

COLLEGE LEAGUE *OF* LEGENDS

2019 College League of Legends Season

Rules **tl;dr**

Introduction

We know the rules are long and sometimes complicated - we believe they have to be to make sure that we're running the fairest competition we can. The Rules tl;dr explains the important parts of the rules quickly and in plain English, making it easier to get a general understanding of what's in the rules or to quickly find a specific rule. After each section, you can find the citation of the rule number for each bullet, so you can easily look up the full text of the rule if needed.

!!!! IMPORTANT DISCLAIMER !!!!

This is **not** a substitute for reading and understanding the rules. We do **not** include every single rule in this document, so you will get it wrong if you only read this and nothing else. You should always refer to the appropriate section in the full rules before taking action during the season. If you're a team manager or captain, you need to read and understand the full rules anyway. Not knowing understanding a rule is not an excuse for breaking it!

Rules

Section 1. Competition Eligibility

- Every team has to represent an accredited higher learning institution in the U.S. or Canada. (1.1)
- You can only have one team per school. If more than one team from a single school applies, there are a series of tiebreaker procedures that we go through. (1.1.1)
- In order to field a team, your school must have either a registered club on the College LoL website, or have a school-sanctioned varsity LoL program (1.1.2)
- Every player on your team must be a full-time student in good standing at the school they're playing for. They each need a LoL account that is eligible for ranked and not currently banned, and your account will be checked for conduct and terms of service violations before you're approved. (1.2)

Section 2. Team Management & Roster Rules

- Your Active Roster is composed of 5-6 eligible players who can compete on match days. Your roster will be kept up-to-date on Battlefy for reference. (2.1, 2.2)
- Your team must also have a Team Manager, who can be a player if you want. Your manager must be in the College LoL Season Discord server and is responsible for all interactions with season officials. If the players want the manager gone for any reason, they can talk to College Season officials (2.4, 2.6)

- You can have any number of team staff doing whatever you want them to. They don't have to meet any eligibility requirements. (2.5)
- You can substitute players in between games of a match whenever you want. The opposing team must be allowed at least 5 minutes to prepare after you make a substitution. (2.7)
- You can make roster changes any time between registration and the end of playoffs. Players added to the roster can't play in a game for 2 days. (2.8)
- If your Summoner Name or team name is inappropriate, we can ask you to change it (2.10)
- You have to put your actual school name before your team name on Battlefy (for example: "University of California, Irvine - UCI Esports"). (2.11)

Section 3. Season Structure & Schedule

- Each conference is given a ranking based on how their teams performed over the last two years of College Championship play. This ranking determines qualification and seeding for the College Championship and College Championship Play-Ins. (3.2)
- The College Championship Play-In will be a round robin, Bo1 group stage. Teams will be split into two groups by Conference Ranking. The winner of each group goes to the College Championship. The 2nd and 3rd place teams will advance to a final playoff match, with the winner of each match going to the College Championship. (3.3)
- The College Championship is a single-elimination 8-team bracket, where the first round is best-of-three and all other rounds are best-of-five. (3.4)

Section 4. Match Process

- Any newly-released champion or champion that has received a full rework/gameplay update may not be picked in any match until three days after its release. (4.2)
- You're responsible for getting your setup ready and making sure nothing breaks. (4.3, 4.10)
- Two teams can agree to reschedule their matches to any day within a round using the Reschedule Tool on Battlefy. If teams don't agree on a reschedule, the match stays at its default time. (4.5)
- Teams that show up more than 15 minutes late to a match automatically forfeit the match. Teams that show up more than 10 minutes late for a game after game 1 ends automatically forfeits all remaining games. (4.6)

- Any player can pause the game for any reason, and that reason must be shared with the opposing team via /all chat. Both teams must be ready before unpausing. A team can pause for a maximum of 10 minutes in a single game. (4.7, 4.8)
- A team can't start a game 4v5, but can continue playing 4v5 if a player disconnects. (4.9)
- Either team is allowed to have a streamer broadcast their matches live, but they must add at least two minutes of stream delay. Players cannot stream in real time, but can rebroadcast the match from their perspective once the match ends. (4.11)
- High seeds must declare their game 1 side choice by 5pm the night before their match. Side choice alternates each game. (4.14)
- If you pick the wrong champion in champ select, you can dodge and inform the other team of the intended pick, the restart champ select with the same picks and bans up until that point. (4.15.3)

Section 5. Game Rules

- A game can only be restarted in the event of a verifiable bug or server-side technical problem. Unless a restart occurs before any meaningful interaction between teams, teams will start with a completely new set of picks and bans. (5.1, 5.3)
- If a restart were to be possible but a team is so far ahead that it's practically certain that they will win, College Season officials can instead declare the game over and the leading team the victor. This basically never happens. (5.5)

Section 6. Player Conduct

- Don't cheat. (6.1)
 - Don't agree to throw games or let anyone win. (6.1.1.1)
 - Don't break the game or take advantage of bugs. (6.1.1.2, 6.1.1.3)
 - Don't pretend to be someone else when you play. (6.1.1.4)
 - Don't use excessive profanity, slurs, anything that could be construed as hate speech, or aggressive insults. (6.1.2, 6.1.3, 6.1.4)
- Don't be a jerk. (6.2)
 - Don't discriminate, sexually harass anyone, engage in targeted harassment or bullying, or break any real-world laws. (6.2.1, 6.2.2, 6.2.3, 6.2.4, 6.2.8).
 - Don't fail a behavior check or get any of your accounts banned. (6.2.6, 6.2.7)
 - Don't leak Riot stuff that isn't public. (6.2.10)
 - Don't bribe anyone or fix matches. (6.2.11, 6.2.13)

- Follow College Season officials' instructions, and turn stuff in on time. (6.2.12, 6.2.14)
- No gambling on College Season matches (6.3)
- If you break rules, we have the right to penalize you, your team, or your school, and we'll post the competitive ruling on lolesports.com (6.4, 6.5, 6.7)
- If you've previously received a penalty of any kind in another Riot-sanctioned competition, we can enforce them here as well (basically, if you're banned from the LCS, you can't play College either). (6.6)

Section 7. Spirit of the Rules

- All decisions are final and cannot be appealed. (7.1)
- We may change the rules from time to time if we need to. (7.2)
- We have the right to enforce things that aren't in the rules if we need to. (7.3)