League of Legends
TOURNAMENT RULESET

Table of Contents

Introduction and Purpose

This document contains the official rule set of Battle in the Forest (BITF) League of Legends (LoL") Tournament. The ruleset will apply to all organizations that have accepted their invitation to participate in Battle in the Forest **"LoL" Tournament**. This tournament will consist of 16 teams.

The rules are not intended on restricting competition in any way, rather the ruleset is designed solely to preserve competitive integrity.

1. Team/Roster Eligibility

To be eligible to compete, each team must satisfy the following conditions:

1.1. Player Limit Teams must sign up with a minimum of five starters. A maximum of **TEN** players per roster will be allowed. Five of these players must be designated as "starters," the remaining five will be designated as "subs."

1.2. Team Captain Requirement Teams are required to maintain throughout the season one Captain to act as a point of contact for other teams. Responsibilities include, but are not limited to, scheduling, gameday rosters, sub changes, game reschedules, Town of Wake Forest (TOWF) staff to team coordination, communicating relevant information and being an available point of contact during and outside of games. This captain can be one of the ten players on a roster

1.3. Active Roster Each team is expected to maintain an active roster of at least five members, but may not exceed ten members. **Three out of five starters must be playing at any given time to avoid penalty.** Rosters must be submitted to the tournament organizers. Rosters will be vetted by TOWF admins on a case by case basis.

1.4. Roster Eligibility The BITF LoL Tournament is an uncapped tournament that will allow players of all ranks to come in and participate.

1.5. Emergency Substitutions E-Subs are allowed. However, all e-subs must be submitted to the tournament staff to be vetted. Any subs used past the first two will be considered e-subs. **Teams requiring an e-sub will be penalized with loss of 2 of the first 2 bans. Two e-subs will result in all first round bans. Teams are NOT permitted to use 3 esubs.** Teams may only use an esub of equal or lesser rank.

2. Team Member Eligibility

To be eligible to compete in the Battle in the Forest Tournament, each player must satisfy the following conditions:

2.1. Listed Player Only players/accounts that are listed on the roster may play in Battle in the Forest matches. Players listed on the roster may freely swap in and out in between games as long as three out of five starters are

playing in game.

2.2. <mark>**Account Integrity** Players must list their highest ranked account. In addition, any alternate accounts that are Gold plus must be disclosed and listed to Battle in the Forest.</mark>

2.3. **Player Exclusivity** Players may not be rostered by more than one team simultaneously. In addition, if a player leaves a team they are not eligible to play for another team. Players listed on a given roster may not esub for another team.

2.4. **Account Bans/Suspensions** If a player's account is suspended by Riot, that player is ineligible to compete for the duration of the suspension. If the player's account is banned by Riot, the player is ineligible for the remainder of the tournament.

3. Tournament Structure

3.1. <mark>**Tournament Start**</mark>

    3.1.1. <mark>**Schedule** The tournament will begin 1pm EST on Saturday November 13th.</mark>

3.2. **Single Elimination Bracket** The 16 teams will be placed into a single elimination bracket and games are to be played in the Best of One format. The higher seeded team will be the host of the match and start on the blue side. Seeding will be determined through randomness. The Third Place match will be decided in a Best of One format. The Finals between the top 2 teams will be decided in a Best of Three format.

4. Match Process

4.1. **Role of Referees**

    4.1.1. **Responsibilities** Referees are FPS Officials (people with the "coordinator" Discord role) who are responsible for making

judgments on every match-related issue. Their oversight includes but is not limited to:

4.1.1.1. Issuing penalties in response to Rule violations.

4.1.1.2. Confirming the end of matches and the results.

4.1.2. **Referee Etiquette** Referees are required to act in a professional manner at all times. Referees shall exercise judicial temperament at all times. Rulings shall be done impartially, without passionate or prejudiced influences.

4.1.3. **Finality of Judgement** Referees may not reverse judgments mid-match. However, after the conclusion of a match, FPS Officials reserve the right to reevaluate a ruling and potentially overturn it. FPS Officials will always maintain a final say in all decisions set forth throughout the FPS.

4.2. **Lobby/Pre-Match Setup** Games should be played in the Battle in the Forest Discord**.** Each team must have all five members in the lobby and assigned voice calls at the prearranged time. **Should a team fail to report a full roster, they will be given fifteen minutes to report. Should failure to appear continue, the team in question will lose the first two bans on the 21st minute, and all bans on the 25th minute, and the game after 30 minutes of not being in the lobby.**

4.2.1. **Seating Order** In the pre-game lobby teams are required to sit in the following order: Top, Jungle, Middle, Bot, Support. Should a player be unable to operate the picks bans due to a faulty client then the correct order must be reported in the lobby chat.

4.2.2. **Player Ready State** Once both teams are in order and ready to move onto the drafting phase, Team captains must report readiness in lobby chat with "r." Only then should draft be initiated. Once the draft is finished both captains must press "r" before moving to Game Setup.

4.2.3. **Game Lobby Creation** The team listed on the top half of the match bracket is responsible for team lobby creation.

4.3. **Game Setup**

4.3.1. **Start of Pick/Ban Process** Once both captains type "r" teams should proceed to the Pick/Ban phase.

