (best of one) or two of three matches (best of three) or three of five matches (best of five).

2 Eligibility

2.1 Members of each team **must comprise of students who are currently residing / in enrollment** of said school as of 2019. i.e. Team ABC of Ngee Ann Polytechnic must consist of members of current students of Ngee Ann Polytechnic

2.2 Students graduating in the periods of April to June of 2019 are still eligible to participate

2.3 Alumni members are not allowed

2.4 Participants are required to present their student card for verification on day of competition. Admins reserve the right to deny participation of players, without their student cards

3 Player Availabilities

3.1 Teams that are originally assigned matches specifically on Sundays, must be on standby to play on Saturday (the day prior to their assigned match day) in the event of any logistical changes to the tournament dates. This includes all three tournament phases, from School Qualifiers, Group Stages and to the Playoffs

4 Tournament Structure

4.1 The tournament will be held from 18th May to 4th August 2019

4.2 Teams will go through the following structure throughout the entirety of tournament;

- 1) School Qualifier
- 2) Group Stages
- 3) Playoffs

5 School Qualifiers

5.1 Teams will be competing within their respective institutions. One team will advance and represent their school in the next round.

5.2 Teams will be split into one or two groups depending on the signups.

League of Legends (PC)

5.3 Matches will be played in an online, best of one, Swiss system format.

5.4 Top 2 of each group will proceed to the semi-finals of the School Qualifiers if there is two groups, and top 2 of the group will play in a Best-of-three finals if there is only one group.

5.5 Semi-finals will be played in a Best-of-one format.

5.6 Side allocation during brackets will be determined by a coin flip. Winning team will provide side selection to administrative team

5.7 Side allocation during tiebreakers will be determined by the higher seed, or a coinflip if teams are of equal seeding.

5.8 In the event of odd number of teams signing up, byes will be given. Byes will be randomly given on the first round, and one of the teams randomly that loses in the round subsequently. A bye will be considered a win.

5.9 Tiebreaker Rulings

5.9.1 Two-way tiebreakers

A tie in a two-way tiebreaker will be resolved in a best-of-one match. Depending on the head-to-head record, if a team has beaten their tied opponent previously, they will receive the side selection advantage. If not, a coinflip will determine the side selection.

5.9.2 Three-way tiebreakers

In the event of a three-way tie, seeding will be determined by the teams involved average game win timing. The fastest team will receive a bye while the 2nd and 3rd fastest team will play in a best-of-one match, with the side selection given to the 2nd fastest team. The winner of that match will face the fastest team with side selection given to the fastest team. The winner of the tiebreaker will move on to the next stage of the qualifiers.

5.9.3 Four-way tiebreakers

In the event of a four-way tie, seeding will be determined by the teams involved average game win timing. The fastest team will face against the 4th fastest team, and the 2nd fastest team will face against the 3rd fastest team, with side selection given to the higher seed. Both games will be played in a best-of-one match. The winner of the first round will then face off against each other, and the side selection will be given to the team that won the match between the fastest and the 4th fastest.

6 Group Stages

6.1 Representatives will play in a group stage format to determine the brackets for the main event.

6.2 Teams will need to play one match against every other team.

6.3 Matches will be played in an offline best of one match up.

6.4 Side allocation will be determined by a coin flip. Winning team will provide side selection to administrative team

7 Playoffs

- 7.1 Top 8 from Group Stages will be placed in a single eliminations bracket.
- 7.2 Matches will be played in an offline, best of three games.
- 7.3 Finals will be played in an offline, best of five games.
- 7.4 Side allocation will be decided from seeding. Teams with a higher seeding will have priority on first pick.
- 7.5 Side allocation for grand finals will be determined by a coin flip. Winning team will provide side selection to administrative team

8 Roster

- 8.1 Each team consists of five players registered as starting lineup and a maximum of two players as reserves. Collectively, will be registered and known as Active Roster. However only one reserve is allowed per series.
- 8.2 Rosters will remain interchangeable and only enter locking phase 2 days prior to the tournament.
- 8.3 In the event a member drops out midway throughout the tournament, a **forfeit** may be issued.
- 8.4 Players cannot be registered into more than one team roster. A **penalty** will be issued if found guilty.
- 8.5 In the event of an emergency, addition or changes to roster after roster lock, is subjective to administrative approval. Teams are required to provide any supportive documentation upon a roster change request.
- 8.6 Participants are required to present their student card for verification on day of competition. Admins reserve the right to deny participation of players, without their student cards.
- 8.7 Teams that qualified from the qualifiers are eligible for a maximum of two changes. Changes must abide by the following rules:
 - 1) Players added or swapped must not be from another team from the qualifiers.
 - 2) Players added is considered a change. (Even if substitutes were not registered)
 - 3) Players swapped will be considered a change.
 - 4) Players will need to abide by eligibility rules stated above.

