



COMPLETE RULES FOR THE League of Legends 2018 Winter Championship

6th September 2018

NUEL Admin Team

We want games to go ahead as smoothly as possible for everyone, we try our best to make this happen but to ensure that everyone has a good experience we'd like to issue the following set of rules. Most of the time issues on the night can be resolved by talking to your opponent's team captain and informing a tournament admin of the situation, by communicating with each other we can try to keep everyone's experience positive without having to come down hard on enforcing rules. When there's a clear violation of the rules, respect for the tournament and the other players taking part, then we will enforce the rules appropriately. Tournament admins will always be present on the night if you would like to report an issue or require help.

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1. Player and Team Eligibility
 - 1.1. University Eligibility
 - 1.1.1. Any institution with degree awarding powers which is recognised as a University by QAA (Quality Assurance Agency for Higher Education) may compete in the NUEL.
 - 1.1.2. Institutes with students studying across multiple campuses with students studying in campus which are geographically remote from the main 'parent' site may be required to compete as separate institutions. A list of currently recognized institutions may be found in Appendix A.
 - 1.2. Player eligibility
 - 1.2.1. To be eligible to compete in the the NUEL Winter Tournament each player must have satisfied all of the following conditions at some point during the 2017/2018 academic year:
 - 1.2.1.1. Be a registered student at an institution of Higher Education that is a deemed eligible by list in [Section 1.1](#). 'Registered' would be deemed as being in accordance to the HESA (or equivalent) Student Records as submitted by said institution in relation to the receiving of individuals' fees, therefore identifying an individual with a specific 'parent' institution.
 - 1.2.1.2. Be registered on a credit rated course (e.g. MSc, Degree or HND) that is a course that is registered under CATS (Credit Accumulation and Transfer Scheme)).
 - 1.2.1.3. Have verified their university email address on their NUEL account. University graduates do not have to verify email if they no longer have access to a university email.
 - 1.2.1.4. They must have a EUW account with at least **20** available champions associated to their NUEL account.
 - 1.2.1.5. A Players account name should not be offensive and if the NUEL considers this to be the case that team will be required to change their name.
 - 1.2.2. Special cases

Players do not need to satisfies conditions 1.1.1,1.1.2 and 1.1.3 if they are either:

 - 1.2.2.1. A student satisfactorily finishing his/her course of study between December and March or later until the end of the academic year provided his/her institution still classifies them as a registered student.
 - 1.2.2.2. A student embarking on a Sandwich Course and/or Year Abroad course provided the duration of the course in industry is less than one year.

1.2.3. Ineligible Students

The following students are ineligible to participate:

- 1.2.3.1. NUEL Tournament admins. However other members of the NUEL team for example casters are eligible to participate in the National Championship
- 1.2.3.2. Externally registered students, as determined by the University's Registrar.

1.3. Team requirements

- 1.3.1. Each team must have a designated captain who will be the primary contact for NUEL admins as well as other teams captains. If captain is not playing another player needs to be designated captain for that week's games.
- 1.3.2. A team may consist of between 5 and 10 players from the same Institution.
- 1.3.3. A player may be only on one team at once, however players may change teams throughout the season.
- 1.3.4. If a team splits up the majority of the team has right to ownership of the team and any seedings/qualification spots it has earned.
- 1.3.5. A Teams name should not be explicitly offensive and if the NUEL considers this to be the case that team will be required to change their name.

1.4. Substitutions

1.4.1. Change of Captain

- 1.4.1.1. A captain may step down at any point during the season In order to do this he/she must appoint a new captain using the team page on www.thenuel.com.
- 1.4.1.2. If a the majority of a team wishes to replace current captain admins should be contacted.

1.4.2. Roster Lock

- 1.4.2.1. Rosters will be locked each week before Check-In.
- 1.4.2.2. Players may still be kicked from team during roster lock without restriction.
- 1.4.2.3. After the final game for week has been played rosters will be unlocked.

1.4.3. Emergency Substitutions

- 1.4.3.1. When a team's roster is locked they may request one emergency substitution to be added to their roster.
- 1.4.3.2. Emergency Substitutions must be requested at least 1 game before start time of game they wish to play in.
- 1.4.3.3. An emergency sub may not increase a team over the size limit of 7 players. However by Rule 1.4.2.2. Captains can kick a player to reduce their team size to 6 before requesting a substitution.

1.4.4. The Spirit of Substitutions

Teams may replace any number of players between weeks of tournament. However Teams are expected to select teams with the intent of trying to create competitive and enjoyable games for themselves and their opposition. If we believe Teams are being selected for unsporting reasons for example swapping players all players between two teams to manipulate seeding, penalties will be placed upon participating players and Teams. If unsure about this rule please contact tournament admins before making substitutions.

1.4.5. Check in

Teams are required to Check in on our website before each week's games or will not be able to compete in that night's games. Check in will be open all day Sunday and close at 6pm.

