

Tournament Rules

Overview



Introduction

This brief overview is not intended to replace the official Tournament Rules, seen at the latter section of this document. All participants should carefully consult the full ruleset for additional requirements and guidelines. The set of standardized rules will ensure fair gameplay and a level playing field among all teams.

For questions and concerns regarding the rules, please contact us via email at info@ochighschoolsports.org.

Player Eligibility

- Players must be a full-time high school student at a participating Orange County high school
- Players must meet the average GPA requirement of 2.0 or above, and maintain satisfactory citizenship
- Players may not have any current disciplinary suspension from Riot Games
- Players must have an eligible LoL account in good standing and eligible for ranked games.
- Players may not change their Summoner name without permission during the season.
- Players must attend the same school
- Players must follow the Code of Conduct

Roster Rules

- Eligible teams consist of five (5) to six (6) eligible players
- Each team must have a General Manager who is under the employ of the school district
- Teams may freely field any 5 players from their Active Roster without any notification
- A team may change their roster at any point so long that the player is eligible and is submitted a minimum of three days before a round resets

Player Conduct

- Eligible teams consist of five (5) to six (6) eligible players
- Each team must have a General Manager who is under the employ of the school district
- Teams may freely field any 5 players from their Active Roster without any notification
- A team may change their roster at any point so long that the player is eligible and is submitted a minimum of three days before a round resets

Schedule

- Matches are slated to take place Wednesdays at 4:30 PM PST
 - Round 1: January 28 - February 3
 - Round 2: February 4 - February 10
 - Round 3: February 11 - February 17
 - Round 4: February 18 - February 24
 - Round 5: February 25 - March 3
 - Round 6: March 4 - March 10
 - Round 7: March 11 - March 17
 - Round 8: March 18 - March 24
 - Tournament Playoffs (Rounds of 16, Quarterfinals): April 14 - April 15
 - Tournament Playoffs (Semifinals, Finals): April 28
- Schools may reschedule their matches anytime during a round and upon consent of their opposing team
- A team will automatically forfeit their match if they are not ready to play within 30 minutes from their official or agreed-upon match time, including intentional delays
- Rescheduled matches must be reported to league officials

Match Format

- Regular Season: teams of five (5) will play 8-rounds, best-of-three, Swiss-style tournament, in which teams are matched against other teams with the same regular season win-loss record each round
- Tournament: the top 16 teams will automatically advance to the tournament, which consists of an eight-round double elimination where the first 6 rounds are best-of-one, and all following rounds are best-of-three.
- A win is awarded upon completion of any of the following: (a) Destruction of a Nexus, (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory

Matches

- Matches will be played on the North American live server
- Matches will be assigned on the Tournament website
- **To play your opponents, contact their General Manager or Coach through an email client or Discord**
- Champions who have not been available on the live service for more than three days will be automatically prohibited from use
- Games are 5v5--if there are not five (5) players in the lobby or during champion select, the team is no longer ready to play, and lateness time begins; if a player disconnects after a game has begun, the game may continue or be paused
- **Upon completion, the winning team must report the win and upload relevant screenshots to the Discord match results channel or via email to santon@ochighschoolsports.org**

Game Setup

- Players must join a game lobby in the following order of positions: Top, Jungle, Mid, ADC, Support
- Teams are free to role swap during Champion Select if they so choose
- Game lobby settings:
 - Map: Summoner's Rift
 - Team Size: 5
 - Allow Spectators: Lobby Only
 - Game Type: Tournament Draft
- Start of Champion Select
 - Once all ten Players have reported to the official game lobby, a OC League official will request confirmation that both teams are ready for Champion Select
- Side Selection
 - The higher-ranked seed will have side selection for odd-numbered games (Games 1, 3, etc.), while the lower seed will have side selection for even-numbered games (Game 2).
 - Both teams will be required to submit their final decision by 7:00pm of the night before the match is scheduled (PST)

- Teams are entitled to a short break of at least 10 minutes between games of a multi-game (e.g. best-of-three) match

Spectators and Streaming

- Spectators are permitted in official matches via Lobby Spectating for the purpose 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 a stream delay of at least two minutes
- Players participating in official matches may record the match from their perspective, but are not allowed to stream or publicly post any such recordings until the match is complete

Official Tournament Rules

Introduction

The Orange County High Schools Esports League™ (“OC League”) is hosting its first annual tournament between high schools who sit underneath the Orange County Department of Education who have qualified for the 2018 season (“OC League Season”). These rules (“Rules”) apply to each of the teams who have qualified to play in the 2018 OC League Season, including their Players (“Players”), team managers, staff members, and other employees (“Club”).

