
TOURNAMENT RULES

2018 Season

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Glossary

Active Roster: The members of a team currently playing in a match. All other team members are considered subs.

Bans: Champions removed from play by both teams during the draft process.

Bye: When a team advances to the next round of a tournament without playing a match.

Game: One instance of League of Legends including picks and bans.

Game of Record (GOR): A tournament game that's progressed to the point that incidental restarts are no longer allowed except under extreme circumstances.

Match: A best-of series required to move on to the next round of a tournament. A match is often made of one, three or five games.

Example: A match made of one game is a best of one

Picks: The process of drafting champions.

Regular Season: The first eight (8) weeks of play that precedes the playoff tournament.

Roster: A complete team lineup, made up of both the active roster and substitutes.

Round-Robin: A style where each team will compete against all other teams.

Single-Elimination: Bracket style in which a team is eliminated after losing a match to single opponent.

Substitutes (Subs): Any player who is on the roster but not part of the active roster.

Team: Players playing together under the same name.

What is High School League Series?

High School League Series is a competitive League of Legends High School League organized by ESports Michigan. Using this document and the tournament infrastructure Riot Games has created, anyone can create a team and apply to have their school officially registered as part of the High School League Series. This document defines the standards of fair and consistent play as set by Riot Games and specifically governs the rules of High School League Series, which is separate from Pro Play, Challenger Circuit Play or Ranked Play. The English version of the tournament rulebook is the authority.

Tournament Roles

The following roles are defined for tournament purposes and will be referred to throughout this handbook:

- Tournament Officials
 - Tournament organizers (TOs)
 - Referees
- Venue Owners (VOs)
- Players
- Team Captains
- Spectators

Organizers and Referees are your tournament officials, while venue owners are considered tournament support staff. A single individual can act as any combination of the first three roles.

Players are members of a team playing in the tournament, either on the active player roster or as subs. A single player on the team is designated as the team captain.

Anyone that's not a player or tournament official is considered a spectator. Members of the media are also considered spectators. Participating as both an official and a player in the same tournament is prohibited. That's a pretty clear conflict of interest, so we've got to be sticklers about it. No exceptions.

Tournament Organizers

Organizers are responsible for ensuring the tournament goes off without a hitch. This includes general tournament logistics as well as providing an excellent player experience for both competitors and spectators at the event. Here's what they will do:

- Register the tournament with Riot Games
- Provide a suitable tournament location, whether online or at a live venue
- Advertise the tournament
- Staff up on tournament officials of various roles
- Provide all materials needed to operate the tournament
- Ensure that tournament results get reported to Riot Games in a timely manner by

- submitting them to Player Support
- Learn the official rules in this doc to prevent any undue shenanigans or chicanery

Tournament organizers are the final authority for decisions involving tournament logistics. Logistics include, but are not limited to: venue selection, managing shoutcasters, ensuring tournament equipment is in working order, tournament registration, matchmaking, tournament length and timing, and prize structures.

Referee

For live events, referees will be on site to adjudicate disputes, interpret rules and make other official decisions.

The referees' responsibilities include:

- Dealing with any game or policy rule violations he observes or are brought to his attention
- Issuing penalties when players break the rules and notifying the other officials of the ruling

Referees can call in another referee to assist if they need to step away for any length of time. If there's no designated referee for a given time, the tournament organizer will step in as the default referee.

For the playoffs tournament there will be quite a few referees to efficiently operate the competition. One of the referees will be designated the head referee. The head referee will be announced to the players at the beginning of the tournament so they know who to contact in the event of a dispute. The head referee will step in any time the other referees can't come to an agreement.

Referees are the final authority for determining rules infractions and administering penalties. In addition, referees are the final authority for enforcing any tournament procedures. These include, but aren't limited to: administering penalties rules infractions, tracking teams' active rosters, enforcing first pick and side selection during games, ensuring champion drafting is correct, correctly guiding end of game procedures, and ensuring match outcomes are correctly recorded.

