



RIIL Esports

Competition | League of Legends

League of Legends (LoL) Official Rulebook

IMPORTANT REMINDERS:

Participating schools must follow all procedures outlined below, including but not limited to:

- Report the results of your match on UGC after your match has concluded. Only coaches are allowed to report for your team.
- Your team must be available and ready to play at the start of each scheduled match.
- The RIIL will allow a 10-minute grace period before the match will start.
- Matches are prohibited from being rescheduled without mutual agreement by both teams and approval from the RIIL-designated tournament administrator.
- Schools must follow all RIIL Rules & Regulations, in addition to any rules specific to RIIL esports.
- *The NFHS Network is the exclusive broadcast rights holder of all RIIL postseason events.*

Overview:

The Rhode Island Interscholastic League (RIIL) has been working with the North America Scholastic Esports Federation (NASEF) on the RIIL eSports Initiative, adopting a model that connects gameplay and competition to meaningful education around life and career skills. NASEF shares the core values and mission of RIIL regarding education-based opportunities for the students of Rhode Island, while adhering to the governing values of equity, fair play, honorable competition and good sportsmanship.

Together, NASEF and RIIL will offer participation opportunities in top esports titles. Competition will be hosted on the UGC (Ultimate Gaming Championship) platform, which is recognized for its ease-of-use and is supported by a highly responsive development team. NASEF's structure combines competition with education about career pathways in the esports world and beyond, making high school esports a place where students prepare for global career opportunities as well as competition.

The RIIL will designate an official "Tournament Administrator" who will serve as the point of contact for all participants and will oversee all Tournament logistics, gameplay, and any and all other aspects regarding competitive play.

League of Legends (LoL) Summary

League of Legends is a weekly **Single 5 v. 5 Match** until the postseason, which is **Best of 3**. Individual matches may take up to 45 minutes. Best of 3 matches may take between 90 and 120 minutes.

If your team is unable to commit to playing at this time and for this duration, please refrain from entering into the tournament. Reschedules are only permitted if both coaches agree to the change (i.e. changing the time to start earlier/later). Please try to complete all games and submit results by Friday 11:59 PM of each week. If a game must be rescheduled to an alternate date, inform the Scholastic Tournament Administrator. With Round Robin, it IS possible to play games during different weeks if needed.

Please do not rely upon reschedules to enable your team to participate. (Ex. if you know that the default start time is impossible to make for your team, do not enter with the expectation of rescheduling all games).

Game/Format	Platform	Region
League of Legends (5v5) Summoner's Rift Best of 1 until postseason, then Best of 3	Microsoft Windows, macOS	PC US East

Disclaimer: No student data is ever collected by NASEF through the RIIL eSports Initiative. Any data collected on the UGC platform for the tournament is securely maintained through a whitelabel, secure closed platform and is never shared, in accordance with the privacy policy and all applicable laws and regulations

1. Team Information:

- a. Teams: Each site may submit ONE Varsity and Unlimited JV teams to the RIIL Esports Competition, provided they can all participate at the same time.
- b. Team Name Protocol: Please name your teams according to the following naming convention: School Name/Acronym, SSBU Varsity or JV, etc. Ex: Barrington, SSBU, Varsity

2. Student Information: NASEF and UGC take student data privacy very seriously, and as such, no student information is required to be submitted for RIIL Esports Competition.

3. Definitions:

- a. Team : The team of 5 summoners declared on the roster for each Game
- b. Game: A game is defined as a single match between each team of 5. A game is over when a nexus is destroyed or a team surrenders.
- c. Set: A set is defined as a Best of X Games between two teams.

4. Competition Details:

- a. Weekly matches: Weekly matches will be a Single 5v.5 Match until the postseason, which will be a best of 3 5v.5 matches.
- b. Weekly Match Protocols
 - i. Team Size: Teams may consist of 5 players and 5 substitutes. Substitutes may be listed on more than one roster, but all players may only play on a single team during a given week.
 - ii. Roster List:
 - 1. These rosters may NOT be changed less than 48 hours before the scheduled match time. This is to allow for a window of time for scouting and pick/ban strategizing to occur.
 - iii. Only players and substitutes listed on the roster may play in a given week. Substitutions may not happen in-game, but may occur between games in a set.

5. How to Play

- a. Scheduled Play: Matches must be played on their scheduled date and time unless otherwise scheduled between coaches. Regular Season matches MAY be rescheduled to an alternative week, but both coaches must agree to the new date/time and the Scholastic Tournament Administrator must be notified. All postseason matches must be played during the week in which they are scheduled with no exceptions.

6. Communication Protocols

- a. It is expected that participants begin communicating with their opponent at least 24 hours prior to the start of the match.
- b. The home team (The top team on the bracket) is responsible for sending the away team the links to the Pick/Ban Phase
- c. The Home team will be responsible for creating the lobby and sharing the name and password with the Away Team.
- d. The home team will create the lobby as described in the Game Rules section below.
- e. Teams should coordinate with one another to determine the platform through which

the coaches will communicate during the match.

