

UC Davis League of Legends Spring 2020 Season Rules

1. Registration
 - All team members must be registered through IM Fusion
2. Eligibility
 - MUST BE A UC DAVIS STUDENT OR GRADSTAFF
3. Teams
 - 3.1. Roster Size
 - 5 with 1 substitute
 - 3.2. Players may play on as many teams as they want per sport. However, the teams must be from different leagues (e.g. cannot compete on 2 competitive teams or 2 recreational teams)
 - 3.3. Free Agents
 - Free agent teams are available for this league.
4. Match Process
 - 4.1. Start Time
 - Games must begin within the 5 minutes after the scheduled time. Late appearances will result in an automatic forfeit (not ready to play 5 minutes after the scheduled game time).
 - A game will start immediately after the pick/ban process is complete. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.
 - 4.2. Pause Allowance
 - 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 penalties will be applied at the discretion of the Rec Sports office.
 - 4.3. 4v5 Play
 - Teams are required to start with a full team of five 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 4v5 or be paused.
 - 4.4. Game Setup
 - Map: Summoner's Rift
 - Team Size: 5
 - Spectators: Lobby Only
 - Game Type: Tournament Draft
 - 4.5. Champion Select Process
 - 4.5.1. Selection Error
 - 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 irrevocable.

4.5.2. Placeholder Champions

- A player may draft a champion they do not own by selecting a different champion and immediately notifying 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.

5. Logistics

5.1. Setup and Player Responsibilities for Online Matches

- All players will be expected to be ready to join the game lobby at the time specified by their team captains. Readiness includes, but is not limited to, five rostered players having joined the game lobby and completed client patching, configuration of in-game settings, and completed rune and mastery pages.

5.2. Player Equipment Responsibility

- 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 a team's allowance, regardless of the root cause of the problem.

5.3. Spectators, Streaming, and Recording Matches

- Spectators are permitted in official matches via Lobby Spectating only for the purposes of streaming or recording official matches. Spectators may not actively communicate with players on either team while the game is in play.
- All matches may be streamed online with consent of the other team. Live streamers must use a stream delay of at least two minutes, so that the stream is showing five minutes behind real time. 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 to possible unsportsmanlike penalties. 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 allowed to be posted after the match is completed with no restrictions.

6. Leagues

For the purpose of this first season, Rec Sports will only be hosting a limited number of leagues. Teams will compete within leagues for the regular season and be separated into appropriate brackets for playoffs.

- Rank Cap: None
- Teams will get 3 scheduled regular season games.
- Game Type: Tournament Draft

7. Playoffs

- All teams will qualify for playoffs. Teams will be split into Gold & Silver brackets based on their performance throughout the season.
- The top overall teams in the league will qualify for playoffs pending they meet the following requirements:
 - Attend at least 2/3 scheduled games (i.e. can only forfeit 1 games due to a no show or not having enough players at game time)
 - Have a 5 or higher Sportsmanship score
- Players will lose their playoff eligibility for a team if they accumulate the equivalent of 3 cautions/warnings/unsportsmanlike penalties due to conduct/behavior issues throughout the season (ex: 3 conduct-related yellow cards in soccer, 3 technicals in basketball, 3 unsportsmanlike penalties in Flag Football, etc.)

8. Forfeits

A forfeit constitutes:

- No Show
- Less than required minimum number of players ready in the lobby at game time.
- Late appearance (not ready to play 5 minutes after the scheduled game time).
- Use of an ineligible player (i.e., a player who plays on more than the allowed number of teams or a player who is not in possession of a valid UCD Aggie card).
- Cancellation of contest with less than 24 business hours' notice to Rec Sports Office.

9. Team Captain Responsibilities

9.1. Review rules before the first game.

9.2. Join the Gunrock Gaming Discord Channel to coordinate with the opposing captain.

link: <https://t.e2ma.net/click/4fhlmc/gl97ib/kg47sm>

9.3. Reporting the Score

- Scores must be reported to the Rec Sports Office via Google Form within 5 days of the match. (Exceptions are to the discretion of the Rec Sports Office.)

link:

https://docs.google.com/forms/d/e/1FAIpQLScAHj9ayBinMdcV-8FCqSHiW2Gs_vEdnSDHO-IjleX4N-M6Xrg/viewform?usp=sf_link

- Failure to report scores on time will result in a forfeit.

9.4. Communicate with Rec Sports Officials

- Communicate with Luis Castro weekly to receive information such as side selection (blue or red)
- Work with Rec Sports Officials to reschedule matches

10. Fairplay, Ejection Policies and Protests

- Teams must average a 5 or better Sportsmanship score to be eligible for playoffs.
- Any behavior in all chat that violates the school's Code of Conduct will automatically result in a deduction from your team's Fairplay score and possible removal from the league. Teams are expected to report to Rec Sports Officials when they witness unsportsmanlike behavior in game.
- Any violation of these rules may result in the following penalties:
 - Written warning
 - Loss of Side Selection for Current or Future Game
 - Loss of Ban(s) for Current or Future Game
 - Prize Forfeiture
 - Game Forfeiture
 - Match Forfeiture
 - Player Suspension
 - Team Disqualification

Extra content:

- Side Selection.
 - The higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1 & 3), while the lower seed will have side selection for even-numbered games (Game 2). For example, the higher seed may choose to play game 1 on blue side, but game 3 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. The team with the Game 1 selection will be required to submit their final decision by 5:00pm of the night before the match is scheduled using the message board on the match webpage (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side. Teams with side choice for all games after game 1 will have 4 minutes after the nexus explodes to select their side for the next match.
 - In the event that a team's playoff match does not end until after the side selection deadline for their next match, the deadline will be moved to one hour from the scheduled end of last match or actual end of their match, whichever is later