



Mastersjeuvideo.org

Annex

League of Legends®

1.0 Version - 09/09/2016

2015 – 2016 Season

www.mastersjeuvideo.org

RESUME

| | | |
|--------------------|---|----|
| Chapter I | GENERAL INFORMATIONS | 3 |
| Article I-1. | General Rules | 3 |
| Article I-2. | Implementing of the Rules..... | 3 |
| Article I-3. | Specific Annex of the General Rules | 3 |
| Chapter II | GAME FORMAT | 4 |
| Article II-1. | Game « Best Of 1, 3, & 5 » | 4 |
| Article II-2. | Game Mode..... | 4 |
| Article II-3. | Group Stage Standings | 5 |
| Article II-4. | Time Note | 6 |
| Chapter III | COURSE OF A GAME | 7 |
| Article III-1. | Before the Game | 7 |
| Article III-2. | Captain | 7 |
| Article III-3. | Interruption of the Game | 8 |
| Article III-4. | Stop of the Ongoing Game | 8 |
| Article III-5. | Validation o Results | 8 |
| Chapter IV | GAME SETTINGS | 9 |
| Article IV-1. | Players Settings | 9 |
| Chapter V | BREACHING OF RULES | 10 |
| Article V-1. | Definition..... | 10 |
| Article V-2. | Forbidden Behaviour and Sanctions. | 10 |
| Article V-3. | Forbidden Game Actions | 11 |
| Article V-4. | Disqualification..... | 11 |

CHAPTER I GENERAL INFORMATIONS

Article I-1. General Rules

The General Rules of the circuit of the Masters du Jeu Vidéo has been decided and written by the commission of competition.

The organization of the Masters du Jeu Vidéo is the only one qualified to organize and administer the competitions of the Masters du Jeu Vidéo. Only the Masters du Jeu Vidéo has the right to modify these rules and without any notification.

Article I-2. Implementing of the Rules

When participating to a competition of the Masters du Jeu Vidéo, the players are accepting, without reluctance or interpretation, these rules. The players are accepting the implementing of the rules by the organizer.

The organization has also the right to take measures on any point not covered by these rules or even contrary to these rules as long as it helps to preserve the fair play and the balance of the competition.

Article I-3. Specific Annex of the General Rules

Each discipline is ruled by a specific annex of the general rules of the Masters du Jeu Vidéo. These annexes can be found at the end of this document.

CHAPTER II

GAME FORMAT

Different game format can be used during a tournament organized by the Masters du Jeu Vidéo. The choice of the format is at the discretion of the organizer depending on the structure of his tournament.

Article II-1. Series « Best Of 1, 3, & 5 »

A « Best Of 1 » series is being played in one game between two teams of five players.

A « Best Of 3 » series is being played in two or three games between two teams of five players. The two teams must alternate for picks and bans priority each game.

A « Best Of 5 » series is being played in three, four or five games between two teams of five players. The two teams must alternate for picks and bans priority each game.

Article II-2. Game Mode

Games have to be played in **draft mode**, on the summoner's rift.

If it is not possible to do a game in draft mode, the game has to be played in custom game, on the summoner's rift - summer.

Picks and bans have to be done before the start of the game and must respect the following procedure:

- Team A **bans** one of the available champions ;
- Team B **bans** one of the available champions ;
- Team A **bans** one of the available champions ;
- Team B **bans** one of the available champions ;
- Team A **bans** one of the available champions ;
- Team B **bans** one of the available champions ;
- Team A **selects** one of the remaining available champions;
- Team B **selects two** champions ;
- Team A **selects two** champions ;
- Team B **selects two** champions ;
- Team A **selects two** champions ;
- Team B **selects one** champion.

The designation of Team A and Team B is being done by a toss. Team A is on the left side during the constitution of the game.

Article II-3. Group Stage Standings

The following criteria are used to determine the standing of a group.

1. The most earned points.
2. The biggest ratio of win/loss.
3. The biggest points between the two concerned teams.
4. The biggest ratio of win/loss between the two concerned teams.
5. The biggest value on the time note.
6. A Bo1 is decided between the two concerned teams if there is a perfect tie.

Article II-4. Time Note

The « Time Note » is the conversely proportional value of the time's length of a game ($1 / \text{Time}$).

The time is being expressed in minutes, rounded to the lower for each minute not fully finished.

Example: For a game with a length of 40 minutes, the time note will be $1/40$ (0,025).

⇒ The winner will receive +0,025 of time note while the loser will receive -0,025.

Example for a group with three tied teams:

Team A won its first game against **B** in 60mins and lost its second game in 90mins against **C**.

⇒ **Team A** will have a time note of 0.0055 ($1/60 - 1/90$).

Team B lost its first game in 60mins against **A** and won its second game in 50mins against **C**.

⇒ $-1/60 + 1/50 = 0.0033$.

Team C won its first game in 90mins against **A** and lost its second game in 50mins against **B**.

⇒ $1/90 - 1/50 = -0.0088$.

Here is the standing after reviewing the time note:

- Team A (0.0055)
- Team B (0.0033)
- Team C (-0.0088)

CHAPTER III COURSE OF A GAME

Article III-1. Before the Game

The organizer will try as much as possible to give a moment for both teams to warm up before the game. However, depending on schedule issues, he will not be able to guarantee a specific minimum time for the players to warm up.

