*N*amibian *E*lectronic *S*ports *A*ssociation

League of Legends National Tournament 2018
Game Rules and Regulations

Before reading the rules below please make sure that you understand the following:

- Terms and Conditions herein will govern the NESA LoL National Online Tournament 2018.
- All rules found within the NESA LoL National Online Tournament 2018 Game Rules and Regulations will be enforced on all players taking part in the NESA LoL National Online Tournament 2018. Failure to abide by the rules set forth in this document or any NESA rule and regulatory documents (NESA Constitution, NESA Code of Ethics and Conduct, NESA Dispute Regulations, etc.) may lead to disqualification, suspension or a ban from future NESA tournaments. It should be noted that the NESA Executive Committee has the last word and that decisions not specifically supported or detailed within this rulebook can be made to preserve fair play and sportsmanship.
- Should you find conflicting rules or unclear information, please contact the NESA Executive Committee for clarification before acting on the rules found within.
- The Tournament Officials' decisions are final and can even overrule the rules stated in all documents if deemed necessary. Tournament Officials have the authority to give out default losses for single games and matches. Tournament Officials can also ban a Player/Team from the tournament if deemed necessary.
- Emergency rule changes may take place without any notice since the tournament will be running over the span of a few weeks. It is expected of players to make sure they are up to date with the rule set at all times.

Contents

1. **Game Title Name and Patch**

Name of the Title: League of Legends

Patch versions may change throughout the course of the tournament as patches are released by Riot and NESA has no control over this process.

2. **Equipment**

The tournament will be held online on PC platform where players will be expected to provide all of their own equipment, which includes, but is not limited to, computers, keyboards, mice, and voice programs. The stability of the Player's hardware and internet connection are the responsibility of the Player. 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.

2.1 Voice Programs

Only Discord will be allowed to be used for communication. One of the Umpires spectating the match, must be in the same channel as the Team they are watching. Umpires may use recording software to record the conversations of the Team during a match.

2.2 Accounts and Nicknames

Players shall participate in the match with their own IDs.

During a match, Players must use the following format for their in-game handle: "Clanname.Nickname". All Players must use their official/regular nicknames.

3. **Method of the Matches**

The NESA LoL National Online Tournament 2018 shall adopt the Double Elimination, Best of 3, format. This means that two losses for a Team will result in complete elimination from the Tournament.

3.1 Victory Conditions

When the opponent Team declares surrender.

- If the surrender vote arises, all Players in the Team shall agree in 10 seconds, and cancellation of the vote shall not be allowed.

When a Team destroys the opponent's nexus.

For other situations, the Umpire shall decide.

3.1.1 Decision Win

In the event of a technical difficulty which leads Umpires to declare a restart, the Umpire may instead provide Decision Win to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), Umpires, in their sole discretion, may determine that a Team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty:

- The difference in gold between the Teams is more that 33%

- The difference in the number of remaining turrets between the Teams is more than seven.
- The difference in the number of standing inhibitors between the Teams is more than two.

3.2 Brackets

The NESA LoL National Online Tournament 2018 brackets will be live here:

http://esportsnamibia.org/league-of-legends/

Team Captains are expected to stay informed on the brackets and keep their Teams informed. Each bracket round has one week to be resolved, where one week runs from the Sunday to the Saturday. Team Captains for each team are expected to contact each other and arrange a suitable time for the playoff to take place. Once a time has been established, it should be communicated on the NESA Public Server on Discord for all admins to see. Two Umpires minimum will be appointed to be responsible for the viewing and administration of that specific game, they will also respond in the NESA Public Server on Discord to acknowledge the time. Should no suitable time be arranged by the Friday of that week bracket, the default match time will be the Saturday at 17:00 of the announced week for that bracket.

