LEAGUE OF LEGENDS

Rulebook PolyLAN 38
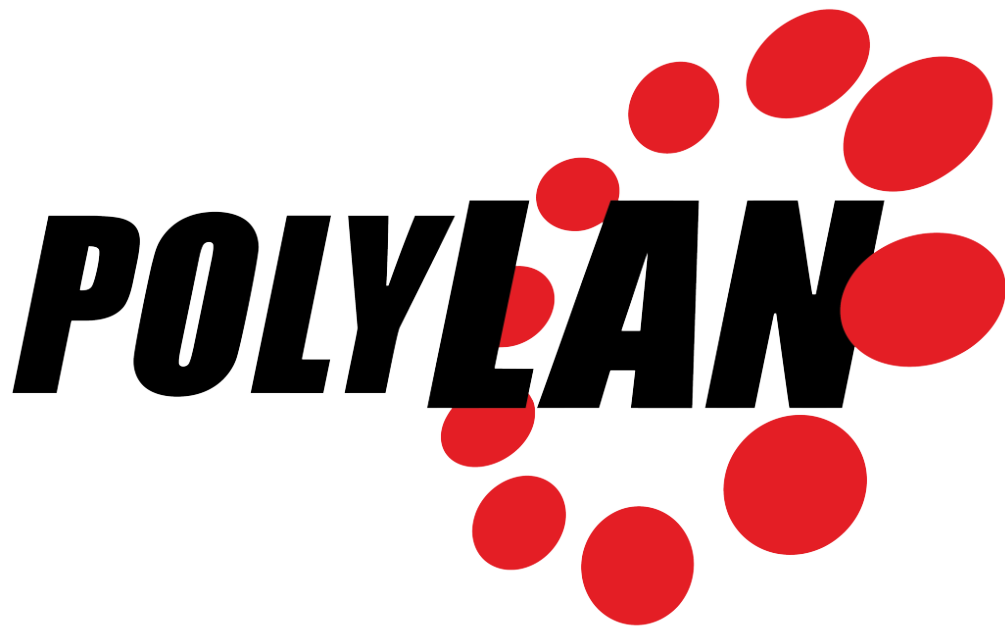
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1   General

These regulations will be the reference document for the entirety of the PolyLAN 38 event taking place at the SwissTech Convention Center, on the campus of the EPFL, from Friday 7th to the 10nd 2023.
The rules may be available in several languages. If the individual rules differ from another, the English version is valid in all cases as correct.

1.1   Scope and Application

These regulations apply to all players participating in the League of Legends tournament (hereinafter: "LoL" or "Game"), as well as their organization and entire team, including their coaches, managers, owners, members and employees. (The whole of these persons are called "participants" throughout the rest of this document). By taking part in this tournament, every participant guarantees that they are aware of the content of these regulations and commits to respect it in its entirety. Participants agree that their games could be streamed, casted or shown on the stage.

2   Tournament information

2.1   Tournament Platform

The official tournament platform for the main tournaments will be Plamingo (intranet of PolyLAN).

2.2   Tournament format

The tournament is played in 2 stages.
Stage 1 :   Swiss system on 7 rounds in the Best-of-1 format.
Stage 2 :   2 Double elimination trees in the Best-of-1 format. One tree will be named as the "Elite tree" and the second "Fun tree". The seeding of the tournament will be made accordingly to the results of the precedent phases of groups as followed:
-     Teams 1-32: Elite tree (Everybody in Winner Bracket)
-     Teams 32-64: Fun tree (Everybody in Winner Bracket)

Teams play one against the other in BO1 during all the encounters, except for the following cases that will be played in BO3:
  • Elite tree
    • Winner Bracket Finale
    • Loser Bracket Finale Injector
    • Grande Finale with 1 advanced round granted to the team coming from the Winner Bracket
  • Fun tree
    • Winner Bracket Finale
    • Loser Bracket Finale Injector
    • Grande Finale with 1 advanced round granted to the team coming from the Winner Bracket

Tiebreaker:
In case of a tie after stage 1, the direct result counts. In case of a 3-way-tie, the round difference/fastest game time/… between the 3 teams/players counts. If this ends in no result, there will be a decision by lot.

2.3 Tournament schedule

First appointment for the team captain or team manager (or player if he/she has none of the latter two) will be the briefing on Saturday at 8:30 AM. The Tournament itself will start 30 minutes later. All players must be present at the tournament location or beginning of the tournament.
The rough schedule of the Tournament can be found on Plamingo.
According to the number of participants there could be changes.

2.4 Tournament communication

2.4.1 General communication

The whole tournament communication is held on the official Polylan Discord, chanel League of Legends (https://discord.gg/polylan).

2.4.2 Game communication

The communication between the teams/players for the individual game is held on the Plamingo match page or with Discord

2.4.3 Match issue

If a player encounters a problem, he/she must contact an admin. Take screenshots of Victory Screens, chat, etc. in any case as a proof.

2.4.4 Decision issue

In case a player (or team) does not agree with an Admin's decision, the Team Captain or Team Manager (or player if he/she has none of the latter two) has the opportunity to discuss the incident and the decision with an other member of PolyLAN's comitee

2.5 Team composition

2.5.1 Composition of the general teams
The teams are composed of a maximum of 7 people participating in the tournament.

2.5.2 Substitute
There is therefore the possibility of having two substitutes in a team.

3 Game settings

3.1 Server

EU West

3.2 Match settings

Mode: 5v5
Game version : latest patch
Map: Summoner's Rift
Match duration: 20 to 70 minutes

3.3 Scripts / Third Party Software

Only softwares who do not give any advantage, nor information in real time in the game are authorized.

4 Game proceedings

4.1 Before the game

4.1.1 Match time

The players must check the published schedule regularly in case of current adjustments and to secure to not delay the whole tournament.

4.1.2 Presence confirmation before the match

The team captain/player must confirm his/her presence by contacting the opposing team no later than 15 minutes after the start of the round accordingly to the schedule. If he/she misses the delay, the opponent will automatically get a free win.

4.1.3 Side selection / Pick&Ban order

The order of the Pick & Ban phase will be determined by doing a "!roll d6" in the rand channel on discord, the highest value wins.

4.1.4 Delayed match start

In the event of unintentional technical difficulties or non-communication leading to the inability to start a game more than **15 minutes** after the round start, an admin can, at their sole discretion and depending on the points and the situation, exceptionally grant a victory.

4.2 During the match

4.2.1 Pausing match

The length of all pauses in a match cannot extend 10 minutes
It is forbidden to pause a match without a technical or valid medical reason.

4.2.2 Disconnect / Lag / Bug

In the case of disconnection, the player must attempt to reconnect as fast as possible. If after many unsuccessful attempts the player is still unable to join the game, the admins immediately must be warned and the case will be studied.

4.2.3 Technical / Medical Emergency

In case of technical issues or medical emergency, the game is interrupted and an admin immediately must be warned. Depending on the case, the admins can decide at their own discretion on the outcome of the game.

4.3 After the match

4.3.1 Report the result

The results of the match are normally automatically entered on the platform (without the intervention of players) once the match is finished. It is the responsibility of the teams to verify if the correct score has been entered. If there should be any problem or mistake, the result must be entered by the two teams.

5 Terminology

5.1   Match, Sets and Round

A match is the meeting of two teams (or single players). A match usually consists of one or more games. The term round is used synonym to the term game.
If useful, a match can be divided into several sets, which in turn consist of several

5.2   games.Best-of-X

If a match is played as Best-of-X, a maximum of X Games (or sets) are played. The match is considered won if a team or a player can win more than half of the games (or sets). The remaining games (or sets) are no longer played.