

## IHSEN LoL 2019-2020

### 1. League Structure

#### 1.1. Definition of Terms

**1.1.1. Game.** An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) one Team surrendering the Game, (c) a Team forfeiting, or (d) Awarded Game Victory.

**1.1.2. Match.** A set of Games that is played. Teams will either receive points, a win tally in a league format, or advance to the next round in a tournament format. In a "best of one" format, the terms Game and Match may be used interchangeably.

### 2. Match Procedure

#### 2.1. Series Length

**2.1.1.** Matches will be played with the home/away series length.

#### 2.2. Side Selection

**2.2.1.** The home team will have choice of side (Blue or Red) for the first game. Away team will have choice of side for the next game.

#### 2.3. Player Count

**2.3.1.** Both teams must provide 5 players at all points of the matches. Max team size is 7 players with no more than 2 per role. If a player should disconnect with either the intention of not returning or the inability to return, that team will forfeit the remainder of the game to the opposing team. If a team is not able to field the required amount of players for additional games in the series, then they will forfeit the remainder of the match.

#### 2.4. Substitutions

**2.4.1.** Player substitutions are only permitted during the grace period between games, which ends after the draft has begun.

#### 2.5. Outside Communication

**2.5.1.** Teams may have communication with a coach only during the drafting portion of the match.

#### 2.6. Restrictions

**2.6.1.** Any champions, items, champion/ward skins, runes, summoner spells, or emotes are prohibited from use in official matches if they are disabled in any ranked Summoner's Rift queues while they are disabled in those queues.

### 3. Game Lobby

The home team should create the game lobbies. Lobbies should be created with the following settings:

Map - Summoner's Rift

Name - "IHSEN - (Team A) vs (Team B) Game (Game #)"

Team Size - 5  
Password - IHSEN  
Game Type: Tournament Draft  
Allow Spectators - Coach/Streamer Only

The order in which players join the lobby and enter the draft is not regulated. Any matches played in a series on an incorrect map or game type will not count toward the series and must be replayed.

### 3.1 Draft

All drafting will take place using the game's built-in draft mode. Usage of 3rd party drafting methods may result in punishment for the players/teams involved. Players' accounts must meet the minimum requirement for the tournament draft mode, which requires players to own 20 champions including the free champion rotation.

## DRAFT MODE

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### Phase #1

#### Bans



#### Picks



### Phase #2

#### Bans



#### Picks



**3.2. Selection Error.** In the event of an erroneously-selected Champion pick or ban,

the Team in error must notify a League Official before the other Team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the Team in error may correct its mistake. If the next selection is locked before the Team in error gives notice to a League Official, the erroneous selection shall be deemed irrevocable.

**3.3. Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty, including having the champion trade disallowed.

**3.4 Game Start After Pick/Ban.** A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a League Official. Players are not allowed to quit a Game during the time between the completion of picks/bans and Game launch.

**3.4.1. Controlled Game Start.** In the event of an error in Game start or a decision by League Officials to separate the pick/ban process from Game start, a League Official may start the Game in a controlled manner and all Players will select Champions in accordance with the previous valid completed pick/ban process.

**3.4.2. Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon Game start, the Game must be immediately paused until all ten Players are connected to the Game.

**3.5. Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason as determined at the discretion of League Officials.

## **4. Pauses and Crashes**

### **4.1. Definition of Terms**

**4.1.1. Unintentional Disconnection.** A Player losing connection to the Game due to problems or issues with the LoL client, platform, network, or PC.

**4.1.2. Intentional Disconnection.** A Player losing connection to the Game due to Player's actions (i.e. quitting the Game). Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.

**4.1.3. Server Crash.** All Players losing connection to a Game due to an issue with a LoL server, Tournament Realm platform, or venue internet instability.

**4.2. Stoppage of Play** Pauses may not be called during player versus player combat. A team must give a reason to their opponent immediately before or after the game is paused. Each team will have 5 total minutes of pause time per game. Consent from both teams must be given before the game is unpaused.

**4.2.1. Player Pause.** Players may only pause a Match immediately following any of the events described below:

- An Unintentional Disconnection
- A hardware or software malfunction (e.g. monitor power or peripheral disability or LoL glitch)
- Physical interference with a Player (e.g., fan gank or broken chair)

**4.2.3. Illness, Injury or Disability.** Player illness, injury, or disability is not an acceptable reason for a pause initiated by a Player.

- If a League Official observes a condition or behavior, is notified by a Team or otherwise has a good faith belief that leads the official to believe that a Player is medically unfit to play or continue play, the League Official may, in his/her sole discretion, grant a pause, not to exceed ten minutes, in order to evaluate the identified Player.

- If a Player is rendered unable to continue to play, the Team shall forfeit the Game unless a League Official, in his/her discretion, determines that the Game is subject to an Awarded Game Victory.

**4.2.4. Resuming the Game.** Players are not permitted to resume the Game after a pause. After clearance from a Referee or League Official is issued and all Players are notified and ready at their stations, which will be contingent on the Team captain confirming through in-game chat that both Teams are ready to resume play, a League Official will unpause the Game.

**4.2.5. Unauthorized Pause.** If a Player pauses or unpauses a Game without permission from a Referee or League Official, it will be considered unfair play and penalties will be applied at the discretion of League Officials

**4.2.6. Remake.** A game may only be restarted within the first 5 minutes of the game and before first blood for one of the above reasons. If a game is restarted, players must take the exact same champions, skins, runes, and summoner spells. A game may only be restarted once per team per match.

## **5. Post-Match Process**

### **5.1. Post-Game Process**

**5.1.1. Results.** Teams will confirm and record Game result and length.

**5.1.2. Tech Notes.** Teams will record any technical issues with League Officials.

**5.1.3. Break Time.** The standard time for transition in between Games is at least 5-10 minutes from nexus explosion until Players are required in their seats. The exact time will be provided to the Head Coach and/or Players by League Officials. Pick/ban phase will commence as soon as all Players are in their seats. If all the Players are not in their seats, ready for champion select at the time designated to them by the Referees or League Officials, the Team can be penalized for delay of Game.

### **5.2. Post-Match Process**

**5.2.1. Results.** League Officials will confirm and record the Match result and game lengths.

**5.2.2. Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.