



League of Legends Rules and Regulations

Victory Up High School Esports NZ rules and regulations apply to all individual game title.

This rule set is for League of Legends only.

Basics

1 game per round (per week)

Matchday- Wednesday

Time- 5pm (unless stated otherwise)

1. Team Member and Player Eligibility for League of Legends

To compete in the game title League of Legends, players must meet the following conditions on top of the player eligibility of the META High School Esports NZ Rules and Regulations.

1.1 Player Eligibility for Riot account

- Player's in-game honour rating must be 2 or higher.
- [Players can check their honour rating on the Profile tab after logging in to the League of Legends client. Honour is an in-game system that encourages sportsmanlike play. [Read more: Honour system overview](#)]
- Players falling under the in-game honour rating could be suspended from the tournament until their honour level is raised.

1.2 League of Legends Circuit Oceania Team Members for League of Legends

Players must not have played in the LCO for 2 weeks prior to their next META High School Esports NZ match.

This rule does not apply to coaches, managers, or any other team members or consultants, outside of players.

2. Divisions

2.1 Division 1

An open tournament but requires Division 1 players to have at least 20 champions available on their account to participate in the League for tournament draft mode.

Beware that during some weeks, one or more "owned" champions might also be featured in the free rotation, reducing the total available.

Only division 1 teams can compete in the Trans-Tasman Championship tournament, competed at the end of the season.

2.2 Division 2

Strictly for newer players. There are no level requirements for your League of Legends account this year to participate in Division 2.

Division 2 may not have a Live LAN event for Regional or National Finals. This will depend on registrations and resources available at the time.

3. Match Day

3.1 Schedule

The draw for the High School League will be released prior to the competition beginning. Each team will play one game per week unless advised otherwise.

3.1.1 Rescheduling Matches

Rescheduling of matches must take place no later than 48 hours before match is to take place.



Teachers from the school who wishes to reschedule will contact the opposition school and come to an agreement on a date for the match to take place.

If the two schools cannot come to an agreement on a date to reschedule to, the team who initiates the reschedule will default the match and the points will be awarded to the opposition for that match.

3.1.2 Substitutions

Teams must register all substitutions for a team. These players/ subs are allowed to sub in between rounds in a best of match or can start a match in the place of a starting member.

3.1.2.1 Emergency Subs

The **registered team** including subs must play the match unless a team member cannot, for any reason, make the match on time or at all. Then the school is allowed to sub in another student from another school team, as an emergency sub.

Teams may substitute players from other teams from their own school on match day, provided they play the same game title, and the substitution is from the same school. If they cannot substitute players using this rule, they must reschedule the match or default the match from that round.

For the substitution, we must also consider players levels and ranks. An emergency substitutions rank or level of skill cannot be significantly higher than the player they are replacing.

3.1.3 Wildcard/Handicap Rule

If teams wish to agree to 4v5, 4v4 or start the match earlier than the scheduled time they may do so at the agreement of both teams.

If a team has over half the team members missing from any game day squad, they will default the match.

3.2 Pre-Match Set Up

3.2.1 Online

All matches played online will be run through the Victory Up Tournament Portal www.Victory-up.com

3.2.2 Login

All teams playing in the tournament will sign in on the Victory Up website using their 'Team Manager Profile'. Teams must check the league page on the Victory Up website no later than 15 minutes before match starts.

3.2.3 Home team/Opponent

Team Captains must stay in contact with the opponent right up to the match start time. The 'home' team is the team stated as 'Home' on the tournament schedule. The Home team is required to set up the match and invite their opponents unless a tournament code is provided.

3.2.4 Tournament Code

Each match will be provided a tournament code. Teams will find the tournament code in the 'Match Chat' of each match on the Victory Up platform. Home team is to use this tournament code to setup match and both teams must use the code to join the match. Home team select side to start match.

3.2.5 Best of Three or Five break time.

In a best of 3 or 5 match, teams have an allowance of 15mins between matches to sort themselves. The next match must be underway once the 15 minutes has finished. This is for online play only.

3.2.6 Delay of Start of Match.

Match Delay before punishment

Check in - teams must be checked in 15min prior to match (check in is open 30minutes before match.)

Teams must be ready in lobby 15minutes, at the latest, after start time and ready to play. Match **must** be underway 15minutes after Start time.