Players

Players need to represent good sportsmanship at all times, so everyone should be brushed up on the Summoner's Code. Here are some additional rules:

- Behave in a respectful manner toward tournament officials, other players and spectators, and steer clear of any unsportsmanlike conduct during the event
- Arrive on time (in a live event setting, this means you need to be physically present!) and ready for the start of the tournament and at the start of each match
- Bring any infractions (rule or policy) you notice to a referee or tournament organizer's attention
- Bring any discrepancies in match record to a referee or tournament organizer's attention immediately
- Inform Riot of any discrepancies in the overall match history or rankings as soon as you become aware of it

- Have a League of Legends account geared up and ready to go on the appropriate regional server, including having any champions or runes you might want to use
- Refrain from enrolling in tournaments you're not allowed to participate in
- Be familiar with whichever rules the tournament organizer is using (especially these)
- Bring any equipment the tournament organizer lists as your personal responsibility to provide

Players retain these responsibilities even if a super nice tournament official offers extra assistance.

Team Captain

Each team must select a single player as team captain. Captains are the point of contact between the team and tournament officials. In addition to their normal player responsibilities, the team captain also needs to:

- Communicate with the tournament officials on behalf of the team
- Communicate with other teams on behalf of the team
- Act as the final authority for team decisions during the tournament
- Communicate all required information to the entire team
- Accurately represent the opinions of the team as a whole

Once the series is in progress, team captains can only be changed at the discretion of the referees, usually only in the case that the captain can no longer participate in the tournament.

Spectators

Anyone physically present at a tournament, watching online or attending an event is classified as a spectator. Spectators are responsible for upholding good sportsmanship as well, and should never interfere or distract players or tournament officials during matches. If spectators believe they've observed a rules or policy violation, they're encouraged to alert a referee as soon as possible, so those in charge of infractions can sort things out with minimal interference to the tournament

Eligibility

Anyone enrolled in at the school for which they are competing for are eligible to play in the league and playoff tournament, with the exception of:

- Individuals below Rank 2 honor
- Individuals below 2.0 GPA
- Individuals specifically prohibited from participation by their school's administration
- Individuals specifically prohibited from participation by Riot Games policy
- Anyone prohibited by local laws, the Tournament Organizer rules or venue management
- Anyone (including temp and contract workers) employed by Riot Games.
- Tournament officials can't participate in events they're actively officiating

Anyone is eligible to participate as a tournament official for a tournament with the exception of:

- Individuals specifically prohibited from participation by Riot Games
- Individuals specifically prohibited from participation by the tournament's attendance policy

- Anyone planning to play in the tournament

Tournament officials and support staff can't arbitrarily prohibit anyone who is not in violation of the above from participating in a tournament.

Tournament Mechanics

Map and Game Mode

This series will use the official League of Legends map; Summoner's Rift. Standard victory conditions and rules apply for the map.

Picks and bans will be conducted using the Tournament Draft format.

Regular Season Play

Regular Season

Teams will be competing in a regular season, double round-robin tourney consisting of fourteen (14) games played over eight (8) weeks. Teams will be randomly placed in groups of eight (8). Each team plays against the other seven (7) teams twice during the regular season. Schedules will be randomized three weeks before the start of the season and sent to all players.

Qualifying for Playoffs

After the eight (8) weeks of regular play are completed, the top sixteen (16) teams across all the groups will qualify for the playoffs tournament. Standings in the league will be determined by the amount of games won.

Playoff Tournament Play

Brackets and Seeding

The playoffs tournament will begin with the sixteen (16) qualified teams being placed into four (4) groups of four (4). A double round-robin group stage will conclude on the first day of the tournament with the top two (2) teams in each group moving on to the elimination round. Players are seeded based on performance in the group stage. Teams that came out of their group in first will play against teams that came out of their group in second. Brackets will be set up in a way that the two (2) teams from one (1) group will be placed on opposite sides of the bracket. The elimination round will be single-elimination best-of-3s.

Pre-Game Procedures

Round Start Times

Round start time is set by the tournament organizer as either a designated time or the end of the previous round. All tournament officials and players have to be ready at their rounds' designated start time. It's our tournament official's responsibility to ensure this info's publicly available. It is the team captain's responsibility to make sure the team is in on time and available at the round start time.

During the regular season, players will be expected to be in their respective lobbies by the start time so that both teams can plan around their schedules. Each team will be given a ten (10) minute grace period. If a team has not fielded a five-man team by the end of the grace period that team will have forfeited the game. Teams may ask the opposing team for an extension of the grace period at their opponent's and the tournament organizer's discretion. No match shall start any later than one (1) hour after the expected start time of the match.

