



Manitoba High School e-Sports Association
P.O. Box 40067 Lagimodiere PO
Winnipeg, MB R2C 493
Canada

MHSeA Spring Invitational League of Legends Rules and Regulations

This competition is not affiliated with or sponsored by Riot Games, Inc. or League of Legends Esports.

1. Teams

- a. Each school may register up to 2 teams.
- b. Each team must have a minimum of 5 and maximum of 10 players.
- c. There is a “grace period” until March 5th at 11:00 PM where you may change your rosters (swap/add/remove players). After this date you may not make changes to your roster.
- d. If you are fielding 2 teams those teams should be, as much as possible, composed of players of similar skill level. The League of Legends in-game ranking system provides a method to gauge player skill.
- e. Schools with only one team are to be named after their school mascot (e.g. The Kelvin Clippers). If you have multiple teams the teams must be named after their school colors (e.g. Kelvin Red and Kelvin Gray)
- f. **Special Note: A school may field a third team IF that team is composed entirely of female* players. *MHSeA defines female to include all girlidentified youth and youth who are non-binary, trans-gender, or otherwise gender-diverse.**

2. Pools/Divisions

- a. During Round Robin play the teams will be divided up into smaller pools that will be shuffled on a regular basis in order to provide more consistent challenges to each team. More details will be released once registration is finished as the number of teams will affect the Round Robin Format.
- b. During the Provincial Tournament, teams will be divided into 2 divisions: Infernal and Cloud.
 - i. Infernal is ranked above Cloud.
- c. Teams will be seeded in their initial pools based on Riot’s Season 10 ranking, Season 11 ranking, and performance in previous MHSeA’s events. Schools may



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request a preferred starting pool, but MHSeA has the right to place a team where we deem most appropriate.

3. Play Location

- a. Due to the Covid 19 Pandemic all players will play from home in order to follow Provincial Health and Safety guidelines.
 - i. Players may play from another location if your School/Division allows it.
 - ii. Players are advised to not play at the same location as other players.
- b. Players may compete with either school or personal equipment.
- c. If using school equipment and your school has multiple teams, there must be enough computers so all teams can play simultaneously.

4. Game Schedule

- a. The Round Robin games will be played from March 4th to April 22nd
- b. Every Thursday each team will play two games at 5:00 and 6:00 respectively. It is possible for a team to only play one game on a Thursday based on the schedule.
- c. Earlier or later start times are valid if agreed upon by both teams. (e.g. if both teams are ready to go at 4:00 it is fine to start early).
 - i. **Change in dates and or start/finish times must be emailed to the convener the same day (see section 9 for more information on rescheduling).**
- d. The Provincial Tournament will occur from April 26th to May 7th (schedule to be determined)

5. Round Robin Format

- a. The number of matches in the Round Robin stage will be determined after all registrations have been received. Each team will play a Round Robin against the other teams in their pool. The pools will then be reseeded with the highest



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ranked team moving up to the next highest pool and the lowest ranked team moving down to the next lowest pool.

- b. Each match in the Round Robin will consist of a single game.

6. Provincial Tournament Format

- a. The top 8 teams will move on to the Provincial Tournament in Infernal Division with initial seeding as follows: 1v8, 2v7, 3v6, and 4v5.
- b. The next 8 teams (9th to 16th) will move on to Provincial Tournament in Cloud Division with a similar seeding.
- c. Provincial Tournament will follow an 8 team consolation bracket format.
- d. All ties will be broken using the official LCS rules on Tiebreakers.
 - i. https://nexus.leagueoflegends.com/wp-content/uploads/2019/01/2019-LCS-Rule-Set-v19.5_ckcwnabxx8cnojli7ggu.pdf
- e. Each match in playoffs will be a best of three.
- f. Finals for the Provincial Tournament to determine the Hero of Heroes for both Infernal and Cloud being a best of five.
- g. Provincial Tournament format may change based on the number of teams registered.

7. Individual Player Rules

- a. Players must be in Grades 9-12, registered and in good academic standing.
- b. Players may only compete as a high school student during their age appropriate Grade 9-12 school years. Students returning for a fifth or more high school year may not compete.
- c. Players may not compete on multiple teams.
- d. Players must compete for the school they are currently registered (except if playing as a part of a multi school team).





- e. Players must use their “main” account to provide an accurate reflection of skill level.
- f. Players attempting to play with an account other than the one they registered with will not be able to participate in the game. Exceptions will not be made for an account that has been temporarily/permanently banned.
- g. Player account names will be posted on the event website to provide equal opportunity for scouting opposing teams.
- h. Players may not use an account with an offensive/inappropriate account name as determined by the MHSeA.
- i. MHSeA has the right to revoke a player username if deemed inappropriate. If an account name is revoked the player will be disqualified from the current game and must change their account name before the next game.
- i. Account name changes may not be done after the start of the season, except names deemed inappropriate.