Breaching the delay rule;

1st match - is a default

2nd match - loss of First Bans every 5 mins

3rd match - loss of First bans every 5 mins



Once all 5 bans are gone, they are given 5 mins if a no show it's a DQ.

3.2.7 Game Settings League of Legends

Game settings will be set as follows:

Division 1

- **Map:** Summoners Rift
- **Team Size:** 5
- **Allow Spectators:** All
- **Game Type:** Tournament Draft

Division 2

- **Map:** Summoners Rift
- **Team Size:** 5
- **Allow Spectators:** All
- **Game Type:** Normal Draft (Blind Pick)

3.2.8 Spectator Slot

Team coaches and Victory Up officials require a slot for spectating when the home team sets up the match. If the Spectator slot has not been set up by the home team, the match may be restarted, regardless of how far the match has progressed.

Students are not allowed in the spectator slot unless given permission by Victory Up admin.

3.3 Banned Champions

Champions that have not been available on the live server for more than one (1) week are restricted from tournament play, including reworked champions. Visual reworked champions are not affected by this rule.

3.4 Start of Match.

3.4.1 Start Time

Once setup is complete it is time to begin the match. All matches must start at the allotted start time given to each team. The time allows for the banning phase of the competition.

3.4.2 Banning phase for League of Legends.

The Banning phase will happen at the beginning of each match. Team coaches may help with this phase in any way you see possible. Once the banning phase is complete the match will officially get underway.

3.4.2.1 Disconnection during the banning phase

If a player disconnects from the banning phase both teams must immediately stop and screenshot the current picks and bans. The banning phase is then to be restarted with these same picks and bans.

It is extremely important to note the exact moment a player disconnects. The AI will select a champion if a player disconnects from the banning phase.

If a player disconnects from the banning phase and has not screenshot or informed the other team immediately and the AI selects a champion or ban. This pick or ban will be used once the banning phase has restarted.

For the opposition of a disconnected player, the team should immediately stop as to not give away your picks and bans.

For all disputes inform an admin and they will make a ruling on the picks and bans that happen for the restart.

(Note: Team, student, and competitive integrity is a must during a disconnection. If a team has been found trying to get a competitive edge by intentionally disconnecting this will be considered cheating and the team will receive a warning or may incur a disqualification from the round of matches.)

3.4.3 Location

All students/ players, when playing online, will do so from their school grounds, agreed space of the schools choosing or from home. It is the responsibility of the schools themselves to provide a location capable of allowing students to compete if they wish for the students to play from school.



Live venues may become available before or during the season, where schools can compete weekly at a live LAN venue. Team managers/ schools will be informed if Venues become available.

4. During Match

Once the match begins, teams and officials fall under Riot games Summoner's code and Victory Up's code of conduct. Teams must also abide by its own school codes of conduct and rules.

4.1 Stoppage of Play

Online

If a player intentionally disconnects without notifying an admin, coach, or league official or pausing, an official or opposition is not required to enforce a stoppage.

If an unintentional disconnection occurs, the match is to be immediately paused by the teammates of the player who disconnected. They are to inform the opposition. The disconnected player will then have 10 minutes to re-join before the match is to be restarted with or without reconnection.

Live venue

During any pause or stoppage, players may not leave the match or lobby area unless authorized by their head coach or a tournament official.

4.1.1 Directed Pause.

Officials may order the pause of a match or execute a pause command at any time.

4.1.2 Player Pause and Pause Allowance

Both teams are allowed ten minutes of pause allowance. You must un-pause once you have gone past ten minutes of pause timer. Tournament admins officials also have ten minutes in case they need to make a decision.

You can pause in the Tournament Draft format game using "/pause" & "/resume" in the game chat.

You cannot pause the game during a Blind Pick format game.

You cannot pause during a fight that involves 3 or more champions from either team.

Players may only pause a match immediately following any of the events described below but must signal a head coach immediately after the pause and identify the reason. Acceptable reasons include:

4.1.3 An Unintentional Disconnection

- A hardware or software malfunction (e.g., monitor power or peripheral disability or game glitch).
- Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an official or coach/ teacher, who may in his/her sole discretion, grant a pause to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period, as determined by the official/ coach/ teacher, but not to exceed a few minutes.
 - They must also notify a VUP admin of the injury. If the league official/ admin determines that the identified player is not able to continue playing a substitute may be used. If no substitute is available, within such reasonable period, then the identified player's team shall forfeit the game unless an official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.
- Lag or faulty server. If the server has extreme ping or 'lag' the match may be paused until the server is sorted or the match is determined to be either resumed or restarted.

