



2020 League of Legends New Zealand Champions
(LNZC)

Official Rules - version 2.1

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Introduction and Purpose

These Official Rules (“**Rules**”) of the 2020 League of Legends New Zealand Champions (hereto referred to as “**LNZC**”) tournament apply to all teams who have qualified to play in LNZC, including all coaches, managers, owners, players, and peoples directly associated with a team (collectively “**Team Members**”). LNZC will be divided into three “**Stages**”. Each stage consists of a tournament. These Rules apply only to official LNZC play and not to other competitions, tournaments or organized play of League of Legends (“**LoL**” or the “**game**”).

ESPORTS LEAGUE NZ LIMITED, a registered company, has established these Rules for the competitive play of the game in order to unify and standardize the rules used in LNZC competitive play.

These Rules are designed solely to ensure the integrity of the system established by LNZC for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams and players. Rules that impact the Oceanic region can be seen here: oce.lolesports.com.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

1. Team Member Eligibility

To be eligible to compete in the LNZC, each player must satisfy all of the following conditions:

1.1 Player Age

No player shall be considered eligible to participate in any LNZC affiliated match before their 13th birthday, defined as having lived 13 full years.

1.2 Regional Residency Requirement

1.2.1 Resident Defined.

A player is considered a “Resident” if the player is already a lawful permanent resident in New Zealand (the “region”) based upon the legal status in that region and have a current New Zealand based address. A player can also be considered a “Resident” if they are living and studying in New Zealand with a valid visa. In turn, all games within the 2020 LNZN tournament must be played physically from somewhere within New Zealand by any given participating player.

1.2.2 Certification of Residency.

All players shall certify their residency upon request after registering to LNZN by submitting an eligible document, and providing proof of residency as defined in Rule 1.2.3. For the avoidance of doubt, any player may redact any sensitive information in such player’s sole discretion and LNZN shall not be responsible for the disclosure of any personal information by player to LNZN. Each player consents to the processing and or transfer of any such information by LNZN for administrative purposes. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player’s residency and region.

1.2.3 Proof of Residency.

Any player that wishes to compete in the LNZN must prove lawful permanent residency to qualify as a resident of the region in which they compete. Acceptable documentary evidence includes items such as a passport or school/university ID cards. This list is not exhaustive. Provisional non-residents do not need to show lawful permanent residency status if they meet the required amount of time to become a resident.

1.2.4 Starters.

For purposes of Rule 1.2, a “Starter” is defined as one of the five players established in the Team’s starting lineup for any given game.

1.2.5 Substitutes.

All teams will be required to maintain at least five players on their active roster at all times. At no point in time will teams be permitted to make a substitution which is in violation of any provision of this Rule 1.2.

1.3 Work Eligibility

Each player must submit proof on request, that he/she will be (a) a legal resident of New Zealand as per New Zealand laws, and (b) work-eligible in the region.

1.4 No Riot Employees

Team Members may not be employees of Riot Games Inc, Riot Games Pty or League of Legends esports federation LLC or any of their respective affiliates or the LNZN's affiliates at the start of or at any point during the LNZN. "Employees" is defined as any person who is directly hired by the parties mentioned in 1.4 as a full time or part time employee. It does not include contractors. "Affiliate" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Event Prizes

During LNZN, teams have the opportunity to earn prize money based on their level of performance in those events. This prize allocation is outlined on the [LNZN website](#) and may be amended at any time at the discretion of LNZN.

2.1 Prizing eligibility

Prizing for this tournament is as follows:

1st	\$20,000 NZD
2nd	\$10,000 NZD
3rd-4th	\$5,000 NZD
5th-8th	\$2,000 NZD
9th-24th	\$1,000 NZD
25th-96th	\$400 NZD

LNZC will distribute Prize Money to the dedicated Manager of the team once the required documents/information has been received. The methods the teams use to distribute their prize money is at their discretion. LNZC does not assume responsibility of payments from the Teams to the Players.