This set of standardized rules will ensure fair gameplay and a level playing field among all teams. Teams that advance to the OC League finals (“Tournament Playoffs”) will be subject to additional rules relevant to live gameplay.

For questions and concerns regarding the rules, please contact us via email at info@ochighschoolsports.org.

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1. Competition Eligibility

1.1. Participating Schools

Players must attend an accredited high school in Orange County (“High School”). A list of accredited Orange County high schools can be found on the website of the [Western Association of Schools and Colleges](#).

1.1.1. Single Club per School

Each High School may only have a single Club. Clubs consist of all Players, General Managers, team managers, staff members, and other employees. This may also include student-led supports for the team including but not limited to team management, marketing, outreach, etc..

1.1.2. Multiple Teams per School

A maximum of two teams may represent a single High School during the OC League season. Both teams must represent the single Club at the High School. Any decisions made regarding Player selection for the team is held at the sole discretion of the Club.

1.2. Student Eligibility Rules

1.2.1. Enrollment Status. Players must be enrolled in at least 20 semester units of work at a participating High School. Players must be in ninth, tenth, eleventh or twelfth grade.

1.2.2. Academic Standing. Players must be in good academic standing as determined by their school administration. However, all Players must meet the average GPA requirement of 2.0 or above during the previous grading period preceding their participation, as determined by the OC League.

1.2.3. Citizenship Standing. Players must maintain satisfactory citizenship during previous grading period (ex. no N or U).

1.2.4. Riot Disciplinary Status. Players may not have any current disciplinary suspension from Riot-affiliated competitions.

1.2.5. Eligible LoL Account. Players must have a League of Legends (LoL) account in good standing and eligible for ranked games in order to compete. This same account must be used for the duration of the OC League Season. Players may not change their Summoner name without permission during the competition.

1.2.6. Sportsmanship Checks. Upon registration, all Players will have their LoL account reviewed to ensure that they uphold good conduct and sportsmanship in their games during the current school year. Players who do not do so may be subject to warnings or loss of eligibility at any point during the season.

2. Team Management and Roster Rules

2.1. Roster Size

Teams will be required to have at least five and no more than six eligible Players (“Active Roster”) on its roster at all times. There are no restrictions on position or designation of starter or substitute.

2.2. Roster Listing

The Active Roster will be shared publicly on an official competition website, including their Summoner Name, first name, and last name. The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up-to-date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of OC League officials

2.3. Team Positions

All teams must be comprised of Players and one designated General Manager. A team may additionally include an additional team staff member. Players, General Manager and staff are collectively referred to as Club.

2.4. General Manager

Each team must have a designated General Manager. All General Managers must be under the employ of the school district or otherwise approved by the Board of Trustees. The General Manager will be the primary point of contact for all OC League Season officials and will also be the signatory authority for any documents that cause changes to the Active Roster. The General Manager must be identified before the start of the OC League Season, and a successor must be immediately identified within three days if the General Manager leaves the team for any reason.

2.5. Additional Staff

Teams are allowed to have any number of additional staff members serving any role without restriction. Additional staff members do not need to be declared to OC League officials or meet any eligibility requirements beyond those stated by the High School or their district, to work with the team in any role or function.

2.6. Manager Overrule

At the sole discretion of OC League officials, the General Manager may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance.

2.7. Substitutions

Teams may freely field any five Players from their roster in any match at any time without any notification or approval process.

2.8. Roster Changes

A team may change their roster at any point during the OC League Season. Any new Players must be fully eligible (see Section 1.2). If a team wishes to acquire a new Player, that acquisition must be declared to an OC League official more than three full days

before the match where the Player would be utilized. OC League officials reserve the right to approve or deny any such request, based upon the eligibility of the Players involved, the request's compliance with the Rules, and any extenuating circumstances.