7. Lobby:

- a. Teams will create the in-game lobby, complete the pro-draft on the DraftLoL website, then draft the champions chosen in a tournament draft game. Teams will play a single match until one nexus is destroyed or one team forfeits.
 - i. Note that in the event there are technical difficulties with the DraftLoL website, the coaches may agree to one of the following.
- b. Forego utilizing the DraftLoL website and utilize the tournament draft feature within the league client, with the understanding that champion picks/bans and the order may be less strategic, or Restart the pick/ban phase at either coach's request if technical difficulties are present. All picks and bans prior to the technical issue are repeated up to that point.
- c. Missed bans that occur on the DraftLoL website will be considered to be forfeit, unless both coaches agree to a re-draft.
- d. In the event the DraftLoL website is down, unavailable, or experiencing technical issues that render it unusable, teams will complete the draft within the League Client. Teams are encouraged to join with their players in the order that they are planning to pick specific champions owned by those players to facilitate proper trading
 - i. TIP: If utilizing trading to hide a pocket pick or to pick and ban strategically, it is recommended that the team communicates frequently about who owns which champions, and if possible, have at least one player with all champions unlocked.
 - ii. TIP #2: The Xbox Live Game Pass provides linked accounts with all champions unlocked. It is recommended that, if possible, teams utilize this perk of the game pass to have at least one account with all champions unlocked to facilitate trades between players.
- e. In the event teams miss a pick, they must immediately communicate that pick in the game client. The teams will restart the draft up to and with that pick identified.
- f. If both teams agree to continue the draft, they may instead communicate the pick to each other and proceed with the draft, provided the missed pick was communicated.

8. Game Rules

- a. Pro Draft Setup
 - i. The Home team (top team in the bracket) will set up the game as described in 4.2, then set up a draft lobby on the Draftlol website: <https://draftlol.dawe.gg/> and share the link to the lobby with the opponent.
 - ii. The Home Team will have side selection for Game 1. In Best of X matches the team that most recently lost will have side selection for subsequent games.
- b. Game Settings
 - i. Lobby Setup: The home team (top team in the bracket) will set up the lobby using the following settings:
 1. Map: Summoner's Rift

2. Name: (Team A) vs (Team B)
 3. Example: ACMS LoL Team A vs. FHS LoL Team B
 4. Team Size: 5
 5. Password: Chosen and Shared by Home team
 6. Game Type: Tournament Draft Mode
 7. Allow Spectators
- c. The Home Team will have side selection for Game 1. In Best of X matches the team that most recently lost will have side selection for subsequent games.

9. Match Play

- a. Players should join the lobby in the order of: Top, Jungle, Mid, Bot, Support, repeat their bans in order, and pick in any order to match their pre-drafted picks.
- b. A team may pause the game if:
 - i. A player unintentionally disconnects
 - ii. Equipment issues arise that cause a player to be at a competitive disadvantage
 - iii. Reasons for the pause must be communicated to opponents immediately after the pause.
 - iv. Each team may pause for up to 5 minutes of total pause time. When the pause expires the game resumes as it was previously.
 - v. Both teams need to confirm they are ready before it becomes unpaused.
 - vi. Pauses should not be used for any sort of advantage, (Such as pausing when a major fight breaks out). They should not be used to discuss strategy. A pause should only occur due to connection issues, technology malfunctions, or due to player health concerns.
 - vii. Restarts: A game restart may only occur within the first 5 minutes, and before first blood occurs. A game must be restarted with the exact same configuration as it was when it began. Restarts may only occur for the reasons listed above.
- c. 4.3.8. See Section 5: Connection Issues & Unforeseen Circumstances regarding Restarts due to Disconnects.

10. Match Restrictions

- a. Any champion that is released after the start of the tournament, or any champion that receives a major rework during the competition, will be unavailable for play.
- b. Any Champions with known, game-breaking bugs will be disabled while the bug exists.
- c. If a team selects a champion that is currently unavailable for play, it is the responsibility of the other team to communicate the issue to the team with the champion. This must happen within the first 5 minutes of gameplay (Even after first blood and first contact). If the team does not issue an objection to the selected champion, the match results stand. The game will restart from pick/ban if such an issue is brought up.
- d. No teams may use a spectator to gain a competitive advantage. Spectators are only permitted for streaming.

- e. Each team may have one 5 minute time out between games in a Best of X series. Be sure to communicate that with the opposing team

11. Bad Sportsmanship:

- a. Players who use poor manners, insults, hate speech, racism, “teabagging”, “Taunt spamming,” or other negative communication may result in the offending team facing penalties.
- b. Submit all evidence of bad manners or sportsmanship to the Scholastic Tournament Administrator. Players who exhibit egregious forms of bad sportsmanship, will be banned from the current competition and the team will receive a warning. Teams with a warning who have a player exhibiting bad sportsmanship will be banned from the competition. Teams may also incur a permanent ban depending on the severity of the infraction. Plan to submit video evidence of infractions to the Scholastic Tournament Administrator.

