

# FortCON 2018 - League of Legends (5v5 BYOT)

## **Substitutes**

Teams may freely play any 5 players from their roster at any time without any notification or approval process.

## **Summoner Name Restrictions**

Summoner names and team names may not contain (or appear to contain): vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

## **Name Approval**

All team tags, team names, and Summoner names must be approved by FortCon officials in advance of use in play. Unapproved name changes are not allowed under any circumstances. FortCon officials have the ability to deny a team name if it does not reflect the standards sought by FortCon. A team or player will be notified by a FortCon official if their name does not meet the standard, and the team will be allowed to change their name. Players may not change their Summoner names on their main account during the season.

## **Definition of Terms**

**Game:** An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory

**Match:** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("best of three"); winning three games out of five ("best of five")). The winning team will either receive a win tally in a league format or advance to the next round in a bracket format.

Teams are required to field a full team of five players be considered ready to start any match. If a player disconnects from the lobby or champion select, the team is no longer ready to play, and lateness time begins. If a player disconnects from the game, the game may continue as normal or be paused

**Player Equipment Responsibility**All players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. 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.

### **No Spectators**

Only five players per team are allowed in the game lobby. No additional spectators are permitted for any reason.

### **No Streaming**

Players are not permitted to stream their tournament matches publicly or privately on any platform or service. Players may stream personal or professional recordings of the match after the broadcast has officially completed. The games will be streamed by FortCon officials.

### **Game Lobby Creation.**

FortCon officials will open the official game lobby and provide access to competing teams. Players will be directed by FortCon officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support

### **Game Lobby Settings**

- **Map:** Summoner's Rift
- **Team Size:** 5
- **Allow Spectators:** Lobby Only
- **Game Type:** Tournament Draft

### **Champion Select Process**

## **Restrictions on Gameplay Elements.**

Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the FortCon.

**Selection Error** In the event of an erroneously-selected Champion pick or ban, the team in error must notify a FortCon official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to a FortCon official, the erroneous selection shall be deemed irrevocable.

## **Trading Champions**

Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.

## **Game Start**

A game will start immediately after the pick/ban process is complete, unless otherwise stated by a FortCon official. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch.

## **Controlled Game Start**

In the event of an error in game start or a decision by FortCon to separate the pick/ban process from game start, a FortCon official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed Champion Select process.

## **Game of Record**

A game of record (“GOR”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of

GOR, game restarts will be allowed only under limited conditions.

Examples of conditions which establish GOR:

- **Hostile contact.** Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- **Vision.** Vision established between players on opposing teams.
- **Invasion.** Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- **Time.** Game timer reaches two minutes (00:02:00).

### **Directed Pause.**

FortCon officials may order the pause of a match or execute a pause command at any time for any reason, at their sole discretion.

### **Game Restart**

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions at a live event become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. FortCon officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the FortCon officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes s/he has experienced a critical bug, s/he must pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If FortCon officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted. If the restart occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion will be made

ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled) or prohibited (i.e. the purchase of items). If a team is offered a restart and declines, then the team will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the match. However, FortCon officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game. This section is applicable if the pause is directed and does not limit the ability of a FortCon official to institute a restart.

### **Controlled Environment**

Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, Champion Select, rune/mastery loadouts, or Summoner spells. If, however, a match has reached GOR then FortCon officials shall not retain any settings.

### **Player Confirmation of Settings**

Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

### **Mid-Match Break**

Teams are entitled to a short break of at least 5 minutes between games of a multi-game (e.g. best-of-3) match. FortCon officials will inform players of the remaining amount of time before the next game's Champion Select phase begins. Teams are subject to lateness time if they are not ready to begin after the break time ends.

### **Results of Forfeiture**

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

## **Player Conduct**

### **Competition Conduct**

#### **Unfair Play**

The following actions will be considered unfair play and will be subject to penalties at the discretion of FortCon officials.

#### **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:

- 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.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

#### **Competitive Integrity**

Teams are expected to play at their best at all times within any FortCon game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.