2.9. Summoner Name Restrictions

Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion. These restrictions will be applied solely at the discretion of OC League officials.

2.10. Name Approval

OC League officials reserve the right to modify all Team Tags, Team Names and Summoner Names. OC League officials have the ability to modify a team name if it does not reflect the standards sought by the OC League officials. A Club, Team or Player will be notified by an OC League official if their name does not meet the standard, and the team will be allowed to change its name.

Players are permitted to change their Summoner Name during the season, upon notifying and receiving approval by OC League officials. If a team advances to Tournament Playoffs, they will not be allowed to change their Summoner Name after a deadline imposed by OC League officials.

2.11. Sponsorships

Teams are able to acquire and represent sponsors so long that they follow the guidelines laid out by their school and district administration, as well as the guidelines below. Additionally, teams may not acquire "title sponsors," as teams will solely be represented by their High School name and a unique team logo without additional branding.

2.11.1. Limited categories of sponsorships. If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the Players during the use or play of LoL, adjacent to LoL related material, the OC League, or any Riot- and OC League-affiliated events. The OC League officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsor categories:

2.11.1.1. Gambling Websites. Defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.

2.11.1.2. Non-"over-the-counter" drugs.

2.11.1.3. Account sharing/skin-selling websites.

2.11.1.4. Firearms, handguns, or ammunition providers.

2.11.1.5. Websites displaying or related to pornographic imagery or products.

2.11.1.6. Tobacco, smoking, or vaping products.

3. Player Conduct

3.1. Ethics for Players

3.1.1. Responsibility Under Code of Conduct. The following actions have been outlined as the official Player Code of Conduct and apply to all actions from in- and out-game.

3.1.1.1. Offensive expression. Players may not express themselves in an offensive manner toward other Players or their actions in the game, regardless of whether they are opponents or teammates.

3.1.1.2. Offensive language. Players may not use language, nicknames or other expressions that insult another Player's gender, gender identity, origin, physical ability, sexual orientation, religion or age.

3.1.1.3. Team dynamic. Players must support their team, communicating positively and with respect.

3.1.1.4. Violent language. Players may not use language or actions that refer to sexual violence or other violence.

3.1.1.5. Violent actions. Players may not act in a threatening or violent manner.

3.1.1.6. Cheating. Players may not cheat or hack (See Section 3.2).

3.1.1.7. Private information. Players may not share account information or any other private information that could put themselves or their peers at risk.

3.1.1.8. Harassment. Harassment is defined as systematic, hostile, and repeated acts which is/are intended to isolate or ostracize a person and/or affect the dignity of the person. Harassment may take place over a considerable period of time or be a singular egregious instance. Players may not harass other Players, General Managers, other Club members or other associated parties as deemed by OC League officials.

3.1.1.9. Sexual Harassment. Sexual harassment is defined as unwelcomed sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. Players may not sexually harass other Players, General Managers, other Club members or other associated parties as deemed by OC League officials. There is zero tolerance for any sexual threats or coercion or the promise of advantages in exchange for sexual favors.

3.1.1.10. Discrimination and Denigration. Club members may not offend the dignity or integrity of a country, private person, or group of people

through contemptuous, discriminatory, or denigratory words or actions on account of race, ethnicity, socioeconomic status, ability status, gender identity, language, religion, political opinion or any other opinion, sexual orientation, or any other reason.

3.1.2. Unprofessional Behavior.

- 3.1.2.1. Statements Regarding OC League.** Club members may not give, make, issue, authorize, or endorse any statements or action having, or designed to have, an effect prejudicial or detrimental to the best interest of OC League, as determined in the sole and absolute discretion of OC League.
- 3.1.2.2. Player Behavior Investigation.** If OC League officials determine that a Team Member (including Players) has violated the Rules, OC League officials may assign penalties at their sole discretion. If an OC League official contacts a Player, the Player is obligated to tell the truth. If a Player lies to an OC League official creating obstruction of the investigation then all Club members are subject to punishment.
- 3.1.2.3. Criminal Activity.** A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 3.1.2.4. Moral Turpitude.** A Team Member may not engage in any activity which is deemed by OC League officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- 3.1.2.5. Confidentiality.** A Team Member may not disclose any confidential information provided by OC League Season officials or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 3.1.2.6. Bribery.** No Team Member may offer any gift or reward to a Player, Team Member, General Manager, OC League official or employee, or any other person connected with or employed by another OC League team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.
- 3.1.2.7. Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of OC League officials.
- 3.1.2.8. Match-fixing.** No Team member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.
- 3.1.2.9. Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the OC League as requested by OC League officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the OC League.