9 Player Equipment

- 9.1 Administrative team will provide and may **exclusively** use;
 - 1) PC & Monitor (**Exclusive**)
 - 2) Mouse and mousepad
 - 3) Keyboard
 - 4) Table & Chair (**Exclusive**)
- 9.2 Upon request and approval, players may use their own equipment;
 - 1) Keyboard
 - 2) Mouse, mousepad and or cord holders
 - 3) Headsets, earphones or microphones

League of Legends (PC)

9.3 Players should refrain of handling the provided equipment unnecessarily unless needed, to ensure that there is no tempering of equipment. If found guilty, a **penalty or forfeit** will be issued.

9.4 If any technical or equipment problems are suspected, a player or administrative member may request for an inspection. A diagnose will be conducted, and decision for replacement of equipment will be made by technician and administrative team.

10 Programs and Apps

10.1 Players will be provided with the necessary programs and applications for a successful and conducive tournament and are not allowed to download or install their own programs.

10.2 Discord will be the official form of voice chat used. Only administrative team or members registered in the roster are allowed to enter team's discord chat / call. Usage of other third-party voice chat programs such as Skype are not allowed.

10.3 Non-essential equipment such as flash drives, mobile phones, tablets or MP3 players are not allowed to be connected to the provided PCs.

11 Play Area

11.1 The play area refers to the designated area or surrounding area of the tournament PCs used. During games, only the presence of starting team members is permitted.

11.2 No food is allowed in the play area but mineral water in sealable bottles are allowed.

12 Match Processes

12.1 Set up Time

12.2 Players will be designated time before each offline match to set up and ensure they are fully prepared. This will include the following;

- 1) Ensuring quality of equipment provided
- 2) Setting up of personal equipment / peripherals
- 3) Ensuring necessary programs i.e. discord, functions
- 4) Setting up necessary rune and mastery pages
- 5) Adjusting of in game settings

12.3 Please flag out any potential issue, i.e. faulty equipment, if suspected to ensure a conducive and uninterrupted game.

12.4 Matches will commence as per scheduled, if there are not any technical difficulties faced. Extra time will only be allocated to teams that have flagged out the issue.

12.5 Tardiness of teams will result in a progressive **penalty**. i.e. Lost of first ban within 10 minutes of tardiness, lost of second ban by 20 minutes of tardiness and **forfeit** of match after 30 minutes of tardiness.

13 Game Settings

- 1) Map will be on Summoner's Rift
- 2) Team Size will be 5 players
- 3) Only in lobby spectators (Referees and administrative team)
- 4) Game type will be Tournament Draft

14 Pick and Ban Phase

14.1 Draft mode will proceed in a snake draft format as follows;

Blue Team = A, Red Team = B

Bans: ABABAB

Picks: ABBAAB

Bans: BABA

Picks: BAAB

14.2 In the event of a selection error in either a pick or ban, please notify the referee / administrative team immediately, before the opposing team has locked in their next choice. The match will be restarted and the drafting phase will be replicated back to the point of error.

14.3 If the error is only flagged after the opposing team has locked in their selection, the referee / administrative team will deem the error as irrevocable.

15 Champion Trading

15.1 Teams must complete all trades within in-game allocated timer of 20 seconds, during the Trading Phase. Teams will not be allowed a restart and will have to play with the champion that they were holding onto.

16 Game Rules Definitions

16.1 Unintentional disconnection is when a player has lost connection to the game / server or issues beyond his control i.e. game client, server crash, internet / network, PC related

16.2 Intentional disconnection is when a player disconnects from the game due to his own action, i.e. quitting the game or plug pulling.

16.3 Definition of minor and critical bug (which will include hardware malfunctions which may classify as either minor or critical, depending on situation. I.e. keyboard failure will be minor and PC failure will be critical.

