SIMON FRASER UNIVERSITY
Esport League of Legends – PC
5v5
Revised Summer Semester 2020


SECTION 2 THE GAME
1. Each tournament match will be “best-of-one,” except for the finals, which will be best of three.
2. Before each match, the team captains and the referee will hold a “coin toss”. The winner of the coin toss will choose which side of the map his team will defend (along with “first pick” or “last pick” as that entails). For finals, a coin toss will be held for the first match, and sides would rotate subsequently.
3. All games will be contested on Summoner’s Rift, 5v5, Tournament Draft.
4. After logins are complete, each team may select their player order (for purposes of picks and bans) in whatever order they like.
5. The tournament will be played on the most recent live patch.
6. In the event of any unintentional server crashes or problems with the League of Legends client, platform, network or PC, the Player may pause the match, but must signal and report the issue to the League manager. The issue will then be evaluated for legitimacy and assess the appropriate action to be taken following evaluation.
7. All teams and players must comply with the player procedures handout that covered in the Intramural Policies and Procedures Manual.

SECTION 3 SPORTSMANSHIP – Good sportsmanship is required of all participants. Players, coaches, and spectators are always to conduct themselves properly. Simon Fraser University Recreational Sports reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

Teams, or players, who receive three ratings of 2.5 or below will be disqualified from further competition. A rating of 1 will require a meeting with the intramural sports staff prior to the next scheduled game. When reporting the score of the game teams will also give their opponent a sportsmanship rating based on the following criteria:

5. Exemplary Sportsmanship; game play was smooth with no issues. Players did not pause the game during a live ball and played the entire match. Talking between the opponents was cordial and not demeaning.
4. Above Average Sportsmanship; Game play was mostly smooth. There were minimal instances of “trash talk” and it did not become vulgar or extreme. Games were paused for extended period of time.
3. Average Sportsmanship; An excessive amount of trash talking throughout the game. Poor connection or lagging by the opponent.
2. Poor Sportsmanship; Communication was aggressive and vulgar and borderline abusive. General unsportsmanlike gameplay.
1. Terrible Sportsmanship; team quit the match during the middle of the game, extremely abusive and vulgar communication.