2.2 Academic prizing details

This prize is open to the top 24 teams only. Once Stage 2 begins, players who have achieved the highest grade (e.g. Excellence in NCEA) overall for a subject, achieved in at least 4 subjects, achieved as part of their last major end of year schooling examinations through a secondary learning institution, may submit these results to the LNZC by contacting the info@nzsports.com email address. This does not include mock examinations or minor examinations.

Submission takes the form of photographic evidence of each subject's grade, and a teacher reference from the school these submitted grades were achieved at. Submissions close before the Champions Bracket begins. 6 players will be able to receive this prize, comprised of \$1,000 NZD per player. These 6 players are chosen based first on their team's final 2020LNZC team ranking, and then within each team they are selected based on their LoL account's current rank.

2.3 MVP prizing details

A player from the winning tournament team will be selected by a committee of the LNZC, Riot Games, and several associated partners to choose an outstanding player from that team to receive the 2020LNZC MVP prize.

3. Team Information & Rosters

3.1 Roster Submission Requirements

At a time designated by LNZN officials before the start of each stage, each team may be asked to submit their roster to the LNZN, including the five members of the Active Roster. This will include submission of an Eligibility Form to confirm eligibility to compete in the tournament. In the event that the team elects to modify the Active Roster, the team must submit requests in compliance with Section 4. In the event that a team selects to modify the starting lineup, they must make a request to revise the roster to LNZN officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time. A team will not be allowed to start a member for the first week of the stage that is not on the Active Roster that was declared on this date.

3.1.1 Manager/Staff

The Manager (“**Manager**”) is responsible for administering team commitments associated with weekly LNZN activities including, but not limited to, content requests, game schedule, onsite studio coordination and overall communications with LNZN representatives. Any failed communications by the fault of the Manager will be the responsibility of the team and not LNZN.

Managers solely will be able to check in for the team, make roster changes/updates as well as receive the Manager role in the discord. There will only be 1 Manager per team.

A Manager will be allowed to play for a team but they must be registered as a player and will take up one player spot as per any other player. Managers for multiple teams can only register with one team. If a Manager is Managing multiple teams, they will only be allowed to be a player of one of the teams. They will not be allowed to move from roster to roster each week.

If a Manager is unable to fulfil the role, the role can be assigned to another person. The current Manager must provide all details as per the registration form of the new Manager. The new Manager will assume the role and the previous Manager will be removed. Changes must be made using the Confirmation email as with all roster changes. Manager changes must also be made before 24 hours till the game time.

3.2 Substitution

A team may swap players within a match, so long as that player is registered as part of the team either as an active player or a substitute player. Should a team not be able to fill five spaces using their registered players, they will forfeit the match immediately.

3.3 Roster Changes

During Each Stage, Roster updates/changes must be requested via Email to the head admin. Main Player roster changes will be allowed up to 11:59pm day after Game day E.g November 20th Wednesday 7pm game time means the roster update must be RECEIVED before November 21st Thursday 11:59pm.

Substitutes can be edited up till before 24 hours till the next Game day E.g Wednesday 7pm game time means the roster update must be RECEIVED before Tuesday 6:59pm. Any changes received after the allotted time will be implemented the following game day.

All roster changes will need to be made via Email, Not Discord messaging or any other messaging. Roster changes can be made by responding to your team's confirmation email which each manager should receive. If there are issues with the email, please message the head admin directly.

ALL ROSTER CHANGES MUST BE CONFIRMED BEFORE 24 HOURS TILL THE NEXT GAME DAY.

3.3.1 Roster Details

Any team registering a new player must contact an LNZC representative with the player details of the player they wish to remove (if the team has a full roster of 5 players and two substitutes registered) as well as the registration details of the player they wish to add, including whether or not the player being added is coming from an existing LNZC registered team.