16.4 Game of Record (GOR) status is when all ten players have loaded and the game has reached a point of meaningful interaction between opposing teams. Once a GOR status has been achieved, the game will then be considered as "official" and will be scored. The GOR conditions include the following;

- 1) Any attack or ability landing on minions, jungle creeps, structures or opposing champions
- 2) Line of sight established between players of opposing teams

League of Legends (PC)

- 3) Setting foot and 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) In game timer reaches 2 minutes.

16.5 Terminal Situation is when either referees or administrative team deems either or both teams are significantly disadvantaged by a bug. Any significantly disadvantaged team will be offered the opportunity to remake the game. Depending on the cause of the bug, settings may or may not be retained (i.e. settings including pick/bans from game or summoner spells).

17 Game Restart

17.1 In the event of a Bugspat, disconnect or any PC related failures, which interrupts and slows or prevents a player from loading or joining a game upon starting, the game must be paused immediately until all issues are resolved. A maximum of 15 minutes will be given for players to solve their issues, and if the problem still cannot be resolved, the affected team may be forced to forfeit, or play on with a disadvantage. The tournament admin will have the final decision.

17.2 In the event that the error cannot be resolved, a controlled game restart may be issued by the referee or administrative team (before reaching a GOR status). All players will select the same champions in accordance. The potential errors will include;

- 1) Server Crash
- 2) Unintentional disconnection and or Failure to reconnect
- 3) In-game bug
- 4) Hardware or software malfunction

17.3 Upon reaching GOR status, referees and administrative team may call for a remake on certain conditions including;

- 1) At any point in the game, team(s) experience a Terminal Situation
- 2) Unfair environmental conditions (i.e. hostile weather, unsafe area / environment)
- 3) Hardware malfunction (depending on severity of malfunction i.e. minor or critical)

17.4 If the remake was due to a champion bug, then settings will no longer be retained (including picks and bans) regardless of GOR status and the champion will be made ineligible for at least the remainder of the day's matches, unless it can be concluded that the bug is conclusively tied to a specific game element that can be either fully solved or removed (i.e. skin of champion caused the malfunction of a skill, the skill can be disabled instead of the champion).

18 In-Game pause

18.1 Directed pauses are pauses issued by referees or administrative teams, or from any player by the discretion of a referee or administrative

League of Legends (PC)

18.2 Player pauses are by players during the game. Players must immediately signal a referee or administration and identify reason for pause. Acceptable reasons will include;

- 1) Server crash
- 2) Unintentional disconnection and or Failure to reconnect
- 3) In-game bug
- 4) Hardware or software malfunction
- 5) Physical interference with a player i.e. broken chair

18.3 Unauthorised pauses will be considered as unfair gameplay (i.e. pausing between teamfights) and a penalty will be issued.

18.4 Each team will have a maximum of 3 minutes of pause time for small issues (i.e. ping spike, hardware malfunctions etc.)

18.5 In the event of a major issue (refer to 17.2), game will only be resumed after issues are resolved, or after 15 minutes and all parties, including both teams, referees and administrative team are notified.

18.6 If any team is found abusing pauses, they will be punished accordingly with sufficient supporting screenshots.

19 Awarded Game Victory (Situational)

19.1 In the event of a technical difficulty, which may result in a restart, referees **may** instead award a game victory to a team. This is under the condition that the in-game timer has past 20 minutes, and determined that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria are to be followed to determine the reasonable certainty;

- 1) Gold difference of teams is more than 33%
- 2) The remaining turret difference between the teams is more than 7.
- 3) The remaining inhibitor difference between the teams is more than 2.

20 Player Behavior

The following behavior are not tolerated and may result in penalties:

- 1) Match fixing (Purposely throwing a game or allowing opponent to win a match).
- 2) Unsportsmanlike behavior such as displaying inappropriate and/or unprofessional actions towards another player in or outside the game.
- 3) Bad-mannered or toxic behavior in game (such as emotes and all-chat insults directed at opponents)
- 4) Unnecessary chatter during the match with the exception of:
 - a. Greeting messages (Glhf, Hi, etc.)
 - b. Messages to call for a pause
 - c. Messages to highlight game error or bugs
 - d. Congratulatory messages

21 Amendments

21.1 SCOGA reserves the right to amend any of the above listed Rules and Regulations given any unusual or extra-ordinary circumstances at their discretion. Any changes will be announced and reverted to all teams accordingly.