If there is a widespread issue with the League of Legends client or server that's outside the tournament officials' control, refer to Appendix B: Technical Issues

Setup Times

Setup time is the first ten (10) minutes of the round and the five (5) minutes between games. Teams should use this time to ensure they're fully prepared. During this time, players need to:

- Log into the client using their account on the correct server
- Join or create the game lobby and, if necessary, give the game name to the TO
- Set up runes and masteries
- Double-check and configure their equipment
- Let their team captain, the opposing team and the TO know they're ready to begin

During the playoff tournament, organizers and players don't need to wait the entire setup time if both teams in the match have indicated they are ready to start.

During the regular season, players will be expected to be ready to begin at the expected start time of their games. All of the above preparations should be made prior to game starting, therefore, we recommend beginning preparations thirty (30) minutes before the start of the game.

Picks and Bans

The tournament organizer will announce which team gets the first choice of map side and bans. If a match is more than one game, side selection will alternate each game.

Technical Failure of Equipment

If a player encounters an issue with any equipment provided by the tournament organizer during the setup time, they must immediately notify the referee so that the official responsible for equipment can fix it.

Every 30 minutes, the tournament organizer also will update the affected players on their situation and the steps they're taking to resolve the issue.

In-Game Procedures

Game of Record

A game of record (GOR) refers to a game where all ten players loaded onto the map and the game has progressed to a point of meaningful interaction (see below). Once a game reaches GOR status, no incidental restarts are permitted and the game is considered official from that point. After the establishment of GOR, game restarts will be allowed only under limited conditions with fresh picks and bans. Conditions that establish a GOR are:

- Either team lands an attack or ability on minions, jungle creeps, structures or enemy champions
- Line-of-sight is established between players on opposing teams
- Entering, scouting or casting a skillshot ability into the opponent's jungle, which includes leaving the river or entering brush connected to the enemy jungle
- The game timer reaches two minutes (00:02:00)

Play Stoppage

Players are allowed to pause if directed by a tournament official, or as part of their allotted pause time per game using the `/pause` command in the chat. During any pause or stoppage, players can't leave the match area unless they're officially authorized.

- **Directed pause:** Officials may pause a game at their discretion
- **Team pause.** Each team gets a total of five (5) minutes' pause time during a match for the following reason.
 - An unintentional disconnection
 - A hardware or software malfunction (e.g. monitor power or peripheral disability, game glitch)
 - Physical interference with a player (e.g., broken chair)

In an extraordinary circumstance, players may ask tournament referees/officials for additional pause time after their five minutes have expired. In this case, the team must alert a referee and continue playing until the referee decides whether or not to grant the pause. At that point, granting the pause is at the sole discretion of the referee. If the official determines that a pause can't resolve the issue in a reasonable period of time, the player's team will have to continue playing.

- **Resuming the game:** the pausing team can't resume play until they get clearance from an official and all players are ready at their stations
- **Unauthorized pause:** If a player pauses or unpauses a game without permission outside of their allotted pause time, or doesn't resume the game within their allotted pause time, they'll be subject to penalties according to the tournament rules. This rule does not extend to regular season play.
- **Player communication during stoppage:** Players *are* allowed to discuss

gameplay or strategy with their teammates during a pause

During the regular season teams will be allowed to pause at their own discretion. Players must let the opposing team know the reason for the pause via “/all” command in chat. If a team believes however that the opposing team is abusing pauses they may submit to the tournament officials a formal complaint. If a team is found to be abusing pauses they will be cited for Unsportsmanlike Conduct - Major and receive a game loss.

End of Match Procedures

Ending a Game Early

In certain cases organizers may need to end a game or a match before its normal conclusion. The organizers will use the following method to determine the match winners where a natural conclusion of the game is not possible.

Referees will give a 10-minute notice to players if they intend to use a forced ending to the game. Combined with the 10-minute notice to players, the game must last at least 20 minutes. This means that the earliest a referee may give the 10-minute notice to players in a game is when the game clock reaches 10 minutes.

After 10 minutes expire, the team with more gold, using in game rounding methods is the winner of the game.