If a team wishes to register an existing LNZC player who is part of another team, that player must confirm they wish to switch teams. In addition, the Manager of the team they are switching off must notify the LNZC Head Admin via Email. At this time, the team losing a player must reconfirm their ability to play in the tournament and, at the LNZC's discretion, may be granted an extended period of time to find a replacement.

Main roster players will be locked by Monday 9th of December 11:59pm for the rest of the Stage 1 Period. Between Stages 1 and 2, Teams may not change more than 50% of their Main Rostered players. Teams must maintain at least 3 of the locked Main roster players when

moving to Stage 2 as recorded on the final Stage 1 Game day. Substitute changes are not locked during this time period and can be swapped.

3.4 Team Names, Team Tags, and Player Names

All Team Tags, Team Names, and Summoner Names must be approved by LNZN officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, but must be approved by LNZN officials prior to use in an LNZN game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first LNZN game of the week.

LNZN officials have the ability to deny a team name if it does not reflect the professional standards sought by the LNZN and the team will be required to change their name. LNZN can choose to request a name change for a team or its players at any time should the name be determined as inappropriate for LNZN competitive play, and may disqualify a team should they not confirm a name change within the time provided by LNZN when the change is requested.

Team names and Summoner names are not allowed to be changed during the tournament. Should a player change their name once the tournament has started, they must immediately change their name back or they will not be allowed to participate in the match. Admins will be checking that each account matches the rosters provided, if they do not, the player will be removed immediately. It's the manager's responsibility to make sure their players are adhering to these rules.

3.5 Accounts and account standing

All participating players must use League of Legends accounts that are level 30+ and located on the Oceanic region, and be in good standing throughout the LNZN competition dates. Should a player receive an account ban they will not be permitted to use any other account to continue play, and will forfeit play in any matches for the duration of their account ban. Any account ban may result in a permanent ban from play for the duration of the tournament for any participating team at the discretion of LNZN.

LNZN will report any reports of Account Sharing, Misuse of Accounts or Selling/Buying Accounts to Riot as well as any other inappropriate behaviour.

4. LNZN Event Structure

4.1 Definition of Terms

4.1.1 Game.

An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 9.5).

4.1.2 Match.

A set of games that is played until one team wins a majority of the total games (e.g. winning two games out of three ("best of three"); winning three games out of five ("best of five").

4.1.3 Stage.

Scheduled play that will occur over a defined period of time. LNZN will be divided into three stages (First, Second, and Champions Bracket). Each stage will consist of a single tournament.

4.2 Schedule

The LNZN schedule and format may change at any time at the LNZN's discretion. All games must be played on the Scheduled match days at the scheduled match times. No Rescheduling will be allowed.

4.2.1 First stage ("Stage 1")

Stage 1 will run 20/11/19 to 11/12/19 with games played on Wednesdays and Sundays starting 19:00 (7pm) local New Zealand time.

Game days are as follows:

20/11/19 - 7PM
24/11/19 - 7PM
27/11/19 - 7PM
01/12/19 - 7PM
04/12/19 - 7PM
08/12/19 - 7PM
11/12/19 - 7PM

4.2.2 Second stage (“Stage 2”)

Stage 1 will run 26/04/20 to 10/05/20 with games played on Wednesdays and Sundays starting 19:00 (7pm) local New Zealand time. The 24 top ranking teams from Stage 1 will be seeded into groups of 6 in a Round Robin bracket. This allows for 5 matches in total to be played by every participating team.

Game days are as follows:

26/04/20 - 7PM
29/04/20 - 7PM
03/05/20 - 7PM
06/05/20 - 7PM
10/05/20 - 7PM

4.2.3 Third Stage (“The Champions Bracket”)

The Champions Bracket will run 24/05/20 for the quarter-finals, 30/05/20 for the Semi-Finals, and 31/05/20 for the Grand Final (“Champion Final”).

The top 2 teams from each group will be seeded into the Champions Bracket in a Single Elimination format. Matches for Semi-finals and Grand Finals will be onstage in our Studio.

