

Gamefest@GT Fall 2019

League of Legends 5v5 Summoner's Rift

General Rules

Admins: Eugene Ahn

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1. Prizes

Prizes are awarded for first, second, third, and fourth place. Prizes are listed below and in the official prize list.

TBA

2. Roster Rules

2.1. Roster Requirements

Each team is required to have five players in the starting lineup and up to two substitute players prior to the start of the tournament. No changes to the roster are allowed once the tournament begins. If a player must leave due to personal/health reasons, Free Agents will be allowed to join on a case-by-case basis after initially contacting an Admin. No smurfs are allowed.

2.2. Substitutions

Substitutions must be declared to the head admin before the start of the next game. No substitutions may occur during games.

3. Tournament Structure

3.1. Schedule

Swiss will take place on Saturday. Single Elimination will take place on Sunday. The schedule can be found here: <https://gamefest.gg/schedule>

3.2. Phase Details

3.2.1. Swiss

3.2.1.1. Format

Teams will compete in x (determined by number of teams) rounds during the Swiss phase. The first round will have teams paired against a random opponent. In following rounds, teams will be matched against an opponent with a similar record, seeded accordingly. There is no specific point from which a team is eliminated from the tournament. Teams may choose at any time after a game to remove themselves from the tournament. The top 8 teams at the end of all rounds will move on to the playoff single elimination bracket.

3.2.1.2. Tie Breakers

Ties will be broken using the Median-Buchholz system. Each team will have a raw score (one point for a win and half a point for a draw). The tie-breaker score will be calculated by summing all opponents raw score, discarding the lowest and highest raw scores. If a team drops out, their score will be discarded as it will be the lowest score of the opponents.

3.2.2. Playoff

3.2.2.1. Format

The top 8 teams from the Swiss bracket will compete in a single elimination bracket. Seeding will be based on record and rank at the end of the Swiss tournament. In the playoffs, teams will play Single Elimination with a Best of Three (3) for the Round of 8 and Round of 4 (Semi-Finals). The Finals will commence with a Best of Five (5), though the teams can both agree to a Best of Three (3) to determine who is the winner of the Bracket.

4. Match Process

4.1. Role of Administrators

4.1.1. Responsibilities

Administrators are officials who are responsible for making judgments on every game relate issue, question, and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

- 4.1.1.1. Announcing the beginning of a round
- 4.1.1.2. Ordering pause/resume during play
- 4.1.1.3. Issuing penalties in response to a rules violation during the game
- 4.1.1.4. Confirming the end of the match and its results
- 4.1.1.5. Deciding the results in the event of foul play

4.1.2. Finalities of Judgments

If an administrator makes an incorrect judgment during a match, the judgment cannot be reversed, as the decision of the administrator is absolute and final and there is no appeal process. Players are free to ask the Admins (there will be two (2) Admins during this tournament) to make a consensus decision, if they feel that a single Admin's decision may carry risk. Admins retain the right to refuse that option if needed.

4.2. Pre-Match Setup

4.2.1. Timeliness of Match Start

To ensure rounds continue at a reasonable pace and so the tournament ends in a timely manner, it is expected that a match will begin at most fifteen (15) minutes after the announcement of a round starting. If a match has not begun by that time, the waiting team (if any) will notify an Admin, who will search for the missing team. If the missing team is not found after searching all League of Legends Tournament Play

Rooms, the Team(s) that is not ready will forfeit that game. For example, if a round is posted and announced at 10:00 pm, every match should attempt to begin before 10:15 pm.

4.2.2. Game Lobby Creation

The tournament draft game lobby will be created by the higher seeded team and be named <TEAM 1 NAME> vs. <TEAM 2 NAME>, where TEAM 1 NAME and TEAM 2 NAME are the respective team names. If help is needed in creating a game lobby, talk to an Admin.

4.3. Game Setup

4.3.1. Start of Pick/Ban Process

Once all ten players (and any official spectators if needed) are in the game lobby and both Team Captains confirm that they are both ready, the lobby owner may start the game.

4.3.2. General Settings

The game will be created using the following custom game settings:

Map: Summoner's Rift

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Tournament Draft

4.4. Pick/Ban Phase & Side Selection

4.4.1. Tournament Draft

The game will be played in the Tournament Draft format. This is the same format used in LCS matches. This means pick and ban order is 3 bans per team and 3 picks per team then a second ban phase of 2 bans each followed by 2 picks. The bans and picks alternate.