If the gold differential is tied, the referees will use tiebreakers to determine the winner of the game in the following order:

- The team with the most towers killed
- The team with the most kills
- The team with the most gold earned from the topmost gold earner. If that is tied, compare the two next highest gold earners from each team. If that is tied, continue comparing the third, fourth and fifth gold earners from each team, in that order, until one of them is not tied.
- In the event of all of the above metrics are tied, the tournament organizer will randomly determine a winner of the game via a coin flip or another appropriately random method.

For matches that consist of more than one game, the referee may apply the above method to conclude the current game. Following the end of the game, the referee will determine the match winner using the below method.

The winner of the match is the team with the most game wins from games that naturally concluded. In the event of a tie, the winner of the match is the team with the most game wins (including the game that was ended early).

Reporting Game/Match Results

Once a match is completed, the team captains from each team must inform the tournament

officials of the results. Team captains will send screenshots of their post-game lobby to the tournament organizers within four (4) hours of the conclusion of the games.

Once the tournament organizer has received all reports from each day of play, the standings will be updated to reflect the completed games.

For more information on how to submit the results consult Appendix A: Reporting Matches

Dropping from a Tournament

Dropping from the tournament indicates to the tournament officials that your team no longer wants to continue participating. Teams can drop from the tournament at any time by notifying a TO. If there's a previously established policy for dropping out, the team's still bound by the tournament rules.

Example: If there's a no refund policy, Gragas' Guzzlers aren't entitled to a refund if they decide to drop from the tournament. That's sad news for the Guzzlers; particularly if they've run up a big tab at the venue bar.

Dropping from a tournament doesn't prevent tournament officials from assigning any penalties to a player or remove any penalties a player may have already incurred.

During the playoff tournament, if a team doesn't show up or isn't logged in and ready at the designated set up time, the tournament official may drop the team in order to keep things on schedule for the rest of the competitors. If both teams are no-shows, they might both get dropped from the bracket, so be punctual!

If an individual player leaves the tournament, he can't be removed from the team's roster until after the tournament's over and the prizes have been awarded. If the number of players on the team drops below the minimum required for a specific game mode, the tournament officials will drop the team from the tournament.

If a team wants to drop or if tournament officials need to drop a team during a match, the team has to forfeit the current match before they can officially drop out of the tournament. All drops have to be publicly announced to other competitors.

Spectating and Broadcasting

In-Person Spectating

In-person spectating is allowed as long as spectators don't interfere with the tournament proceedings. Spectators must obey the following rules:

- Anyone not currently participating in a match can watch other players in a game
- Spectators can't communicate with players currently in a match by any means
- If a spectator sees someone breaking the rules, they should report it to the tournament organizer or referee

In-Game Spectating

Anyone who isn't actively participating in the match can spectate in-game, provided they don't interfere with the tournament.

The following rules apply to in-game spectators:

- Anyone who isn't participating in the current match is allowed to watch other players in-game via the spectator mode in PVP.net
- Spectators can't communicate with players in the match in any way
- If a spectator sees someone breaking the rules, he should report it to the tournament organizer or referee

Tournament Behavior

Sportsmanlike behavior is the responsibility of all tournament participants and promotes healthy competition among players. Clear rules of conduct ensure a consistent tournament experience and proactively address any accusations of bias.

Summoner's Code

All tournament participants, including players, referees and the tournament organizer must read and adhere to the Summoner's Code, inside and outside the game. For the most part it's basic stuff aimed at encouraging people not to act like jerks, but here's a link if you want to brush up: http://na.leagueoflegends.com/articles/The_Summoners_Code

Players in clear violation of the Summoner's Code during a tournament can incur penalties, in addition to the normal in-game sanctions that come from Riot Games

Guidelines for Tournament Officials

Tournament organizers & referees need to lead by example and adhere to the behavior guidelines outlined in this document. This ensures a fair and consistent experience for all players during the tournament.

Tournament organizers and referees must be impartial and transparent when making official decisions. They must communicate clearly with the players, especially when issuing specific instructions or penalties.

Tournament organizers and referees must communicate in good faith any tournament decisions they make. All tournament officials have the same goal: to provide a fair and consistent experience for all players participating in their tournament.

Referees are the final authority for determining rules infractions and administering penalties. In addition, referees are the final authority for enforcing tournament procedures. These include, but

aren't limited to: administering penalties rules infractions, tracking teams' active rosters, enforcing first pick and side selection during games, ensuring champion drafting is correct, correctly guiding end of game procedures, and ensuring match outcomes are correctly recorded.