8. Game Rules

- a. There must be a minimum of four players per each individual game. If there are 3 or less players during scheduled time, it will result in match forfeiture.
- b. Use the Battlefy lobby link to play your matches as it automatically collects and reports the results.
 - i. If you are unable to use the Battlefy link, create a custom game with the same settings and email the results **with a screenshot** of the Score Screen upon completion and email to the convener.
 - ii. Failure to collect and send screenshot may affect seeding in determining the outcome of a tie.
 - iii. Advise the league convener prior to creating a custom game.
- c. During Round Robin matches side choice is determined by coin flip.
 - i. (Battlefy has a built in coinflip in the match screen) with the winner of the flip having their choice of side. When queuing up in the lobby, the team who queues up on the left will have first pick and start on the bottom/blue side of the map.





- d. During the Provincial Tournament side choice/pick order will be determined by lowest seed (or by record for ties) being given choice. For subsequent games the loser will choose pick order/side.
 - e. During Provincial Tournament matches, players may be substituted in from game to game (i.e you don't need to play the same 5 players for the entire best of 3)
 - f. Games are standard Tournament Draft Mode with 5 bans.
 - g. Teams are NOT required to queue up in standard LCS order (i.e. Top, Jung, Mid, Supp, Bot)
 - h. Coaching (by coaches or other "benched" players) is only allowed during the pick/ban phase. Once the game has started the coaches/benched players may not take actions that will directly affect game play. We encourage all coaches to follow LCS rules by offering advice to players only during the pick/ban phase.
 - i. This includes (but is not limited to) making callouts ("mid is missing"), ii. giving advice on item purchases, iii. giving general in game advice.
- i. Points are awarded to a team based on the results of the game.
- i. Win: 2 points, Loss: 0 point, Forfeit: -1 point

9. Rescheduling/Forfeits

- a. Barring an emergency, teams who are not able to play a game must give at least 24 hours notice.
 - i. If notice is not given, the team who did not give notice will receive a forfeiture for that match.
 - ii. Teams that are not able to play within 10 minutes of the scheduled start time will forfeit the game.
- b. In order to reschedule a match the coach must contact the opposing coach and the MHSeA league convener (James Young).
- c. Matches must be rescheduled and completed before the Monday of the start of the next Round Robin. Round Robins will occur over two week periods of time.
 - i. ie. If your match is scheduled for Thursday February 4th, 2021, then you can reschedule for any date previous to Monday February 15th, 2021.





- d. It is incumbent on the team who requested the rescheduling to take the initiative in order to reschedule matches. Failure to do so may result in forfeiture.
- e. If teams do not make a reasonable effort to complete a match before these deadlines it will count as a forfeiture. The MHSeA has final say on what constitutes “reasonable effort”.
- f. It is contingent upon the team which needs to reschedule to accommodate the team which did not. If a match cannot be rescheduled within the scheduled dates the team requesting to reschedule will forfeit.
- g. Teams who forfeit matches over 2 separate days will be disqualified from the event and forfeit the entry fee.
- h. **Provincial Tournament matches cannot be rescheduled** and will result in forfeit if they cannot be played.
- i. Teams must field a minimum of four players. Should a team only be able to field three players or less, it will count as a forfeit.

10. Streaming:

We encourage teams to stream their games.

- a. It is the responsibility of the coach to make sure their players have all necessary media release forms as required by their school/division if they wish to stream.
- b. If a team wishes to stream the game they must ask the other team for permission before the game starts. Teams have the right to ask the game not be streamed.
- c. You may only stream the game in Spectator Mode in order to prevent the possibility of cheating. In order to be a spectator, the player spectating must be in the lobby when the game starts.
- d. Only other rostered players on the team (or the coach) may spectate/stream.
- e. Representatives from the MHSeA may also stream games for promotional purposes.

11. Sportsmanship/Player Behaviour

- a. MHSeA supports, encourages and expects sportsmanship and fair play. It is by these standards that we expect all teams to conduct themselves.





- b. Coaches are expected to monitor player communication applications (In game chat and/or third-party applications).
 - i. The MHSeA recommends that an in-game captain be the only player who participates in chat (unless they are not in attendance, or an emergency).
- c. Any actions considered to be unsportsmanlike or inappropriate will result in discipline of the offending party. The MHSeA has final say on what constitutes “unsportsmanlike or inappropriate”.
- d. There will be a “Three Strike System” in place. Any player found to be breaking any of the rules in this document will receive a strike.
 - i. Strike 1: Suspension from the next game.
 - ii. Strike 2: Suspension from the next two games.
 - iii. Strike 3: Disqualification from the event.
- e. Any player or coach actions considered serious enough to warrant significant discipline will be addressed with the MHSeA Discipline Committee and may warrant immediate suspension or expulsion from the event.
- f. Forward any potential rule violations to the league convener with evidence.

12. Dispute Mechanism

- a. Concerns raised about player/team/school conduct are to be addressed by contacting the league convener first. The league convener will use the rules and regulations listed to determine an outcome. Should a situation arise which does not fit into the league rules and regulations, it will be referred to the MHSeA President and vice-president(s) for resolution. If the dispute includes a player/team/school that includes a/an MHSeA President, Vice-President, or League Convener, they will not be included for determining the final resolution to ensure fairness.
- b. Should a school feel a decision needs to be reviewed (appealed), it must give notice to either of the MHSeA President or Vice-President of their intent to do so and the reasons. The request will be reviewed by a minimum of three members of the MHSeA executive. Their decision after review will be final.

January 26, 2021