3.3 Match Settings

- In case of issues, the minimum players allowed to be fielded is 4v5 or 4v4.
- **Map:** Summoner's Rift (summer)
- **Game Mode:** Tournament Draft
- **Server:** Only EU West
- Bans per Team: 5
- **Game Length:** Gameplay will continue till a winner is found
- Players per Team: 5
- Broadcasting & Observing: Enable
- Runes, Masteries, Summoner Spells, Skins: All Available
- All Chat: Enable
- **Champion Selection:** Draft mode will be used; if one of the Players do not meet the requirements, Teams must conduct a manual draft in the lobby chat in the Team select window

4. Side Selection Process/Drafting

4.1 - Side Selection Process

A coin toss decides which team has 'Selection Priority'. The head side picks either blue or red side.
In the second match, the side shall be opposite.
If a third match is required, Selection Priority shall be determined by another coin toss.
The coin toss will be done by one of the Umpires spectating the match.

4.2 - Drafting

Since only 5 Players were allowed to enter per Team, no substitution can take place.

Bans and Picks proceed as follows:

Blue Team = A, Red Team = B

Ban Phase 1: ABABAB

Pick Phase 1: ABBAAB

Ban Phase 2: BABA

Pick Phase 2: BAAB

If a player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League Official before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a League Official, the Pick-&-Ban Phase will not be restarted, and the mistakenly selected Champion stays locked in.

5. Stoppage of Play

5.1 Disconnections

When a Player gets disconnected, a member of that Player's Team may pause the game and shall report it to the Umpire.

In the situations listed below, relevant matches shall become void, and a re-match shall be conducted:

- In case of when the decision of a win/loss is impossible to be determined according to point 5.1.1 "Decision Win" in situation of unidentified bugs or unintentional occurrences of bugs, including but not limited to:
- If a Player notices that Player's rune, mastery, or GUI settings have not applied correctly due to a bug between the game lobby and match, the Player can pause the game, and notify the Umpire immediately. After confirmation of the Umpire, the Player adjusts these setting. If the settings cannot be correctly adjusted, then the game may be restarted.
- If an Umpire determines that technical difficulties will not allow for the game to resume as normal (including a Team's ability to be in proper position for certain game events, such as minion spawn).

When there is clear advantage on one Team according to Article 9 "Decision Win" below, the Umpire can award game victory to the Team instead of rematch.

In the event of either the Umpire or Observer PC malfunctioning, the match shall continue if it's considered to have no influence on the match.

Intentional disconnections from a game before the game is over will cause that Team to forfeit the map played currently.

5.2 Pauses

One pause per Team per match is allowed, but only in emergencies such as when equipment malfunctions or network failure occurs. A pause must be announced at least 5 seconds in advance stating the reason.

Pauses may not exceed 5 minutes, unless otherwise stated by an Umpire.

Only upon clearance from Team Captains and after all Players have been notified and are ready may a game be resumed/unpaused.

The match must be restarted if the pause timer runs out and the match has been going on for less than 5minutes.

Unreasonable pauses or unpauses will be considered as unfair play and a dispute regarding this may be submitted once the match has been completed.

The faking of an emergency to obtain a pause, once proven, will result in the match being forfeited

5.3 Restarts

A game may be restarted in one of the following 2 scenarios: either a client crash on load AFTER selection or should a player disconnect and be unable to re-join the game. It is within the power of the two officials umpiring the match to restart the match should a valid situation outside the above reasons arise.

In the event of a restart the following will apply:

- Both Teams must select the same champions, pick the same skills and buy the same starting items (in the event the restart was not done at the loading screen) and go to the same lanes;
- Players MAY NOT switch lanes until creeps in lanes have met;
- Each Team only has ONE restart should one of the valid reasons for restart come in effect.

6. Cheats, Bug Exploits and Forbidden Scripts

NESA reserves the right to investigate incidents in which teams have been accused of exploiting a bug which is considered to be an unintended mechanic. NESA Officials can issue any form of punishment they see fit for the situation at hand.

Should you be uncertain whether a certain action is deemed an exploit or glitch, please contact a NESA Official for clarification.

Cheating in any way, shape or form is prohibited.

No scripts, binds, macros or any other player created software may be used that automates the processes of the game in any manner.

No Third-Party application/overlay may be used that influences the game in any manner.

Since there are various banned skins in international tournaments, and a recent list of banned skins has not been produced yet, all players will be required to play with the default champion skins until further notice.

7. Casting/Streams/Admins

Only NESA Official Administrators and Selection Committee members may join the game as Broadcasters or Spectators.