Tournament organizers are the final authority for decisions involving tournament logistics. Logistics include, but are not limited to: venue selection, managing shoutcasters, ensuring provided tournament equipment is in working order, tournament registration, matchmaking, tournament length and timing, and prize structures.

Guidelines for Spectators

Spectators are welcome at tournaments as long as they don't interfere with players and officials. They must follow the rules and spectator guidelines outlined in this document. Spectators are encouraged to report any rule or policy violations they observe to tournament officials.

Player Communication

Players have a responsibility to follow the communication guidelines outlined below. Appropriate communication with the tournament officials, team captains and one another leads to a more transparent tournament experience for everyone involved.

All communication between players and the tournament officials has to go through the team captain. This reduces confusion and allows officials to efficiently disseminate instructions.

Players can communicate with teammates and players on the opposing team as long as they don't violate any of the rules outlined in this document.

Players in a match aren't allowed to communicate with other team's competitors, their team's alternates, or any spectators. If they need to, players can communicate with the TOs through their captain. Communicating with players or spectators outside the current match is a rules violation and may carry penalties.

Team Identification

Players are encouraged to represent their team in an appropriate manner. Team representation includes, but is not limited to, team name, jerseys, emblems, banners, etc.

The referee of the tournament has final authority over inappropriate team identification. Inappropriate team identification might include:

- References to any non-over-the-counter drug, tobacco product, brand name or other objectionable material (at the discretion of the organizer)
- Material related to any illegal activities in your tournament region, such as a lottery or enterprise, service or product that abets, assists or promotes gambling
- Anything defamatory, obscene, profane, vulgar, repulsive, offensive or otherwise nasty that describes/depicts any internal bodily functions, symptomatic results of internal conditions or refers to things a reasonable person might consider socially unacceptable
- Advertisements for pornographic websites or products

- Anything containing a trademark, copyrighted material or some other element of intellectual property that's used without the owner's consent or might subject the tournament organizer and his affiliates to claims of infringement, misappropriation, or other forms of unfair competition
- Something that disparages an opposing team or player or any other person, entity or product
- Impersonating Riot employees

Tournament officials can also make slight adjustments to team names to identify teams with the same name during the course of a tournament.

Example: If two teams wish to enter the tournament as 'Team Awesome,' the organizer might rename the teams to 'Team Awesome 1' and 'Team Awesome 2.'

Tournament Feedback and Complaints

Players can appeal a decision by any referee to the head referee or tournament organizer. The head referee (or tournament organizer if there's no head referee) will make a final ruling. This document provides a framework to help players and tournament officials understand the rules of the series. When issues arise, we encourage everyone to first try and find a mutually-satisfying solution by discussing the problem, using this document as guideline. In addition, we encourage participants to provide event feedback for the organizers and referees.

If, for any reason, you believe someone to be in violation of the rules expressed in this document, players, referees, or tournament officials, then please reference Appendix C: Reporting Issues. If your complaint involves gameplay please allow reasonable time for referees to review the match and decide on a verdict and a proper punishment.

Riot Games reviews feedback and complaints and may escalate especially exceptional violations to their internal Penalty Committee for follow up. If a ruling by the head referee or tournament organizer is egregious and you feel Riot Games needs to be informed, reference Appendix C: Reporting Issues

INTENT

Tournament violations generally fall into two categories: honest mistakes on the part of a player or team, and intentional violations aimed at securing advantage. While the first category is usually covered by a tournament infraction, intentional cheating is a much more serious matter.

Infractions and Penalties

Penalties

Referees who observe infractions during the course of the tournament will issue penalties based on the guidelines in this document. Venue owners, tournament organizers or any other tournament officials should inform a referee instead of issuing penalties themselves.

Referees will communicate the infraction, penalty and any other pertinent info to the offending

player, their team and the team's opponent in a clear, concise manner. Referees may add additional pause time to a match in progress if they took longer than three minutes to issue a penalty.

Referees will always determine an infraction first and then apply the prescribed penalty.

Penalties can apply to the team as a whole, or to an individual within a team. Consequences can also apply to either a single match or persist for the duration of the tournament.

Teams can't waive penalties assigned to their opponents. Rules are rules, and they need to be enforced regardless of how confident or charitable the opposition may feel.