4.3 Stage Details

4.3.1 Stage 1 format.

Teams will be broken down into groups of 8 and will play in a Round Robin bracket. This allows for 7 matches in total to be played by every participating team in a scenario with 192 registered teams. Matches will be Best of 3, if you win the first 2 matches, you will not have to play the 3rd match. Top team of each group will move on to Stage 2.

4.3.2 Stage 2 format.

This stage consists of twenty four teams broken down into Pools in a Group Round Robin bracket. The bracket is played over 5 tournament days, with each team playing 5 matches in a pool of 6, with a total of 4 pools. Matches will be Best of 3, if you win the first 2 matches, you will not have to play the 3rd match. The top two teams in each pool advance to the Champions Bracket.

4.3.3 The Champions Bracket format.

This stage consists of eight teams in a single elimination bracket. Games are Best of 5. There are three phases to the Champions Bracket being the quarter-finals played on day 1, the semi-finals played on day 2, and the grand final (Champions Final) played on day 3.

4.3.5 Tie breaking.

Ties in round robin groups with which teams progress to any given following stage will be decided upon by an additional series of matched depending on the number of teams tied for spot. Tiebreaker games will be played following the final game of each Stage, but prior to the first day of the next Stage. Tied teams will compete against each other until there is a winner.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the remaining teams (i.e. head-to-head record between the remaining teams). As an example, Team A holds a 2-0 over Team B, Team A has a 1-1 with Team C, and Team C is 1-1 with Team B, then Team A will win the tiebreaker with an aggregate of 3-1 over all teams involved in the tiebreaker. Then the new tiebreaker will take place between Team B and Team C which would be an additional game.

If no team in a tiebreaker holds a winning record against all other teams, then winning percentage based on total games will be used. If teams are still tied after winning percentage based on total games is taken into consideration, then the following structures will be used:

- **Three-way tie.** A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.
- **Four-way tie.** The teams will be randomly drawn into a “Korean-style” or “dual” bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.
- **Five-way tie.** The teams will be randomly drawn into a single elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine seeding.
- **Six-way tie.** The teams will be randomly drawn into a single elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th-place match to determine seeding.
- **Seven-way tie.** The teams will be randomly drawn into a single elimination bracket, where one team has a bye into the semi-finals. The tournament will require a 3rd-place match and loser’s bracket to determine seeding.
- **Eight-way tie.** The teams will be randomly drawn into a single elimination bracket. The tournament will require a 3rd-place match and loser’s bracket (including 7th-place match) to determine seeding.

5. Match Process

5.1 Changes to Schedule

LNZC may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of an LNZC match to a different date or otherwise modify the schedule of matches in any way.

5.2 Role of Administrators

5.2.1 Responsibilities.

Administrators are LNZC officials who are responsible for making judgements on every match-related issue, question, and situation which occurs before, during, and immediately following match play. Their authority includes, but is not limited to:

1. Checking-in teams and confirming Check-ins.
2. Checking the team's lineup before a match.
3. Announcing the beginning of matches.
4. Ordering pause/resume during play.
5. Issuing penalties in response to rule violations before/during the match.
6. Confirming the end of the match and its results.
7. Answering questions regarding the tournament.

5.2.2 Administrator Comportment.

At all times, administrators shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, coach, owner, or other individual.

Abusive behaviour towards Admins will not be tolerated.

5.2.3 Finality of Judgements.

Admins may escalate an issue to the Head Administrator, should the issue progress, the Head Administrator will escalate the issue to LNZC management. If the proper procedure/ruling was not followed, LNZC officials reserve the right to potentially invalidate the administrator's decision. LNZC officials will always maintain final say in all decisions set forth throughout the LNZC.

5.3 Competitive Patch

LNZC will be played on the current patch available on the Live Service unless specified. Rulings related to changes to the competitive patch will be at the discretion of the LNZC.

