

MIT INTRAMURALS

LEAGUE OF LEGENDS E-SPORTS RULES

Eligibility

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCoB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the first game of the season. During this time, players may join, quit, or switch teams. Once the season begins, rosters will be locked. Players participating that are found to be in violation of the eligibility requirements shall immediately disqualify the offending team from playoffs.

Team captains **must submit a list of in-game usernames** to the league manager prior to the first match to verify game identity and eligibility for any disputes that may arise.

Leagues

If all teams have similar player average (not team) rankings, there will be one league split by two divisions. Otherwise, there will be an A & B League. A League will consist of teams with an average ranking of Gold III and above. B League will consist of all other teams. The average of each team will be calculated by the manager.

Sportsmanship

- Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book](#)'s section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.
- Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately.
- While we do encourage players to make use of the mute feature in League of Legends chat, grieving or bad-mouthing is unacceptable and will result in immediate disqualification.
- It is **strongly recommended** that at least one team member participating in a match will save a replay for any arbitration of disputes by the league manager. Details on how to do so can be found at: <https://support.riotgames.com/hc/en-us/articles/234965248-Replays-FAQ-Pro-Tips>
- Spectating of matches is allowed, but outside communication with spectators to gain advantage is considered cheating and will result in immediate disqualification from the league.

Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Forfeits

- If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.
- If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.
- It is the responsibility of both teams to make a good-faith effort to connect and set-up the match and resolve any issues regarding internet connectivity.
 - * More than 24 hour advance notice results in no penalty. We will reschedule the game to a mutually suitable time. If the game cannot be rescheduled, it will not count towards your record.
 - * Less than 24 but more than 12 hour notice results in loss if game cannot be rescheduled (but no fine).
 - * Less than 12 hour notice results in forfeit and corresponding penalty.
- Technical issues should be immediately reported to the manager and other team captain in order to avoid penalty.

Fines and Penalties

- Fines will NOT be issued according to the IM Handbook Section XII for the first trial season.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding penalty.
 - Failure to attend captain's meeting: disqualification from playoffs.
 - Forfeited Matches- First infraction: warning. Second infraction: disqualification from playoffs. Third infraction: removal from league.
 - Dropping out of league (once games have been scheduled): disqualification from the next season.

Playoffs

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total wins
2. Head-to-head result
3. Tiebreaker Game
4. Strength of Schedule

Rules

- Any action that would lead to an account getting banned by Riot Games (e.g. scripting, hacking) at the time of play will result in removal from the season.
- All players are on a roster compiled by the manager which will be released after the captain's meeting. The opposing team is responsible for reporting to the manager if they believe this rule was broken.
- All players are using their highest ranked account and not manipulating the average ranking of their team. "Smurfing" or playing on somebody else's account of lower ranking is prohibited.

Field of Play

- All matches will be played on Summoner's Rift in a custom TOURNAMENT DRAFT game mode with standard game rules for 5v5 League of Legends.

Equipment

- Players will supply their own devices in order to play the game. The game is not location specific and can be played remotely on a personal computer.

Duration of Games

-Games generally last 30-50 minutes.

Game Setup

-General / Game Settings

-Map: Summoner's Rift

-Team Size: 5

-Allow Spectators: Lobby Only

-Game Type: Tournament Draft

-Start of Pick / Ban Process

-Picks/bans will proceed through the client's Tournament Draft feature. Starters for each team cannot be substituted after the start of the draft.

-Draft Mode

-The "Home" team on IMLeagues has choice on Blue or Red side. During playoffs, this will instead be based on team ranking from:

1. Semi-finalist

2. Total wins

3. <http://justflipacoin.com/> spectated by the other team captain in some way (e.g. Skype share screen)

Gameplay

-Slow Client Load

-If a disconnect or any other failure occurs which interrupts the loading process and prevents a player from joining a game **before minions spawn at 1:15**, the game must be immediately paused until all ten players are connected to the game via typing /pause in the chat.

-Game of Record/Restarts

-A game of record ("GOR") refers to a game where all ten players have loaded and the first wave of minions has spawned (at 1:15). After the establishment of GOR, game restarts will be allowed only under condition of a critical bug or error that makes the game unplayable in that instance.

-Technical issues (including latency, computer errors, etc.) are not sufficient grounds to restart a game without the opposing team's opinion.

-Player Pause

-Players may only pause a match immediately following any of the events described below, but must signal the other team immediately after the pause and identify the reason. Acceptable reasons include:

*An Unintentional Disconnection

*A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

*Physical interference with a player (e.g., broken chair)

-The game is played according to standard League of Legends rules until:

-Completion of the final objective (destruction of a nexus)

-Team Surrender

-Team Forfeit

Complaints and Disputes

-Complaints or disputes should be filed to the league manager as soon as possible with any evidence of rule violation, especially video or photographic evidence (replays).

(Rules adapted from LCS Official Rules v3.01)