Penalties include the following:

Warning: an official, recorded notice to the player or the team for a minor tournament infraction. It is important to record warnings to ensure further infractions get assigned appropriately escalated penalties.

Ban loss: this penalty removes the offending team's ability to ban one champion during the draft phase of the next round.

Example: Gragas' Guzzlers committed an infraction that warranting losing a ban during round two. During the draft for round three they lose their ability to ban one champion.

To enforce this penalty, the referee will instruct the team not select their first ban and let the timer run out.

Side selection loss: this penalty automatically passes the decision for draft order and side of the map to the opposing team.

Game loss: severe infractions may force a team to take an automatic loss in a current or upcoming game.

Match loss: even more severe infractions might force a team to forfeit their current match

Disqualification: the most egregious infractions might warrant disqualification from the tournament. In most cases, the disqualification applies to the entire team. A team disqualified from a tournament forfeits any prizes they haven't already received, unless the disqualification was the result of a series of escalating penalties throughout the tournament. A team disqualified due to escalating penalties will still receive prizes based on their final standing.

In certain cases, the referee has the option to disqualify a single player on the team instead of the entire team. The referee has this option only when he can determine that a player's infraction did not affect the opposing team and the player committed the infraction without the involvement of the rest of the team. This typically happens when the player commits the Unsportsmanlike Conduct – Severe infraction. In this situation, the team may continue in the tournament if they have an available substitute player. If the team does not have a substitute player, the team may not continue in the tournament and must drop.

Escalation Path

Unless noted otherwise, successive penalties for the same infraction should follow the following escalation path: warning—warning—side selection loss—ban loss—game loss—match loss—disqualification.

Example: Gragas's Guzzlers are having a particularly off day, and commit an infraction that warrants losing a ban round one. During the following round, they commit the exact same infraction. As a repeat offender, they're now subject to the loss of game fortune in the next round. Learn from your mistakes to avoid getting hammered like the Guzzlers!

Tournament Violation - Tardiness

This infraction occurs when the team's not ready to play at the beginning of a game. Teams need to be on time and ready to play when each game starts. When teams are late, they delay the whole tournament.

Teams get a three minute grace period before they accrue one of two penalties. If the team is less than 10 minutes late to the round, they receive a side selection loss. If the team is more than 10 minutes late, they receive a game loss penalty.

Penalties for tardiness don't escalate over the course of a tournament. Unrepentantly late teams should be out of your hair soon enough without any help.

Tournament Violation - Outside Assistance

Outside assistance occurs when a team communicates with spectators, opposing teams or anyone else during a game and, at a referee's determination, inadvertently gains an advantage over their current opponent.

This infraction assumes the offending player wasn't deliberately trying to cheat. Intentionally looking for any unfair advantage during the match is covered under unsportsmanlike Conduct – Cheating.

The penalty for outside assistance is a warning.

Tournament Violation - Failure to Follow Tournament Announcements

Every player has the responsibility to follow official tournament instructions and announcements. If officials have to repeat themselves over the course of running a tournament, it can cause delays and unwarranted disputes over the rules.

The penalty for failing to follow official tournament announcements is a first pick loss.

Failure to follow tournament instructions directed at the team or a specific player is a separate infraction that falls under Unsportsmanlike Conduct – Major Infraction.

Unsportsmanlike Conduct

Unsportsmanlike conduct is disruptive to the tournament and may negatively affect the safety, competitiveness, enjoyment or integrity of a tournament.

Unsportsmanlike behavior is different from competitive behavior. A super competitive team may strictly enforce technicalities against opponents or act standoffish towards the competition. Especially competitive behavior isn't automatically unsportsmanlike. The tournament referee has the final authority to determine if a player or team's behavior crosses the line into unsportsmanlike using the infractions below as a guide. You don't have to be enrolled in the tournament to receive unsportsmanlike conduct penalties.

There are two level of unsportsmanlike conduct infractions: minor and major. All unsportsmanlike conduct violations fall into these two categories unless they're specifically identified.

Unsportsmanlike Conduct - Minor

All players have the right to a safe and enjoyable tournament experience and a player or a team should be made aware they need to stop if their behavior infringes on those principals.

