

MHSeA 2022 Spring Season: League of Legends Rules and Regulations

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. You may not swap players between teams after the tournament has started.
- c) After the registration deadline there is a “grace period” until March 10th at 12:00 PM where you may change your rosters (swap/add/remove players). You may not add another team. Withdrawing a team will result in forfeiture of your fee. After this date you may not make changes to your rosters.
- 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. 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 girl-identified youth and youth who are non-binary, trans-gender, or otherwise gender-diverse.**

2. Divisions/Pools

- a) During Round Robin play the teams will be divided up into smaller pools (ideally pools of 4) 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) Teams will be seeded in these pools based on the latest official Riot rankings and performance in previous MHSeA's events. Schools may request a preferred pool but MHSeA has the right to place a team where we deem most appropriate.
- c) During playoffs, teams will be divided into multiple divisions of 8 (however many full divisions can be made)

3. Play Location

- a) Students are required to play from school. Coaches are encouraged to be in the same room as their students as they play
 - Due to the Covid 19 Pandemic, we may need to be flexible with this. If Provincial Health Regulations do not allow us to play from school, we will

continue to play from home. If we do need to play from home, all players will play from home or a division/school approved location in order to follow Provincial Health and Safety guidelines

- If we do need to play from home, we will adjust the start times of matches in order to allow teams travel time to home.
- If your division does not allow students to play from school due to pandemic restrictions, or if your team is required to stay home to self-isolate, please contact the convenor via email in order to arrange playing from home

- Players may compete with either school or personal equipment.
- If using school equipment and your school has multiple teams, there must be enough computers so all teams can play simultaneously.

4. Game Schedule

- The Round Robin games will be played from March 10th to April 15th
- Round Robin Games will be scheduled for Thursdays at 430 and 530. It is possible for a team to only have one game each week based on the schedule. Teams may reschedule as per the rules.
- Playoffs will occur from April 18th to 30th (schedule to be determined).

5. Round Robin Format

- 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 ranked team moving up to the next highest pool and the lowest ranked team moving down to the next lowest pool.
- Each match in the Round Robin will consist of a single game.

6. Playoff Format

- The top 8 teams will move on to playoffs in the top division with initial seeding as follows: 1v8, 2v7, 3v6, and 4v5.
- The next 8 teams (9th to 16th) will move on to playoffs in the next division with a similar seeding. This pattern will continue for every multiple of 8 that exists.
- Playoffs will follow an 8 team consolation bracket format
- All ties will be broken using the official LCS rules on Tiebreakers

- 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 with the Championship for each division being a best of 5
- f) Playoff 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 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.
- e) ~~Players must compete for the school they are currently registered at. Exceptions may be made for students attending satellite schools as part of a special program (e.g. technical/vocational schools). Exceptions must be submitted at time of registration and approved by the Convener~~
- d) Players must use their “main” account to provide an accurate reflection of skill level.
- e) As required by Riot, players must be Level 30 and own 20 champions (NOT including free rotation champions) in order to participate.
- f) Players may not compete on multiple teams.
- g) 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.
- h) Player account names will be posted on the tournament website to provide equal opportunity for scouting opposing teams.
- i) Players may not use an account with an offensive/inappropriate account name. 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.
- j) 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. Failure to collect and send a screenshot may affect seeding in determining the outcome of a tie.
- ii. Advise the league convener prior to creating a custom game.
 - c) During Round Robin, a coin flip will decide the Home Team who may choose side/pick order (Battlefy has a built in coinflip in the match screen). 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 Playoffs, side choice/pick order will be determined by lowest seed (or by record for ties) being given choice. For subsequent games the loser of the previous match will choose pick order/side.
 - a) During playoff games, 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)
 - e) Games are standard Tournament Draft Mode with 5 bans.
 - f) Teams are NOT required to queue up in standard LCS order (i.e. Top, Jungle, Middle, Support, Bottom)
 - g) 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. This includes (but is not limited to) making callouts ("mid is missing"), giving advice on item purchases, or giving general in game advice.
 - i. We encourage all coaches to follow LCS rules by offering advice to players only during the pick/ban phase.
 - h) 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) Teams who are not able to play a game must give at least 24 hours notice.
- b) In order to reschedule a match the coach must contact the opposing coach and the MHSeA league convener (James Young). Rescheduling a match should be a coach-to-coach conversation.
- c) Matches must be rescheduled and completed before the Monday of start of the next Round Robin
- 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) Barring an emergency, if a team fails to contact their opponent by the match start time to reschedule, the match will be forfeit.

- f) 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”.
- g) 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.
- h) Teams who forfeit matches over 2 separate days will be disqualified from the tournament and forfeit the entry fee.
- i) **Playoff matches cannot be rescheduled** and will result in forfeit if they cannot be played.
- j) 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.
- k) Barring an emergency; if a team starts a game they must play the game to completion and may not surrender.

10. **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 in 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) The MHSeA expects all competitors to play to the best of their ability. “Throwing” a match is considered grounds for immediate expulsion from the league.
- e) 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 entire Season
- f) 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 league.
- g) Forward any potential rule violations to the league convener with evidence.

11. 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 co-presidents and vice-presidents for resolution.
- b) Should a school feel a decision needs to be reviewed (appealed), it must give notice to either of the MHSeA co-presidents 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.

February 8, 2022