3.2. Competition Conduct

3.2.1. Unfair play. The following actions will be considered unfair play and will be subject to penalties at the discretion of OC League officials.

3.2.1.1. Collusion. Collusion is defined as any agreement among two or more Players or confederate to disadvantage opposing Players. Collusion include, but is not limited to, acts such as:

3.2.1.2.1. Soft play, which is defined as any agreement among two or more Players to not damage, impede or otherwise play to a reasonable standard of competition in game.

3.2.1.2.2. Pre-arranging to split any form of prizing.

3.2.1.2.3. Sending or receiving signals, including electronic, from a confederate to/from a Player.

3.3.1.2.4. Deliberately losing a game for compensation, or any other reason, or attempting to induce another Player to do so.

3.2.1.2. Hacking. Hacking is defined as any modification of the League of Legends game client by any Player, team, or confederate.

3.2.1.3. Exploiting. Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of OC League officials, to seek an advantage.

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

3.2.1.5. Cheating Device. The use of any kind of cheating device and/or cheating.

3.2.1.6. Official Discretion. Any other further act, failure to act, or behavior, in the sole judgement of OC League officials, that violates these Rules and/or the standards of integrity established by OC League for competitive game play.

3.2.2. Disruptive Behavior and Insults. A team member may not take any action or perform any gesture directed at an opposing team member, fan, or official, or incite any other(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

3.2.3. Abusive behavior. Abuse of OC League officials, opposing Club members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Club members and their guests (if any) must treat all individuals attending a match with respect.

3.3. Association with Gambling

No Team Member may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally

3.4. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that OC League Season officials believe, in their and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the OC League Season.

3.5. Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the OC League Season may, without limitation of its authority under Section 3.4, issue the following penalties:

3.5.1. Verbal Warning

3.5.2. Loss of Side Selection for Current or Future Game

3.5.3. Loss of Ban(s) for Current or Future Game

3.5.4. Scholarship/Prize Forfeiture

3.5.5. Game Forfeiture

3.5.6. Match Forfeiture

3.5.7. Player Suspension

4. League Structure & Schedule

4.1. Definition of Terms

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) Destruction of a Nexus, (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 6.4).

Match. A set of games that is played until one team wins a majority of the total games. This includes "best of three" and "best of five" games. The winning team will either receive a win tally in a league format or advance to the next round in a bracket format.

4.2. Tournament Ranking

The top 16 teams of the league will automatically advance to the tournament playoffs. .

4.3. Phase Details

4.3.1. Regular Season. Teams will compete in a 8-round, best-of-three, Swiss-style tournament, in which teams are matched against other teams with the same regular season win-loss record each round.

4.3.1.1 Seeding. On January 12, 2018, teams will be seeded by the average of Ranked Queue MMR of each member of the Active Roster.

4.3.1.2 Match Seeding. In each round, teams are seeded such that the difference in seed between each team is equal for each match within each win-loss bracket. For example, if a win-loss bracket has 10 teams, teams will be matched 1v6, 2v7, 3v8, etc. If teams would be matched against a team they have already played, one of the teams will be randomly moved +/- 1 seed to separate them.

4.3.2. Tournament Playoffs. This phase consists of a 16-team, eight-round double elimination where the first 6 rounds are best-of-one, and all following rounds are best-of-three.

4.3.2.1. Seeding. Seeding will be determined based solely on their Tournament Ranking.

4.4. Schedule

4.4.1. Default Match Time. All Tournament Regular Season matches are scheduled for Wednesdays at 4:30 PM PST. Matches may be scheduled to begin at any other day within the round.