Minor unsportsmanlike conduct occurs when a player or a team does something disruptive to the tournament or its participants. Examples include, but aren't limited to:

- Excessive swearing or profanity
- Demanding that an opponent receives a penalty, even after a referee makes it clear he's rendered his decision
- Throwing trash on the floor or otherwise littering a venue
- Obnoxiously loud and disruptive conduct by a spectator

The penalty for a minor unsportsmanlike conduct infraction is a warning.

Unsportsmanlike Conduct - Major

This infraction falls into three specific categories and occurs when a player or a team does one of the following:

- Fails to follow official tournament instructions aimed at a specific team or player
- Directly insults someone using hate speech that targets a specific group (race, religion, gender, disability, etc.)
- Aggressive or violent behavior during the course of the tournament that's not directed at another person

Tournament officials have a right to expect that their direct instructions are followed without having to issue warnings.

Instances of hate speech should be handled swiftly to ensure a safe, pleasant environment to all

players and spectators.

Instances of aggressive or violent behavior, even if they are not directed at a specific individual, are disruptive and potentially dangerous.

The penalty for major infractions is a game loss.

Unsportsmanlike Conduct - Severe

Severe unsportsmanlike conduct includes cases that are too outrageous to fall under unsportsmanlike conduct minor and major. Examples of severe unsportsmanlike conduct include, but aren't limited to:

- Intentionally breaking tournament equipment issued by the organizer
- Defacing the tournament venue

The official penalty for severe infractions is a disqualification. In addition, the tournament organizer will ask the offender to leave the tournament venue and inform the police in extreme situations.

Unsportsmanlike Conduct - Collusion

Collusion is conspiring or cooperating with opposing teams in a tournament in order to deceive or cheat others.

Players can't intentionally determine the outcome of games or matches. That's not in the spirit of competition, and doing so negatively affects the other tournament participants.

The penalty for collusion is disqualification for both teams.

Unsportsmanlike Conduct - Bribery and Wagering

Teams can't drop from the tournament or concede a game or match to receive some outside reward or incentive. Offering or accepting an incentive (bribe) to rig a match goes against the spirit of competition.

Players and tournament officials are also prohibited from wagering or betting on matches. For tournament organizer in particular this creates a clear conflict of interest, so don't do it.

The penalty for bribery and wagering is disqualification.

Unsportsmanlike Conduct - Aggressive Behavior

Aggressive behavior has no place in the tournament setting, particularly when it's directed at a specific individual. Needless to say, the safety of all tournament participants is of paramount importance. Examples of this infraction include, but aren't limited to:

- Threatening a tournament official
- Threatening a spectator

- Violence toward any tournament participant or spectator

The penalty for any aggressive behavior is disqualification from the tournament. In addition, the tournament organizer will ask the offender to leave the tournament venue and/or inform the police in extreme situations.

Unsportsmanlike Conduct - Theft

While players are responsible for keeping their own possessions safe during the tournament, there's a certain expectation that other tournament participants won't steal their stuff. In addition, tournament organizers should have reasonable expectations that materials they provide aren't subject to theft. Stealing is against the law: intentionally taking other people's stuff won't be tolerated in a tournament setting.

The penalty for the theft is disqualification from the tournament. In addition, the tournament organizer will ask the offender to leave the tournament venue and/or inform the police at their discretion.

Unsportsmanlike Conduct - Cheating

Players have a right to expect fair and balanced treatment during a tournament. Those players who knowingly do something against the rules to gain an advantage are cheating. Cheating doesn't need to be successful to qualify as a violation. Examples of cheating include, but aren't limited to:

- Ghosting, or any general attempt by a player to spectate his own match or get information from a person spectating the match
- Any attempt to modify the League of Legends client, play on an unofficial *League of Legends* client or play with software that grants extra information not normally provided by the game client, such as:
 - Adjusting the in-game zoom
 - UI overlays to improve last-hitting or indicate turret range
 - Automatic jungle spawn timers
 Some third party software programs aren't considered cheating. They include:
 - Teamspeak, Discord, Ventrillo, Skype and other VOIP solutions
 - Keyboard/equipment drivers and software
- Impersonating another player in the tournament, playing under false name, playing using another player's summoner name or account sharing
- Attempts to damage or alter equipment to trigger a pause, delay the tournament or gain any other advantage

Exploiting or intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of the referees.