12. Hacking, Ghosting, Stream Cheating: Any type of use of an illegal 3rd party program, programmable controller, map hack, stream cheating, or any other activity that leads to a player having an unfair advantage is prohibited. Penalties similar to those outlined above in 4.4.7 may be implemented.

13. Spectator Accounts may only be used for the purposes of streaming. We recommend that all game titles are streamed with a 2 minute delay. Spectator Accounts may only be used for the purposes of streaming. We recommend that all game titles are streamed with the 3 minute delay built into the client.

14. Summoner Names: Players with inappropriate Summoner names will be asked to change their name prior to competition. Summoner Names must follow all summoner name guidelines as outlined on the League of Legends Website. Summoners may be asked to change their name at the discretion of the Scholastic Tournament Administrator. Summoners who do not change their name or who have names that violate the summoner naming conventions will be prohibited from competing

- a. Teams that compete with a summoner with an inappropriate name will forfeit the entire set in which the player played.
- b. Screenshots of the named summoner in-game may be required and submitted to the Scholastic Tournament Administrator.

15. In Game Behavior Violations: Teams with players who exhibit reportable, in game behaviors including but not limited to: Trash talking, Flaming, Racial Slurs, Harassment, Profanity use etc. will be subject to disciplinary actions. Teams may also receive game or match losses due to player behavior. This includes comments in all chat such as “gg ez”, “touch grass” etc. Insults directed at other players will not be tolerated. If you believe a team is exhibiting this behavior please contact the Scholastic Tournament Administrator. Please collect video evidence or screenshots of specific behaviors.

16. Absent or missing players: The game may not begin without both teams fielding a full roster (5). It is recommended that teams have a minimum of two substitutes. Disconnections are described in the following section.

17. Connection Issues & Unforeseen Circumstances

- a. Disconnections: If a disconnection happens prior to the first contact with the enemy players (I.E. any player taking damage from another player). The game may be restarted without penalty one time. Notify the opponents in Discord or All Chat that a game is being restarted due to a connection issue.
- b. Immediately after a player disconnects, pause the game and notify the opposing team.
- c. The 5 minute pause limit is in effect during pauses due to disconnections.
- d. Unintentional Disconnections that happen after first contact between players may have the game be paused for up to 5 minutes. 5.1.4. If the player still has not reconnected after the 5 minute pause, the game resumes without the disconnected player, who may reconnect at any time. Any results of a game completed with a disconnected player stand.
- e. Teams that are unable to field a full roster of 5 for subsequent games in a Best of X series will forfeit all remaining games.
- f. Lag: Lag is not grounds to complain, ask for a restart, or invalidate any match. In the event of Game server lag, the game may be reset IF and only IF BOTH teams agree to the reset
- g. Teams are encouraged to test all equipment and internet connections prior to the start of the match.
- h. In the event a game error or glitch occurs, gameplay should continue uninterrupted unless the error renders the game unplayable for one or both players. In this event, coaches should be contacted to resolve the issue. If the game is still playable and gameplay has not been impacted, the game should continue.

18. Technical/Equipment Information

- a. Equipment Expectations
- b. It is assumed that each player has access to the following equipment necessary to participate in League of Legends. For a team of 5, this means 5 devices.
- c. A computer capable of running League of Legends with all current updates and on the current patch. Requirements below

Minimum System Requirements PC Recommended	
CPU	Intel Core i3 or AMD A6-3650 Intel Core i5 or AMD Ryzen 3 1200
GPU	Geforce 9600 GT Nvidia GeForce560 AMD HD6570 AMD Radeon HD 6950 Intel HD 4600 Intel UHD 630 DirectX 10

	DirectX 11
VRAM	1GB 2GB
Storage	16GB HDD 16GB SSD
OS Windows 7, 8, 10 Windows 10 RAM 2GB 4GB Mac: Not recommended for MacOS 10.15. System Requirements 10.14	

d. Appropriate input device (Only 1 is required)

- i. Mouse/Keyboard
- ii. Standard or Adaptive Controllers are permitted.
- iii. Input devices for player accessibility are permitted.
- iv. Note: No device with Macro functionality is permitted.
- v. A stable internet connection is required. Wired internet is strongly recommended.
- vi. There will be no remakes due to latency or lag. It is encouraged that all devices run a speed test prior to competing.
- vii. Game remakes due to lag may only occur if both teams are experiencing latency issues, and both coaches agree to the remake. If any team is unable or unwilling to remake the game, the results stand.
- viii. Recommended but not mandatory: A Headset with a Microphone 6.2.

19. All instances not covered by these official rules are subject to the final arbitration and decision of the Scholastic Tournament Administrator. Keep screenshots or video records of all infractions and issues of behavior, failure to adhere to the rules, etc to allow for proper arbitration.