5.3.1 Champion Releases

Champions who have not been available on the live service for more than 1 week will be automatically banned in LNZC for 7 days from its release time. Champions who have had Gameplay updates as defined by Riot listed here: (<https://support.riotgames.com/hc/en-us/articles/202294884-Champion-Update-Schedule#h2>) will also be banned for 7 days since its release. A Champion will not be allowed if it was released on a patch on the day or after the start of the Championship Stage.

Should a team choose to lock-in a banned champion they will immediately forfeit the game unless they are using it as a placeholder (See .

Example: Champion A was released December 1, 2019, so Champion A becomes eligible to be used in all LNZC matches on December 8, 2019.

Example 2: Champion A was released May 24, 2020, Champion A will not be allowed for the rest of the Tournament.

5.4 Online Match Process

Stage 1 and 2 are both held online through the Live Client. Please note that while these matches are player online, all participating players must compete while physically located inside the country of New Zealand.

We will be checking player locations through-out the tournament and investigating any reported issues.

5.4.1 Game Settings

Map: Summoners Rift

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Tournament Draft

5.4.2 Match Process

- Teams will be sent Tournament Codes on the night before the day of the Match (via Email to Managers). E.g Tournament codes for Wednesday will be sent on Tuesday night.
- Tournament codes are used to join a Lobby, it will automatically record and report scores to our Admins so you will not have to manually report scores unless an issue occurs.
- The Tournament Code cannot be shared with persons outside the team they are meant for. If LNZN finds any players that do not match the participating team's player roster, there will be penalties.
- The Team Manager must Check In every Match day by the start time by posting "Team Name - Checking In" in the "Check In" channel. Every team must Check in or else it would be an automatic **FORFEIT** of the entire match. Check-ins will be open from 6pm every Game Day. The Check-in channel will be closed after the start time. E.g If the start time is 7pm, You have between 6-7pm to check in.
- Each team will only be allowed 1 Spectator in the lobby if their game is NOT on broadcast. If you are on broadcast, no spectators from either team will be allowed as the broadcast will need the Spectator spots.
- REMINDER: You do NOT need to report to admins when using substitutes. Subs must be registered to your roster otherwise they cannot be used.
- If a team starts a game and there is a roster issue with the opposing team, by starting the game, the team accepts the outcome of the game and will not be allowed to dispute results after the game is complete. This does not include forfeiting due to not checking in.
- If a team completes a game and fails to pause and notify an admin after discovering an in game bug, the team accepts the outcome of the game and will not be allowed to dispute results after the game is complete. This does not include forfeiting due to not checking in.

5.4.2 Pre-Game Process

All players competing in a match will join that match's lobby using the correct tournament code by the designated start time as advised by the official schedule (7:00pm NZ Time NZDT or NZST depending on daylight saving).

Penalties for joining lobby late or having an incomplete team are as follows:

10 minutes after designated start time - Loss first set of Bans.

15 minutes after designated start time - Loss of all Bans.

20 minutes after designated start time - Loss of first Game.

30 minutes after designated start time - Match Forfeit.

5.5 Pick/Ban Phase and Side Selection

We will not enforce players to be in Top>Jungle>Mid>ADC>Support order for non-broadcast or non-stage games. If you are in a Broadcast or Stage game, you are still allowed to "role swap" as admins cannot control what strategies you use in game.

If there are more than 2 people who will not be in their normal roles, the team will need to change their order to match their intended positions. This is to stop multiple people changing roles to confuse the enemy team as well as interrupt the broadcast.

Prior to broadcast, teams will be asked to advise their roster's roles.

5.5.1 Tournament Draft.

Tournament codes are Tournament Draft mode by default. A manual draft (e.g. draft that is conducted in chat without the use of an in-game feature) may be used by Admins if unexpected issues occur. Players for each team cannot be substituted after the start of the draft phase.

