

# League of Legends Intervarsity Championship 2020- Semester 2 Rules

## 1. Tournament Format

### 1.1. Tournament Dates

- Regular Season (August 12 – October 7)
- Finals (October 14 – October 21)

### 1.2. Regular Season Details

- Registered teams will be placed into groups upon registration close.
- Teams will be randomly placed in a round-robin format, playing each other team once in a best-of-1 during the regular season.
- All games will be played on Tournament Realm with accounts provided.
- Each week's schedule will be communicated at least two days before the start of matches.
- Side selection will be created at the start of the season with each team getting the choice of sides for half of their matches ( $\pm 1$  if there is an odd number of teams).
- Each team will be required to compete in one match per game-day.
- The top 4 teams from the group stage will qualify for the knockout stage.

### 1.3. Tiebreakers

- Tiebreakers in the round-robin will be determined by the head-to-head result of the tied teams.
- In the case of 3 or more tied teams, tiebreaker matches will be played with a single round-robin format.
- Side selection for all tiebreaker matches will be the result of a coin-flip.

### 1.4. Finals Details

- Semi-finals and the 3<sup>rd</sup> place match will consist of a best-of-3 match.
- Semi-finals will be seeded in a 1v4, 2v3 format.
- Grand-finals will be a best-of-5 match.
- The higher seed in every series will be awarded side selection for game 1 of the series.
- For subsequent games, the loser of the previous match will have side selection.

## 2. Tournament Rules and Regulations

### 2.1 Player Eligibility

- Players must be enrolled (full-time or part-time) at the university they are representing.
- Players are only able to represent one university per semester.
- Players must be willing to abide by Riot Games' Code of Conduct and the Australian Sports Anti-Doping Authority Act.
- Current 2020 OPL players are not permitted to compete.
- Players banned from competing in official tournaments are unable to compete.

### 2.2 Pick and Ban Rules

- All matches will follow the tournament draft format.
- All champion trades in pick and ban must be completed before the 20 second mark in the trading phase.
- If a champion was selected incorrectly, teams must immediately notify tournament officials within 10 seconds of the selection. The pick and ban process will be restarted up until the incorrect champion was chosen.
- If a player's client crashes during pick and ban phase, the lobby can be remade with identical picks.
- Champions released or remade during the competition will have a 7-day cooldown period where it will be unavailable for selection in matches.

### 2.3. Spectating

- All games will be unavailable to be spectated by coaches, players, or members of the public.
- All games will be observed by tournament officials and streamed through Twitch.tv.

### 2.4. Streaming

- Players can stream games on their personal channels.
- Streamed games MUST be on a 5-minute delay, otherwise penalties may be issued.

### 2.5. Player Responsibility

- All players must join the Intersvarsity Championships Discord.
- Players must use the Intersvarsity Championships Discord for the entirety of their official competition matches.
- Players must be appropriately named in the IC Discord in the format "University Acronym" "Stage-name".
- Each team must elect a team representative as a contact point for tournament organisers.
- Ensure their team is checked in 1 hour before their scheduled match start time.
- Ensure all players are in the team Discord channel for the duration of the match.
- Teams will have a 10-minute grace period after their scheduled game start time before penalties will be introduced.
  - Teams will lose 1/3/5 ban/s after 10/15/20 minutes of delay.
  - If a team delays a match by more than 25 minutes, they will be forced to forfeit the round.

## 2.6. Team Rosters and Substitutions

- Teams are required to submit up to 7 active players that can be used in any combination throughout the competition.
- Teams must lock in their match roster 1 hour before the start of each match.
- Substitutions outside of the active 7-player roster must be communicated 24 hours before the start of play.
- Team member summoner names must not include inappropriate language or profanity. Tournament officials have the right to ask a player to alter their summoner name at any time.
- Usage of players not approved by tournament officials may result in a match forfeit or disqualification.
- All players will be subject to Riot Games' player behaviour standards and may undergo further Riot Behaviour Checks.
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## 3. Prizing

- Prizing is determined by the sum of registrations.
- The minimum prize pool for the competition is \$1,000 based on 8 competing teams.

In the event of a higher prize pool, the winnings will be distributed in the same ratios as below.

Placing	Prizing per team
1 <sup>st</sup> Place	\$500
2 <sup>nd</sup> Place	\$300
3 <sup>rd</sup> Place	\$125
4 <sup>th</sup> Place	\$75

## 4. Spirit of the Rules

Interpretation of the tournament rules, format and scheduling is at the discretion of tournament officials. All decisions are final.

These rules are supplemented by the OPL Official Rules 2020 and tournament officials may use this ruleset to inform any decisions.

Tournament rules may be modified at any time with the notification of all competitors to ensure a fair competition is conducted.