

Registration

- Each participant must have registered and submitted a waiver and entry fee (\$10) by the deadline (1 fee for all VU IM Esport games offered)
- Players can register as a team of 5 - 6 or as a free agent and be assigned a team
- Undergraduate and graduate students, faculty and staff are eligible to participate
- 5 v 5 league

Rules

1. **Roster** - Teams will be required to have at least five and no more than six eligible players on its roster at all times. There are no restrictions on position or designation of starter or substitute. These six players are collectively referred to as the Active Roster
2. **New Champions** – Champions who have not been available on the live service for more than 3 days before the beginning of the regular round will be automatically prohibited from use.
3. **Lateness** – A team will automatically forfeit their match if they are not ready to play within 15 minutes from their official match time or within 10 minutes of the start of additional games (e.g. games 2 or 3 in a best of 3 series). Intentionally delaying the lobby or games start will lead to forfeit.
4. **Pausing** – Teams or players may pause the game for any reason. After a pause, the pausing team must use /all to share the reason for the pause and the estimated time to unpause. When a team is ready to unpause, at least one player from both teams must declare their readiness in /aa chat (e.g. ready or r) before the pausing team is allowed to unpause the game. Teams may pause the game for a maximum of 10 minutes over the course of a single game. Pausing beyond allowance time will be considered unfair play and lead to forfeit. All players are responsible for ensuring the performance of their chosen setup, including computer hardware, peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond the a team's allowance, regardless of the root cause of the problem.
5. **Disconnection** – Teams are required to field a full team of 5 players to be considered ready to start any match, If a player disconnects from the lobby or champion select, the team is no longer ready to play and lateness time begins. If a player disconnects from the game, the game may continue as 4 v 5 or be paused using the rules above.
6. **Streaming** – Spectators are permitted in official matches via Lobby Spectating only for the purpose of streaming or recording matches. Spectators may not actively communicate with players on either team while the game is in play. All

matches may be streamed online. Any online spectator viewing the game with less than five minutes of spectator client delay is considered unfair play and will subject their associated team with a forfeit. There are no restrictions regarding people watching the players competing in person without the use of a third party streamer. Players participating in official matches may stream the match from their perspective, but must use five minutes of stream delay. Rebroadcasts, VOD reviews, and other additional content using official match footage are not allowed to be posted for any reason.

7. **Game Lobby Settings:**

- a. Map – Summoner's Rift
- b. Team Size – 5
- c. Allow Spectators – Lobby Only
- d. Game Type – Tournament Draft

8. **General** – All games should be conducted under the Tournament Draft format. Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at our discretion.

9. **Champion Selection:**

a. Misclicks in Champion Selection

- i. In the event of an erroneously-selected Champion pick or ban, the team in error must notify their opponents 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, the erroneous selection shall be deemed unchangeable.

b. Placeholder Champions in Champion Select

- i. A player may draft a champion they do not own by selecting a different champion and immediately notify the opposing team of the intended pick. Teams will complete the pick/ban process as normal, then the player will dodge and redo champion selection with the correct champions. Champion Select must be restarted as soon as possible, and players are not permitted to change their rune pages during the restart.

10. **Game of Record** – A game of record (GOR) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under the limited conditions. Examples of conditions which establish GOR:

- a. Any attack or ability is landed on minions, jungle creeps, structures, or enemy champions.
 - b. Vision established between players on opposing teams.
 - c. Setting foot, establishing vision, or targeting skillshot ability in an opponents jungle by either team, which includes either leaving the river or entering the brush connected to enemy jungle.
 - d. Game timer reaches two minutes (00:02:00)
11. **Restarts** – If the game experiences a critical bug at any point in the match that significantly alters game stats of gameplay mechanics, then a restart may occur.
12. **Awarded Game Victory** - In the event that a technical difficulty leads to a restart and the game has occurred more than 20 minutes, teams may instead be awarded a victory if one of the following criteria is met:
- a. The winning team has more than 133% of the losing team's gold.
 - b. The difference in the number of remaining turrets between the teams is more than seven (7).
 - c. The difference in the number of standing inhibitors between the team is more than two (2).
13. **Breaks** – Teams are entitled to a break of at least 10 minutes between games of a multigame (e.g. best of 3) match. Teams can agree to a longer or shorter break, but if an agreement can be reached, lateness time will begin counting at 10 minutes exactly. Teams are subject to the lateness policy outlined above.
14. **Forfeit Scorekeeping** – 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 one matches, 2-0 for best of three matches, 3-0 for best of five matches). No other statistics will be recorded for forfeited matches.