Placeholder champions in Champ Select is allowed during the online stages but any placeholders must be communicated to the other team immediately (we recommend captains adding each other before the game starts to ensure issues are communicated).

There will only be one placeholder champion select, the whole champion select phase must be completed before exiting and re-picking. All placeholder picks must be communicated to the opposing teams and teams are responsible for documenting picks (screenshot, noting down). Any disputes must be communicated to an administrator immediately, at which point the administrator will enforce a decision. If placeholders are likely, please proactively use a drafting tool (e.g. prodraft.leagueoflegends.com).

5.5.2 Restrictions on Gameplay Elements.

Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, masteries, or Summoner spells, or for any other reason as determined at the discretion of the LNZN.

5.5.3 Side Selection.

Teams' first game sides will be pre-selected during Stage 1 and Stage 2 by LNZN as the first team in a match up name (e.g. in case of match name "Team X vs Team Y" in a bracket match listing, team X will be Blue/lower left nexus for game 1), and subsequent games thereafter in a match will have teams switching sides.

In the Champions Bracket, the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. The higher seed will be required to submit their final decision for game 1 by the deadline to submit starting rosters.

Side declaration for best of matches will be decided between games after game 1. Teams with side choice for the respective game (lower seed for game 2 and 4, higher seed for game 3 and 5), will have 4 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The coach will inform the referee with the team about their selection.

5.5.4 Selection Error.

During Stage 1 and Stage 2 an incorrect champion selection cannot be reversed unless the opposing team allows it, resulting in a restart of the pick/ban. A restart in this instance means every champion chosen other than the one(s) noted incorrect must be picked again by the respective team.

During the Champions bracket, in the event of an erroneously-selected Champion pick or ban, the team in error must notify an LNZN official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before

the team in error gives notice to an LNZN official, the erroneous selection shall be deemed irrevocable.

5.5.5 Trading Champions.

Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.

5.5.6 Game Start After Pick/Ban.

A game will start immediately after the pick/ban process is complete, unless otherwise stated by an LNZN official. If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

5.5.7 Controlled Game Start.

In the event of an error in game start or a decision by LNZN to separate the pick/ban process from game start, an LNZN official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed pick/ban process.

6. Game Rules

6.1 Definition of Terms

6.1.1 Unintentional Disconnection.

A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

6.1.2 Intentional Disconnection.

A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

6.1.3 Server Crash.

All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

6.2 Game of Record

A game of record ("GOR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts may only be allowed under limited conditions (see Section 9.4). Examples of conditions which establish GOR:

1. Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
2. Any champion earns gold.
3. Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
4. Game timer reaches two minutes (00:02:00).

6.3 Stoppage of Play

If a player intentionally disconnects without notifying an LNZN official or pausing, an LNZN official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by an LNZN official.

6.3.1 Directed Pause.

LNZC officials may order the pause of a match or execute a pause command on any player machine at the sole discretion of the LNZC officials, at any time.

6.3.2 Player Pause.

Players may only pause a match immediately following any of the events described below, but must signal an LNZC official immediately after the pause and identify the reason. Acceptable reasons include:

1. An unintentional disconnection due to internet or server issues.
2. A software malfunction (e.g bugsplat, other LoL issue).

Each team will have a total pause time of 10 Minutes which could be extended by 5 mins if an admin is involved in resolving an issue.

As each team must have 5 players at all times, if a player is unable to continue the game, then the identified player's team shall forfeit the game. There will not be any 4v5 games.

6.3.3 Resuming the Game.

If one team pauses the game, they will not be allowed to unpause the game. The opposing team must unpause the game after the team who paused advises their players have resolved their issues. The opposing team must confirm everyone is ready to start before resuming the game.

Any team who tries to unpause when the opposing team isn't ready or abuses the pause/unpause feature will be penalized accordingly. Penalties may include ban losses and game or match forfeits.