2. Match Rules

2.1. Game Setup and Champion Select

2.1.1. All games are to be played on the European West server.

2.1.2. Players must use the account associated to their NUEL profile. If this account information is not up to date it will lead to a loss of ban in the first incident with increasing penalty for repeat offence.

2.1.3. For all matches the higher seed has choice of side in the first game. If a the second game is played the lower seed has choice of side in that game. If a third game is played then higher seed has choice of side in that game.

2.1.4. If Tournament codes are provided they should be used by all players. If for some reason tournament codes are not available Either team may host the game and The game name and password should then be given to opposing team.

The lobby should be set up as follows

2.1.4.1. The game mode tournament draft should be used for all games.

2.1.4.2. The map summoners rift should be used for all games.

2.1.4.3. Spectators are allowed. In the case of both teams wanting to have spectators i.e. casters, 2 spectator slots are allocated per team.

2.1.4.4. Team size should be 5.

2.1.5. Once both teams have joined the lobby and stated they are ready the lobby leader may begin champion select.

2.1.6. New champions may not be used until they have been available for purchase for at least one week.

- 2.1.7. Champions which have been reworked may not be used until a week has passed since patch date.
- 2.1.8. If a player does not own a specific champion then they can pick a placeholder champion. In the event a team wishes to use a placeholder champion they must:
 - 2.1.8.1. Inform the opposing team captain and the casters must be told before the champion is locked in that you are using a placeholder and who the placeholder represents. This may be done by messaging opposing captain or returning to the lobby.
 - 2.1.8.2. Once champion select finishes, the game will be remade, still as Tournament Draft, with the same champions selected apart from the "placeholder".
- 2.2. Pauses and Regames
 - 2.2.1. If a player fails to connect to game the game should be paused immediately. If this player fails to connect the game may be restarted. The new game must follow rules for a regame found in section 2.2.3.
 - 2.2.2. Teams may use the pause command as follows
 - 2.2.2.1. It is forbidden to use the pause without an obvious reason like a player disconnect.
 - 2.2.2.2. In the case a player disconnects or is having connectivity issues, it is allowed to use the pause.
 - 2.2.2.3. In the case of hardware or software issues it is allowed to use the pause
 - 2.2.2.4. In the event of a pause the other team should be informed immediately why the pause has occurred and should be informed of any progress towards fixing the issue causing pause.
 - 2.2.2.5. Before resuming games both teams should state they are ready to continue.
 - 2.2.2.6. Teams may only pause the game for up to 15 minutes. If after 15 minutes technical issues can not be solved the game should be resumed. If the game cannot be resumed then admins should be contacted and an automatic win will be awarded to opposing team.
 - 2.2.3. Teams can agree to a regame, if they think it's needed to play a fair and balanced match or to solve technical problems.
 - 2.2.3.1. A regame has to be played with the same picks and bans, it's not allowed to change the used Champions.
 - 2.2.3.2. A regame has to be played with the same summoner spells, runes and masteries.
 - 2.2.3.3. A regame is not permitted if a player forgets to change his runes.

2.3. No show

- 2.3.1.1. Teams are expected to arrive promptly to all games.
- 2.3.1.2. A default win will be given to the team that has all their players in the customer game, if a team hasn't join the custom game 20 minutes after the stated start time.
- 2.3.1.3. If neither team has created or joined a custom game within 20 minutes both teams will receive a loss. For calculating pairing the higher team will be considered the winner but the game will still count as a loss for calculating final standings.

2.4. Submitting results

- 2.4.1. After each game both team captains should report results before joining lobby for next game.
- 2.4.2. Results should be submitted using the tournament companion found on that week's tournament page of <http://www.thenuel.com>. If players have any issues in doing this then a tournament admin should be contacted.

2.5. Casting of Games

The NUEL reserves the right to cast any games played as part of the national championship.

- 2.5.1.1. NUEL tournament admins and people that are explicitly allowed to spectate by a tournament admin (e.g. shoutcasters or streamers) may ask to spectate. You can't refuse to invite an official NUEL caster, if a NUEL tournament admin asks you for an invite.
- 2.5.1.2. If you have casters spectating your game they should be made aware of any placeholder champions being used.
- 2.5.1.3. Players must wait for casters to declare they are ready before starting champion select.
- 2.5.1.4. If game is being cast players must join lobby in the following order Top, Jungle, Mid, ADC, Support.

3. Spirit of the Game

3.1. Sportsmanship

- 3.1.1. Teams are expected to play at their best at all times within any NUEL game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.
- 3.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the NUEL.
 - 3.1.2.1. Hacking. Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

- 3.1.2.2. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- 3.1.2.3. Cheating Device. The use of any kind of cheating device and/or cheat program.
- 3.1.2.4. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.
- 3.1.2.5. NUEL Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of NUEL officials, violates these Rules and/or the standards of integrity established by NUEL for competitive game play.
- 3.1.3. The following actions will be considered poor sportsmanship play and will be subject to penalties at the discretion of the NUEL.
 - 3.1.3.1. Flaming. This shall be considered any comments in all chat or game lobby that may be considered negative or hurtful.
 - 3.1.3.2. Use of racist or discriminatory language.
 - 3.1.3.3. Intentional disconnects. This does not include restarting client in order to bug fix.