Coaches are not allowed to be used in Official NESA matches. Coaches are not allowed to join the game. The only people that are allowed to join the game are:

> The 5 Players from Team A
> The 5 Players from Team B
> NESA Official Admins/Selection Committee members

8. Recordings & Screenshots

It is recommended that every Player records their matches or saves the replay of all of their ladder matches.

Screenshots of both Teams' line-ups and the scores must be taken. (It is recommended that everyone on take these screenshots.)

Screenshots of the end scores for each match must be posted on the NESA Public Server on Discord by each Team Captain or forwarded to info@esportsnamibia.org with the match name as the subject, for example: "Team A vs Team B". Using both methods is highly recommended.

Experienced Third-Parties may be used for review of recordings or match results should a resolution not be found by NESA in a dispute resolution.

9. Results

Both Team Captains must submit the results on the match within 24 hours of the match.

10. Fair Play Rule

As stated in the National Team Selection, Players are expected to endeavour to always do their best. Losing on purpose won't be tolerated and will result in a disqualification. This is up to the Head Tournament Official to decide. This is a professional tournament and all Players are expected to act like such.

11. Forbidden Behaviour

If a Player of a Team commits misconduct or any inappropriate act in a Team event, the Umpire may take disciplinary action against the Team which can include a caution, warning, forfeit, or expulsion.

When a Player of a Team uses settings exceeding the basic setting range through client manipulation, the Umpire may give the Team a "forfeit".

12. Scoring

Scoring will be done as per the National Team Selection Policy of 2018.

The Individual Score will be calculated using the game's online scoring system. This means that the scores of Players will be recorded as displayed at the end of each game. The average of all scores produced by each Player over the series of games played within the online tournament will be used to determine the Player's Individual Score.

The 10 Players with the highest scores, irrelevant of with which Team they participated in the tournament, will be selected for the Namibian eSports Team and will go through to a final round to determine the 1st and 2nd (also known as the reserve) team.

Points will be used as baseline for scoring and the Umpire's individual ratings will be considered and made public along with all scores for cases where an exceptionally skilled Player scores less due to a sacrificial role. Other Umpire factors will include your mechanics, game sense and overall show of skill. Using inappropriate tactics such as tilting the enemy Team via global chat will reflect very negatively on the entire Team.

Please note that this is playoffs for the Namibian eSports Team and that Players, no matter their score, will be refused colours if their attitude at events, in-game and towards their Team, is negative and casts a bad light on NESA and Namibia.

12.1 Scoring System

The following basic and straightforward formula will be used to determine a Player's performance:

$$x = \frac{(K + A)}{D}$$

X = Your performance score determined over a series of games.

K= Your total kills over all your games

A= Your total assists over all your games

D= Your total deaths over all your games.

Practical example:

1st game 10/4/26

2nd game 4/6/10

3rd game 8/4/3

So, given the scores above, should we add them we will get a total of 22/14/39.

Using the above formula:

$$x = \frac{(22 + 39)}{14}$$

This will give the Player a rating of 4.35.

The Player with the highest score at the end of the tournament will set the mark by which all other Players will be judged. For example, if the highest scoring Player scored 13 in this tournament, this Player receiving the highest score will have 10 points scored on the individual score. All other Players will then we scored in comparison, for example, if another Player scored 9, the Players score will be calculated using:

$$x = \frac{Top\ Score}{10}$$

In this example 13/10 = 1.3. To get the Players scored points we use:

$$x = \frac{Player\ Score}{1.3}$$

This means if the Player scored 9 and we take 9/1.3 the Player would get 6.92 points which will be rounded off to the nearest whole so that Player will get 7 points.

Why is only my KDA taken into account?

A Player's KDA ratio is a good start indicator of that Player's performance, it will also give a better and more consistent score over a bigger series of games. This formula also makes it possible for supports to be given an accurate ratio compared to ADCs which only takes kills vs assists.

Please note that things such as tactics will be taken into account, for example, if your tactic is that one Player must only farm and not participate in fighting, that Player might not get kills or assists. In such a case, the Umpire may take tertiary stats into consideration such as CS, objectives, etc.

Rules mainly taken and adapted from IeSF Competition Regulation_WC 2017. www.ie-sf.org