The game must start at the exact time indicated on the schedule. Players must be ready at least 15 minutes before the time indicated on the schedule.

In addition, it is not possible to leave the area where the game is set to be played without the permission of the Officials in a window of 30 minutes before the start of the game.

Players must accept the specific conditions of the game being played on stage and defined by the organizer (i.e. a specific lighting, specific headsets, etc.). Specific accessories of the game being played on stage are supplied by the organizer.

If any issue is encountered regarding the sound, the internet connection or the computer, the players must inform the referee immediately so the issue can be fixed as soon as possible before the start of the game.

Article III-2. Captain

Before the start of the first game, each team must present its captain to the Officials. The team captain can be one of the five players or the coach. The team captain must remain the same person throughout the tournament.

The team captain is the person in charge of his team with the Officials. He has to take care of the picks and bans of his team, of the official complaints or any other issue with the Officials of the tournament.

Article III-3. Interruption of the Game

If a game is unintentionally interrupted (crash, disconnection, etc.), the Officials of the tournament may decide to remake the game according to the following rules:

- If the issue happened before the first kill of the game, that the champions are not level 6 yet and if it is impossible to reconnect to the game.
- If one of the players crashed or disconnected, he must try to reconnect to the game as soon as possible. Teams may « pause » the game at the condition that no champion is fighting another or about « gank ». The excessive use of pauses is forbidden. Teams must check if it is possible to use a pause before the start of a game.
- 15mins pause per team.

Article III-4. Stop of the Ongoing Game

The players are not allowed to leave an official ongoing game unless they are permitted by one of the tournament's Officials. If a player or a team leaves the game before it is completed, the victory automatically goes to the opposite team.

Article III-5. Validation of the Results

At the end of a game, each team captain must report the results of the game and its duration to the Officials of the competition. They must sign the game's sheet. After signing the game's sheet the team captain may not change the results or complain about it.

A screenshot of the game's result may be asked by the Officials.

When a team claim to be the victim of a rule violation during the game, the players cannot stop the game until it is finished. Once the game is over, the team captain may ask for an official investigation of the game to the Officials. It is strongly advised to give any proof of the allegations in order to support the claim and help the Officials. Unjustified and repetitive claims can result in penalties.

CHAPTER IV

GAME SETTINGS

Article IV-1. Players Settings

All the players must use their own League of Legends account.

The use of external programs modifying the graphic setting during an ongoing game is forbidden.

CHAPTER V BREACHING OF RULES

Article V-1. Definition

The Officials of the tournaments are the referees and the director of the tournament.

The tournament is administered by a tournament director. The tournament director is empowered to apply the rules regarding the tournament and all of its matches. The tournament director assigns the referees of the matches, can give warnings, can give penalties to players or teams, or take part in the investigation of any breaching of the rules in order to give additional penalties.

Article V-2. Forbidden Behaviour and Sanctions in LAN

A team can be reprimanded and receive a warning if one of its players commit one of the following infractions:

- Refusing to follow the instructions given by a tournament Official ;
- Being late to the convocation time of a game ;
- Contesting the decision of a tournament official ;
- Using insulting words or behaviors ;
- Be guilty of an unsportsmanlike behavior ;
- Receiving more than one warning ;
- Committing violent acts ;
- Cheating or using unfair processes ;
- Lying or induct in error an official of the ;
- Breaching the rules of this document.

A team receiving a penalty is automatically losing the ongoing game, or the next one if the team does not play.

Article V-3. Forbidden Behaviour and Sanctions on Stage

A team can be reprimanded and receive a penalty in the form of a cash prize reduction if one of its players commits one of the following infractions:

- Refusing to follow the instructions given by a tournament official ;
- Being late to the convocation time of a game ;
- Contesting the decision of a tournament official ;
- Using insulting words or behaviors ;
- Be guilty of an unsportsmanlike behavior ;
- Receiving more than one warning ;
- Committing violent acts ;
- Cheating or using unfair processes ;
- Lying or induct in error an official of the ;
- Breaching the rules of this document.

A team receiving a penalty is automatically losing the ongoing game, or the next one if this team does not play.

This penalty can only be given if the person in charge of the tournament (the head admin), the person in charge of the competition (if this role is assigned) and the person in charge of the event are all agreeing.

Following complaints during events, the following ratios are advised depending on the infraction:

- Being 1 hour late before the time of the convocation of the game -> 25%.
- Violate the specific stage rules of a specific event -> 10 à 25%.

Article V-4. Forbidden Game Actions

The use of bugs or actions changing or altering the habitual nature of a game is strictly forbidden during the course of a game and will result in a penalty as well and a warning.

When a penalty is applied, the champion or the champions must remain in the starting area (the fountain, the shop of the summoner's rift) for a period between 1 seconds or 5 minutes depending on the penalty.

Article V-5. Disqualification

After the investigation by the tournament director and/or the competition director of a rule violation, the player or the team concerned can also receive multiple automatic losses, a disqualification, an expulsion and an interdiction to participate to future competitions for one year.