4.4.2. Side Selection

For Best of One, team's sides will be determined by their seed. Higher seed will be on blue side and lower seed will be on red side. For Best of Three, the team with higher seed is blue side for first game with the loser picking side for following games.

4.4.3. Selection Error

In the event of an incorrectly or erroneously-selected Champion pick or ban, the team in error must notify the enemy team, take note of current picks and bans, quit, and rejoin the lobby. The process will then restart with identical picks and bans up until the point of error. The process will then continue as normal until completion. If the next selection is locked before the team in error gives notification, the incorrect selection will be irrevocable. Contact a Staff member if issues occur.

5. Game Rules

5.1. Game of Record (GOR)

Game of Record is established when one of the following events occurs:

- 5.1.1. Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 5.1.2. Line-of-sight is established between players on opposing teams.
- 5.1.3. Setting foot, 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.
- 5.1.4. Game timer reaches two minutes (00:02:00).

5.2. Stoppage of Play

5.2.1. Player Pause

Players may pause the game for up to 10 minutes. After 10 minutes of pause time has gone by, the game must be resumed with all available players. Pausing beyond this time will be considered unfair play and subject to penalties applied at the discretion of GT Gamefest officials.

5.3. Game Restart

5.3.1. Restarts Before GOR

If any player's runes or mastery settings have not applied correctly between the game lobby and match in a way that cannot be adjusted within the game, then a game may be restarted with the agreement of both teams.

5.3.2. Restarts After GOR

If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics, then a game may be restarted at Admin discretion.

5.4. Post-Game Process

5.4.1. Results

Winning team will update their match with scores on the bracket on smash.gg. If there are any issues in reporting, tell the result to an Admin.

5.4.2. Break Time

There will be a 10 minute break after a round fully completes. After 10 minutes, the next round will be announced.

5.4.3. Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match. No other statistics will be recorded for forfeited matches.

5.4.4. Screenshot

The winning team of each match should provide a screenshot to smash.gg of the result of their match.

5.4.5. Next Match

After all matches are completed in a round, the match for the next round will be posted. Standings will also be updated at the end of a round.

6. Player Conduct

6.1. Competition Conduct

6.1.1. Unfair Play

The following actions will be considered unfair play and will be subject to penalties at the discretion of GT Gamefest officials.

6.1.1.1. Collusion

Collusion is defined as any agreement among two or more players and/or confederates to disadvantage opposing players. Collusions includes, but is not limited to, acts such as:

- 6.1.1.1.1. Soft play
- 6.1.1.1.2. Pre-arranging to split prizes
- 6.1.1.1.3. Sending or receiving signals from a confederate to/from a player
- 6.1.1.1.4. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
- 6.1.1.1.5. Deliberately failing to play in any manner inconsistent with the principles of good sportsmanship, honesty, or fair play.

6.1.1.2. Hacking

Hacking is defined as any modification of the League of Legends game client by any player, team, or person.

6.1.1.3. Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage.

6.1.1.4. Spectator Monitor

Looking at or attempting to look at spectator monitors. This includes having non-players relay spectator information.

6.1.1.5. Ringing

Playing under another player's account or soliciting, inducing, encouraging, or directing someone else to play under another player's account.

6.1.1.6. Cheating Device

The use of any kind of cheating device and/or cheat program. This includes assist-scripts.

6.1.1.7. GT Gamefest Discretion

Any other act, failure to act, or behavior which, in the sole judgment of GT Gamefest officials, violates these rules and/or the standards of integrity established by GT Gamefest for competitive game play.

6.1.2. Overall Player Conduct

Be nice people! No insults, hate speech, or abuse will be tolerated.

6.2. Penalties

Upon discovery of any team member committing any violations of the rules listed above, the GT Gamefest officials may issue the following penalties:

- 6.2.1. Verbal Warnings**
- 6.2.2. Loss of Ban**
- 6.2.3. Game Forfeiture(s)**
- 6.2.4. Match Forfeiture(s)**
- 6.2.5. Disqualification(s)**

7. Spirit of Rules

7.1. Finality of Decisions

All decisions regarding the interpretation of these rules of GT Gamefest lie solely with GT Gamefest administrators, the decisions of which are final. The decisions cannot be appealed.

7.2. Rule Changes

These rules may be amended, modified, or supplemented by GT Gamefest at any time or place to ensure fair play and the integrity of the tournament.