6.4 Game Restarts

The decision of which condition(s) shall justify a game restart is solely at the discretion of LNZN officials. Game restarts that are determined to not be a Champion fault, would follow the same champion draft as the remade game.

6.4.1 Restarts Before GOR.

If an LNZN official determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn) before GOR has been established, then the game may be restarted.

6.4.2 Restarts After GOR.

If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics after GOR has been established, the game may be restarted.

6.4.3 Restart Protocol.

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. LNZN officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the LNZN officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes he/she has experienced a critical bug, he/she must pause the game and alert an Admin in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If LNZN officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If

the team accepts, the game will immediately be restarted as per the rules established in Section 6.4.

An exception to Rule 6.4 is if the restart occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

6.5 Awarded Game Victory

In the event of a technical difficulty which leads LNZC officials to declare a restart, the LNZC may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), LNZC officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty.

6.5.1 Gold Differential.

The difference in gold between the teams is more than 50%.

6.5.2 Remaining Turret Differential.

The difference in the number of remaining turrets between the teams is more than seven (7).

6.5.3 Remaining Inhibitor Differential.

The difference in the number of standing inhibitors between the teams is more than two (2).

6.6 Post-Game Process

6.6.1 Results.

Game results will automatically be reported through Tournament codes. If there are any issues with Tournament code results, teams will be asked to provide screenshots of their game.

LNZC officials will confirm and record the game result after the Team Captains and Managers have relayed the game results should there be an issue with Tournament code reporting.

6.6.2 Tech Notes.

Players will identify any tech issues with LNZC officials.

6.6.3 Results of Forfeiture.

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

7. Player Conduct

7.1 Competition Conduct

7.1.1 Unfair Play.

The following actions will be considered unfair play and will be subject to penalties at the discretion of LNZC officials.

7.1.1.1 Collusion.

Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among players, teams, and/or organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

1. Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

2. Pre-arranging to stage prize money and/or any other form of compensation.
3. Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
4. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
5. Conspiring to predetermine locations for free agents and/or conspiring to fix the salaries of contracts for team members and/or potential team members.

7.1.1.2 Competitive Integrity.

Teams are expected to play at their best at all times within any LNZC game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

7.1.1.3 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.

7.1.1.4 Exploiting.

Exploiting is defined as intentionally using any ingame bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of LNZC officials, is not functioning as intended.

7.1.1.5 Spectator Monitors.

Looking at or attempting to look at spectator monitors.

7.1.1.6 Ringing.

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

7.1.1.7 Cheating Methods.

The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

7.1.1.8 Intentional Disconnection.

An intentional disconnection without a proper and explicitly-stated reason.

7.1.1.9 LNZN Discretion.

Any other further act, failure to act, or behavior which, in the sole judgement of LNZN officials, violates these Rules and/or the standards of integrity established by LNZN for competitive game play.

7.1.2 Profanity and Hate Speech.

A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by LNZN or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

7.1.3 Disruptive Behavior / Insults.

A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

7.1.4 Abusive Behavior.

Abuse of LNZN officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations,

including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

7.1.5 Studio Interference.

No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of LNZC studio personnel.

7.1.6 Unauthorized Communications.

All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

7.1.7 Apparel.

Team Members may wear apparel with multiple logos, patches or promotional language. LNZC reserves the right at all times to impose a ban on objectionable or offensive apparel:

1. Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that LNZC, in its sole and absolute discretion, considers unethical.
2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
3. Containing any material constituting or relating to any activities which are illegal in any LNZC region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
5. Advertising any pornographic website or pornographic products.
6. Containing any trademark, copyrighted material or other element of intellectual property that is used without the Owner's consent or that may give rise to, or subject LNZC or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
7. Disparaging or libeling any opposing team or player or any other person, entity or product.

8. The LNZC reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

7.1.8 Identity.

A player may not cover their face or attempt to conceal his or her identity from LNZC officials. LNZC officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or LNZC officials. For this reason, as well as those listed in Section 5.7, hats are not allowed.