4.4.2. Regular Season

4.4.2.1. Round 1: January 28 - February 3

4.4.2.2. Round 2: February 4 - February 10

4.4.2.3. Round 3: February 11 - February 17

4.4.2.4. Round 4: February 18 - February 24

4.4.2.5. Round 5: February 25 - March 3

4.4.2.6. Round 6: March 4 - March 10

4.4.2.7. Round 7: March 11 - March 17

4.4.2.8. Round 8: March 18 - March 24

4.4.3. Tournament Playoffs - Rounds of 16, Quarterfinals

4.4.3.1. April 14-15, 2018

4.4.4. Tournament Playoffs - Semifinals, Finals

4.4.4.1. April 28, 2018

4.4.5. Changes to Schedule. OC League officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a OC League match to a different date or otherwise modify the schedule of matches. In the event that the match schedule is modified, officials will notify all teams at the earliest convenience.

5. Match Process

5.1 Role of Referees

Referees are OC League officials who are responsible for making judgements on every match-related issue, question and situation which occurs before, during, and immediately following match play.

5.1.1. Referee Responsibilities. Referee oversight may include, but is not limited to the following:

5.1.1.1. Checking the team's lineup before a match.

5.1.1.2. Announcing the beginning of the match.

5.1.1.3. Ordering pause/resume during play.

5.1.1.4. Issuing penalties in response to rule violations before, during, or after the match.

5.1.1.5. Confirming the end of the match and its results.

5.1.2. Finality of Judgement. If a referee makes an incorrect judgement, the judgement can be subject to reversal. OC League officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, OC League officials reserve the right to potentially invalidate the referee's decision. OC League officials will always maintain final say in all decisions set forth throughout the OC League Season.

5.2. Competitive Patch & Server

OC League Season will be played on the North American live server. As such, the current live patch will be used for all competitive play. The OC League Tournament Playoffs may be played on a Tournament Realm server, and may have its patch restricted per OC League officials discretion.

5.3. New & Reworked Champions

Champions who have not been available on the live service for more than three days will be automatically prohibited from use. Champions that have undergone Gameplay Updates will be subject to OC League officials' discretion.

Champions that are released or updated in the middle of a week of the Regular Season will not be available for selection until the next week begins. Champions that are released during Tournament Playoffs will not be available until the end of any phase of competition.

5.4. 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 OC League officials. 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.

5.5. Schedule Adjustments by Officials

OC League officials reserve the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experiences.

5.6. Match Reschedules

Teams may agree to reschedule their matches to a different time, such that the match begins before the round deadline. Rescheduling will occur via the reschedule function on the tournament website. Once completed, the match time listed on the platform will change according to the agreed-upon reschedule time. If teams agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of lateness or forfeits. IF teams cannot agree on a different time, the match must be played at the default scheduled time. OC League officials reserve the right to uphold or reject reschedule requests at their sole discretion.

5.7. Lateness Penalties

A team will automatically forfeit their match if they are not ready to play within 30 minutes from their official or agreed-upon match time. Intentionally delaying the lobby or game start will subject the team to the rules set forth in this section.

5.8. Pause Process

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 unpaue. When a team is ready to unpaue, at least one Player from both teams must declare their readiness in /all chat (e.g. "ready" or "r") before the pausing team is allowed to unpaue the game.

5.9. Pause Allowance

Teams may pause the game for a maximum of ten 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 tournament officials.

5.10. 4v5 Play

Teams are required to field 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 normal or be paused per Section 5.8.

5.11. Player Equipment Responsibility

All Players are responsible for ensuring the performance for 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.

5.12. Spectators, Streaming, and Recording Matches

Spectators are permitted in official matches via Lobby Spectating for the purpose 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. Live streamers must use a stream delay of at least two minutes. Any spectator viewing the game with less than five minutes of spectator client delay is considered unfair play, and will subject their associated team with penalties at the sole discretion of OC League officials per Section 3.5.

Players participating in official matches may record the match from their perspective, but are not allowed to stream or publicly post any such recordings until the match is complete.

Rebroadcasts, VOD reviews, and other additional content using official match footage are allowed to be posted after the match is completed with no restrictions.

5.13. Game Lobby Creation

OC League officials will provide instructions to join the official game lobby to competing teams. Players must join a game lobby in the following order of positions: Top, Jungle,

Mid, ADC, Support. Teams are free to role swap during Champion Select if they so choose.