4.1.3.1 Actions with unintentional disconnection during match

1. If an unintentional disconnection occurs, the match is to be immediately paused as soon as available by the pause rules in **4.1.2**. The pause will be initiated by the teammates of the player who disconnected. They are to inform the opposition. The disconnected player will then have 10 minutes to re-join before the match is to be restarted with or without reconnection.



2. If multiple players unintentionally disconnect within the first 5 minutes of a match, the match is to be restarted with the same picks and bans. If players suspect foul play they are to immediately inform the admin who will make a ruling as per the code of conduct and rules.
3. If the player cannot reconnect within the 10-minute pause allowance the match is continue with the remaining players of that team.
4. Players cannot be subbed in during a match online. At the live venue this may happen depending on the manner of the substitution.

4.1.4 Intentional Disconnections

1. If a player intentionally disconnects and has no intention of returning to the match, the team must play on without that player. No restart will occur with a substitution once the match has begun.
2. If a player leaves the match during a best of 3 or 5 scenario and has no intention of returning and no substitution is available, the opposition may ask to win the match by default. They will inform the admin who will make the final ruling.

4.1.5 Resuming the Game.

If your team pauses the game, you must confirm with the other team that both teams are ready to resume play.

4.1.6 Unauthorized Pause.

If a player pauses or un-pauses a game without abiding by the pause rules, it will be considered unfair play and penalties will be applied at the discretion of league officials. Including warnings and in extreme circumstances a team may default the match.

4.2 Methods of Victory

League of Legends- whichever occurs first-

- Completion of the final objective (destroy opponents Nexus),
- Team Surrender, or
- Team Forfeit.

5. Results

Victory Up will collate results each week. Results will also be posted on www.victory-up.com as part of the tournament ladder. Victory Up will upload results with the new ladder standings 48 Hours after Match Day. Each division and region will have its own table.

5.1 Online Match Results

Victory Up will record results and match outcomes through their website www.victory-up.com

Entering Results using your 'Team Manager Profile':

- Select game you just played in 'My Tournaments'
- Select win or loss
- Send screenshot by clicking on 'select file'
- Start the next match if required or select 'submit results'

5.3 Types of Matches/ Points scoring

Best out of one

The points system for best out of one game to make up the match. Teams will earn points in the following manner:

- The winning team will be awarded 3 points.
- The losing team will be awarded 0 points.

Best out of three

The Points system based on best out of three games to make up the match. Teams will earn points in the following manner:



- The winning team, which is the team that wins two out of the three games, will be awarded 3 points.
- The losing team will receive either 1 point or 0 points.
- For the losing team to be awarded one point, they must force a third game in the match. The third game only happens if neither team manages to win both of the first two games.

Draws/tie matches.

There are no draws or ties in a match, in the High School Esports NZ League of Legends, unless an incident has occurred where the match cannot continue.

6. Post Season Information

Only division 1 teams can compete in the Trans-Tasman Championship tournament, competed at the end of the season. Teams will be receiving more information once the regular season ends.

Division 2 may not have a Live LAN event for Regional or National Finals. This will depend on registrations and resources available at the time.

7. Broadcast

Two matches a week will be broadcast. Participants will be sent an information form asking simple questions about themselves and Esports in general. These questions will help the broadcast and commentators talk about the teams or participants involved in the match.

Students do not have to answer questions if they do not want the information broadcast on the stream. Any questions they do ask will be taken as permission to be used by Victory Up and the broadcast team.

7.1 Broadcast Times

Times of the broadcast may change during the season depending on availability of teams and the schedule. The below will be the default times that the broadcast will happen.

First Broadcast- 5:00pm. Teams and lobby will be setup by 4.30pm.

Second Broadcast- 6:00pm. Teams and lobby will be setup by 5.30pm.

Teams will be contacted by Victory Up and passed onto the broadcast team.

Teams starting at 6.00pm will be asked if they can make themselves available for this broadcast.