7.2 Unprofessional Behaviour

7.2.1 Responsibility Under Code.

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

7.2.2 Harassment.

Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

7.2.3 Sexual Harassment.

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

7.2.4 Discrimination and Denigration.

Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of

race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

7.2.5 Statements Regarding LNZN, Riot Games, and League of Legends.

Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of LNZN, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of LNZN.

7.2.6 In-game penalty system.

If a Team Member is found guilty and punished by the Riot's in-game suspension system, LNZN officials may assign an additional competition penalty at their sole discretion.

7.2.7 Releasing Information Without Approval.

Teams will be asked to submit paperwork for approval or visibility throughout the LNZN season. This paperwork is necessary for maintaining expectations throughout the league. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

7.2.8 Player Behavior Investigation.

If LNZN or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Use, or other rules of LoL, LNZN officials may assign penalties at their sole discretion. If an LNZN official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads an LNZN official creating an obstruction of the investigation, then the Team and/or Team Member is subject to punishment.

7.2.9 Criminal Activity.

A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

7.2.10 Confidentiality.

A Team Member may not disclose any confidential information provided by LNZN or any affiliate of Riot Games, by any method of communication, including all social media channels.

7.2.11 Bribery.

No Team Member may offer any gift or reward to a player, coach, manager, LNZN official, Riot Games employee, or person connected with or employed by another LNZN team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

7.2.12 Non-Compliance.

No Team Member may refuse or fail to apply the reasonable instructions or decisions of LNZN officials.

7.2.13 Match-Fixing.

No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

7.2.14 Document or Miscellaneous Requests.

Documentation or other reasonable items may be required at various times throughout the LNZN as requested by LNZN officials. If the documentation is not completed to the standards set by the LNZN then a team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

7.3 Association with Gambling

No Team Member or LNZN official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally. In addition to this, no Team Member, staff or players may be involved with the promotion of gambling in any way.

7.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that LNZN 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 LNZN.

7.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the LNZN may, without limitation of its authority under Section 7.4, issue the following penalties:

1. Verbal Warning(s)
2. Loss of Side Selection for Current or Future Game(s)
3. Loss of Ban for Current or Future Game(s)
4. Fine(s) and/or Prize Forfeiture(s)
5. Game Forfeiture(s)
6. Match Forfeiture(s)
7. Suspension(s)
8. Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in LNZN. It should be noted that penalties may not always be imposed in a successive manner. LNZN, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by LNZN.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legend professional competition are taking place (i.e. January through October).

Infractions will be governed by the Global Penalty Index which can be found here: http://esports-assets.s3.amazonaws.com/production/files/rules/Esports_Global_Penalty_Index.pdf

7.6 Right to Publish

LNZC shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against LNZC and affiliated bodies, Riot Games Pty, the League of Legends Championship Series LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

8. Spirit of the Rules

8.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the LNZC, and penalties for misconduct, lie solely with LNZC, the decisions of which are final. LNZC decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

8.2 Rule Changes

These Rules may be amended, modified or supplemented by LNZC, from time to time, in order to ensure fair play and the integrity of LNZC. Players registering for, and participating in, the 2020 League of Legends New Zealand Champions esports tournament must adhere to the rules and regulations outlined in this document. LNZC reserves the right to update these rules at any time, constituting a new version (vXX.XX), with a version number located on the title page of the

document. Each new iteration of rules must be distributed to competing teams through their General Manager, and it is by the General Manager's responsibility that the players of said team be made aware of any changes. A summary of changes may be supplied with a given update, however may be foregone given time constraints, so it is advisable that all new versions of the rules be re-read in full when they are provided.

8.3 Best Interest of the LNZN

LNZN officials at all times may act with the necessary authority to preserve the best interests of the LNZN. This power is not constrained by the lack of any specific language in this document. LNZN officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the LNZN.

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