5.14. Game Setup

5.14.1. Start of Champion Select. Once all ten Players have reported to the official game lobby, a OC League official will request confirmation that both teams are ready for Champion Select. Once both teams confirm readiness, a OC League official will instruct the room owner to start the game.

5.14.2. Recording of Champion Select. Pick/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed in advance of game setup for any reason, OC League officials will record the official picks/bans and manually abort the game start.

5.14.3. Game Lobby Settings

5.14.3.1. Map: Summoner's Rift

5.14.3.2. Team Size: 5

5.14.3.3. Allow Spectators: Lobby Only

5.14.3.4. Game Type: Tournament Draft

5.15. Side Selection

The higher-ranked seed will have side selection for odd-numbered games (Games 1, 3, etc.), While the lower seed will have side selection for even-numbered games (Game 2). Both teams will be required to submit their final decision by 7:00pm of the night before the match is scheduled (in the time zone where the game will be played. If no decision is submitted, selection will default to the blue side.

5.16. Champion Select Process

5.16.1. Tournament Draft. All games should be conducted under Tournament Draft format. OC League officials may choose to employ a manual draft that is conducted in chat without the use of an in-game feature.

5.16.2. Restrictions on Gameplay Elements. Restriction 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 the discretion of the OC League.

5.16.3. 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.

5.16.4. 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 select 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.

5.16.5. Game Start. A game will start immediately after pick/ban process is complete, unless otherwise stated by an OC League official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.

5.16.6. Controlled Game Start. In the event of an error in game start or a decision by OC League officials to separate the pick/ban process from game start, an OC League official may start the game in a controlled manner using Blind Pick. All Players will select Champions in accordance with the previous valid completed Champion Select process.

6. Game Rules

6.1. 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 which will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 6.3). Examples of conditions which establish GOR:

6.1.1. Hostile contact. Any attack or ability is landed on minions, jungle creeps, structures, or enemy champions.

6.1.2. Vision. Vision established between Players on opposing teams.

6.1.3. Invasion. 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.

6.1.4. Time. Game timer reaches two minutes (00:02:00).

6.2. Directed Pause

OC League officials may order the pause of a match or execute a pause command at any time for any reason, at their sole discretion.

6.3. Game Restart

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions at a live event become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. OC League officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player’s ability to compete in the game situation. The determination of whether the bug has damaged a Player’s ability to compete is up to the sole discretion of the OC League officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player error. The spectator must then be able to replay the instance in question and verify the bug.

If a Player believes they have experienced a critical bug, they must pause the game and alert a referee in a timely fashion. If it is believed that a Player is attempting to delay

reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If OC League officials determine that the bug is critical and verifiable and that the Player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted. If the restart occurred due to a champion bug, then setting no longer will be retained (including picks and bans) regardless of GOR status and the champion will be made ineligible for at least the remainder of the day's matches unless the bug can conclusively be tied to a specific game element that can be fully removed (i.e. a skin that can be disabled) or prohibited (i.e. the purchase of items).

If a team is offered a restart and declines, then the team will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the match. However, OC League officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game.

This section is applicable if the pause is directed as per Section 6.2 and does not limit the ability of an OC League official to institute a restart.

6.3.1. Controlled Environment. Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, Champion Select, run/mastery loadouts, or Summoner spells. If, however, a match has reached GOR, OC League officials shall not retain any settings.

6.3.2. Player Confirmation of Settings. Each team captain shall verify that every Player on their team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

6.4. Awarded Game Victory

In the event of a technical difficulty which leads OC League officials to declare a restart, the OC League may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), OC League officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty.

6.4.1. Gold Differential. The winning team has more than 133% of the losing team's gold.

6.4.2. Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven.

6.4.3. Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two.

6.5. Mid-Match Break

Teams are entitled to a short break of at least 10 minutes between games of a multi-game (e.g. best-of-three) match. OC League officials will inform Players of the remaining amount of time before the next game's Champion Select phase begins. Teams are subject to lateness penalties per Section 5.7 if they are not ready to begin after the break time ends.

6.6. 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.