4.3.2. **Prodraft** Teams may request for Prodraft to be used in lieu of a normal draft phase. Should this happen, both teams will be required to use Prodraft. Should a champion be erroneously locked in, the intended pick must be posted in lobby chat and dm via discord to the opposing team as soon as possible. Should an unrecoverable error such as banning a champion that was intended to be locked occur, Prodraft may be remade. The picks and bans must mirror the previous Prodraft up until the point of error.

4.3.3. **Side Selection** Host gets blue side, other gets red side.

4.3.4. **Trading Champions** Champions must be traded before the 20-second mark preceding game start. Failure to do so will result in remaking of the lobby. Should this happen a second time the series will be forfeited.

4.3.5. **Failure to Load** Should a player fail to load-in due to a bugsplat, disconnect, or a similar issue, then the game must be immediately paused.

5. Game Rules

5.1. ==**All Chat** Use of all chat is prohibited by all players other than captains, unless during a pause. Captains should only use all chat to communicate when absolutely necessary. That being said, "GG"s and any appropriate variations are permitted preceding the immediate conclusion of a game.==

5.2. **Mastery, Emotes, Taunts** Mastery, emotes, taunts are allowed in competitive matches. However, players are prohibited from using mastery, emotes, and taunts in a spamming manner. Example: Spamming Nunu taunt.

5.3. **Pausing** Pausing is allowed, but teams may not pause more than three times or a total of fifteen minutes per a game in a series. Pauses may not

exceed fifteen minutes no matter the circumstance. Should a team exceed their allotted pause time or use up their three pauses, teams must unpause the game. Players should only pause for equipment malfunctions such as DC's or lag. Teams may only pause the game five seconds after any combat between players.

5.4. Unpausing Before unpausing, the captain of the team that initiated the pause must ask the captain of the opposing team if their team is ready to resume. This is done by typing "R" in all chat. Captains of the opposing team should communicate readiness by replying with "R" in response.

5.5. Match Conclusion At the end of the match, the victorious team captain must post in #BITF-LoL-match-results three things:
-Prodraft links if applicable
-Match History Links
-Screenshots of the scoreboard

5.6. Gentlemen's Agreement Gentlemen's Agreement stipulates that should both teams come to an agreement, *certain* official tournament rules may be ignored. For example, teams agreeing on a no ban loss for subbing penalties. A staff member must be informed and must approve a GLA preceding the game of the GLA and once it is agreed upon teams CAN NOT back out of what is agreed upon.

6. Player Conduct

6.1. Competition Conduct

6.1.1. Unfair Play The following things will be considered unfair play and will be subject to penalties at the discretion of Battle in the Forest officials.

6.1.1.1. Collusion Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

6.1.1.1.1. Soft Play: Soft play, which is defined as any agreement among two (2) or more players to, not damage, impede or otherwise play to a reasonable standard of competition in a game.

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

6.1.1.2. **Competitive Integrity** Teams are expected to play their best during tournament games. Teams should avoid any behavior that is inconsistent with the principles of the Summoner's Code, good sportsmanship, honesty, and fair play.

6.1.1.3. **Exploiting** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of BITF officials, is not functioning as intended.

6.1.1.4. **Ringing** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Players playing on an account that does not accurately reflect their real rank are also considered ringers.

6.1.1.5. **Cheating Device** The use of any kind of cheating device and/or cheat program.

6.1.1.6. **BITF Discretion** Any other further act, failure to act, or behavior which, in the sole judgment of BITF officials, violates these Rules and/or the standards of integrity established by the BITF for competitive game play.

6.1.2. Profanity and Hate Speech
A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct at any time.

6.1.3. Abusive Behavior
Abuse of BITF officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations will result in penalties. Team Members must treat all individuals attending a match with respect.

6.2. Unprofessional Behavior

6.2.1. Responsibility Under Code
Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

6.2.2. Harassment
Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person.

6.2.3. Non-Compliance
No Team Member may refuse or fail to apply the instructions or decisions of BITF officials.

6.2.4. 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.

6.3. Subjection to Penalties
Any person found to have engaged in or attempted to engage in any act that BITF believes, in its sole 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 BITF. **Town of Wake Forest exercises the option to not refund a team's fees in the event that a team is removed from BITF for violating a rule.**

6.4. Penalties Upon discovery of any Team Member committing any violations of the rules listed above, the FPS may, without limitation of its authority under Section 6.4, issue the following penalties:

6.4.1. Verbal Warning(s)

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

6.4.3. Game Forfeiture(s)

6.4.4. Disqualification(s)

7. Spirit of the Rules

7.1. Finality of Judgement All decisions regarding the interpretation of these rules, player eligibility, scheduling of the tournament, and penalties for misconduct, lie solely with Battle in the Forest, the decisions of which are final. BITF decisions with respect to these Rules cannot be appealed.

7.2. Rule Changes These Rules may be amended, modified or supplemented by BITF admins, from time to time, in order to ensure fair play and the integrity of the tournament.

7.3. Best Interests of Battle In The Forest BITF officials at all times may act with the necessary authority to preserve the best interests of the tournament. This power is not constrained by the lack of any specific language in this document. BITF officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the tournament.

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This rule book was created, in part, by referencing the 2018 LCS Rule Set (v18.5), Bull City Gaming does not claim ownership over these sections.