The penalty for cheating is a disqualification from the tournament

Appendix A: Reporting Matches

Reporting Matches

One of the most important things for this tournament is reporting the results of the matches in a unified system. This will help lower the amount of disputes and possible cheating to occur. The following are the steps that must be followed by both the winning and losing teams:

1. Team captains must take a screenshot of the end game lobby. This should be done immediately after the game finished.
 - a. Click on the window you would like to capture.
 - b. Press **Ctrl + Print Screen** (Print Scrn) by holding down the **Ctrl** key and then pressing the **Print Screen** key. The **Print Screen** key is near the upper-right corner of your keyboard. (Depending on the type of keyboard you have, the exact key names on your keyboard may vary slightly.)
 - c. Click the **Start** button, located on the lower left-hand side of your desktop.
 - d. Click on **All Programs**.
 - e. Click on **Accessories**.
 - f. Click on **Paint**.
 - g. In the paint window, hold down the **Ctrl** key and then press and release the **V** key. Your captured screenshot should then appear within the paint window.
 - h. To save the image, click on the **File** drop-down menu located in the upper left-hand side of the toolbar and click on **Save As..**
 - i. In the **Save As window**, browse to your desired save location.
 - j. Files must be saved in a specific manner:
 - i. (Team Name/High School Name)_Week(Week #)_Day(Day# {1-4})_ESM2018
 - ii. Example: Team1_Week1_Day1_ESM2018
 - k. Click **Save** to save your screenshot.
2. Email screenshot in step one to MatchResults@esportsmichigan.com

Appendix B: Technical Checks

1. Ensure all network connections are working
 - a. Wifi and Ethernet network connections
2. Game is installed and currently patched on every tournament computer
 - a. If it's not installed, make sure to install the latest version and set it to the correct region
3. Disable automatic update services
 - a. Java
 - b. Flash
 - c. Windows
 - d. iTunes

Reason: many of these services can interrupt play by minimizing the game window. They may also update on their own, which can eat up bandwidth and RAM.

1. Disable unnecessary startup applications
 - a. Ctrl-Alt-Del -> Start Task Manager -> Navigate to processes

Reason: many applications begin running at startup and may use up unnecessary processor power and RAM.

1. Change computer settings to "High Performance"
 - a. Control Panel\System and Security\Power Options

Reason: the computer will use more energy, but will favor higher performance.

1. Disable Windows Action Center Alerts
 - a. Control Panel\System and Security\Action Center\Change Action Center settings

Reason: Windows Action Center Alerts may minimize the game window and interrupt play.

1. Perform a Disk Cleanup and a Disk Defragmentation

Reason: this will help ensure the computer's running at peak performance.

1. Perform a computer stress test

Reason: Test to ensure that the GPU's running at full capacity under the stress of the game.

1. Make sure any audio devices and VOIP are ready to run
 - a. Test the mic input and audio output
 - b. Install the usual VOIP solutions (Skype, Mumble, Ventilo, TeamSpeak, etc.)
 - c. Ensure these don't affect game latency

Reason: players may need to speak with one another over a VOIP system.

Appendix C: Reporting Issues

Feedback and Questions

If you want to provide feedback or ask a question, you have a few options depending on your goal. Many of your questions can be answered by the tournament organizer. For questions regarding rules or rulings at your tournament, you can contact your referee. If you have questions that are beyond the scope of your tournament organizer's responsibility (or if you want to let us know how your tournament was run) please contact Riot Games directly.

When reaching out to any of these contacts, please include the following info:

- Your name
- Your summoner name
- Your email
- Your feedback/question

Where to Provide Feedback

Contact Your Tournament Organizer to:

- Provide feedback on a tournament
- Ask questions about the specific tournament you participated in/watched
- Ask questions about prizing

Contact Your Referee to:

- Clear up any questions about rulings at your tournament
- Ask general questions about tournament rules

Contact Riot if:

- Your problem can't be fixed by the tournament organizer or referee
- You want to provide feedback about a tournament, referee or organizer
- You want to apply for tournament prizing
- You have questions about the rules and regulations your organizer can't answer

Contact List

League of Legends Player Support

<https://support.leagueoflegends.com/home>

ESports Michigan

esportsmichigan.invitational@gmail.com

Referee

Referees will be assigned to teams after all teams have been registered and the initial schedule is sent out. It is recommended to add your referee as a friend on your tournament account as well as write down their email address. Each referee will reach out to each player prior to the start of the first game.