3.2. Penalties

- 3.2.1. Any person found to have engaged in or attempted to engage in any act that NUEL believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the NUEL.
- 3.2.2. If any team or player is suspected of breaking any rules admins should be informed at which point they may ask for screenshots or other evidence of misconduct.
- 3.2.3. Upon discovery of any Team Member committing any violations of the rules listed above, the NUEL may, without limitation issue the following penalties:
 - 3.2.3.1. Loss of a ban
 - 3.2.3.2. Issue a warning
 - 3.2.3.3. Forfeit of a match
 - 3.2.3.4. Temporary suspension of a player
 - 3.2.3.5. Permanent ban of a player
 - 3.2.3.6. Deduction of points or seeding for the current or next tournament
 - 3.2.3.7. Disqualification of team from a tournament
 - 3.2.3.8. Disqualification of team from the Varsity Division
 - 3.2.3.9. Disqualification from prizes

4. Playoffs and end of season Prizes
 - 4.1. To play in semifinal team must be able to attend live final or will forfeit their spot.
 - 4.2. To receive end of year prizes further proof of study must be provided this will be requested by admins before semi-finals.
5. Spirit of the rules
 - 5.1. These Rules may be amended, modified or supplemented by the NUEL, from time to time, in order to ensure fair play and the integrity of the NUEL.
 - 5.2. All decisions regarding the interpretation of these rules lie solely with the NUEL, the decisions of which are final.

Appendix A

List of eligible Universities.

The following institutions of Higher or Further Education are currently considered eligible to play in The NUEL. This list is up to date to knowledge of NUEL admin if you believe your institution should be listed please contact a Tournament Admin.

Aberystwyth University
Anglia Ruskin University
Art University Bournemouth
Aston University
Bangor University
Bath Spa University

Birkbeck College, University of London
Birmingham City University
Bishop Grosseteste University
Bournemouth University
BPP University
Brunel University
Bucks New University
Canterbury Christ Church University
Cardiff Metropolitan University
Cardiff University
Central School of Speech & Drama
City University, London
Coventry University

Cranfield University
De Monfort University
Edge Hill University
Edinburgh Napier University
European School of Economics
Falmouth University
Glasgow Caledonian University
Glasgow School of Art
Glyndwr University
Goldsmiths College, University of London
Harper Adams University College
Heriot-Watt University
Heythrop College, University of London
Imperial College London
Institute of Education, University of London
Keele University
King's College London
Kingston University
Lancaster University
Leeds Metropolitan University
Leeds Trinity University
Liverpool Hope University
Liverpool John Moores University
London Business School
London Metropolitan University
London School of economics and Political Science
London School of hygiene and Tropical Medicine
London South Bank University
London University Business School
Loughborough University
Manchester Metropolitan University
Middlesex University just updated name
Newcastle University
Newman University
Northampton University College
Northumbria University

Nottingham Trent University
Oxford Brookes University
Plymouth University
Queen Margaret University
Queen Mary, University of London
Queen's University Belfast
Regent's University London
Richmond, The American International University in
London
Roehampton University
Royal Academy of Music, University of London
Royal Agricultural University
Royal College of Art
Royal College of Music
Royal Conservatoire of Scotland
Royal Holloway, University of London
Royal Veterinary College, University of London
School of Advanced Study, University of London
School of Oriental and African Studies
School of Pharmacy, University of London
Scotland's Rural College
Sheffield Hallam University
Southampton Solent University
St. George's, University of London
St. Mary's University
Staffordshire University
Swansea University
Thames Valley University
The Robert Gordon University
The University of Buckingham
The University of Edinburgh
The University of Hull
The University of Manchester
The University of Northampton
The University of Nottingham
The University of Sheffield

The University of Warwick
The University of Winchester
The University of York
University Campus Suffolk
University College Birmingham
University College London
University for the Creative Arts
University of Aberdeen
University of Abertay, Dundee
University of Bath
University of Bedfordshire
University of Birmingham
University of Bolton
University of Bradford
University of Brighton
University of Bristol
University of Cambridge
University of Central Lancashire
University of Chester
University of Chichester
University of Cumbria
University of Derby
University of Dundee
University of Durham
University of East Anglia
University of East London
University of Essex
University of Exeter
University of Glasgow
University of Gloucestershire
University of Greenwich
University of Hertfordshire
University of Huddersfield
University of Kent
University of Leeds
University of Leicester

University of Lincoln
University of Liverpool
University of Oxford
University of Portsmouth
University of Reading
University of Salford
University of South Wales,
University of Southampton
University of St. Andrews
University of Stirling
University of Strathclyde
University of Sunderland
University of Surrey
University of Sussex
University of Teesside
University of the Arts, London
University of the Highlands and Islands
University of the West of England
University of the West of Scotland
University of Ulster
University of Wales, Trinity Saint David
University of West London
University of Westminster
University of Wolverhampton
University of Worcester
York St. John University