LEAGUE OF LEGENDS SERIES RULES

General
The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at und.edu/intramurals. Key Handbook items include:

- Registration & Payment – Handbook pg. 7
- Captain Responsibilities – Handbook pg. 9
- Team Name Requirements – Handbook pg. 10
- Playoff Requirements – Handbook pg. 12
- Default/Forfeit Instructions and Consequences – Handbook pg. 14
- Participant Eligibility/ID Requirements – Handbook pg. 15
- Adding Players to Roster/Participation Limits – Handbook pg. 18
- Team/Participant Conduct – Handbook pg. 21
- Nexus Policies – UND.edu/esports

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Wellness Center Esports Nexus, or at remote locations.

Questions
Please feel free to contact UND Esports Nexus staff with any questions or concerns.

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**Rules**

- All players must complete the contact information form which we be emailed out prior to competition.
  - This will include, but is not limited to, summoner name, phone number, preferred email, etc.
- All teams will play in a 5 match round robin format “regular season”, followed by a playoff to determine a champion.
- **Scoring**
  - Will be based on number of wins.
  - In the event of a tie, seeding will be determined on the greater total kill ratio, based on the last win.
- **End of Season Playoff**
  - Number of eligible teams can be found in the Intramural Handbook on page 12 (Playoff Requirements).
  - Playoff will consist of 3 game round-robin, highest score wins.
  - In the event of a 2-team playoff, best 2 out of 3 matches will determine the winner.
- All teams will appoint a captain.
  - The captain will communicate with other teams and UND Esports Nexus officials through email and Discord.
  - Captains will attend the beginning of the league meeting or a makeup session.
- Team names, Discord names and images, and Summoner names will be kept appropriate. Please reference the Intramural Handbook at [www.und.edu/intramurals](http://www.und.edu/intramurals) for team name guidelines.
- If a team forfeits, they must communicate to both the captain of the other team and a UND Esports Nexus official.
- All participants must have a Discord account and be a part of the UND Wellness Center Nexus Discord. All teams will have their own personal Discord rooms which will only be visible to their own individual teams.
- By participating you agree to allow the University to film, take photographs, or stream you and/or your matches. The media may be used for social media purposes.
- Players must show good sportsmanship while playing.

**Players, Rosters, Divisions and Substitutions**

- Teams will consist of 5 players.
- This is an Open League meaning there are no rules about the number of male/female players.
- All players must qualify for Level 30 (high enough to play ranked).
- 4v5 matches are allowed to be played.
- Teams must join the bracket of their highest ranked player. Rankings are based on the prior completed season, or as determined by UND Esports Nexus staff.
- Individuals may sign up as free agents allowing them to be placed into teams.
- All players (even added after registration) must sign the waiver to complete registration.
- Players may only play for one team.
- Any name changes (team, summoner, or otherwise) must be submitted to the Esports staff before competing in their next match.
- Elo will be determined by highest ranked player, Plat and above will be considered high Elo

**The Game**

- Teams must line up in LCS Order.
  - Top, Jungle, Mid, ADC, Support.
- Teams will default to a 3 ban draft in the lower ELO, and a 5 ban draft in the higher ELO.
  - If both teams agree on it, the teams in the lower ELO can also compete with a 5 ban draft.
- There will be no timeouts. There may be pauses available if a player disconnects or has equipment issues. High ping will not be an excuse to pause the game.
- Teams will have 15 minutes from match start to be ready in the lobby to play.
- The winner of the match will report the match through Discord. Winners must screenshot the winning match and submit it to the appropriate Discord channel.
- A team can forfeit at 15 or 20 minutes if they deem necessary.

**Penalties**
- Smurfing is always prohibited. Players that are caught smurfing (playing on an alternate account/below their rank) will be immediately removed from the league.
- Bad manner: Players who excessively BM or have poor sportsmanship as determined by Wellness staff will receive a warning. Another instance beyond that warning will result in removal from the league.
- Any instance of cheating will result in an immediate removal from the league. Cheating includes but is not limited to hacking, ghosting, stream sniping, or the use of a 3rd party program that gives one player an unfair advantage over another.

**Miscellaneous**

- **All officials' calls are final!**
- Teams must report their own scores by sending the results of their game through the UND Nexus Discord.
  - This must contain a screenshot of the end screen
- Discords may only be populated by the 5 players playing after the pick ban phase.
- All players must use the UND Nexus Discord.
- Teams that utilize the Nexus must adhere to Nexus policies.
- After each game please try to leave as quickly as possible so that the next teams can get ready.
- The team listed first will be considered the home team. This team will get to choose which side they get to start with on the rift.
- Rules are subject to change at the discretion of the Wellness & Health Promotion staff.